

## 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

**SIK/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

**SIK/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