

# KNIGHTS

## Track

The chance of tracking is resolved by the character rolling 1d20. If he scores less than or equal to his perception, he is able to track his quarry for one day before making another roll. An additional roll is required every time the trail crosses from one terrain type into another (e.g. from woodlands to hills), and also if the quarry fords a river.

After three days a trail will begin to grow obscure, and the chance of successful tracking quickly diminishes, 1d4 is added to the 1d20 die score per day thereafter, plus an extra 1d6 for each snowfall or heavy storm that occurs.

## Armour Expert

Can wear a suit of plate armour without any penalties to attack or defence. He never suffers any attack or defence penalties for wearing armour.

## Ride Warhorse

All characters can ride, but only Knights, Barbarians and some Warlocks have had the long years of special training required to ride a warhorse.

## RANK 8 SKILLS

### Disarm Technique

When an attacker scores a 20 for his Hit Roll (always a miss). The Knight then rolls 3d6, and if he scores higher than his enemy's rank, then the sword is wrenched from the latter's hand and flung 1m to 6m away.

### Expert Parry

For any blow that would otherwise hit you, roll d10, On a roll of 1 or 2 you catches the blow on his shield, negating it.

### Main Gauche

This skill enables the character to fight with two weapons simultaneously—a one-handed weapon such as a sword or axe in his right hand, and a dagger or a shortsword in his left. The secondary weapon may be used in either of two ways, and the character must decide at the start of every Combat Round which of these options he is using that Round:

1. The secondary weapon may be used as a guard, giving +2 to the character's defence. (If the dagger/ shortsword is magical, its bonus is also added.)
2. The character can strike with both weapons at once, making a separate Hit Roll for each weapon. His defence is zero for that Round. Both blows must be at the same opponent. The opponent's defence counts fully against both blows.

### Master Bowman

The Master Bowman adds +1 to Armour Bypass Rolls for arrows (NOT crossbows). He is also able to loose off his arrows more quickly than an untrained archer; as well as shooting an arrow at his usual time to act in the Combat Round, he has a 50% chance of being able to shoot a second at the end of that round.

### Quick Draw

This skill applies to daggers, shortswords and swords. A character with this skill can take his weapon from its scabbard and strike with it immediately.

### Swordmaster

This skill is only effective when the Knight is using a sword (one-handed or two-handed). He makes a critical on a Hit Roll score of 1 or 2.

### Weaponskill

A separate Weaponskill governs the use of each mêlée weapon, so this skill must be selected more than once if the character desires special mastery of several weapon types. When fighting with the weapon specific to his Weaponskill, the character adds 1 to Armour Bypass Rolls.