

## KNIGHT — 250 points

Officially, you might not be a knight, but you're more dedicated than some fop living in a castle. Anyway, "knight" sounds better than "fighter" (dull!) or "thug" (offensive!). Like the barbarian, you favor heavy weapons, and like the swashbuckler, you're very skilled. Unlike both, though, you have the good sense to wear proper armor. You're into dungeon delving to prove your mettle – although the loot doesn't hurt, given the high price of decent weapons and armor.

**Attributes:** ST 14 [40]; DX 14 [80]; IQ 10 [0]; HT 13 [30].

**Secondary Characteristics:** Damage 1d/2d; BL 39 lbs.; HP 14 [0]; Will 10 [0]; Per 10 [0]; FP 13 [0]; Basic Speed 6.00 [-15]; Basic Move 6 [0].

**Advantages:** Born War Leader 2 [10]; Combat Reflexes [15]; *and* High Pain Threshold [10]. • Another 60 points chosen from among ST +1 to +6 [10/level], DX +1 to +3 [20/level], HT +1 to +6 [10/level], HP +1 to +4 [2/level], Basic Speed +1 or +2 [20 or 40], Alcohol Tolerance [1], Born War Leader 3 or 4 [5 or 10], Enhanced Block 1 [5], Enhanced Parry 1 (One Melee Weapon skill) [5], Fearlessness [2/level], Fit [5] *or* Very Fit [15], Hard to Kill [2/level], Hard to Subdue [2/level], Luck [15] *or* Extraordinary Luck [30], Penetrating Voice [1], Rapid Healing [5], Recovery [10], Signature Gear [Varies], Striking ST 1 or 2 [5 or 10], Weapon Bond [1], *or* Weapon Master [20 to 45].

**Disadvantages:** -20 points chosen from among Bad Temper [-10\*], Bloodlust [-10\*], Code of Honor (Pirate's, Soldier's, or Chivalry) [-5, -10, or -15], Obsession (Slay some specific type of monster) [-5\*], One Eye [-15], Sense of Duty (Nation) [-10], Vow (Never refuse a challenge to combat) [-10], *or* Wounded [-5]. • Another -15 points chosen from among those traits or Bully [-10\*], Compulsive Carousing [-5\*], Greed [-15\*], Honesty [-10\*], Lecherousness [-15\*], Overconfidence [-5\*], *or* Sense of Duty (Adventuring companions) [-5].

**Primary Skills:** Brawling (E) DX+1 [2]-15 *or* Boxing (A) DX [2]-14; Fast-Draw (any) (E) DX+1 [1]-15†; Knife (E) DX [1]-14; Shield (E) DX+2 [4]-16‡; *and* Sumo Wrestling *or* Wrestling, both (A) DX [2]-14. • One of Crossbow *or* Thrown Weapon (Axe/Mace *or* Spear), all (E) DX+2 [4]-16; Bow *or* Throwing, both (A) DX+1 [4]-15; *or* Sling (H) DX [4]-14. • One of these three sets of options:

1. One of Axe/Mace, Broadsword, Polearm‡, Shortsword, Spear‡, *or* Two-Handed Sword‡, all (A) DX+6 [24]-20; *or* Flail (H) DX+5 [24]-19.
2. Two of Axe/Mace, Broadsword, Polearm‡, Shortsword, Spear‡, *or* Two-Handed Sword‡, all (A) DX+3 [12]-17; *or* Flail (H) DX+2 [12]-16.
3. Three of Axe/Mace, Broadsword, Lance, Polearm‡, Riding (Horse), Shortsword, Spear‡, *or* Two-Handed Sword‡, all (A) DX+2 [8]-16; *or* Flail (H) DX+1 [8]-15.

**Secondary Skills:** Armoury (Body Armor *or* Melee Weapons) and Connoisseur (Weapons), both (A) IQ+1 [4]-11; Leadership (A) IQ+1 [1]-11§; *and* Strategy and Tactics, both (H) IQ+1 [2]-11§.

**Background Skills:** Four of Forced Entry (E) DX [1]-14; Climbing *or* Stealth, both (A) DX-1 [1]-13; First Aid, Gesture, *or* Savoir-Faire (High Society), all (E) IQ [1]-10; Gambling, Heraldry, *or* Streetwise, all (A) IQ -1 [1]-9; Carousing (E) HT [1]-13; Hiking (A) HT-1 [1]-12; Intimidation (A) Will-1 [1]-9; Scrounging (E) Per [1]-10; *or* Observation (A) Per-1 [1]-9. \* Multiplied for self-control number; see p. B120.

† Includes +1 for Combat Reflexes.

‡ Knights who prefer two-handed weapons can omit Shield and raise a two-handed combat skill by a level.

§ Includes +2 for Born War Leader.

## Customization Notes

With 60 points in advantages, any "heavy fighter" archetype fits. Examples include the chivalrous knight (more Born War Leader, Weapon Master with knightly weapons, Code of Honor (Chivalry), Honesty, Sense of Duty, and the Broadsword, Heraldry, Lance, Riding, and Savoir-Faire skills), the lithe Amazon (high DX and Basic Speed, Sense of Duty to her sisters, skill with Shortsword and Spear, and a soldier's knowledge of First Aid, Hiking, and Scrounging), the thug (piles of ST, Bad Temper, Bloodlust, the Flail skill because it's menacing, and Forced Entry and Intimidation), and the crusty mercenary (extra HT and HP, Hard to Kill, Rapid Healing, Code of Honor (Soldier's), Greed, the Polearm skill for the battlefield, and Carousing and Gambling for downtime).

An important decision is whether to *master* just one weapon skill or be good with two or three. A single skill will let you dominate combat with your weapon of choice right from the start. You can't control what loot you'll find, though – if you're adept at Axe/Mace, Broadsword, *and* Flail, then you'll be able to use most one-handed weapons that turn up. Don't forget that some weapons need multiple skills; e.g., a samurai needs Broadsword *and* Two-Handed Sword for his katana (but can omit Shield).

Most knights trade the 5 points from quirks for cash for arms and armor.

### New Talent: Born War Leader—5 points/level

You get +1 per level to Leadership, Strategy, and Tactics – and to Intelligence Analysis and Savoir-Faire (Military), in games that use those skills. You also get +1 per level to reaction rolls made by professional fighters.

### New Perk: Weapon Bond

#### 1 point

You own a weapon that's uniquely suited to you, and get +1 to effective skill when using it. This has nothing to do with magic or quality – you're just *used* to your weapon. If you lose the weapon, you lose this perk! You may start play with a bond to any kind of weapon you've bought with cash or as Signature Gear.