



# KNIGHT

Name: \_\_\_\_\_ Gauldric Aldumere  
Race: \_\_\_\_\_ Human  
Title: \_\_\_\_\_ Hedgeknight  
Role: \_\_\_\_\_ Tank  
Play style: \_\_\_\_\_ Sword & board,  
high armor single target tank

NAME: Gauldric Aldumere				TITLE: Hedgeknight		LEVEL: 4			
RACE: Human				CLASS: Knight		GENDER: Male			
MODIFIERS		HIT/CAST	CRIT MISS/FAIL	CRIT HIT/CAST	OTHER	AGE: 20			
MELEE-Swords		+5	5%	1% 100+	Damage	HEIGHT: 5'9"			
MELEE-All		0	5%	1% 100+	Damage	WEIGHT: 230 lbs.			
						SIZE MODIFIER			
						Medium	0		
						STATS +/-			
						MOVEMENT	4		
						STRENGTH	12		
						AGILITY	9		
						STAMINA	12		
						INTELLECT	10		
						WISDOM	10		
						AVOIDANCE	9		
						PERCEPTION	10		
						RESOLVE	10		
						INITIATIVE	12		
						CHARM	10		
WEAPON SPEC		Sword	see reverse (mods. already added)						
COMBAT SPEC		Sword and Board	see reverse, add'tl sec. skills "Deflect" & "Distraction"						
PRIMARY LOAD OUT	MAIN HAND	Longsword (1d10+1d4 dam, Parry 20%; 2H: 1d10+1d6 16% +Overpowering 16%)							
	OFF HAND	Heater Shield (1d4 dam, Shield blow 5%; Block 25%)							
SECOND LOAD OUT	MAIN HAND	Rondel (1d6+1 dam, Stealthy 2, Thrown range = str)							
	OFF HAND								
BELT SLOTS		Light Healing Potion (1d10 HP)		Light Healing Potion (1d10 HP)					
<i>Heavy Belt</i>		Light Healing Potion (1d10 HP)		Light Healing Potion (1d10 HP)					
4 slots									
MONEY POUCH (GP.SP)		20							
ARMOR & ITEMS (by slot)	LEGS	Chainmail Cuisses over Quilted Trousers				6	DEFENSE		
	TORSO	Reinforced Plate Cuirass of Improved Fortitude over Quilted Shirt (+1 Armor, +				10	AC	52	
	SHOULDERS	Quilted Mantle				2	ARMOR	45	
	FEET	Chainmail Chausses over Quilted Boots				6	DODGE	7	
	HANDS	Leather Gloves of Minor Striking (+5 hit with any weapon, already added)				2	NOISY	3	
	ARMS	Chainmail Sleeves over Quilted Bracers				6	STIFF	2	
	HEAD	Laminar Helm of Greater Defense over Quilted Cap				11	DOUBLE	5	
	BACK	Quilted Cape				2	TRIPLE	0	
	NECK						RESISTANCES +/-		
	TRINKET						ARCANE	20	
OTHER						ELEMENTAL	24		
BACK PACK		Sleeping Roll	x					NATURAL	22
<i>Standard</i>		Trail Rations (10)	Flint					HOLY	20
10 Slot Pack								DEMONIC	20
MAX CAPACITY								MENTAL	20
10 slots								INIT. SCORE 12+1d12	
HP (MAX:73)									
HONOR (MAX:20) Current: 10									
At the start of each turn, if passing an Honor Test, may stack a code of your choice (must be conscious and in control of mental faculties)									
CODE STACKS: (start each battle with 2, reset to 0 at end of battle)									
EXPERIENCE: 160									
REPUTATION	COMMON: 11								
	KINGDOM OF GHALLANT: 8								
	REPUBLICAN ARMY: 10								
	REPUBLIC OF GANT: 9								



