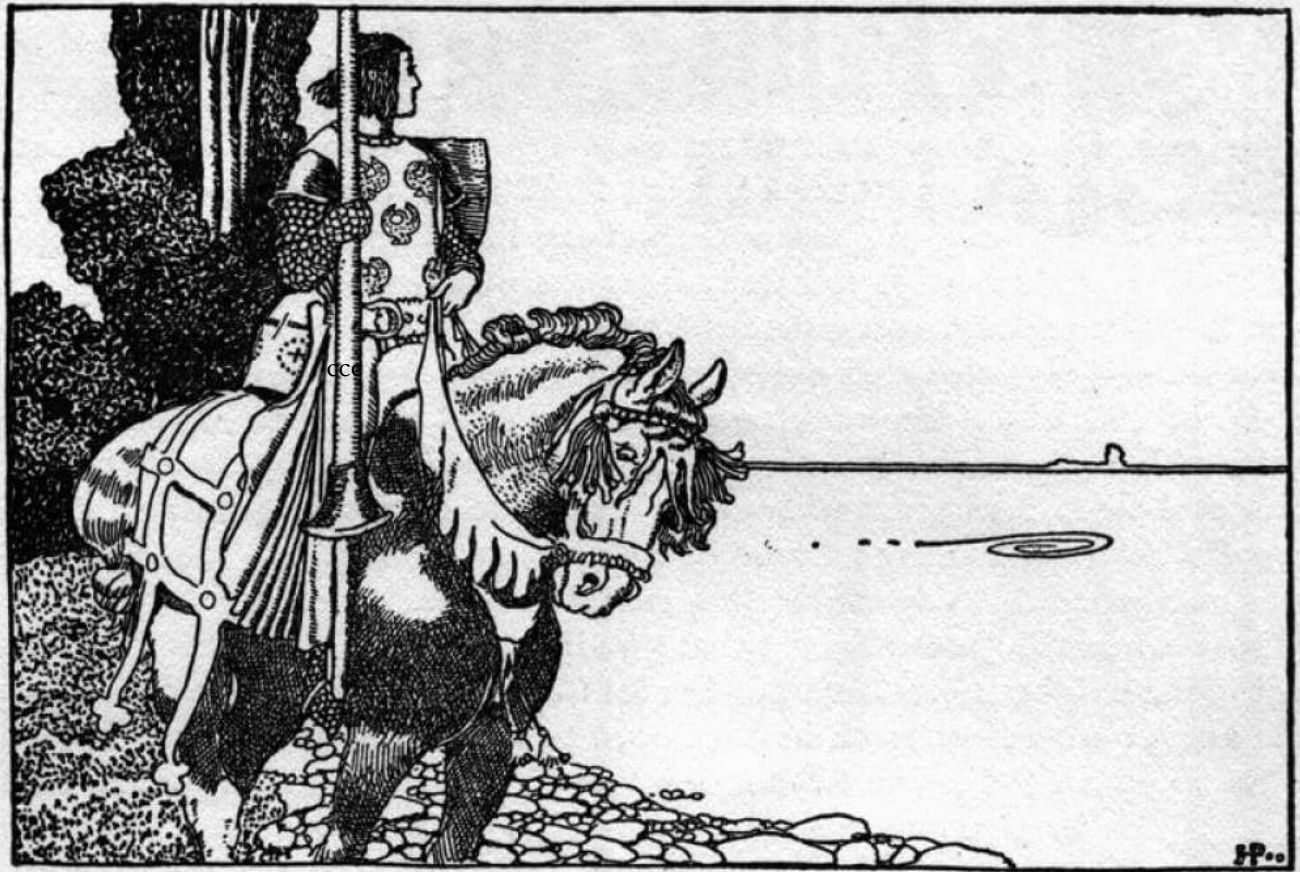


KING ARTHUR PENDRAGON



Player Knight Character Creation

CHARACTER CREATION NOTES

- 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 BACKGROUND

You are of the Cymri. You grew up in Salisbury County in the region of Logres, a fertile land in central Britain.

You were raised in one of two faiths: Christian or Pagan.

