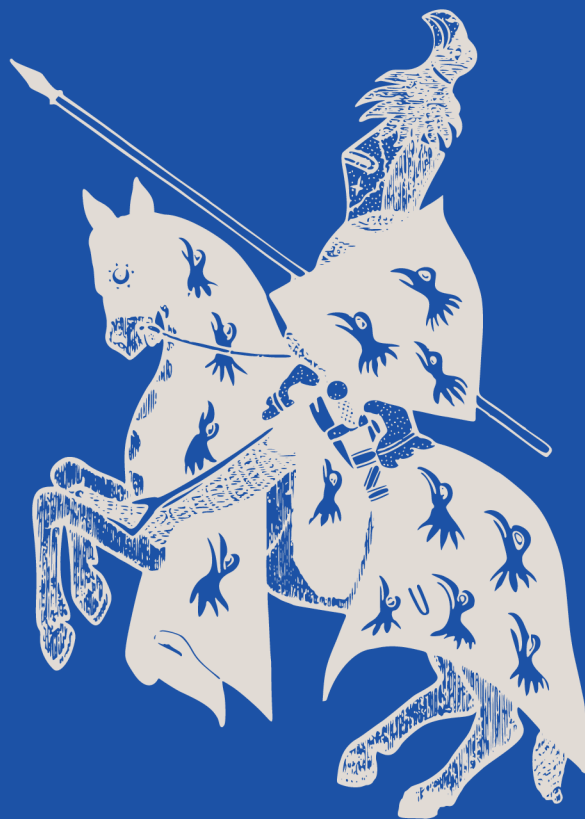


KNIGHT LANCER CLASS



Designed for use with
ShadowDark RPG



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KNIGHT LANCER

Trained with horses for battle and jousting. Expert with the lance. Relentless on quest or in service of their liege. Honor above all.

Alignments: All

Weapons: All weapons

Armor: All armor and shields

Hit Points: 1d8 per level

Equestrian: Advantage on rolls involving horsemanship.

Lancer: +1 attack with the lance

Bastion: Mounted or on foot, the Knight can rapidly form a circular defensive position with comrades. Add +1 AC to each defender for 3 rounds.

Lance Strike: Once per melee encounter, when you charge from a distance greater than near and strike with a lance, deal 2x damage. Applies to jousts, too.

Saddle Acumen: Diligent in caring for armor, weapons and tack. Add +3 gear slots to regular mounted allotment.

Knight Lancer Talents

2d6	Effect
2	Increase AC +1 under ' Bastion ' formation in combat
3-6	Additional +1 to attack with lance
7-9	+2 to Strength, Constitution, or Dexterity stat
10-11	Choose one armor type and receive +1 AC when worn. Includes Brigandine and other types from 3 rd party supplements.
12	A leader emerges. Add +1 to Charisma