v1.3

PASSIVE SKILLS:	DETAILS:	
Armor Proficiencies	Cloth, Leather, Mail, Plate	
Weapon Proficiencies	Knives, Swords, Swords2H, Bludgeons, Axes, Polearms, Shields	
Languages	Common	
Industrious	gain an additional secondary skill point at character creation, and again at level 5, 10, 15, and 20	
Salute	when fighting a weaker/smaller opponent 1-on-1 the salute allows the combat to proceed without losing honor. This doesn't count as an instant or an action, but must still be stated prior to attacking.	
My Word is my Oath	Begin each battle with a number of codes pre-stacked equal to current honor divided by 5 (rnd up) Also begin battle with an additional Oath activated above beyond your selected Oath or Virtue, as follows: Level 1-5 = 1 extra, Level 6-10 = 2 extra, Level 11-20 = 3 extra; <b>may use an instant to swap out a single Oath or Virtue during battle</b>	
SECONDARY SKILLS:	RANK:	DETAILS:
Haggler	1	Receive up to 10% discount when buying & selling goods/services if passing charm test
Riding Skill	1	Can ride most normal mounts in combat (including directing mounts attacks)
Military Training	1	Can remain standing/conscious even when HP's go below 0, and instead only go unconscious upon receiving enough damage to cause Serious Injuries.
Juggernaut	1	When moving at least more than 2" into base contact gain chance to cause a knock down effect based on how much armor you have (Currently: 42% knockdown chance)
Sword Specialist	1	Receive +5 hit and +1 damage when attacking with any type of Sword (already added)
Combat Specialist		"Sword & Board" Specialization
	1	Adds +5% to the block attribute of any type of 1 handed shield and +5% Parry (Swords)
<b>Deflect:</b>	2	Whenever successfully blocking or parrying a melee attack the enemy attacker is thrown off balance and is treated as Vulnerable for your next melee attack
<b>Distraction:</b>	3	When not engaged in close combat can use Distraction as an instant ability slam your mainhand weapon against your shield to create a distraction, any target within 15" that is not already engaged in close combat switches its focus to you if failing a Resolve test, this can only effect each target once per battle
<b>EXTRA:</b>		
Hedgeknight Squire	Gauldric squired under a fellow Hedgeknight named Sir Whalin the Ghallant and is well accustomed to life in the hedges after spending much of his life on the road learning the Code of Chivalry.	
Orcish Prejudice	Not long ago Sir Whalin perished from wounds suffered in battle against an orcish warband that attacked a defenseless village. Gauldric has vowed to avenge him and has developed a strong distain and distrust (though not outright hatred) for anyone with orcish blood	
Ghallantine Outsider	As with his deceased mentor, Gauldric was originally from the Kingdom of Ghallant. However neither men were accepted within the Royal Court of Ghallant and therefore left to make a name for themselves in the Republic of Gant. As such, Gauldric is typically viewed as an outsider by well-to-do citizens of the Republic.	
Reckless	Gauldric is extremely driven to prove his worth as a Knight and tends towards reckless behaviour if he believes honor is at stake	

