

• KNIGHT PANTHER'S SKILLS •

The Knight Panther has the following skills available to him as he goes up his Battle-levels. To determine which specific skill he learns when given the opportunity roll 2D6.

2 INSPIRE FEAR

As you stride into the chamber, the beady eyes of the Goblins show fear as they recognize the crest that identifies you as a Champion of the Order of Knights Panther.

A roll must be made for any group of opposing monsters (except for the Undead) as if the Warrior caused Fear. A single roll is made for each type of monster present, adding their Fear rating to the roll, if any. Terror-causing monsters are immune. The Warrior's Fear rating is equal to his Battle Level. If a monster group fails this roll, they are affected by Fear as described on page 81 of the Roleplay book.

3 QUEST

As you draw your sword, you recognize the foul Minotaur as the object of your chosen quest. At all costs, you must be the one to end its miserable existence.

Once per dungeon, as a group of Monsters are placed you may declare that one of these Monsters is the object of your special quest. As long as that Monster still lives, your Warrior gets +1 on all of his to hit rolls. He will always attack the "quest" Monster if possible (breaking from pinning when he can, etc.) and getting double the Gold Value if he succeeds in killing it himself.

4 PROTECT

Seeing that your wounded comrade would surely be killed by the incoming blow, you bravely intervene, using your body as a human shield.

Once per turn, your Warrior may take damage from a single successful attack that would have hit another Warrior adjacent to him. This may be declared before or after the damage is actually rolled, and may be used to defend against "Gang Up" attacks as if they comprised a single attack.

5 PARRY

With a practiced manoeuvre, you hook your sword around your enemy's weapon and twist it down and to one side.

This skill allows your Warrior to parry an incoming blow. When your Warrior is attacked in hand-to-hand combat, roll 1D6. On a score of 6, he turns the blow, and it does no damage.

6 DISARM

You outfox your opponent, sending the monster's blade flying.

Your Warrior is counted as having +1 to his Battle-Level when attempting to Disarm an opponent as described on page 161 of the Roleplay Book.

7 STALWART

As you face the hideous monster before you, you calm yourself, confident that you are prepared to meet victory or death in a heroic manner, whichever may come.

Your Warrior gains +2 on all rolls to avoid Fear or Terror.

8 DELAY

The odds are too slim, so you bravely hold off the teeming hordes while your allies beat a hasty retreat.

Once per turn, your Warrior may allow another Warrior adjacent to him to be able to break free without having to make a Pinning test. However, your Warrior must give up 1 Attack while using this skill, and may not make any Pinning rolls on his own.

9 HERO OF THE PEOPLE

You are recognized as a hero, and the townsfolk immediately throw an impromptu party in your honor.

Your Warrior need not pay Living Expenses while in Settlements, and once per visit to a Settlement, he may make any one purchase at half cost (round up) as the people show their gratitude for such a glorious hero.

10 WARHORSE

As you emerge from the dungeon, you find your faithful steed awaiting you.

Your Warrior obtains a faithful Warhorse that will not be stolen during a stay at a Settlement. You may add +2 to any combat rolls for Hazards rather than the normal +1, as your Warrior is well trained in the use of a lance.

11 MIGHTY BLOW

Putting all your strength behind your blow, you bring your weapon crashing down on your opponent's body.

Your Warrior may forgo extra Attacks in order to inflict more damage on a single blow. Once per turn, you may declare use of this skill before rolling his to hit dice. For each Attack your Warrior gives up, he may add an extra 1D6 Wounds on one of his remaining Attacks.

12 SHIELD WALL

You barely manage to turn the blow as it slams toward you, glancing it off your shield with a flick of your wrist.

This skill allows your Warrior to catch the impact of a single blow on his shield, deflecting all the damage that may have been caused. If your Warrior does not have a shield, he may not use the Shield Wall skill. This skill may be used once per dungeon.