KING ARTHUR PENDRAGON

Player Character Knight Generation

GENERAL CHARACTER CREATION NOTES

Character Creation Limits
- No skill or combat skill may ever be raised above 15 in character creation.
- A character's SIZ may not be increased after he reaches age 21.
- No Trait may be raised above 19 and no Passion may be raised above 20.

Fractions
A value of .5 or higher is rounded up.

YOUR CULTURE: CYMRI

Long, long ago, "in the legendary times, before Rome was even founded," refugees from Troy came to this island seeking their destiny. Their leader was Brutus, a grandson of Aeneas, and from his name the island was called Britain. Brutus and his men drove out the savage race of monstrous giants who inhabited it. They established relationships with the ancient gods and goddesses and with the faerie races that live underground and in hidden kingdoms. They settled far and wide, giving every place its proper name. Ever since, the Cymric people have been the dominant British people.

Cymric principles are not based on imperial aggression, like the Romans. They are based on "humility, honor, and unity" and on "recognition of our place in the land."

Stereotype: The common people, regular, serious-minded folk who work hard and do their best for their families and the nation.

Self-image: Cymri are the upright people of this island, proud of their heritage and abilities, but not arrogant. Their ancient traditions of family and class have maintained a good way of life for centuries, and they will endure forever. They manifest a quiet certainty regarding their quality and way of life as being the best, but without being dogmatic or insistent—the fact that "everyone" is like them proves the point.

Let's Be Practical: They are everywhere and own everything. They are also skillful spear fighters, both on foot and horsed.

Cyrmic Names: Addonwy, Aeron, Afan, Aneirin, Aeddan, Amig, Amlyn, Athrwys, Arddur, Buddfannan, Blaen, Bledri, Bradwen, Bleddig, Cadfannan, Cadfael, Cadwallon, Cilydd, Cynon, Cynfan, Cyfulch, Cynrain, Cunvelyn, Caradoc, Cibno, Ceredig, Cadlew, Cynwal, Clydno, Cynhafal, Dafydd, Defi , Dwyai, Edar, Edern, Eiddef, Erthgi, Elad, Eudaf, Eiffin, Gwefrfawr, Gwegon, Gwion, Gwyn, Gwarddur, Gwern, Gwyleged, Gwrien, Gwraid, Gorthyn, Gwaednerth, Gwengad, Gwenabwy, Gwrfelling, Gwair, Graid, Geriant, Gwanon, Hyfaidd, Hywel, Ieuan, Llywel, Marchlew, Moried, Morien, Madog, Morial, Mynyddog, Merin, Neilyn, Nwython, Nai, Nerthaid, Neddig, Nidian, Owain, Padern, Pedrog, Ricerch, Rhodri, Rhufon, Rhun, Sawel, Seriol, Sywno, Tathal, Tathan, Tudfwich, Tyngyr, Uren, Uwain, Ysgarran.

Names of obscure characters in Le Morte D'Arthur: Adtherp, Alein, Aliduke, Annecians, Archade, Arnold, Arrouse, Bandelaine, Bellangere, Bellias, Berel, Bersules, Bliant, Breunis, Briant, Caulas, Chestelaine, Clegis, Cleremond, Dalan, Dinaunt, Driant, Ebel, Edward, Elias, Eliot, Emerause, Flannedrius, Florence, Floridas, Galardoun, Garnish, Gerin, Gauter, Gherard, Gilbert, Gilmere, Goneries, Gracian, Gumret, Guy, Gwinas, Harsouse, Harvis, Hebes, Hemison, Herawd, Heringdale, Herlews, Hermel, Hermind, Hervis, Hewgon, Idres, Jordans, Lardans, Leomie, Manasan, Maurel, Melion, Miles, Morganor, Morians, Moris, Nanowne, Nerovens, Pedivere, Pellandres, Pellogres, Perin, Phelot, Pillounes, Plaine, Plenorias, Sauseise, Selises, Selivant, Semond.

TRAITS

1. Choose a Religion

Characters begin with a moral base derived from either Christianity or from Paganism.

The six religious Virtues for each respective religion are underlined. A character begins with each Virtue set at 13.

Also, trained from a youth to be a knight, your character begins with a Valorous of 15.

