

[Much of the text for this class has been lifted almost verbatim from TSR's Unearthed Arcana. Unfortunately, this class, like much of the material in the UA, requires severe revision to be play-balanced. Since the UA is very hard to come by these days and so much of the class needed work, I have rewritten the class in its entirety and presented it here.]

CAVALIER

The cavalier character class is a sub-class of the fighter specializing in mounted combat and chivalric action. A cavalier must have a minimum score of 15 in strength, dexterity and constitution and at least 10 intelligence and wisdom. Cavaliers never gain a 10% bonus to earned experience due to high ability scores. Cavaliers are normally drawn from the upper class (social levels 16 to 18), but characters with lesser social levels may also become knights after serving as a squire to another cavalier. Cavaliers may be of any alignment, although they will usually be good and only very rarely be evil. Cavaliers make attacks, saving throws, strikes per round, etc as a fighter of the same level. Likewise, cavaliers begin with 4 weapon and 2 non-weapon proficiencies and gain additional proficiencies just as a fighter. Cavaliers are allowed to specialize in a certain, limited group of weapons (see below).

CAVALIER (FIGHTER) TABLE I

Experience Points	Level	d10 for Hit Points	Level Title
0 2,500	1	1	Armiger
2,501 5,000	2	2	Scutifer
5,001 10,000	3	3	Esquire
10,001 18,500	4	4	Knight Errant
18,501 37,000	5	5	Knight Bachelor
37,001 85,000	6	6	Knight
85,001 140,000	7	7	Grand Knight
140,001 220,000	8	8	Banneret
220,001 300,000	9	9	Chevalier
300,001 600,000	10	10	Cavalier
600,001 900,000	11	10+3	Cavalier
900,001 1,200,000	12	10+6	Cavalier

+300,000 experience points per level of experience beyond 12th. At 13th level and above, level title is Cavalier Commander

Cavaliers gain 3 h.p. per level after 10th.

In order to become a cavalier, a character must be in service to some deity, noble, order or special cause. The cavalier must always place honor, bravery and personal deeds in the forefront of his or her activity and must adhere to a code of chivalry (detailed below).

All cavalier PCs are assumed to have received sufficient training, regardless of initial social level. Therefore, all cavalier PCs begin at first level, unless the player specifically requests otherwise. Cavaliers may add a +2 bonus to their social level to reflect their training and/or family status. Regardless of social level, all cavaliers roll 5d6 x 10 for starting gold.

Humans, elves and half-elves may become cavaliers. Members of any elven or half-elven sub-race may become cavaliers with sufficient training. In general, however, most non-human cavaliers are of high elven descent.

Cavaliers are not limited in which weapons they can use, but certain weapons are preferred over others, such that a cavalier will seek proficiency in these weapons before learning other weapons. These weapons are the lance (required at 1st level), long sword, broad sword, bastard sword, short sword, mace, flail, military pick, dagger, scimitar and javelin. In addition, elven and half-elven cavaliers will prefer to use a short composite bow. Only after these weapons have been mastered (or the character has some really good reason) may the cavalier become proficient in the use of other types. Weapons that deal out damage at a distance, (including missile weapons and some polearms) call into question the cavalier's personal bravery and as such are usually avoided. Likewise, weapons associated with the peasantry or which preclude the use of a shield (including two-handed swords and halberds) are considered beneath the cavalier and avoided. The cavalier may use any of these questionable weapons at normal non-proficiency penalties, but their use may violate the character's chivalric code (DM's option).

The cavalier gains bonuses "to hit" with certain weapons as he or she advances in level. A cavalier may only learn weapon specialization with these weapons. These "weapons of choice" and their attendant bonuses are:

- At 1st level, the cavalier is +1 "to hit" with the lance, if used while mounted
- At 3rd level, the cavalier is +1 "to hit" with either the broad sword, long sword or scimitar (player's choice)
- At 5th level, the cavalier is +1 "to hit" with either the mace, flail or military pick (player's choice)
- At 7th level, the cavalier is +2 "to hit" with the lance, if used while mounted
- At 9th level, the cavalier is +2 "to hit" with either the broad sword, long sword or scimitar (depending upon what was chosen at 3rd level)
- At 11th level, the cavalier is +2 "to hit" with either the mace, flail or military pick (depending upon what was chosen at 5th level)
- At 13th level, the cavalier is +3 "to hit" with the lance, if used while mounted

At higher levels, the progression described above increases in a similar fashion. The plus "to hit" does not apply to damage and does not allow the cavalier to hit creatures that can only be hit by magic weapons. Note that the higher pluses must be taken in the same weapon as chosen at lower levels, so that any cavalier has effectively three "weapons of choice". (A cavalier cannot be +1 with the long sword and +2 with the scimitar at 9th level, but would be +2 with the long sword if that was the weapon chosen at 3rd level). A cavalier may only achieve weapon specialization with the cavalier's "weapons of choice".

