

# KING ARTHUR PENDRAGON

EPIC ROLEPLAYING IN LEGENDARY BRITAIN



THE YEAR is 485 Anno Domini.

About seventy years ago, when your grandfather was alive, the *Supreme Collegium* or High Council of Britain chose a native leader known as EMPEROR CONSTANTIN to rule the island.

He reigned well in difficult times, and in 440 his son CONSTANS succeeded him. A few years later, Constans was killed, and the throne was assumed by a man named VORTIGERN.

At that time, a massive Pictish and Irish invasion threatened the entire island until Vortigern hired a small mercenary army of SAXON WARRIORS.

Victory was not enough, though, and, inflamed by lust, Vortigern married the daughter of the SAXON KING HENGEST.

Vortigern also brought warlike leaders from the north and settled them around the western coasts to defend against Irish invaders.

But Vortigern was tyrannical and not well loved.

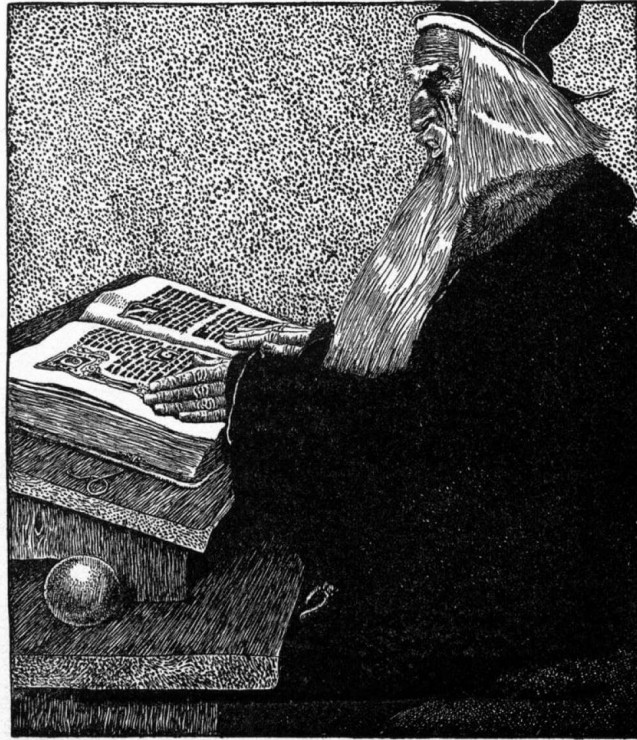
Soon, many eastern lords of Britain rebelled against their new king, but they were crushed and their lands given to his Saxon allies. Vortigern's own son led another rebellion, and, though temporarily successful, he was killed in battle just 23 years ago.

Then, during the infamous "Night of the Long Knives," the Saxons betrayed Vortigern, slaying nearly all the British leadership. The island suffered greatly as Vortigern himself came under the rule of his erstwhile Saxon allies.

When your father was a young knight, in the year 466, AURELIUS AMBROSIUS, second son of Constantin, landed with an army from Brittany. Immediately, the people of Britain literally flocked to his banner, a magical standard that depicted a great red dragon.

Vortigern fled and took refuge in northwestern Cambria. It was there that the child sage MERLIN prophesied the fate of Britain.

Aurelius Ambrosius overcame the Saxons and then Vortigern himself, and was named High King. He was called the "high king," or "Pendragon," in part because of the great battle banner he bore.



During his reign, Aurelius Pendragon defeated new invasions by Saxons and even led a fleet to ravage the coasts of the Saxon and Frisian lands, suppressing further invasions for years. But when he marched against a combined Saxon and Irish army five years ago, in 480, he was treacherously poisoned, and died. His brother, Uther, led the army instead and gained victory.

Uther has been a successful king thus far, quashing all rebellion, defeating Irish rebels and Saxon invaders alike. Last year he snatched victory from defeat with a surprise night raid that brought most of the northern kings under his rule.

Now, in 485, news has come that more Saxons are gathering in far Saxony to come to the aid of their kinsmen in Britain.

The preparations for more war are building...