Underline them on your character sheet.

Cymric Christian Starting Traits

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

Cymric Pagan Starting Traits

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

Religious Knights

When a Knight has a value of 16+ in all five Religious Virtues he receives the following miraculous and magical bonus:

• Christian: Total Hit Points +6
• Pagan: Healing Rate +2

A Religious Knights also receives 100 Glory annually during the Winter Phase.

Chivalric Knights

Chivalry is not a cultural ideal at this time. But that doesn't mean your Knight cannot aspire to it. If the Traits with (•) equal 80+ you receive a Bonus of 3 points of magical protection against all physical damage, as well as 100 Glory annually during the Winter Phase.

2. Famous Trait

Choose one Trait to start at 16, if desired.

A Famous Trait gains you Glory, but will be Tested in stressful situations. Any and all Famous Traits may lead your character to behave in ways outside your control.

PASSIONS

4. Starting Passions

Your Player Knights are from your Family History and your Cymric culture.

Set any Passions inherited from Family History at that level.

Cymric culture bestows the following Passions on all starting Knights for any other Passions not defined by Family History.

• Loyalty (Lord) 15
• Love (Family) 15
• Hospitality 15
• Honor 15
• Hate (Saxons) 3d6

CYMRIC ATTRIBUTES

5. Distribute Points

Distribute a total of 60 points among the five attributes to a maximum of 18 and a minimum of 5.

Attribute	Min. Score	Max. Score
SIZ	8	18
DEX	5	18
STR	5	18
CON	5	21*
APP	5	18

General Notes

Your first character should be designed so that STR and SIZ have a combined total of at least 21. This gives him a respectable Damage statistic of 4d6 (see "Derived Attributes").

His CON also ought to be at least 11 (i.e., 8, plus the Cymric cultural modifier of +3).

Characters with less than these values are essentially handicapped in combat.

6. Cymric Attribute Modifier

This modification is applied *after* the base attributes have been allotted. These modifiers can allow people to go above the normal restriction of 18.
• Cymric: +3 CON

7. Derived Attributes

In the Statistics section of your character sheet you will find formulas for Damage, Healing Rate, Move Rate, Hit Points, and Unconscious. Calculate the values and write them down.

• Damage [(STR+SIZ)/6] _____d6
• Healing Rate [(STR+CON)/10] _____
• Move Rate [(STR+DEX)/10] _____
• Hit Points (SIZ+CON)
• Unconscious (Hit Points/4)

8. Determine Distinctive Features

The number is determined by his APP, cross-indexed on the table below.

APP Value	No. of Features
5–6	3
7–9	2
10–12	1
13–16	2
17+	3

Once the number of Distinctive Features is derived, players are free to choose the specific details that best fit their character or roll d6 to determine which selection to choose from:

1. Hair (very long, curly, red, crew cut, blond, excessively hairy, huge beard, prematurely gray, glossy, balding, a particular cut, etc.)

2. Body (slouched, barrel-chested, hunchback, fine-haired, tall, thin, broad-shouldered, high-shouldered, very muscular, burly, squat, smooth skin, etc.)

3. Facial Expression (bright-eyed, proud, sneering, haughty, nice smile, hidden by beard, straight teeth, dour, cheerful, squint, piercing glance, etc.)

4. Speech (lisp, stutter, charming accent, basso, sharp, nasal, shrill, squeaky, musical, loud, soft, strong, thick accent, etc.)

5. Facial Feature (patrician nose, scarred, darkly tanned, black eyes, bushy eyebrows, deep-set eyes, high cheekbones, red and weather-beaten skin, braided beard, big ears, long mustache, small nose, facial blemishes, birthmark, etc.)

6. Limbs (short legs, bulging biceps, one arm longer than the other, rough hands, long nails, hairy arms and hands, bow-legged, fl abby, big feet, long fingers, etc.)

SKILLS

Character starting skills depends on gender and culture.

9. Transfer Starting Skill Values

The base skills for a male Cymric knight are listed below. Transfer the skill values below to your character sheet. Any *non-combat* skill not listed below *cannot* be used by a Knight.

