

Cavalier

Perilous are the frontiers of civilisation, vulnerable to the incursions of both men and monsters bent on the slaughter of the folk that dwell there. The armoured cavalryman is invaluable in such lands, able to respond swiftly to attack and pursue raiders deep into their own territory, whether to recover prisoners or to exact a bloody revenge. Whilst on foot the cavalier is the equal of any fighting-man, upon horse no other can match his prowess. A cavalier is a warrior much in demand, whether serving as a soldier in his homeland, seeking his fortune in foreign parts as a mercenary, or battling monsters beneath the earth.

The Cavalier Character

Minimum Scores: Strength 15, Dexterity 14, Constitution 13, Intelligence 6, Wisdom 6, Charisma 6

Races Permitted: Humans, Half-Elves (up to 9th level)

Hit Die Type: 1d10 (max 9 at 9th level)

Initial Hit Die: 1

Alignment: Any non-chaotic

Experience bonus: Strength 16+ and Dexterity 16+

Armour/Shield Permitted: Any

Weapons Permitted: Any

Weapon Proficiencies: 4 + 1 every 3 levels

Penalty to hit for non-proficiency: -2

Weapon Specialisation: Optional rule — as fighter

Level	Experience Points	Hit Dice	Fighting Ability	THAC0	Attack Rate	Special Abilities	Title
1	0	1d10	1	20	1		
2	2,250	2d10	2	19	1		
3	4,500	3d10	3	18	1		
4	9,000	4d10	4	17	1		
5	18,000	5d10	5	16	1		
6	36,000	6d10	6	15	1		
7	72,000	7d10	7	14	1½	Attack Rate Increase	
8	144,000	8d10	8	13	1½		
9	275,000	9d10	9	12	1½		Banneret
10	550,000	9d10+3	10	11	1½		
11	825,000	9d10+6	11	10	1½		
12	1,100,000	9d10+9	12	9	1½		
13	1,375,000	9d10+12	13	8	2	Attack Rate Increase	
14	1,650,000	9d10+15	14	7	2		
15	1,925,000	9d10+18	15	6	2		
16	2,200,000	9d10+21	16	5	2		
17	2,475,000	9d10+24	17	4	2		
18	2,750,000	9d10+27	18	3	2		
19	3,025,000	9d10+30	19	2	2½	Attack Rate Increase	
20	3,300,000	9d10+33	20	1	2½		

Abilities

Exceptional Strength: If the cavalier character has a strength score of eighteen he may roll percentage dice to determine an even greater degree of physical power, just as the fighter class.

Superior Constitution: Raised to life in the saddle, the cavalier is able to endure greater hardships than normal men, and so those with a high constitution (17+) enjoy the normal benefits of the fighter.

Agile Combatant: Considerable adroitness is necessary for the cavalier; continual and rigorous training has enhanced his natural ability so that his dexterity is treated as one grade higher for determining modifiers.

Horse Master: The cavalier has extensive knowledge and skill with horses; furthermore, he may treat one such mount he is familiar with as though it is affected by an animal friendship spell.

Advanced Abilities

Attack Rate Increase: Upon reaching level seven, a cavalier character increases in rate of attack with melee weapons by half, from 1/1 to 3/2; every six levels thereafter his attack rate increases by a further half, which is to say to 2/1 at level thirteen and 5/2 at level nineteen.

One Against Many: Normal men and similar monsters are no match for the cavalier, and so he may make as many attacks as he has levels against enemies of less than one level or hit die.

Ferocious Charge: At level five, damage done by the cavalier with the lance is tripled, rather than doubled, and every four levels thereafter increases one step in potency. That is to say at level nine it is quadrupled, at level thirteen it is quintupled and so on.

Stronghold

Once the cavalier character reaches level nine and is recognised as a banneret, he may (if he has not done so already) establish a stronghold and clear the area around it of threats and hazards. He may then levy taxes on any inhabitants in the vicinity, collecting up to 10 SP per month in return for protection.

Followers

An additional benefit of establishing a stronghold as a banneret is that the fame of the cavalier attracts to him a body of followers. These may be randomly diced for as below or selected by the game master as seems most appropriate in the context of the campaign.

01-40: 20 Light Lancers, 20 Medium Lancers, 20 Heavy Spearmen, 20 Crossbowmen

41-70: +20 Mounted Long Bowmen (Banded Armour, Long Bow, Shield, Sword)

71-90: +20 Heavy Lancers (Plate Armour, Lance, Shield, Sword)

91-00: +20 Armoured Billmen (Plate Armour, Bill, Shield, Sword)

The leader(s) depends on the result rolled above:

01-40: Level 4 Captain (Banded Armour, Lance +1, Shield +1, Sword +1, Medium War Horse)

41-70: Level 5 Captain (Banded Armour, Lance +1, Shield +1, Sword +1, Medium War Horse)

71-90: Level 6 Captain (Plate Armour, Lance +1, Shield +1, Sword +2, Medium War Horse)

91-00: Level 7 Captain (Plate Armour, Lance +1, Shield +1, Sword +2, Heavy War Horse)

01-40: Level 1 Sergeant (Mail Armour, Crossbow, Shield, Sword)

41-70: Level 2 Lieutenant (Mail Armour, Long Bow, Shield, Sword, Riding Horse)

71-90: Level 3 Lieutenant (Banded Armour, Lance, Shield, Sword, Medium War Horse)

91-00: Level 4 Lieutenant (Plate Armour, Bill, Shield, Sword)