Player's Name \_\_\_\_\_

### Personal Data

Name: \_\_\_\_\_  
 Age: \_\_\_\_\_ Son Number: \_\_\_\_\_  
 Homeland: \_\_\_\_\_  
 Culture: \_\_\_\_\_  
 Religion: \_\_\_\_\_  
 Liege Lord: \_\_\_\_\_  
 Current Class: \_\_\_\_\_  
 Current Home: \_\_\_\_\_

### Personality Traits

Chivalry Bonus (\*) [Sum of these Traits = 96] \_\_\_\_\_  
 Religious Bonus (Underlined Traits are all 16+) \_\_\_\_\_

<input type="checkbox"/> Chaste	____/____	<input type="checkbox"/> Lustful
<input type="checkbox"/> Energetic	____/____	<input type="checkbox"/> Lazy
<input type="checkbox"/> Forgiving	____/____	<input type="checkbox"/> Vengeful
<input type="checkbox"/> Generous	____/____	<input type="checkbox"/> Selfish
<input type="checkbox"/> Honest	____/____	<input type="checkbox"/> Deceitful
<input type="checkbox"/> Just	____/____	<input type="checkbox"/> Arbitrary
<input type="checkbox"/> Merciful	____/____	<input type="checkbox"/> Cruel
<input type="checkbox"/> Modest	____/____	<input type="checkbox"/> Proud
<input type="checkbox"/> Pious	____/____	<input type="checkbox"/> Worldly
<input type="checkbox"/> Prudent	____/____	<input type="checkbox"/> Reckless
<input type="checkbox"/> Temperate	____/____	<input type="checkbox"/> Indulgent
<input type="checkbox"/> Trusting	____/____	<input type="checkbox"/> Suspicious
<input type="checkbox"/> Valorous	____/____	<input type="checkbox"/> Cowardly

Directed Trait \_\_\_\_\_   
 Directed Trait \_\_\_\_\_

### Passions

Loyalty (Lord) ( ) \_\_\_\_\_   
 Love (Family) ( ) \_\_\_\_\_   
 Hospitality ( ) \_\_\_\_\_   
 Honor ( ) \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_

### Statistics

SIZ \_\_\_\_\_ (Knockdown)  
 DEX \_\_\_\_\_  
 STR \_\_\_\_\_  
 CON \_\_\_\_\_ (Major Wound)  
 APP \_\_\_\_\_  
 Damage [(STR+SIZ)/6] \_\_\_\_\_ d6  
 Healing Rate [(STR+CON)/10] \_\_\_\_\_  
 Move Rate [(STR+DEX)/10] \_\_\_\_\_  
 Distinctive Features: \_\_\_\_\_  
 Hit Points (SIZ+CON) \_\_\_\_\_  
 Unconscious (Hit Points/4) \_\_\_\_\_  
 Wounds \_\_\_\_\_  
 Chirurgery Needed!

### Skills

Awareness ( ) \_\_\_\_\_   
 Boating ( ) \_\_\_\_\_   
 Compose ( ) \_\_\_\_\_   
 Courtesy ( ) \_\_\_\_\_   
 Dancing ( ) \_\_\_\_\_   
 Faerie Lore ( ) \_\_\_\_\_   
 Falconry ( ) \_\_\_\_\_   
 First Aid ( ) \_\_\_\_\_   
 Flirting ( ) \_\_\_\_\_   
 Folklore ( ) \_\_\_\_\_   
 Gaming ( ) \_\_\_\_\_   
 Heraldry ( ) \_\_\_\_\_   
 Hunting ( ) \_\_\_\_\_   
 Intrigue ( ) \_\_\_\_\_   
 Orate ( ) \_\_\_\_\_   
 Play ( ) \_\_\_\_\_   
 Read ( ) \_\_\_\_\_   
 Recognize ( ) \_\_\_\_\_   
 Religion ( ) \_\_\_\_\_   
 Romance ( ) \_\_\_\_\_   
 Singing ( ) \_\_\_\_\_   
 Stewardship ( ) \_\_\_\_\_   
 Swimming ( ) \_\_\_\_\_   
 Journey ( ) \_\_\_\_\_



### Combat Skills

Battle ( ) \_\_\_\_\_   
 Siege ( ) \_\_\_\_\_   
 Horsemanship ( ) \_\_\_\_\_   
 Sword ( ) \_\_\_\_\_   
 Lance ( ) \_\_\_\_\_   
 Spear ( ) \_\_\_\_\_   
 Dagger ( ) \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_

### Armor Type

\_\_\_\_\_ [ ] pts.  
 \_\_\_\_\_ [ ] pts.  
 \_\_\_\_\_ [ ] pts.  
 \_\_\_\_\_ [ ] pts.  
 Armor Reduction \_\_\_\_\_

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Skills and martial prowess are an important part of play in *King Arthur Pendragon*. But it is your knight's Traits and Passions that drive the game.