- Awareness (7)
- Boating (1)
- Compose (1)
- Courtesy (5)
- Dancing (2)
- Faerie Lore (1)
- Falconry (3)
- First Aid (10)
- Flirting (3)
- Folk Lore (2)
- Gaming (3)
- Heraldry (1)
- Hunting (6)
- Intrigue (3)
- Orate (5)
- Play (Harp) (3)
- Read (Latin) (0)
- Recognize (3)
- Religion [Your Religion] (2)
- Romance (0)
- Singing (4)
- Stewardship (2)
- Swimming (2)
- Tourney (0)

Combat Skills

- Battle (10)
- Horsemanship (10)
- Siege (2)
- Sword (10)
- Dagger (5)
- Spear Expertise* (10)

  * *Replaces Lance, Spear, and Great Spear in the Uther Phase.*

10. Distribute Skill Points

To the skills now on your character sheet, add additional points with all four methods listed below:

1. Add 6 points among any number of *combat* skills of your choice as long as the skill does not go above 15.
2. Choose any one Knightly Skill at which you excel. Make it 15. The Sword or Spear Skill is a popular and useful choice.
3. Choose any 3 non-combat Skills other than First Aid. Make each of them 10.
4. Heighten any four unique statistics chosen from among the following:
   Attribute score; Trait; Passion; Skill
   Heightening a Skill (or Combat Skill) increases it by up to 5 points, while heightening an Attribute, Trait, or Passion increases it by 1 point. Any combination of four increases is allowed, within the restrictions given above.
5. Add 10 more points (again keeping in mind the limitations given above) divided among any number of combat or non-combat Skills of your choice.

All other Skills start at the value listed above under Beginning Values.

11. Previous Experience

Thus far, your character is 21 years old. You may wish to add some years to your character's age before play by up to 5 years.

   Each additional year of age provides a character with any two of the following benefits; you may not choose the same benefit twice for the same year.

1. Distribute 1d6 points among the character's Skills. No non-Combat Skills with a starting value of 0 may be augmented, and no Skill may be raised above 15.
2. Add 1 point to any Trait (to a maximum of 19) or Passion (maximum 20).
3. Add 1 point to STR, DEX, CON, or APP. No stat can be raised to a value greater than the maximum possible for a character of that culture.

GLORY

This space is provided to display your character's accumulated Glory.

The object of *King Arthur Pendragon* is for your character to accumulate Glory. Knights receive Glory for doing the things that knights do, whether those are behaviors according to the ancient warrior virtues, or the late medieval ideals of chivalry and *fine amor*.

12. Write Down Starting Glory

Characters can gain Glory through family ties: Every son receives Glory equal to 1/10th of his father's Glory (whether the father still lives or not), determined when the character begins play. Thus, the starting Glory for a new knight is determined by the results of the Salisbury Family History.

A Knight created not using the "Salisbury Family History" begins with a Base Starting Glory of 6d6+150

COAT OF ARMS

A coat of arms is the design worn by a knight on the outer surface of his shield. This design serves to identify the knight (and often his lineage) when he wears full armor and is not otherwise recognizable. The Skill that allows the identification of a coat of arms is called Heraldry.

A knight is entitled to bear his own unique coat of arms.

13. Draw Your Coat of Arms

Draw the coat of arms you want or trace a design from the nearby pages of *charges* (pictorial elements) and *ordinaries* (geometrical background designs). You can combine charges and ordinaries within the same coat of arms. The background part of a coat of arms upon which a charge is set is called a *field*.

Normally a coat of arms includes a chromatic color and a metallic color.

Colors available are:
- red
- green
- blue
- purple
- black

Metals include:
- silver (white)
- gold (yellow)

For the sake of readability, do not use a metal on metal, or a color on color; if the field includes a two-tincture pattern (and they should be a metal and a color), the charge can be either.

For example, if you chose a Lorraine cross as your charge and Barry as your field, the Barry stripes could be silver and blue, with a black cross, but not black and blue with a silver cross, or silver and gold, with a blue cross.

Label each section with the desired color, or, if you wish, fill it in with colored pencils. Be sure you do not use the same color scheme and arms as recorded for someone else who is listed in this book.

Each coat of arms must be unique, or it is not fulfilling its purpose of identifying an individual.

