

# CAVALIER

RANK	LIFE POINTS		POWER	NAT HEAL		WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	As base		As base	As base class		As base	1S	As base	As base class
2	As base		As base	As base class		As base	1S	As base	As base class
3 / 1	I	W	As base class	Nat Heal	Lay on Hands	All	2S / 2D	1	Utilise Any Armour Utilise Any Weapon Utilise Shield Utilise 1x1 <sup>st</sup> level good miracle
	30	49		As base class	2				
4 / 2	33	52	+2	+2	4		2S / 3D	1	Utilise 1x2 <sup>nd</sup> level good miracle, Utilise 1x1 <sup>st</sup> level neutral miracle
5 / 3	36	55	+2	+2	6		3S / 4D	1	Utilise 1x2 <sup>nd</sup> & 1x3 <sup>rd</sup> level good miracle, Utilise 1x2 <sup>nd</sup> level neutral miracle
6 / 4	39	58	+2	+2	8		4S / 4D	1	Immunity to Fear/Beguile +1 AC Vs Evil, +3 Lps damage Vs Evil 1x 1 <sup>st</sup> level good
7 / 5	42	61	+2	+2	10		4S / 5D	1	Utilise 1x2 <sup>nd</sup> , 1x3 <sup>rd</sup> & 1x4 <sup>th</sup> level good miracle. Special Skill A
8 / 6	45	64	+2	+2	12		6S / 7D	1	+2 AC Vs Evil, +6 Lps damage Vs Evil, Immunity to Possession Special Skill B
9 / 7	48	67	+2	+6	18		6S/7D	1	Utilise 1x4 <sup>th</sup> level good miracle, Utilise 1x3 <sup>rd</sup> & 1x4 <sup>th</sup> level neutral miracle Special Skill C
10 / 8	51	70	+3	+6	24		7S/8D	1	Utilise 1x1 <sup>st</sup> , 1x2 <sup>nd</sup> , 1x3 <sup>rd</sup> , 1x4 <sup>th</sup> & 1x5 <sup>th</sup> neutral miracle Special Skill D
11 / 9	56	75	+3	+9	33		8S/8D	2	Utilise, 1x2 <sup>nd</sup> , 1x3 <sup>rd</sup> , 1x4 <sup>th</sup> , 1x5 <sup>th</sup> & 1x6 <sup>th</sup> good miracle Special Skill E
12/10	61	80	+5	+9	42		9S/10D	1	+1 AC Vs Evil, +3 Lps damage Vs Evil 1x7 <sup>th</sup> good & 1 x 6 <sup>th</sup> neutral, OR 1x7 <sup>th</sup> good & resist TOD x1 day Special Skill F

Upon attaining 3<sup>rd</sup> Rank Inner Flame or Warrior, a character may change to 1<sup>st</sup> rank Cavalier.

Cavaliers may be Human, Elven, Half-Elven, or Dwarven

## Class Restrictions/Limitations

- Cavaliers may start as either an Inner Flame, or a Warrior. The I in the Life point column indicates those cavaliers who started as inner flames. The W in the life point column indicates those cavaliers who started as warriors.
- Cavaliers who start as Inner Flames gain at 1<sup>st</sup> level Cavalier +1 AC vs Evil and *Detect Evil* at will. They retain the ability to Discern Nature of Wounds and Discern Disease, but lose all other Inner Flame abilities due to their new vow to their chosen deity.
- Cavaliers who start as Warriors gain plus 3 life points (this is already factored into the life point column) and keep 2<sup>nd</sup> level warrior skill pick.
- Cavaliers must be Good aligned and must choose their god when they attain the rank of Cavalier if not already chosen.
- Cavaliers will only use Chivalric weapons except when fighting spiritual evil (e.g. Anti Paladins, Necromancers, Evil Priests, Undead) when anything goes (even throat slits and rear attacks)
- Cavaliers will wear leather based armours outside adventures, but are more inclined to metal based on adventures.
- Cavaliers give all their money gained away – 50% to the Church, and 50% to the poor.
- Cavaliers will always make a last stand with a good Priest unless dismissed. They will also flatly refuse to leave a good temple under attack unless it is desecrated.
- Cavaliers will never heal anyone who is evil.
- Cavaliers Natural Healing is transferrable.
- Cavaliers will only use spiritual style (and higher type) items, this includes Holy Avengers.
- Cavaliers sustain 3lps damage from the touch of evil spiritual items (including unholy symbols) and will take damage as a Paladin from Unholy water – 6lps per unit through Mantic I.
- Cavaliers miracles are chosen from the Priestly miracle list, and cast by the Cavalier from their power.
- Cavalier skill points are from the Warrior base class.

## Class Abilities

**Utilise Any Weapon and Armour** - Cavaliers are able to utilise any armour type, and any weapon type.

**Utilise Shield** - This allows the Cavalier to use Shields of any size.

**Immunity to Fear/Beguile** - Cavaliers are immune to all fear and beguilement effects, refs discretion.

**+X AC Vs Evil** - Grants X points of Spirit AC versus Evil

**+X Lps damage Vs Evil** - Allows the Cavalier to do an additional X LPS damage against Evil up to systems max.

**Immunity to Possession** - Cavaliers are immune to all forms of possession, refs discretion.

**Resist TOD x1 day** - if chosen the Cavalier is able to resist a *Touch of Death* miracle cast upon them once a day.

## Special Abilities

**A - Utilise Chivalric Weapons** - This gives the Cavalier one chivalric weapons point per two levels. See Chivalric Weapons Table.

**B - Crushing Blow Vs Evil** - this allows the Cavalier with a suitably blunt / heavy bladed (axe) weapon, to strike a location of an Evil opponent and reduce it to zero LPS twice a day.

**C - Mighty Blow Vs Evil** - this allows the Cavalier to strike a melee blow that is three times their normal damage against an Evil opponent twice a day.

**D - Dismiss Zombie/Skeletons line of sight** - Upon casting all Zombies & Skeleton and lower level undead are dismissed back to their home plane, causing corpses/bones to fall lifeless once per day. Higher level undead will not be affected. This skill is usable once a day.

*"Spirits of Undead in zombie and skeleton likeness hear me I command thee now begone."*

**E - Exorcism** - Once per day the Cavalier can cast the Exorcism miracle (Good Priestly Level 8)

**F - Dismiss Ghouls/Ghasts line of sight** - Upon casting all Ghouls & Ghasts and lower level undead are dismissed back to their home plane, causing corpses/bones to fall lifeless once per day. Higher level undead will not be affected. This skill is usable once a day.

*"Spirits of Undead in ghoulish and ghastly form hear me I command thee now begone."*