

# 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:

- ☐ **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.