

The Knight

"I vow my sword and therefore my life to my king and my God."



Playing the Knight

Knights are noble warriors who will sacrifice anything to uphold his or her honor, defend the weak, and pursue that which is virtuous; defending the Christian Church unto death.

Your character may be one of two types of knights: a knight errant or a paladin. The difference is that a paladin works more closely with his or her king, and a knight-errant wanders the lands seeking justice.

Advantages

Special Miracle Abilities

When the Knight's *Patience* AR reaches 10 or higher, he or she gains the Skill of *Miracles: Clerical* as a Craft. Knights do not gain any more than 1 *Faith* per level, but can perform any Clerical Miracles that he or she can afford (with *Faith*).

Limitations

Armor Restrictions

There are no armor restrictions for the Knight. In fact, the Knight prefers heavy armor.

- No restrictions

Weapon Restrictions

Knights will only engage in honorable Combat; therefore, he or she will only use weapons of close range. The Knight will never use missile weapons.

- No missile weapons (dishonorable)

The Knight

Creating the Knight

Attribute Requirements

Strength: 7

Charisma: 5

Life and Faith

Life: 2d8^(GE) + (*Strength* + *Endurance* + *Wisdom*)

Faith: 1

Gifts

Falconry

Horsemanship

Presence

W.S. Combat Arms

W.S. Shield Play

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Blacksmith

Camp

Carpentry

Food Works

Light Sleep

Mechanics

Medical

Political Science

Preach

Read/Write

Read/Write: [additional language]

Sacred Studies

Seafaring

Sorcery Studies

Speak: [additional language]

Track

Weaponry

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Thrown

Initial Equipment

Broadsword (2d10 Damage)

Small Shield (+3 Defend; 1d8 Damage)

Chain Jerkin (AP: Chest; DEF: +4)

Cloth Breeches (AP: Legs; DEF: +1)

Boots (AP: Feet; DEF: N/A)

Pouch of 3d6 Gold, 1d8 Silver

Sleeping blanket, small pack, medium candle

2d6 Food Rations

Riding Horse or Falcon (choose one)

Progressing the Knight

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,150
3.	2,450
4.	4,050
5.	6,100
6.	8,750
7.	12,150
8.	16,450
9.	21,800
10.	28,350
11.	36,250
12.	45,650
13.	56,700
14.	69,550
15.	84,350

Life and Faith

Add the following to the Knight's *Life* and *Faith* upon reaching each new level:

Life: +1d8^(GE)

Faith: +1