

Cavalier (Fighter)



Representing the ultimate in mounted warfare, the cavalier is the quintessential knight in shining armor. Their training takes years and brings with it prowess at arms, knowledge of courtly etiquette, and equestrian expertise. Cavaliers begin their training as pages, child servants in the courts of knights and nobles, and later, as squires, learn to care for and ride horses.

Most cavaliers belong to the upper social class or nobility of a society. The cavalier dedicates his life to the service of a higher authority, such as a noble or sovereign, deity, military or religious order, or a special cause. His is a hereditary honor that comes with the price of lifelong service to his monarch, country, or other object or entity. The cavalier is expected to participate in any wars or other armed conflict in which his lord or cause is engaged. Cavaliers in service to other nobles often serve their master beyond the battlefield as well, performing such duties as their skills, and their noble lord, see fit.

Cavaliers exchange their services for the finest armor, horses, and weaponry that their lord can afford. Those who serve as household knights receive room and board from, and have their gear maintained by, their liege lord. Knights errant (wandering cavaliers who are not tied to a particular lord) and mercenary knights (cavaliers who hire themselves out for coin) must seek their own lodgings and maintain their own equipment.

Cavaliers, as agents of their lord or king and enforcers of the law, are afforded several privileges borne of their status. All cavaliers have the right to bear heraldic devices by which they can be identified. While in their own lands and allied territories, cavaliers are never expected to relinquish their weapons, except under terms of peace, surrender, or disgrace, and may not be detained or delayed in carrying out their duties. Cavaliers, while in their homeland, have the right to settle accusations against them and defend their reputation through duels of honor.

When in non-hostile lands, the cavalier is entitled to hospitality from other cavaliers, nobles, and sovereigns. This includes lodging for the cavalier and his entourage, and stabling for his horse or horses. As guests, they must be given accommodations and sustenance without expectation of monetary recompense or material redress. Cavalier characters are also expected to extend hospitality to fellow cavaliers and to those above their station. This privilege may be revoked if the cavalier has acted in an unseemly manner or has abused the rules of hospitality. A cavalier may ask for hospitality from commoners but is not entitled to free room and board in public houses or the dwellings of freemen.

- The code for a feudal campaign may be summed up as follows:
- Courage and obedience in service to one's sovereign, liege, order, or special cause.
 - Respect and courtesy to one's peers and betters.
 - Scorn for those who are lowly and ignoble.
 - Death before dishonor.

A cavalier who regularly forswears oaths, exhibits disloyalty, shows cowardice, or otherwise flaunts their disregard for their code of conduct shows himself to be a knave. Such a fallen cavalier loses the benefits of the Status and Valor abilities. Cavaliers who become non-lawful also lose the bonuses for these abilities. Only by atoning for violations of the code may a cavalier regain the status and powers that were once theirs. The Dungeon Master may adjust this code to fit his own campaign.

Level	Hit Dice	Attack Bonus	Class Features
1	1	+1	Knightly Combat Specialization (+2), Status (+2), Valor (+2)
2	2	+2	
3	3	+3	
4	4	+4	
5	5	+5	Extra Attack (1)
6	6	+6	Knightly Combat Specialization (+3), Status (+3), Valor (+3) 2nd Knightly Weapon
7	7	+7	
8	8	+8	
9	9	+9	3rd Knightly Weapon
10	+3	+10	
11	+3	+11	
12	+3	+12	Knightly Combat Specialization (+3), Status (+4), Valor (+4) 3rd Knightly Weapon
13	+3	+13	
14	+3	+14	
15	+3	+15	
16	+3	+16	Knightly Combat Specialization (+3), Status (+5), Valor (+5)
17	+3	+17	
18	+3	+18	
19	+3	+19	
20	+3	+20	

- Ability Requirements:** Strength 13, Constitution 13, Charisma 13
- Permitted Races:** Elf, half-elf, and human
- Hit Die Type:** d10 (6)
- Alignment:** Any lawful
- Weapon Proficiencies:** All
- Armor Proficiencies:** All armor types and shields
- Saving Throw Proficiencies:** Strength and Constitution
- Skill Proficiencies:** Animal Handling and History, plus any 3 of the following: Acrobatics, Athletics, Craft (any), Insight, Intimidation, Medicine, Nature, Perception, Profession (any), Religion, or Survival
- Starting Funds:** 6d4x10 gold pieces. The cavalier may purchase a warhorse (page 46) and suit of Medium or Heavy armor (page 43) at half the listed price during character creation.

