

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	1	W	As base class	Nat Heal	Lay on Hands	All	2S / 2D	1	Utilise Any Armour Utilise Any Weapon Utilise Shield Utilise 1x1 st level good miracle
	30	49		As base class	2				
4 / 2	33	52	+2	+2	4		2S / 3D	1	Utilise 1x2 nd level good miracle, Utilise 1x1 st level neutral miracle
5 / 3	36	55	+2	+2	6		3S / 4D	1	Utilise 1x2 nd & 1x3 rd level good miracle, Utilise 1x2 nd 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 st level good
7 / 5	42	61	+2	+2	10		4S / 5D	1	Utilise 1x2 nd , 1x3 rd & 1x4 th 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 th level good miracle, Utilise 1x3 rd & 1x4 th level neutral miracle Special Skill C
10 / 8	51	70	+3	+6	24		7S/8D	1	Utilise 1x1 st , 1x2 nd , 1x3 rd , 1x4 th & 1x5 th neutral miracle Special Skill D
11 / 9	56	75	+3	+9	33		8S/8D	2	Utilise, 1x2 nd , 1x3 rd , 1x4 th , 1x5 th & 1x6 th 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 th good & 1 x 6 th neutral, OR 1x7 th good & resist TOD x1 day Special Skill F

Upon attaining 3rd Rank Inner Flame or Warrior, a character may change to 1st 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 1st 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 2nd 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 (and higher spirit 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."