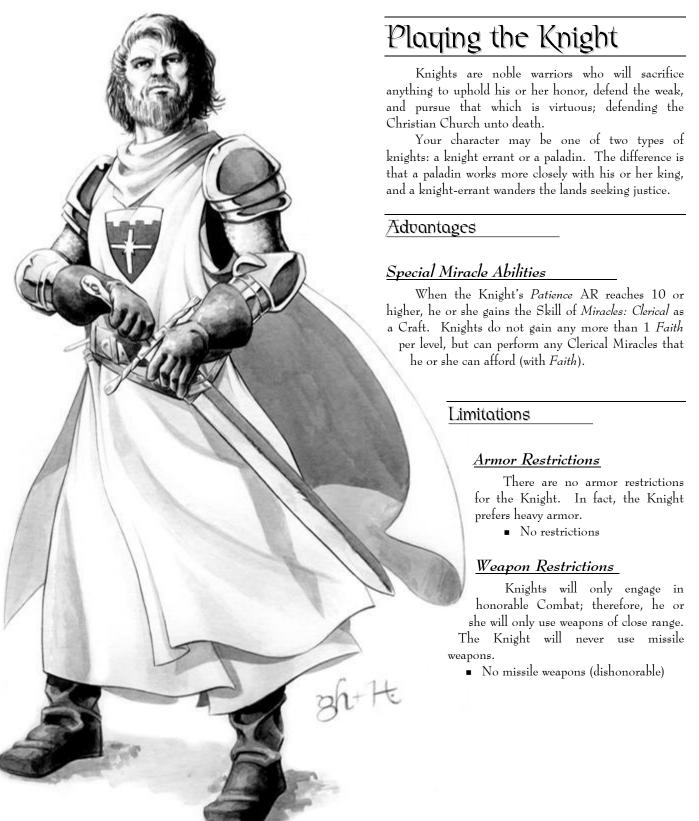
The Knight

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



The Knight

Creating the Knight

Attribute Requirements

Strength: 7 Charisma: 5

Life and Faith

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

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

Liaht Sleep

Mechanics

riecnanic

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