

KNIGHT

Class Sheet

Description: A sword-wielder with a sense of honor

Weapon(s): Swords

Starting Weapon: Short Sword (1H, d8)

Starting Equipment: None

Moves:

☐ **Parry:** If an attempted melee results in a counterattack, roll a d10. On a 7+, counterattack is successfully dodged

☐ **Intimidate:** Can roll Brawn instead of Diplomacy to convince

☐ **Feint (1 SP):** On Melee, roll two damage dice and take the better result

☐ **Parry (1 SP):** If a melee attack results in a counterattack, roll a d6

1: The counterattack misses

Other result: The counterattack is successful

☐ **Twice-Parry:** Use a d4 instead

☐ **Blade Uppercut (1 SP):** On Melee, can launch an enemy in the air

☐ **Double Cut (2 SP):** On Melee, roll 2d6 damage

☐ **Wind Blade (1 SP):** Roll+Movement to spin weapon around to create a wind blast that knocks an enemy or object away

☐ **Disarm:** Roll+Melee to strike a blow that disarms the enemy

Success: Disarm and do 1 damage

Minor Success: Disarm

☐ **Tough it Out:** Roll+Resilience when have a status effect.

Success: Status is removed and you are immune the rest of the encounter

Minor Success: Status is removed

Code of Honor: +2 to any roll in direct support of a code below (each code is a separate move)

☐ **Homeland Defense:** Support existing established government

☐ **Friends Above All:** Assist an ally

☐ **Help the Helpless:** Assist an unarmed civilian

Class Mastery Move (Requires all other moves in this class to be acquired)

☐ **Earthquake (1 SP per enemy):** Roll+Melee to slam sword into the ground and cause a quake that does 1d6 Earth damage to all enemies.

