

# KNIGHT

## Class Sheet

**Description:** A sword-wielder with a sense of honor.

**Weapon(s):** Swords

**Starting Weapon:** Short Sword (1H, d8)

Moves:

✓ **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. If result is 1, the counterattack misses.

☐ **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

☐ **Shining Armor:** If attacked successfully, attacker becomes Blind

☐ **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 you have a status effect.

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

☐ **Help the Helpless:** +2 to any roll to 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.