

KNIGHT SPECIAL ABILITIES SHEET

1ST RANK SPECIAL ABILITIES

TRACK

The Knight may attempt to track their opponents or prey animals across country (pg. 63). The Knight can follow trails up to three days old. Roll $1d20 \leq \text{PERCEPTION}$ to track quarry for one day before making another roll. An additional roll is required every time the trail crosses from one type of terrain to another (e.g. from woodlands to hills), and also if the quarry fords a river. After three days the trail grows obscure and $1d4$ is added to the $1d20$ die roll for each day thereafter, plus an extra $1d6$ for each snowfall or heavy storm that occurs.

ARMOUR EXPERT

The Knight is the only character who can wear a suit of Plate Armour without any penalties to ATTACK and DEFENCE. The Knight never suffers any ATTACK or DEFENCE penalties for wearing armour.

RIDE WARHORSE

All characters may ride a horse, but only Knights, Barbarians and some Warlocks have had the long years of special training required to ride a warhorse (pg. 245).

ADVANCED SPECIAL ABILITIES

Upon reaching 8th rank, and every rank thereafter, a Knight may select one of the following SPECIAL ABILITIES.

❑ DISARM TECHNIQUE

The Knight is able to twist an opponent's sword out of its hand by catching the blade in the specially shaped guard of the Knight's weapon. The skill comes into affect when a sword-blow is aimed at the Knight and the attacker scores a 20 for the HIT ROLL (always a miss). The Knight then rolls $3d6$, and if the roll's result is higher than the opponent's rank (or rank-equivalent), then the sword is wrenched from the latter's hand and flung 1m to 6m away.

❑ EXPERT PARRY

The Knight's proficiency with the shield increases. For any roll that would otherwise hit the Knight, roll $1d10$. On a roll of 1 or 2 the Knight catches the blow with the shield, negating it.

❑ MAIN GAUCHE

The Knight may wield a one-handed weapon, such as a sword or axe, in the primary hand and either a dagger or shortsword in the secondary hand in lieu of a shield. The Knight may use this secondary weapon in one of two ways which the character must decide at the start of each COMBAT ROUND.

1. The weapon may be used as a guard granting a +2 bonus to the character's DEFENCE (if the weapon is magical, its bonus is also added).
2. The Knight can strike with both weapons at once, making a separate HIT ROLL for each weapon. The Knight's DEFENCE is zero for that round. Both blows must be at the same opponent. The opponent's DEFENCE counts fully against both blows, as DEFENCE only needs to be split against multiple attackers, not against multiple blows by one attacker.

❑ MASTER Bowman

The Knight adds +1 to ARMOUR BYPASS ROLLS foe arrows (not quarrels; the crossbow is not covered by this skill). The Knight is also able to loose off arrows more quickly than an untrained archer; as well as shooting an arrow in the Knight's usual time to act in the COMBAT ROUND, the Knight has a 50% chance of being able to shoot a second at the end of that COMBAT ROUND.

❑ QUICK DRAW

This SPECIAL ABILITY only applies to daggers, shortswords, and swords. Normally the drawing of a weapon is an action requiring one complete COMBAT ROUND, but a character with this skill can take his weapon from its scabbard and strike with it immediately (this is the equivalent to the samurai skill of *iai jutsu*).

❑ SWORDMASTER

This SPECIAL ABILITY is only effective when the Knight is using a sword (either one-handed or two-handed) the Knight may make a CRITICAL HIT (a blow that requires no ARMOUR BYPASS ROLL) on a HIT ROLL of 1 or 2. This is twice the regular chance of a CRITICAL HIT.

❑ WEAPONSKILL

A separate WEAPONSKILL governs the use of each melee weapon, so this skill must be selected more than once if the Knight desires special mastery of several weapon types. When fighting with the weapon specific to his WEAPONSKILL. the character adds 1 to ARMOUR BYPASS ROLLS.

WEAPONS KNIGHT HAS WEAPONSKILL WITH: