Pregenerated Characters

The following six characters are presented for Players to customize and make their own. They are each assigned a specialty reflecting the distribution of certain Traits, Passions, and Skills. Players are encouraged to come up with a name and coat of arms. The knights may be men or women; the proper term of address is Sir or Dame, respectively.

Each knight has a 14-year-old squire with a Squire Skill of 15.

The Adventuring Knight

**SIZ/KD**: 12 **DEX**: 12
**STR**: 12 **CON/MW**: 15
**APP**: 12
**Weapon Damage**: 4D6 **Brawling Damage**: 4
**Hit Points**: 27 **Unconscious**: 7
**Movement Rate**: 17
**Armor**: 12 points + shield

**Traits**
- Chaste 13/Lustful 7
- Energetic 14/Lazy 6
- Forgiving 13/Vengeful 7
- Generous 10/Selfish 10
- Honest 10/Deceitful 10
- Just 10/Arbitrary 10
- Merciful 13/Cruel 7
- Modest 13/Proud 7
- Prudent 10/Reckless 10
- Spiritual 15/Worldly 7
- Temperate 15/Indulgent 5
- Trusting 10/Suspicious 10
- Valorous 16/Cowardly 4

**Passions**
- Honor 15
- Homage 15
- Love (Family) 15
- Loyalty
- (Companions) 15
- Devotion 5
- Station 10
- Hospitality 10

**Skills**

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<th>Awareness 8</th>
<th>Battle 5</th>
<th>Compose 5</th>
<th>Courtesy 10</th>
<th>Dancing 6</th>
<th>Falconry 5</th>
<th>First Aid 6</th>
<th>Flirting 7</th>
<th>Folk Lore 7</th>
<th>Gaming 5</th>
<th>Horsemanship 15</th>
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<tr>
<td>Intrigue 7</td>
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<td>Religion 5</td>
<td>Sing 5</td>
<td>Stewardship 5</td>
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**Weapon Skills**
- Charge 15
- Sword 15
- Spear 15
- Hafted 12
- Two-Handed Hafted 6
- Brawling 10

**Equipment**

- **Weapons**: Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0)
- **Armor**: Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)

*The great helm imposes a –5 Awareness penalty with the visor closed; with the visor up, halve the helm's Armor Protection value and reduce Awareness penalty to –2. The great helm may be removed to expose the cervelliere, a metal cap with its own Armor Protection value of 1 and no Awareness penalties.

The Champion Knight

**SIZ/KD**: 15 **DEX**: 14
**STR**: 12 **CON/MW**: 13
**APP**: 9
**Weapon Damage**: 5D6 **Brawling Damage**: 5
**Hit Points**: 28 **Unconscious**: 7
**Movement Rate**: 18
**Armor**: 12 points + shield

**Traits**
- Chaste 15/Lustful 7
- Energetic 16/Lazy 4
- Forgiving 13/Vengeful 7
- Generous 10/Selfish 10
- Honest 10/Deceitful 10
- Just 15/Arbitrary 5
- Merciful 13/Cruel 7
- Modest 13/Proud 7
- Prudent 10/Reckless 10
- Spiritual 15/Worldly 7
- Temperate 15/Indulgent 5
- Trusting 10/Suspicious 10
- Valorous 15/Cowardly 5

**Passions**
- Honor 15
- Homage 15
- Love (Family) 10
- Loyalty
- (Companions) 10
- Devotion 5
- Station 15
- Hospitality 15

**Skills**

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**Weapon Skills**
- Charge 15
- Sword 15
- Spear 15
- Hafted 10
- Two-Handed Hafted 7
- Brawling 10

**Equipment**

- **Weapons**: Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0)
- **Armor**: Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)

*The great helm imposes a –5 Awareness penalty with the visor closed; with the visor up, halve the helmet's Armor Protection value and reduce Awareness penalty to –2. The great helm may be removed to expose the cervelliere, a metal cap with its own Armor Protection value of 1 and no Awareness penalties.
**The Courtier Knight**

SIZ/KD: 12  
DEX: 11  
STR: 12  
CON/MW: 14  
APP: 14  
Weapon Damage: 5D6  
Brawling Damage: 5  
Hit Points: 26  
Unconscious: 7  
Movement Rate: 17  
Armor: 12 points + shield  