A cavalier makes multiple attacks as a fighter of the same level. A cavalier gains additional attacks when using "weapons of choice" exactly as a fighter of the same level with the same proficiencies.

Cavaliers roll a d10 for hit points.

The lance is the preferred weapon of the cavalier and proficiency with it is required at first level. The cavalier has a bonus to damage equal to the character's level of experience when using a lance while mounted. When the cavalier is dismounted and using a lance, damage is +1.

Cavaliers use the same rules as any other character to parry. Cavaliers gain a +2 to their parry rolls.

To a cavalier, armor is as much a badge of station as it is a means of protection. Thus a cavalier character will always seek to possess the very best and finest-quality armor the cavalier is able to own. In this endeavor, appearance is as important as function, so engraving, inlaying and decoration of the armor will always be sought. Plate armor is the cavalier's first choice; other preferences ranking beneath that are (in order of desirability) plate mail, banded or splinted mail,

chain mail, scale mail, and ring mail. Leather, studded leather and padded armor are the dress of thieves and peasants and as such are beneath the cavalier's station, such that the cavalier will not wear these armor types. This list of preferences applies even in the case of magical armor, so that chain mail +2 will not be worn if banded or splint mail of normal sort is available. On the bright side, plate armor is extremely rare, so usually cavaliers with magical plate mail will not need to replace it.

Mounted combat and horsemanship are special provinces of the cavalier class. A human cavalier (but not an elf or half-elf) makes all attacks from horseback as if the character were one level higher. This increase applies only to horses and mounts useable as steeds by cavaliers at higher level (according to the DM).

All cavaliers are virtually born and bred to the saddle, with those of lesser ability arduously trained since 0 level. A cavalier is 85% unlikely to be thrown from the saddle and 85% unlikely to be injured if his or her mount falls. This chance is increased by 1% for each level above the first.

As a cavalier increases in level, he or she improves still further in horsemanship and in the handling of other creatures as mounts. Horsemanship abilities increase as follows:

- At 3rd level, the cavalier can vault into the saddle with bulky armor and have the steed underway in a single segment.
- At 4th level, a female elven cavalier (and *only* a female elf) may handle and ride a unicorn as a steed.
- At 5th level, the cavalier can urge his or her mount to greater speed than normal. The additional speed possible equals a 2" bonus to movement rate and can be sustained for upto six turns. The additional speed thus gained has no ill effect upon the mount, although normal rest and feeding are always necessary.
- At 7th level, the cavalier can handle and ride a pegasus as a steed
- At 9th level, the cavalier can handle and ride a hippogriff as a steed
- At 11th level, the cavalier can handle and ride a griffon or a similar creature (DM's judgement) as a steed

The cavalier's mount will be friendly to and will accept the cavalier as long as properly treated. Of course, creatures of good alignment will not allow any of the evil sort to come near in these cases and vice versa.

A cavalier's knowledge of horses (and, at higher levels, other mounts) allows the cavalier to estimate the relative worth of a steed. A cavalier can examine any mount and determine if it has any special talents (intelligence, jumping, speed, etc) and roughly how sturdy a beast it is (the animal's hit points +/-d6). Any steed trained by a cavalier will gain +2 hit points per hit die (up to maximum hit points) while under the cavalier's care.

A cavalier's ability scores do not change, regardless of the character's level of experience.

Cavaliers do not require any more or less aid to level than any other character class.

A cavalier makes all saving throws as a fighter. Cavaliers are, however, immune to fear (magical or otherwise) of any sort. In addition, cavaliers radiate a *protection from fear* aura with a radius in feet equal to the level of the cavalier, so that allied creatures within the radius gain a bonus of +1 per level of the cavalier to any roll against fear, morale, etc. Cavaliers **do not** have any special immunity to mind control, such as *beguiling*, *charm*, *domination*, *hold*, *hypnosis*, *magic jar*, *possession*, *sleep*, *suggestion* or psionic attack, but they do gain a +2 to their saving throw against such attacks, if applicable. Cavaliers have no special resistance to illusions.

Higher level cavaliers, like all characters, are able to survive at negative hit points. Normally, all members of the fighter class can survive at -1 if 3rd level or higher, -2 if 5th level or higher, -3 if 7th level or higher, etc. Normally, any character with 0 or fewer hit points is rendered unconscious. Cavaliers, however, are able to actually function at negative hit point totals instead of merely

surviving. Rather than collapse, the cavalier can "push" herself and take further action. Non-violent actions, such as drinking a potion, limping away, binding wounds, speaking, etc do not have any negative effects. If a cavalier chooses to continue fighting while at negative hit points, then the cavalier will lose an additional hit point each melee round until she either quits fighting or collapses below her normal negative hit point threshold. Cavaliers of all alignments have this ability. Likewise, cavaliers of all alignments heal at the same rate as characters of any other class.