Knightly Combat Specialization
All cavaliers gain a +2 bonus to attack and damage rolls with the one of the following, knightly, melee weapons: battle axe, horseman's flail, horseman's mace, horseman's pick, lance (any), and longsword. The

bonus to attack and damage rolls with this weapon increases by 1 at cavalier levels 6, 11, and 16.

At 7th and 13th levels cavaliers choose another knightly weapon to specialize in. The damage bonus with these weapons is equal to that gained with their other specialized weapon.

In addition, cavaliers gain a +2 bonus to all Animal Handling rolls made while mounted, while attempting to mount or dismount a creature, or when training a mount. This bonus also increases by 1 at cavalier levels 6, 11, and 16.



Status

As noted above, all honorable cavaliers are entitled to hospitality from non-hostile peers, landed gentry, and nobles. He may have to make a Persuasion check to claim this right if in neutral lands. It is up to the Dungeon Master to assign the Difficulty Class of this roll.

Furthermore, all Persuasion and Intimidation checks made to influence others while in the cavalier's homeland gain a +2 bonus, increasing by 1 at levels 6, 11, and 16 (to a maximum of +5). This notoriety comes at a price; for a cavalier is expected, in turn, to selflessly defend his people and maintain order within his homelands.

Valor

At 1st level, a cavalier gains a +2 bonus to all Charisma saving throws. This bonus increases to +3 at 6th level, +4 at 10th level, and, finally, to +5 at 16th level.

At 6th level and beyond, the cavalier is immune to all fear effects, whether magical or mundane in nature.

Extra Attack

Cavaliers gain the ability to make more than one attack each round. At level 5 cavaliers may make 1 extra attack per round. At levels 10 and beyond cavaliers may make 2 extra attacks per round.

Level	Total Attacks per Round
5-9	2 per round
10-20	3 per round

Followers

Upon reaching 9th level and constructing a stronghold, cavaliers attract followers in the same manner as fighters. Cavaliers often attract fellow cavaliers in place of fighter followers and, as experts in mounted combat, may also acquire special mounts in lieu of some, or all, human followers.

The following creatures may be raised, or captured, and eventually become followers of the cavalier: dire wolves, dragons, giant eagles, elephants, griffons, hippogriffs, manticores, pegasi, and unicorns.

Special mounts are, preferably, captured while very young and trained by the cavalier. In such instances, no Animal Handling checks are required to train the prospective follower. At the end of the training period (2 months per Hit Die of the creature) the creature serves as the cavalier's loyal mount and follower so long as it's mature enough to effectively serve as a mount. A mount trained from youth will serve faithfully so long as it's well cared for and, if of low or greater intelligence, not opposed to the cavalier's aims and alignment.

A subdued, captured, or befriended creature may also be trained as a mount by the cavalier. This training is an ongoing process, as the creature resists submitting to the will of the cavalier. The time required, and Difficulty Class (DC) of completing such training, is based on the creature's Intelligence Rating and Hit Dice, as shown on the following table:

Training Period	Intelligence Rating	DC
2 months per Hit Die	Non-intelligent to Semi-intelligence	10
3 months per Hit Die	Low intelligence to Highly intelligent	15
4 months per Hit Die	Exceptional to Genius intelligence	20
5 months per Hit Die	Supra-genius to Godlike intelligence	25

During training, the creature must be restrained and approached with great care, as it will look for any opportunity to break free of captivity.

At the end of the training period, an Animal Handling check is made with the listed DC. If this check succeeds, the creature is broken and will serve as a mount. If this check fails, the cavalier may make another attempt each month with a cumulative, +1, bonus for each additional month. A mount trained in such a manner will serve its new master so long as it's well cared for and, if of low or greater intelligence, not opposed to the cavalier's aims and alignment.

Each Hit Die of the special mount reduces the number of soldier followers by four times the mount's Hit Dice. As such, a cavalier with a 4 Hit Die giant eagle follower loses 16 soldier followers.