Feel free to invent, alter, and otherwise be creative in your heraldic devices. Remember that the Gamemaster has the final say about your design. Simplicity is the key of heraldic design. The symbol should be easily recognizable from a distance or it has not achieved its purpose.

HORSES

In this space you keep track of your most important horses. Your character starts with four horses, and luck may give you another. Eventually you may accumulate an entire stable.

You begin play with the following horses:

- #1. One charger (your warhorse).
- #2 and #3. Two rouncys (a rouncy is a small horse for riding; also carries some equipment), one for the knight and one for the squire. Characters usually ride a rouncy, in order to keep their warhorse fresh to use in a fight.
- #4. One sumpter (a pack horse for carrying equipment and provisions).

List each horse's type and selected statistics under the appropriate number.

Charger

This is a large, heavy, battle-trained steed, the standard knight's warhorse. Most chargers are hybrids of native British ponies with the great horse or other large foreign breeds.
SIZ 34, DEX 17, STR 30, CON 12; Move 8; Armor 5; Unconscious 12; Major Wound 12; Knockdown 34; Hit Points 46; Healing Rate 4; Damage 6d6.

Rouncy

The rouncy is the standard riding horse (though normally combat-trained as well, since they are a knight's riding steed), relatively slow and small, yet comfortable and hardy.
SIZ 26, DEX 10, STR 18, CON 14; Move 6; Armor 4; Unconscious 10; Major Wound 14; Knockdown 26; Hit Points 40; Healing Rate 3; Damage 4d6.

Sumpter

Use these stats for either packhorse or pony.
SIZ 22, DEX 12, STR 15, CON 16; Move 5; Armor 3; Unconscious 10; Major Wound 16; Knockdown 22; Hit Points 38; Healing Rate 3; Damage 3d6.

SQUIRE

After being knighted, characters are assigned a squire by their lord.

Name

If you know your squire's name, you have the kernel of a character. (Usually your squire is a younger son of one of your lord's other vassals, or perhaps the son of one of his allies' vassals.)

Age

Usually 15 at start, but as high as 20. When a squire reaches 21, he is usually knighted.

Squire Roll

Age is used in a simple mechanic called the Squire roll, made any time the squire must be assumed to have performed his duties, with appropriate forethought, while under stress.

For instance, if a knight needs a new lance in a tournament's grand melee, roll the squire's age on 1d20. If the roll is successful, the knight gets the lance at once (assume that the squire wisely had an extra lance at hand already); if not, he must wait until the next melee round and try again. The Squire roll can be used in other instances, such as for the squire to see if his knight's armor is polished properly when the king visits to inspect the castle.

Sometimes a simple Squire roll does not seem appropriate, or the squire requires more definition. Thus, Skills are given here for a typical Cymric squire:
- First Aid 6
- Battle 1
- Horsemanship 6
- Any one other Skill 5

These are the Skills most often needed by a combatant knight's squire, yet most likely to be significantly different from the squire's age.

Horse

The knight's second rouncy. When the squire's knight becomes unhorsed or otherwise loses his mount, he can take the squire's mount as replacement.

EQUIPMENT CARRIED

New characters start with the items and values listed here.
- Chain mail and open helm (10 points)
- Shield (6)
- Sword, 5 Spears, Dagger
- Fine clothing (worth £1)
- Personal gear
- Travel gear
- War gear
- 4 horses (as noted above)

Dagger: Due to its small size, a dagger does 1d6 less damage than the user's normal Damage statistic when it strikes, to a minimum of 1d6 damage. Thus, a character that normally does 4d6 points of damage on a hit deals only 3d6 with a dagger. A fumble indicates the weapon has broken.

Sword: The sword has two distinct advantages over all other weapons: (i) Swords do not break when their wielder fumbles, but are instead dropped and can be recovered, and (ii) if a tie occurs in any opposed resolution against a different weapon, a sword always breaks a non-sword.