Your culture, your homeland, and your faith will help determine your Knight's starting character Traits and Passions.

Your Culture: Cymric

Long, long ago, 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.

Select a Name

Characters should have one name only. Last names or family names are not used. Instead, the name is modified by the addition of a title.

Here are some sample names to choose from:

Cymric Names

Addonny, Aeron, Afan, Aneirin, Aeddan, Amig, Amlyn, Athrnys, Arddur, Buddfannan, Blaen, Bledri, Bradwen, Bleddig, Cadfannan, Cadfael, Cadwallon, Cilydd, Cynon, Cynfan, Cyfulch, Cynrain, Cunvelyn, Caradoc, Cibno, Ceredig, Cadlen, Cymwal, Chydno, Cynhafal, Dafydd, Defi, Dnyai, Edar, Edern, Eiddaf, Erthgi, Elad, Eudaf, Eiffin, Gwefrfawr, Gwegan, Gwion, Gwyn, Gwarddur, Gwern, Gnyleged, Gwrien, Gwraid, Gorthyn, Gwaednerth, Gwengad, Gwenabwy, Gwrfelling, Gwair, Graid, Geriant, Gwanon, Hyfaidd, Hywel, Ieuan, Llywel, Marchlen, Moried, Morien, Madog, Morial, Mynyddog, Merin, Neilyn, Nnythron, Nai, Nerthaid, Neddig, Nidian, Owain, Padern, Pedrog, Ricerch, Rhodri, Rhyfon, Rhun, Sawel, Seriol, Synno, Tathal, Tathan, Tudfwich, Tyngyr, Uren, Uwain, Ysgarran.

Names of characters from 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, Gberard, Gilbert, Gilmere, Goneris, Gracian, Gumret, Guy, Gwinas, Harsouse, Harvis, Hebes, Hemison, Herawd, Heringdale, Herlems, Hermel, Hermind, Hervis, Hewgon, Idres, Jordans, Lardans, Leomie, Manasan, Maurel, Melion, Miles, Morganor, Morians, Moris, Nanonwe, Nerovens, Pedivere, Pellandres, Pellogres, Perin, Phelot, Pillounes, Plaine, Plenorias, Sauseise, Selises, Selivant, Semond.

TRAITS

1. Traits by 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. As you were trained from youth to be a knight your character begins with a Valorous of 15.

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

2. Traits by Region

Because you grew up in the County of Salisbury in the region of Logres, you have the following modifiers and a Directed Trait.

Logres: Energetic +1, Forgiving +1,

Honest +1, Just +1, Trusting +1, Valorous +1

Salisbury: Suspicious of Silchester (1d6+1)

2. Famous Traits

A Famous Trait is a Trait with a value of 16 or higher and gains you Glory every year. But if it gains you Glory it will be Tested in stressful situations. Famous Traits may lead your character to behave in ways outside your control.

Choose one Trait to start at 16, if desired.

3. Magical Benefits of Traits

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

- *Christian Knight:* Total Hit Points +6
- *Pagan Knight:* Healing Rate +2
- *Any Religious Knight* 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 96+ you receive a Bonus of 3 points of magical protection against all physical damage, as well as 100 Glory annually during the Winter Phase.

PASSIONS

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) Family History (or 4d6+1)

CYMRIC ATTRIBUTES

1. Distribute Points

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

2. 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

3. 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)

4. 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, flabby, big feet, long fingers, etc.)

SKILLS

Character starting skills depend on your Cymric culture.

1. Starting Skill Values

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

Non-Combat Skills

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

* Serves as Lance, Spear, and Great Spear for Cymric Knights

2. Distribute Skill Points

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

1. Choose any one Knightly Skill at which you excel. Make it 15. The Sword or Spear Skill is a popular and useful choice.
2. Add 6 points among any number of *combat* skills of your choice as long as the skill does not go above 15.
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; or 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 on the first page of this booklet.
5. Add 10 more points (again keeping in mind the limitations from the first page) 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.

GLORY & FAMILY HISTORY

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

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*.