## Gauldric Aldumere Honor (Primary) Skills - Oaths, Virtues, and Codes

Active	Skill Name	Discipline	Polarity	School	Required Honor	Use	Duration	Range	Description
OATHS (Effects Knight and any friendly within range)									
<input type="checkbox"/>	Service	None	Order	Oath	14	passive	battle	0.5"/honor radius	+2HP per level of caster
<input type="checkbox"/>	Excellence	None	Order	Oath	13	passive	battle	0.5"/honor radius	once per round may re-roll any miss (including a critical) but must abide by second roll
<input type="checkbox"/>	Protection	None	Order	Oath	12	passive	battle	0.5"/honor radius	grants +1 AC/level of caster to all friendlies w/in oath radius but reduces the casters AC by the same amount, any un-engaged enemy inside the oath radius must attack the caster if they are the closest target unless passing a Resolve test
<input type="checkbox"/>	Purity	None	Order	Oath	11	passive	battle	0.5"/honor radius	all resistances increased by 1 per level of caster
<input type="checkbox"/>	Valor	None	Order	Oath	10	passive	battle	0.5"/honor radius	Gain +0.5 damage/level when facing an enemy group or single opponent that has a higher Threat Rating than the party (where the parties Threat rating is equal to the combined level of all PCs +Threat Rating of any pets/minions), gain +0.5 damage/level
<input type="checkbox"/>	Voracity	None	Order	Oath	9	passive	battle	0.5"/honor radius	• recalculate the Threat Rating of both groups each time someone is knocked unconscious or killed +1 melee damage from level 1-5, +2 melee damage from level 6-10, +3 melee damage from level 11-20
<input type="checkbox"/>	Vitality	None	Order	Oath	8	passive	battle	0.5"/honor radius	+1 Vigor/round OR +1 Spirit/round OR +1 Fury/round, increases to +2 at level 6-10, +3 at level 11-20
<input type="checkbox"/>	Authority	None	Order	Oath	7	passive	battle	0.5"/honor radius	gain +1 /5 levels to Initiative Score when determining turn order and may re-roll failed Resolve tests (not including Focus reduction rolls)
<input type="checkbox"/>	Perseverance	None	Order	Oath	6	passive	battle	0.5"/honor radius	+1 hit per level for all types of damage
<input type="checkbox"/>	Purpose	None	Order	Oath	5	passive	battle	0.5"/honor radius	choose one enemy at start of battle, until that enemy is destroyed/incapacitated gain +1 movement
VIRTUES (self-cast only)									
<input type="checkbox"/>	Sacrifice	None	Order	Virtue	14	passive	battle	self	if a blow would put a friendly below 0, may move out of turn (up to 2x maximum movement on foot) to intercept and take the damage onto self • costs entire next turn • if this puts caster below 0, all enemies w/on 1"/lvl are stunned for two rounds
<input type="checkbox"/>	Patience	None	Order	Virtue	13	passive	battle	self	if no offensive instants or actions are taken for one round (including as a result of CC) on the next round caster has +1 damage/level and +1 hit/level
<input type="checkbox"/>	Resilience	None	Order	Virtue	12	passive	battle	self	negates all types of physical damage (at 0.5/level) does not stack with any other form of damage negation or absorption
<input type="checkbox"/>	Wisdom	None	Order	Virtue	11	passive	battle	self	choose one resistance before the battle begins, increase that resistance by 3 per level of caster
<input type="checkbox"/>	Courage	None	Order	Virtue	10	passive	battle	self	Gain +2HP/level and +3 Resolve whenever the combined Threat Rating of enemies within 3" is greater your level
<input type="checkbox"/>	Faithfulness	None	Order	Virtue	9	passive	battle	self	reduces difficulty of faith based abilities by 1 for level 1-10, 2 for level 10+ (can't reduce below 1) and increases all faith based healing effects used on you by 20%
<input type="checkbox"/>	Battle	None	Order	Virtue	8	passive	battle	self	+3 Initiative Score • while the virtue is active any 'strike', 'shot', or unarmed attack has +0.5 dam/level • if you did not attack with your main hand on the previous round may attack twice with your main hand, however the second attack cannot be a special ability/skill of any kind
<input type="checkbox"/>	Justice	None	Order	Virtue	7	passive	battle	self	while active, grants two mutually exclusive instant abilities against any humanoid target w/in 10" that attacked someone in your party (or a non-combatant) • Justice Demanded: an instant that treats the target as Taunted if failing a Resolve test • Justice Served: an instant that grants +0.5 hit/level on your next attack, and if hitting automatically stacks an honor code
<input type="checkbox"/>	Honor	None	Order	Virtue	6	passive	battle	self	+1 to hit per level for all types of damage and +5 Advantage on Honor tests when rolling to stack a Code • may also use an Instant to auto-stack a Code
CHIVALRY (CODE) - Must consume Chivalry Stacks to activate									
Rank2	Honorable Defense	Chivalry	Order	Code	1	instant	battle	self	Once activated, negates one physical damage per stack or three physical damage per stack if victim of a critical hit, for the remainder of the battle or until losing any Honor
Rank1	Justice Strike	Chivalry	Order	Code	1	action	immediate	melee	A melee strike that causes the target to be Taunted if failing a Resolve test • apply -3 Disadvantage at 2 Stacks and -6 Disadvantage at 3 Stacks
Rank1	Champion Strike	Chivalry	Order	Code	1	action	immediate	melee	A melee strike that has +5 hit and +2 damage, per stack