Spear: The spear is used one-handed. It cannot be thrown like a javelin, which is much smaller. *Charging:* The spear can be used from horseback in a mounted charge. The horse must move at least 6 yards in a roughly straight line. If a lance charge is made against any opponent other than another charging lancer, the lancer gets a +5 modifier to his Spear Skill.
- Charger: 6d6
- Courser: 5d6
- Rouncey: 4d6

Defending Against a Horseman: When used two-handed a spear grants a +5 modifier when used by foot soldiers against horsemen (thus negating the footmen's normal disadvantage). A Cymric using a spear also negates the +5 lance modifier versus non-lance weapons.

A lance breaks more easily than some weapons: If the total damage dealt by the lance is an odd number, then the lance breaks. Also, a fumble indicates that the lance broke *before* doing any damage.

Personal Gear: A small bundle, very portable, that includes underclothes (which double as nightclothes), hair-brush, towel, blankets, and maybe a razor; money, documents, your best set of clothing, your favorite secondary weapon (if any), and perhaps a few other knick-knacks. (Note any extra or unusual items in the small space provided to the right.) This is generally carried on the knight's rouncy.

Travel Gear: This includes a tent (with cord and stakes), a blanket, cooking and eating materials, horse-tending equipment, horse blankets, cold weather and rain cloaks, a few rags, and so on. Such gear can be carried on a horse that is also being ridden, and amounts to about a quarter of a horse-load per person (so a half-load for both knight and squire), without much food or water. If your character has something special in his travel gear, such as a mirror or a wig, write this in the small space provided.

War Gear: This includes things for extended military campaigning, such as a few pairs of warm socks, a spare cloak, curry brushes, a length of rope, whetstones, some paint and a brush to touch up shield devices, a lance and a spare sword, several bits of armor for makeshift repairs, a keg of rough sand (for your squire to polish your mail), a couple bottles of wine, and anything else that might not be easily replaceable while on campaign. This is about a horse-load per person (so two full loads for both knight and squire), but this includes the travel gear for each person as well.

A knight's war gear is kept in a trunk in the lord's hall when not being used. When a knight goes on campaign with (or on behalf of) his lord, the lord usually lends him an extra horse to carry this gear. If adventuring on his own recognizance, a knight must find, borrow, buy, or otherwise obtain an extra sumpter if he wishes to both carry this gear and allow his squire to ride.

HEIRLOOMS

Your first character may roll once on the table below to find a family heirloom. A number of the entries are simply money, which can be used to purchase additional equipment if the player wishes.

1d20

01	Money (3d20d.)
02–03	Money (3d20+100d.)
04–06	Money (£1)
07	Money (£1d6)
08	Heirloom; sacred Christian relic (Roll 1d6: 1 finger, 2 tears, 3–4 hair, 5 bone fragment, 6 blood) If you are pagan, re-roll
09	Heirloom: ancient bronze sword, worth £2 (+1 modifier to Sword Skill when used; breaks in combat as if it was not a sword)
10	Heirloom: blessed lance, worth 25d. (+1 modifier to Lance Skill for mounted charges until it breaks)
11	Heirloom: decorated saddle, worth £1
12	Heirloom: engraved ring, roll 1d6: 1–4 silver, worth 120d. 5–6 gold, worth £2
13	Heirloom: arm band, roll 1d6: 1–5 silver, worth £1 6 gold, worth £8
14	Heirloom; valuable cloak, worth £1 roll 1d6 for origin: 1–2 Byzantium, 3 Germany, 4–5 Spain, 6 Rome)
15	A magic healing potion, priceless (cures 1d6 damage, once)
16–17	An extra rouncy
18	A second charger
19	A courser (a fast horse)
20	Roll twice more, re-rolling further 20s

Heirlooms

For heirlooms, you can make up a story of how such an object came into your family's possession. Note that it might be from your mother's side of the family, a gift from a grateful lord, a war trophy, and so on.

HISTORY & EVENTS

Record the dates of critical events of a character's life, as well as the names of important characters:

Born: Your character's birth date.

Squired: Birth date plus 15 years, and to whom squired, if part of the campaign.

Knighted: The year in which your character is knighted, and by whom. Starting characters are about to be knighted.

Member of the Round Table: The year in which your knight is accepted at the Round Table — a rare honor!

Landed: The year in which a household knight becomes a vassal knight. Your character, being the eldest son of a deceased vassal knight, will be landed at the same time he is knighted.

Titled: The year in which your character receives a lord's title (if ever).