* Knight created without using the "Salisbury Family History" begins with a Base Starting Glory of $6d6+150$

YOUR FAMILY'S KNIGHTS

Old Knights (Over 55)

Whatever their actual relationship to your character, such cherished individuals are likely to be addressed by the honorific “grandfather.” They are counted among the elders of the community, for they have survived both years of warfare and the ravages of age and sickness. Roll: 1d6–5 for the number of old knights.

1d20 Result	Relationship
1–15	Your grandfather's younger brother
16–20	Your grandfather's illegitimate brother

Middle-Aged Knights (35–55)

Usually addressed as “uncle” by younger family knights, whatever their familial status. Roll 1d6–2 for the number of middle-aged knights.

1d20 Result	Relationship
1–12	Your father's younger brother
13–16	Your mother's brother
17–19	Your father's illegitimate brother
20	Your mother's illegitimate brother

Young Knights (20–35)

Younger knights are between 21 and 35 years of age. They do not use the Aging table yet. Roll: 1d6 for the number of young knights.

1d20 Result	Relationship
1–8	Your younger brother*
9–14	Your first cousin (paternal)*
15	Your sister's husband
16–17	Your first cousin (maternal)
18	An illegitimate brother (older)
19–20	An illegitimate brother (younger)*

OTHER FAMILY MEMBERS

These calculations determine legitimate kin only. Illegitimate children, determined on the tables above, do not enter into these calculations, but are added separately onto the family tree at the end of the process. (Note: these rules cover only adults. Children under the age of fifteen are ignored.)

Siblings

To determine the number of siblings for your character's mother and father and for your character himself, do the following:

Father: Roll 1d6 to find the total number of your father's siblings. Next, roll 1d6 for each sibling: An even number represents a male sibling, and an odd number is a female. These are your paternal uncles and aunts who lived to the age of majority. Now, match the number of your uncles with the number of your father's brothers whom you know to be family knights.

Mother: Next, to determine your mother's siblings, follow the same process as used for your father's siblings.

Note: If the total number of your father's and mother's brothers is less than the number of middle-aged family knights, add enough brothers to reach the correct number.

Your Character: Follow the same process as father.

Living or Dead? Married?

The status of the rest of the family (grown women and unknighthed men) is determined by rolling on the following table. **Note:** All of your family knights subtract 6 from the result. Your mother may still be alive, but she might have remarried after your father's death; roll for her, but subtract 3 from the result. Results of less than one are counted as a roll of 1 for the purposes of this chart.

1d20 Result	Relationship
1–7	Alive and married
8–14	Alive and unmarried
15–17	Dead (was married)
18–20	Dead (never married)

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)

CYMRIC LUCK

These are rare, very special items. Players get one roll for an entire family, not once per character. They are heirlooms. Hand them down from character to character.

Many of the items are supernatural. Knights will tend to describe any of them as fantastic, wondrous, magical, supernatural and so on. However, in the lists below several terms are used with specific definitions, to differentiate their origins and functionality.

Marvelous items are those that invoke a sense of wonder, awe, admiration, and astonishment. They could be supernatural, but often are not. Their beauty or craftsmanship are sufficient to inspire and entrance. Thus, books and medicines are considered marvelous. Anything not labeled Magical or Miraculous is Marvelous.

Magical items are of Pagan origin. These are sometimes labeled as a Pagan holy item.

Miraculous items have been clearly imbued with the divine power of the Christian God. These are often **relics**, which are actual pieces of a saint's mortal remains.

Some items require gestures and/or spoken words to activate their wondrous power. The user must spend an entire round undisturbed in prayer and invocation to make it work. If he is distracted, wounded, etc., then it won't work. (Thus, he can't do this while charging, etc.)

Thus whether your knight is chanting while rubbing his magical deer tattoo, or making the sign of the cross and shouting "Alleluia," his mystical power will be known.

Normal people, including knights, do not know or like magic. The first time someone sees a character do this they will become wary of the user. Repeated use will cause everyone—even Pagans and Heathens!—to become nervous and suspicious of the user. Thus observers will get a Directed Trait of Suspicious (user's name) that might affect later play.

