Cavalier

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Cavalier fighters are the heroes of the civilized world. They are trained to fight bravely and protect their people from danger. As they grow stronger, they take on important roles as knights and champions of the realm, always ready to defend their kingdom with honor and courage.

Cavaliers live by a strict code of chivalry, which means they are always polite and respectful to others. They are fearless in battle and always ready to face any challenge that comes their way. If you want to be a brave hero who protects the innocent and defends their land, then the cavalier fighter is the perfect class for you!

Ability Focus: Strength

Hit Points: d10

Ancestries Allowed: Human, Dwarf, and Elf

Starting Reputation: +1

Bonuses and Abilities

Bonus Attack

At level 4 the Cavalier gains an additional attack. If you are using action points, then the cavalier gets +1 for a total of 6.

Squire

At level 4 the Cavalier gains a 1st level squire (NPC cavalier 10HP, +1 Attack, 1d8 damage)

Dual Wielding

At level 4 the Cavalier can give up their shield to dual-wield weapons. To do this, the Cavalier cannot hold more than 5 lbs of combined weaponry (like a long sword and a dagger) and, upon successfully hitting, rolls both weapon’s damage combined. This takes up both hands and cannot be used with two-handed weapons or shields.

Starting Equipment

A backpack, a bedroll, a belt pouch, a flint and steel, an iron pot, a mess kit, rope, soap, torches (10), a light horse, trail rations (5 days), and a water skin.

Starting Money

All characters start with 2d4 x 10 gold pieces

At Level 2 (2,000+ Experience Points)

Gain hit points by rolling 1d10 + Constitution and adding it to your total hit points

At Level 3 (4,000+ Experience Points)

Gain hit points by rolling 1d10 + Constitution and adding it to your total hit points

Increase **Ability Focus** to 2

At Level 4 (8,000+ Experience Points)

Gain hit points by rolling 1d10 + Constitution and adding it to your total hit points

Gain **+1 Action Point** ability

Gain **Squire** companion/follower

Gain **Dual Wielding** ability