Wed: The year in which your character marries, if ever.

Died: The year in which your character died. Useful if you created a family for your character.

Father's Name: The name of your father.

Class: Your father's class.

Glory to Sons: The amount of Glory you pass on to your sons.

Family Characteristic: See below.

Wife: The name of your character's wife. No knights start the game married. However, marriage is an important part of the *King Arthur Pendragon* story, and most player-knights should wish to be married.

Lover: The name of your lover, if any.

Children: The date of birth and name of any children your character may have.

Will: The name or relationship of the person whom your character has designated as heir to his property. (Writing "Family" is sufficient.)

Note that only granted property is transferred — gifts from one's lord return to him upon the recipient's death. If nothing is written here, then everything goes to the lord.

FAMILY CHARACTERISTIC

All characters have the same family characteristic as their same-sex parent: that is, it is passed from father to son and daughter to mother.

This bonus can violate the rules previously established for limitations; thus it might raise a Skill above 15, or perhaps even above 20.

Roll 1d20

1. Keen on Status (+5 Courtesy)
2. Spiritual Bent (+5 Religion)
3. Know the Commoners (+5 Folklore)
4. Know Faerie Ways (+5 Faerie Lore)
5. Good with Horses (+5 Horsemanship)
6. Excellent Voice (+10 Singing)
7. Keen-sighted (+5 Awareness)
8. At Home in Nature (+5 Hunting)
9. Sprightly (+10 Dancing)
10. Natural Healer (+5 First Aid)
11. Naturally Lovable (+10 Flirting)
12. Never Forgets a Face (+10 Recognize)
13. Surprisingly Deductive (+5 Intrigue)
14. Like an Otter (+10 Swimming)
15. Natural Storyteller (+10 Orate)
16. Natural Musician
    (+10 Play (all instruments)
17. Good with Words (+10 Compose)
18. Grew Up with Books (+5 Reading)
19. Good with Birds (+10 Falconry)
20. Clever at Games (+10 Gaming)

HOLDINGS

Your character begins as the eldest son of a deceased landholding knight. List the name of his future holding here — it is the same as his Current Home. If he acquires more land as the game progresses, list each manor or larger holding by name. List the number of manors in any larger holding.

EQUIPMENT AT HOME

Knights often accumulate *denarii, libra,* extra weapons, additional mounts, sumptuous goods, and so forth. If your character does not carry these things everywhere he goes, list them here.

ANNUAL GLORY AWARD

Each Winter Phase, your knight receives Glory for being suitably chivalrous and/or religious, for having notable Traits and Passions, and for holding land. This area helps you keep track of that annual Glory reward.

ARMY

One of the most important factors in the game is how many knights you can potentially call to your aid in a crisis.

Family Knights

Your relatives who are knights, whether uncles, brothers, or other relations. These are noted as being either old (over age 55), middle-aged (35–55), or young (20–35 or so).

Only the numbers of each type are needed now, not their individual names or other information.

Determine your family knights by rolling as follows, and then enter the numbers on the character sheet.

- **Old Knights: 1d6–5**
- **Middle-Aged Knights: 1d6–2**
- **Young Knights: 1d6**

Add all three numbers together, plus 1 more young knight (your character), to find the total number of family knights.

Vassal Knights

Starting characters are never lords holding other knights as vassals; leave this space blank for now. If your character acquires vassals during the campaign, list them here; these knights are obliged to come to battle if summoned, and are probably close associates of yours as well.

Other Lineage Men

Other men of your family, not themselves knights, can still be useful in a fight. They are never well armed, and are generally unskilled at fighting, but at least they won't run away immediately upon being attacked. As family members, they have much to gain in any family victory.

- **Total Number = 2d6+5**

Levy

The levy calls forth every able-bodied man of your holding(s). Though the total population of your starting manor is around 420 people, this includes only 100 or fewer able-bodied men other than knights and squires. Not all of these peasants can be called upon to fight. For ease's sake, this is the number of levies anticipated per manor. If your character gains more manors, roll again for each new manor and write the combined total down here. A knight with many manors can call upon a large levy!

Your Gamemaster decides how effective the men of your levy are in combat, but in general they are poor soldiers.

- **Total Number = 5d20**