Roll 1d20

1. **Money:** £30 in old Roman coin.
2. **Money:** £3d6+15 in old Roman coin.
3. **Money:** £8d6 in old Roman coin.
4. **Marvelous goose:** the manor where it lives gets £1 each year. Roll d20 each Winter; on 01-03, it dies; on 04-06 it does not lay the golden egg, but an egg that hatches another of its kind!
5. **Sword belt:** Grants automatic success at DEX rolls to stay on your feet.
6. **Wonderful Cat,** always gets its rat: Adds £1 income per year to the manor where it lives. Roll d20 each Winter; on 01-03, cat dies; on 04-06 it had a Wonderful Kitten that will grow up like its mother.
7. **Marvelous Listening Ring:** Grants +2 to Awareness
8. **Fantastic saddle:** Grants +4 to Horsemanship to stay on horse.
9. **Blessed lance:** Grants +2 modifier to **Lance and Spear** skill value when using this lance, until it breaks; if the parts are recovered, it can be repaired at a cost of £1.
10. **Ancient bronze sword:** grants +2 modifier to Sword skill value when used. Also, it has a weak blade that will break in combat as if it was not a sword. Value intact = £2, broken = £0. It can be repaired by a smith at the cost of £2.
11. **Marvelous Shield, Christian:** If your Piety is 16 or more, it grants +4 to your Major Wound threshold; or
Pagan: If your Worldly is 16 or more, it grants +4 to your Major Wound threshold.
12. **Marvelous horseshoes:** Grant +5 to horses movement rate. A failed horsemanship roll causes a shoe to be lost, and so the magic too. Finding the lost shoe requires a successful Awareness at the site where it was lost, but if found, the horse can be reshod.
13. **Warrior Song:** A faerie whispered a song in your ear while you slept. A successful Singing roll grants all friends that hear it +3 to their Energetic and +3 to Valor.
14. **Marvelous Underjerkin:** If struck with a Major Wound, attempt Love of Family roll. Success will reduce damage from a Major Wound to be one point less than is needed for a Major Wound; critical success = only half the damage is taken. After this, roll 1d20, where 01-15 indicates it is ruined.
15. **Christian: Finger of Saint Alban, a relic:** Grants +3 Piety; or,
Pagan: Horse hair from Epona's horse: a Pagan holy item: Grants +3 to Horsemanship.
16. **Christian: Tooth of Saint Germanus, a Christian relic:** Shout *Alleluia* and attempt Love (God) roll. Success causes all Germanic Pagans to make a Valor Roll (failure = they flee); and, beforehand, the shouter can distribute a total of 20 points among opponents that are subtracted from their Valor (i.e.- one foe gets -20, two get -10 each, twenty get -1 each, etc.
Pagan: Lock of Gwydion's hair, a Pagan holy item: Grants an automatic critical success at Temperate. After this, roll 1d20, where 01-05 indicates it is ruined. May be used once per day.
17. **Christian: Blood of Joseph of Arimathea, a Christian relic:** With a successful Piety roll, the owner of this can cause the door to a prison cell to open, even if he does not have the relic in his presence. Or
Pagan: Lock of Arianrhod's hair, a Pagan holy item: Grants an automatic critical success at Lustful. After this, roll 1d20, where 01-05 indicates it is ruined. May be used once per day.
18. **Chestnut colored, strong charger:** It does 7d6 damage.
19. Charger, and a Camargue Ambler
20. Destrier

HISTORY & EVENTS

Record the dates of critical events of a character's life, as well as the names of important characters. The current year is 484 A.D.

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 previous page.

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.

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.

Draw Your Coat of Arms

Draw the coat of arms you want or trace a design from the nearby pages of ordinaries (geometrical background designs).