High Traits and Passions let you tap the magic of legendary Britain. High Traits and Passions gather your knight renown, and thus Glory. But the higher a Trait or Passion, the more likely a knight is to act in that manner in moments of crisis.

Every story of King Arthur and his knights is full of characters with remarkable personality and passion. This game emphasizes those points.

# "It befell in the days of Uther Pendragon when he desired to be king of all Britain..."

— *Le Morte D'Arthur*  
Book I, Chapter I

*King Arthur Pendragon* is about conflict. Knights fight. They are warriors, and must endanger themselves for their livelihood. So beside that, what kind of knight are you?

*King Arthur*

*Pendragon* is about the conflict of lifestyle.

Are you content with fighting and drinking? Are you moved by ideals of religion or virtue?

*King Arthur*

*Pendragon* is about conflict, and its consequences. War

and strife cause murder and revenge that can haunt you for generations. Virtuous actions can cause disloyalty, and loyal actions can demand revenge or other vices. The demands of a liege may conflict with those of a family.



Some lifestyles require diminishing family ties. Everything done will echo through the years unto your grandchildren.

*Pendragon* is about the conflict between reality and idealism. The setting is the dangerous world of Medieval filth, hunger and disease. Combat is lethal; healing is not automatic, magic for it very, very rare. Ideals are hard to uphold, and will conflict with need,

want and many outside pressures.

All characters in the game will die.

Guaranteed.

And all of the characters are knights.

So the only question is:

*What kind of knight will yours be?*

# CORE RULES

## VALUES

Every Skill, Trait, or Passion is rated as a Value. Values usually range between 0 to 20, but can go higher.

## MODIFIERS

When attempting an action a negative or positive modifier may be applied to the Value.

Modifiers always apply to the Value and never the die roll.

## ROLLING THE DIE

Roll a d20. Four results are possible:

- *Crit: If the roll equals the modified value*
- *Success: If the roll is under the modified value*
- *Failure: If the roll is over the modified value*
- *Fumble: If the roll is a 20 on the die*

## VALUES OF 20 OR ABOVE

Values can be raised to 20 or higher through experience or modifiers.

If a Value *equals* 20 then the Player Knight crits on a roll of a 20 and failure is impossible.

If the Value is *greater than* 20 the above holds true and every point over 20 is *added* to the d20 roll, increasing the chance of a crit.

## TRAITS

Each Knight possesses a set of opposing Traits. Each Trait is scored with a Value. The Values of each pair of opposed Traits totals 20.

The higher a Trait, the more likely a Knight will act in accordance with that Trait.

A Trait of 16 or higher is a Famous Trait. A Famous Trait is likely to be “tested” in critical and emotional circumstances.

## PASSIONS

Passions are strong emotional propensities. A knight can invoke a Passion when the subject of his Passion is at stake. A successful or critical roll provides bonuses for an action. Failure or a fumble leads the knight to become disheartened or even go mad.

## EXPERIENCE CHECK MARKS

A critical success or a success in significant situation earns a knight a Check next to the appropriate Skill. For Traits and Passions strong behaviors and rolls can gain Checks.

## WINTER PHASE

Each winter a knight reflects on the events of the previous year. For any Skill, Trait, or Passion with a Check he rolls a d20. If the roll is higher than the current Value the Value rises 1 point. If the value is 20 and the knight rolls a 20, the Value rises 1 point.

The knight can also train. He has the choice to add several points to skills under 15, add a point to a skill above 15, or increase or decrease a Physical Attribute, Trait, or Passion by 1 point. No increase can go above 20.

## GLORY

Glory is the goal of the game. A knight acquires Glory for doing knightly deeds of renown. A knight also gains Glory for Famous Traits and Passions, spending lavishly, and key life events such as getting married.

For every 1,000 Glory points gained a knight can increase a Physical Attribute, Trait, or Passion by 1 point to values. Values can even be raised over 20 without needing to roll.