**Traits**

Chaste 13/Lustful 7  
Energetic 10/Lazy 10  
Forgiving 13/Vengeful 7  
Generous 10/Selfish 10  
Honest 8/Deceitful 12  
Just 10/Arbitrary 10  
Merciful 13/Cruel 7  
Modest 13/Proud 7  
Prudent 14/Reckless 6  
Spiritual 13/Worldly 7  
Temperate 13/Indulgent 7  
Trusting 4/Suspicious 16  
Valorous 15/Cowardly 5  

**Passions:**

Honor 15  
Homage 15  
Love (Family) 10  
Loyalty  
(Companions) 10  
Devotion 5  
Station 15  
Hospitality 15  

**Skills**

Awareness 5  
Battle 7  
Compose 8  
Courtsey 15  
Dancing 9  
Falconry 5  
First Aid 6  
Flirting 9  
Folk Lore 9  
Gaming 5  

**Weapon Skills**

Charge 12  
Sword 15  
Spear 10  
Hafted 6  
Two-Handed Hafted 6  
Brawling 10  

**Equipment**

**Weapons:** Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +1D6; Parry 0)  

**Armor:** Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)  

*The great helm imposes a –5 Awareness penalty with the visor closed; with the visor up, halve the helm's Armor Protection value and reduce Awareness penalty to –2. The great helm may be removed to expose the cervelliere, a metal cap with its own Armor Protection value of 1 and no Awareness penalties.

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**The Hardy Knight**

SIZ/KD: 15  
DEX: 12  
STR: 13  
CON/MW: 15  
APP: 8  
Weapon Damage: 5D6  
Brawling Damage: 5  
Hit Points: 30  
Unconscious: 8  
Movement Rate: 18  
Armor: 12 points + shield  

**Traits**

Chaste 13/Lustful 7  
Energetic 13/Lazy 7  
Forgiving 13/Vengeful 7  
Generous 10/Selfish 10  
Honest 10/Deceitful 10  
Just 10/Arbitrary 10  
Merciful 13/Cruel 7  
Modest 13/Proud 7  
Prudent 14/Reckless 6  
Spiritual 13/Worldly 7  
Temperate 13/Indulgent 7  
Trusting 10/Suspicious 10  
Valorous 16/Cowardly 4  

**Passions**

Honor 15  
Homage 15  
Love (Family) 15  
Loyalty  
(Companions) 15  
Devotion 5  
Station 10  
Hospitality 10  

**Skills**

Awareness 5  
Battle 7  
Compose 5  
Courtsey 6  
Dancing 6  
Falconry 5  
First Aid 6  
Flirting 3  
Folk Lore 3  
Gaming 5  
Horsemanship 10  
Hunting 5  
Intrigue 3  
Literacy 0  
Orate 3  
Play (Instrument) 6  
Recognize 10  
Religion 5  
Sing 5  
Stewardship 5  

**Weapon Skills**

Charge 15  
Sword 15  
Spear 15  
Hafted 15  
Two-Handed Hafted 6  
Brawling 12  

**Equipment**

**Weapons:** Arming Sword (Weapon Damage; Parry +3); Great Mace (Weapon Damage +1D6 [+2D6 vs. Mail armor]; Parry +2); 1 Spear (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +1D6; Parry 0)  

**Armor:** Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)  

*The great helm imposes a –5 Awareness penalty with the visor closed; with the visor up, halve the helm's Armor Protection value and reduce Awareness penalty to –2. The great helm may be removed to expose the cervelliere, a metal cap with its own Armor Protection value of 1 and no Awareness penalties.
### The Hunter Knight

**SIZ/KD:** 15  **DEX:** 12  
**STR:** 12  **CON/MW:** 16  
**APP:** 8  
**Weapon Damage:** 4D6  
**Brawling Damage:** 4  
**Hit Points:** 18  **Unconscious:** 7  
**Movement Rate:** 19  
**Armor:** 12 points + shield

