

# Knight

## Dragon Warriors Reference Sheet (p25)

### Creation Summary (p24)

<b>Attack</b>	13		<b>Initial Equipment</b>	
<b>Defence</b>	7	<b>Magical Defence</b>	3	Plate armour (AF 5), shield, dagger (d4, 3), lantern, flint-and-tinder, backpack, 25 florins, and a sword (d8, 4) or morning star (d6, 5).
<b>Stealth</b>	13	<b>Evasion</b>	4	
<b>Perception</b>	5	<b>Health Points</b>	1d6+7	

### Advancement Summary (p130)

+1	Attack, Defence, Health Points, and Magical Defence	Each rank
+1	Perception	Each odd rank
+1	Stealth	Ranks 4, 7, 10, etc.
+1	Evasion	Ranks 5, 9, and 13

### Armour Proficiencies (p71)

Knights do not suffer any penalties for wearing any type of armour.

### Basic Skills (p26)

All gained at rank 1.

#### Track (p63)

1d20 under Perception to follow trail up to 3 days old. Reroll each time you change terrain. Add 1d4 per day over 3.

#### Armour Expert

May wear plate armour without penalty.

#### Ride Warhorse

May ride a warhorse (p245).

### Advanced Skills (p26)

Choose one at rank 8 and upon achieving each subsequent rank.

#### Disarm Technique

If the knight is attacked with a roll of 20, the knight may roll 3d6. If the result is higher than the attacker's rank, he is disarmed.

#### Expert Parry

Parry a blow with a shield on a roll of 1 or 2 on 1d10.

#### Main Gauche

May use second weapon to provide a guard (+2 Defence) or get second attack against the same target (knight's Defence is 0 and must roll to hit separately with both weapons).

#### Master Bowman

+1 ABR with arrows. 50% chance to fire second arrow each combat round.

#### Quick Draw

Draw a dagger, shortsword, or sword as a free action.

#### Swordmaster

Cause critical hit with a sword on a 1 or 2.

#### Weaponskill

Different skill per melee weapon. +1 ABR with that weapon.



### Optional Additional Skills (Players' Guide p119)

Choose one at rank 3 and a second at rank 6.

#### **Fearless**

+2 to rank to make a Morale Check (p122) or resist a Fright Attack (p122).

#### **Intimidating**

Force a failed Morale Check on a victim. Roll d20 equal to or under Looks. +1 to Looks for every other character of equal or greater rank that stands with the intimidating character. Failure causes the victim to be enraged for 2d10 rounds.

#### **Iron Will**

+2 to Magical Defence against *Command, Curse, Transfix, Enslave, Enthrall, Benight, Turncoat, Pacify, Dark Thoughts, Winds of Change, and Witch Steed* spells.

#### **Tireless**

Perform non-combat tasks for up to the character's Strength in hours, achieving 50% more than a non-tireless character could in the same time.

#### **True Grit**

Character remain conscious until -3 HP, but then dies as normal.

#### **Oak Fists**

Unarmed combat attacks are made as (d6, 3) weapons.