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

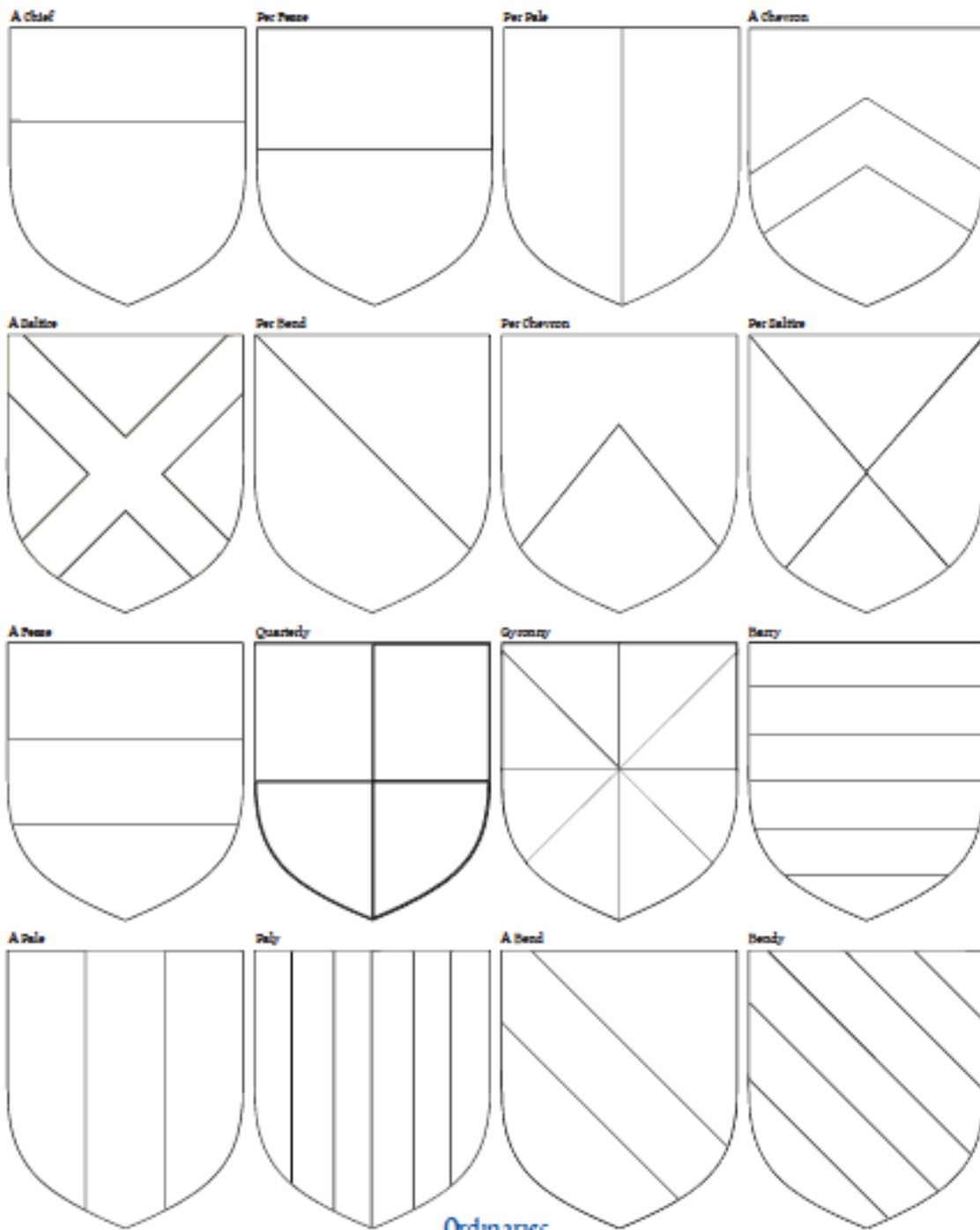
Colors

Red
Green
Blue
Purple
Black

Metals

Silver (white)
Gold (yellow)

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 the rule book.



Trace the Charge of your choice onto your knight's coat of arms and use an Ordinary to vary the background colors.

EQUIPMENT CARRIED

New characters start with these items:

- Chain mail and open helm (10 points)
- Shield (6 points; 1d6 against axes)
- Sword, 5 Spears, Dagger
- Fine clothing (worth £1)
- Personal gear
- Travel gear
- War gear
- 4 horses (as noted on the next page)

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
- Rouncy: 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.

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. It is an exceptional animal and not available to most knights. 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.)

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

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.