#### Traits
- Chaste 13/Lustful 7
- Energetic 16/Lazy 4
- Forgiving 13/Vengeful 7
- Generous 10/Selfish 10
- Honest 10/Deceitful 10
- Just 10/Arbitrary 10
- Merciful 13/Cruel 7
- Modest 13/Proud 7
- Prudent 16/Reckless 4
- Spiritual 13/Worldly 7
- Temperate 13/Indulgent 7
- Trusting 10/Suspicious 10
- Valorous 15/Cowardly 7

#### Passions
- Honor 15  
- Homage 15  
- Love (Family) 15  
- Loyalty  
- (Companions) 10  
- Devotion 7  
- Station 10  
- Hospitality 15

#### Skills
- Awareness 8  
- Battle 7  
- Compose 7  
- Courtesy 6  
- Dancing 8  
- Falconry 8  
- First Aid 10  
- Flirting 3  
- Folk Lore 3  
- Gaming 8  
- Horsemanship 15  
- Hunting 15

#### Weapon Skills
- Charge 10  
- Sword 10  
- Spear 15  
- Hafted 10  
- Two-Handed Hafted 10

#### Equipment
- **Weapons:** Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0); Bow (Weapon Damage –1D6; Rate of Discharge 1 arrow/round)

- **Armor:** Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)

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### The Religious Knight

**SIZ/KD:** 12  **DEX:** 12  
**STR:** 12  **CON/MW:** 15  
**APP:** 12  
**Weapon Damage:** 4D6  
**Brawling Damage:** 4  
**Hit Points:** 27  **Unconscious:** 7  
**Movement Rate:** 17  
**Armor:** 12 points + shield

#### Traits
- Chaste 15/Lustful 7
- Energetic 10/Lazy 10
- Forgiving 13/Vengeful 7
- Generous 10/Selfish 10
- Honest 10/Deceitful 10
- Just 10/Arbitrary 10
- Merciful 13/Cruel 7
- Modest 13/Proud 7
- Prudent 16/Reckless 4
- Spiritual 16/Worldly 7
- Temperate 13/Indulgent 7
- Trusting 10/Suspicious 10
- Valorous 15/Cowardly 7

#### Passions
- Honor 15  
- Homage 15  
- Love (Family) 10  
- Loyalty  
- (Companions) 10  
- Devotion 15  
- Station 10  
- Hospitality 15

#### Skills
- Awareness 5  
- Battle 7  
- Compose 5  
- Courtesy 10  
- Dancing 6  
- Falconry 7  
- First Aid 10  
- Flirting 7  
- Folk Lore 10  
- Gaming 5  
- Horsemanship 15  
- Hunting 15

#### Weapon Skills
- Charge 12  
- Sword 12  
- Spear 12  
- Hafted 10  
- Two-Handed Hafted 6

#### Equipment
- **Weapons:** Arming Sword (Weapon Damage; Parry +3); 2 Spears (Weapon Damage [+1D6 if wielded two-handed]; Parry +2 if wielded with two hands); Dagger (Brawling Damage +2D6; Parry 0); Bow (Weapon Damage –1D6; Rate of Discharge 1 arrow/round)

- **Armor:** Coat of plates (6); Aketon (2); Great helm* (4); Heater shield (6)

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### Horses

Each knight has one large charger, two rouncys, and one sumpter.

#### Large Charger

**SIZ/KD:** 43  **DEX:** 13  
**STR:** 37  **CON/MW:** 15  
**Damage:** 7D6 (charge); 4D6 (normal)  
**Hit Points:** 58  **Unconscious:** 15  
**Movement Rate:** 17  
**Armor:** 6

#### Rouncy

**SIZ/KD:** 36  **DEX:** 12  
**STR:** 32  **CON/MW:** 18  
**Damage:** 3D6 (normal)  
**Hit Points:** 76  **Unconscious:** 14  
**Movement Rate:** 16  
**Armor:** 4

#### Sumpter

**SIZ/KD:** 30  **DEX:** 12  
**STR:** 37  **CON/MW:** 16  
**Damage:** 3D6 (normal)  
**Hit Points:** 48  **Unconscious:** 12  
**Movement Rate:** 14  
**Armor:** 1

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*The great helm imposes a –5 Awareness penalty with the visor closed; with the visor up, halve the helm’s Armor Protection value and reduce Awareness penalty to –2. The great helm may be removed to expose the cervelliere, a metal cap with its own Armor Protection value of 1 and no Awareness penalties.