

# Lancer

Requirements: STR 9, CON 9, DEX 10  
Hit Dice: d4+2 (D8)  
Maximum Level: 12  
Languages: native, common

## General Description

A Lancer is a mounted fighter, as adept at fighting from horseback as on foot. Lancers are in demand where cavalry is needed and are useful in filling out fighting forces where cavalry aren't needed.

## Armaments

**Armor Allowed:** Any; Small shield  
**Weapons Allowed:** Simple, Martial, Hurlled  
**Beginning Proficiencies:**  
\* Lance or spear  
\* One one-handed weapon  
\* One hurlled weapon OR another one-handed weapon

## Advanced Combat

**Attack Bonus:** +2  
**Defense Bonus:** +2  
**Shield Use bonus:** +1 DEF  
**Fighting Stances**

Aggressive: +3 ATT, -2 DEF  
Unbiased: +0 ATT, +0 DEF  
Defensive: -3 ATT, +2 DEF

### Notable Feats:

**Move & Attack:** may half-move & attack @-3;  
(or attack @ -3 and half-move)

**Snap Attack penalty:**  
May attack one phase earlier than normal with lesser penalty; -4 to roll

## Expert Combat

(Acquired at 4th Level)

### Notable Feats:

**Flurry:**  
vs foes <4 HD, one attack per PC level on adjacent foes

(maximum # foes = 3)

### Engage multiple foes

Defense vs two attackers  
w/o penalty

### Shield Use:

Defense bonus vs two attackers

## Advanced Stunts

### En Passant:

move past foe and strike during movement; -4 to Attack; movement does not slow

### Disarm:

Target foe's weapon or grip; attack at -3 penalty; successful attack forces save to retain weapon

### Immediate Counter:

Hazard foe's attack w/penalty on Defense of -2; immediate response w/attack w/out bonus

## Basic Mounted Melee

### Notable Feats

Combat Riding  
Mounted Melee  
Stunt Riding  
Leaping Mount/Dismount

## Advanced Mounted Melee

## Level Progression

Lvl;	Hit dice;	Attack bonus;	Saving	Throw	Bonus			
XP	HD	Attack	D	W	P	B	S	
0	d3+3.	—						
1	0	+d4+2	+2	4	3	2	1	1
2		+d4+2	+3	5	3	3	2	2
3		+d4+2	+4	5	4	4	3	3
4		+d4+2	+5	8	4	5	5	4
5		+d4+2	+6	8	6	6	6	5
6		+2 hp	+7	9	7	7	7	6
7		+2 hp	+8	9	7	8	9	7
8		+1 hp	+9	10	8	9	10	8
9		+1 hp	+10	10	9	10	11	9
10		—	+11	11	9	11	12	10
11		—	+12	12	10	12	13	11

12

— +13 13 10 12 14 12

Saving Throw Key:

D: Death / poison; W: Wands;

P: Paralysis / petrify; B: Breath attacks;

S: Spells / rods / staves.