As a member of the social upper classes, the cavalier has a coat of arms and armorial bearing. This bearing is the device worn upon the cavalier's shield to identify himself on the battlefield and in tournaments. (In tournament, the shield may be covered with dark hide to keep the user's identity unknown, hence a "black knight".) The armorial bearing may be kept covered while traveling, but is always revealed when an encounter occurs with creatures that might understand the import of such a device (whether actually or merely in the mind of the cavalier). In addition, at 4th level the cavalier may fly a pennon on his or her lance on the battlefield. A duplicate of this battle flag is held by the cavalier's retainers and marks the territory of the cavalier. If the battle flag is lost, dishonor ensues and the cavalier must make every effort to regain the flag. (Your local library will likely contain books on heraldry for those who wish to design their own armorial bearings for their characters.)

Cavaliers often act as representatives or agents of the ruler or nobility. Due to their exceptional training and experience in roles of leadership, military command, local justice and administration, high level cavalier have an advantage when commanding troops, ruling lands (in their own name or that of another), commanding respect, etc. When determining loyalty/morale adjustment of troops, retainers, subjects, mercenaries and the like, the cavalier may substitute his level for his charisma score.

Finally, cavaliers may expect full hospitality -- food, lodging and whatever else is needed (within reason under the circumstances) -- from all other cavaliers of the same alignment or of the same service. Such hospitality is likewise due from all gentle, noble and royal households according to their relationships between political divisions which might be concerned.

The cavalier must follow a code of conduct and ethics, akin to chivalry. Upon being sworn to knighthood (by a cavalier of at least 2 levels higher, in a ceremony as simple as a dubbing with the sword or a full ritual of fasting, vigil, sacred vows and celebration), the cavalier must pledge himself or herself to this code. Failure to sustain the oath is not sufficient reason to revoke knighthood, unless the order or liege lord of the cavalier specifically demands such. In the latter case, the cavalier becomes a mere fighter.

A cavalier must serve someone or some cause -- normally a deity, great noble, order of knighthood or the like. The cavalier must seek to sustain the virtues of the code of chivalry. The knightly virtues are these:

Liberty	Honor	Good Faith
Glory	Unselfishness	Pride
Courtesy	Bravery	

The code for a DC's campaign may be summed as follows.

Noble service cheerfully rendered
Defense of any charge unto death
Courage and enterprise in obedience to rule
Respect for all peers and equals
Honor to all above your station
Obedience and respect from all beneath your station
Scorn for those who are lowly and ignoble (this includes knightly limitations on weapons and armor)
Military prowess exercised in service to your lord
Courtesy to all ladies (if the cavalier is male)
War is the flowering of chivalry
Battle is the test of manhood
Combat is glory
Personal glory above all in battle
Death to all who oppose the cause
Death before dishonor

To enforce this code the DM will halve or completely withhold experience gained by a cavalier who broke or bent the spirit of these rules. A cavalier who retreats from battle to save himself would receive half experience for the situation. A cavalier who retreats to save a comrade or charge, may not be penalized at all, depending upon the circumstances. Similarly, a cavalier who dons leather armor to infiltrate a thieves guild will gain no experience since such action violates the code. If the infiltration involved saving the cavalier's liege lord and there was no other alternative, than the cavalier could still receive a half share of experience. Note that even neutral and evil cavaliers are bound by this code, although the interpretation may vary somewhat (whenever playing a non-good cavalier, you must discuss such matters with the DM well ahead of time).

Cavaliers have definite preferences in battle. These preferences are not all consuming, however, and will not cause a cavalier to betray his command or charges to achieve them. Under most circumstances, a cavalier will charge any enemy in site, with the following order of preference:

- 1) Powerful monsters (dragons, demons, giants, etc) serving enemy leaders and/or the enemy leaders themselves
- 2) Opponent cavaliers or foes of great renown or enemy flags and standards
- 3) Opponent cavalry of noble or elite status
- 4) Other opponent cavalry
- 5) Opponent elite footmen
- 6) Opponent camp and headquarters
- 7) Opponent melee troops
- 8) Levies or peasants

During such a charge, the cavalier **will not** disregard army cohesion or friendly troops unless goaded to do so. A saving throw versus wisdom, modified by the situation is suggested (with bonuses for those cavaliers of higher level and/or experience with mass combats).

Cavaliers of good alignment will hunt and destroy cavaliers known to be of evil alignment. Likewise, neutral cavaliers will usually engage and slay evil cavaliers they encounter. In general, neutral cavaliers are viewed with more than a little distrust by others as they have do not appear to have fully committed themselves to a cause. Evil cavaliers may only serve an evil cause and are trusted by no one. Evil cavaliers may use poison and more chaotic ones may ignore the obligations of hospitality if they so desire (although those of the lawful ilk will ALWAYS follow the letter of the law). Chaotic neutral and evil cavaliers are EXTREMELY rare and must be approved by the DM. Usually if a cavalier is not good, he is lawful neutral or perhaps true neutral or lawful evil, in that order.