



The Knight

Characteristics	
STR	13
CON	13
SIZ	13
INT	10
POW	10
DEX	11
CHA	10

Attributes	
Combat actions	2
Damage modifier	1d2
Improvement Roll	0
Magic Points	10
Dedicated Pow	0
Movement	8
Strike Rank	8

Common Skills		
Athletics	STR+DEX	24%
Brawn	STR+SIZ	36%
Culture (Own)	INT x2	50%
Dance	DEX+CHA	21%
Drive	DEX+POW	21%
Evade	DEX x2	22%
Evaluate	INT+CHA	40%
First Aid	INT+DEX	21%
Influence	CHA x2	55%
Insight	INT+POW	40%
Lore (Regional)	INT x2	50%
Perception	INT+POW	20%
Persistence	POW x2	39%
Resilience	CON x2	42%
Ride	DEX+POW	46%
Sing	CHA+POW	20%
Sleight	DEX+CHA	21%
Stealth	DEX+INT	21%
Swim	STR+CON	26%
Unarmed	STR+DEX	44%
Common Magic	CHA+POW	40%

Hit points and Armor

1D20	Hit Location	Hit point	AP
1-3	Right Leg	5	4 Scalemail
4-6	Left Leg	5	4 Scalemail
7-10	Abdomen	6	4 Scalemail
11-12	Chest	7	4 Scalemail
13-15	Right Arm	4	4 Scalemail
16-18	Left Arm	4	4 Scalemail
19-20	Head	5	4 Scalemail

Combat and Advanced skills		
CC : Sword & Shield	STR+DEX	74%
CC : (choose)	DEX+DEX	64%
Courtesy	INT+CHA	50%
Lore (Heraldry)	INT+POW	40%
Lore (Art)	INT +POW	30%
Play Instrument	DEX+CHA	41%
Language (Native)	INT+CHA	70%

Common Magic: Bladesharp 2, Endurance 1, Heal 2, Light 1

Weapons

Type	Size	Reach / Range	Damage	AP/HP	Manouver
Longsword	M/L	L	1D8/1D10	6/12	Bleed, Impale, Sunder (2H only)
Kite shield	H	S	1D4	6/18	<i>parry ranged</i>

