

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 13/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

Awareness 8

Battle 5

Compose 5

Courtesy 10

Dancing 6

Falconry 5

First Aid 6

Flirting 7

Folk Lore 7

Gaming 5

Horsemanship 15

Hunting 5

Intrigue 7

Literacy 0

Orate 7

Play (Instrument) 6

Recognize 5

Religion 5

Sing 5

Stewardship 5

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 13/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 13/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

Awareness 5

Battle 10

Compose 5

Courtesy 10

Dancing 7

Falconry 5

First Aid 7

Flirting 7

Folk Lore 4

Gaming 5

Horsemanship 15

Hunting 5

Intrigue 4

Literacy 0

Orate 4

Play (Instrument) 7

Recognize 5

Religion 5

Sing 5

Stewardship 5

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 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 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 5

Compose 8

Courtesy 15

Dancing 9

Falconry 5

First Aid 6

Flirting 9

Folk Lore 9

Gaming 5

Horsemanship 10

Hunting 5

Intrigue 10

Literacy 0

Orate 13

Play (Instrument) 9

Recognize 10

Religion 5

Sing 5

Stewardship 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 +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 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 7/Reckless 13

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 5

Compose 5

Courtesy 6

Dancing 6

Falconry 5

First Aid 6

Flirting 3

Folk Lore 3

Gaming 5

Horsemanship 15

Hunting 5

Intrigue 3

Literacy 0

Orate 3

Play (Instrument) 6

Recognize 5

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 +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 Hunter Knight

SIZ/KD: 12 **DEX:** 15
STR: 12 **CON/MW:** 16
APP: 8
Weapon Damage: 4D6
Brawling Damage: 4
Hit Points: 28 **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 5

Passions

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

Skills

Awareness 8
Battle 5
Compose 5
Courtesy 6
Dancing 8
Falconry 8
First Aid 10
Flirting 3
Folk Lore 3
Gaming 5
Horsemanship 15
Hunting 15
Intrigue 3
Literacy 0
Orate 3
Play (Instrument) 8
Recognize 5
Religion 5
Sing 5
Stewardship 5

Weapon Skills

Charge 10
Sword 10
Spear 15
Hafted 10
Two-Handed Hafted 10
Brawling 10
Bow 13

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)

*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 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 5
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 15/Proud 5
Prudent 10/Reckless 10
Spiritual 16/Worldly 4
Temperate 15/Indulgent 5
Trusting 10/Suspicious 10
Valorous 15/Cowardly 5

Passions

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

Skills

Awareness 5
Battle 5
Compose 5
Courtesy 10
Dancing 6
Falconry 5
First Aid 10
Flirting 7
Folk Lore 10
Gaming 5
Horsemanship 12
Hunting 5
Intrigue 7
Literacy 0
Orate 7
Play (Instrument) 6
Recognize 5
Religion 12
Sing 8
Stewardship 5

Weapon Skills

Charge 12
Sword 12
Spear 12
Hafted 10
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.

Horses

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

Large Charger

SIZ/KD: 43 **DEX:** 13
STR: 35 **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: 56 **Unconscious:** 14
Movement Rate: 16 **Armor:** 4

Sumpter

SIZ/KD: 30 **DEX:** 12
STR: 35 **CON/MW:** 16
Damage: 3D6 (normal)
Hit Points: 48 **Unconscious:** 12
Movement Rate: 14 **Armor:** 3