# Kingdom Come

KINGDOM COME is a tabletop roleplaying game where players take the roles of characters in a medieval kingdom, and deal in intrigue, combat and diplomacy. Unlike most roleplaying games, Kingdom Come uses a deck of playing cards to resolve actions rather than a set of dice. Kingdom Come requires a Game Master to run the game and at least four players to take the role of characters, each requiring a deck of playing cards.

### CHARACTER CREATION

**CHARACTER CREATION** begins with all players drawing three cards from the Game Master's deck of face cards. They may then choose one of their three cards to take as their role and house during the game. Players may take the same role, as long as they are not part of the same house. For Lords, Ladies and Knights, their house is their suit. Unlike other roles, the Fool may choose which house he serves.

THE LORD is a rich nobleman with land and holdings in the kingdom. Lords are renowned for their wealth and personality, although some still lead armies in battle. The Lord corresponds to the King.

THE LORD receives the following bonuses:			
+3 to KNOWLEDGE +2 to DIPLOMACY			
+2 to MARTIAL	£1500 in WEALTH		
THE LORD may choose from the following skills:			
COMMAND	Conspire Insight		
INSPIRE	LOGIC	PERSUADE	
SCHOLARSHIP	<b>STRATEGY</b>	SWORDSMANSHIP	

THE LADY is a wealthy noblewoman or courtier, often sought after as a paramour for their lands or wealth. Ladies are skilled in social situations and court intrigue. The Lady corresponds to the Queen.

THE LADY receives the following bonuses:			
+3 to INTRIGUE +2 to DIPLOMACY			
+2 to KNOWLEDGE		£1200 in WEALTH	
THE LADY may choose from the following skills:			
AWARENESS	CHARM	CONSPIRE	
DECEIVE	INSIGHT	MEDICINE	
PERSUADE	SLEIGHT OF HAND	<b>S</b> TEALTH	

**THE KNIGHT** is a skilled warrior in service of their house and the King. Knights are renowned for their ability to wield weapons, compete in tourneys and lead armies. The Knight corresponds to the Jack.

THE KNIGHT receives the following bonuses:				
+3 to MARTIAL	+2	+2 to DIPLOMACY		
+2 to KNOWLEDG	E <b>£12</b>	200 in WEALTH		
THE KNIGHT may choose from the following skills:				
ATHLETICS	ARCHERY	COMMAND		
EVADE	INSPIRE	INTIMIDATE		
JOUSTING	SHIELDBEARING	SWORDSMANSHIP		

**THE FOOL** is a lowly court jester in service of a nobleman, performing acrobatic feats and jokes for his guests. Fools are well versed in court intrigue. The Fool corresponds to the Joker.

THE FOOL receives the following bonuses:			
+3 to DIPLOMACY	+2 to INTRIGUE		
+2 to KNOWLEDG	+2 to KNOWLEDGE £80		
THE FOOL may choose from the following skills:			
AWARENESS	CHARM	Deceive	
INQUIRY	INSPIRE	PERFORMER	
PERSUADE	PERSUADE SLEIGHT OF HAND		

ATTRIBUTES represent a character's abilities. The higher a character's attribute is, the better they are at using it and any skills associated with it.

- MARTIAL is a character's ability in both melee and ranged combat and warfare situations.
- INTRIGUE is a character's ability to deceive opponents, plot and manipulate.
- **DIPLOMACY** is a character's ability to speak well, persuade and affect the will of others.
- KNOWLEDGE is a character's ability in scholarly pursuits as well as artisanship.

**GENERATE ATTRIBUTES** by drawing from your deck, until you have eight numbered cards (2 - 10). They may pair these cards however you see fit. After creating the base attributes, add the role attribute bonuses to the attribute rank.

**SKILLS** are specializations in certain areas of a character's prowess. Each skill is governed by one or more attributes. There are twenty-five skills overall, divided among the attributes.

**CHARACTER SKILLS** are split between role skills and personal skills. Each character receives 15 points to spend on role skills, and 10 points to spend on any skills they wish. Upgrading a skill from one level to the next costs a number of points equal to the next level's value. For example, upgrading a skill from level 2 to 3 costs three points. Upgrading a skill from 1 to 3 costs five points. Characters may gain more skill points as the game progresses.

**SKILL LEVELS** represent a character's ability and experience with a skill, ranked from 0 - 3. A skill's level is equal to the bonus on tests with that skill. For example, using a skill with two levels gives a +2 bonus on the skill test.

### PLAYING THE GAME

HANDS are a character's supply of cards that may use to attempt tests. Add a character's Knowledge

modifier (minimum 2) and their Intrigue modifier (minimum 2) together. This becomes that character's hand size. They draw that many cards from their deck, and after playing cards from their hand, they draw back up to their hand size.

**TESTS** are the main process that characters in Kingdom Come use to resolve situations and use their skills and abilities. When a character attempts an action that has consequence with success or failure, they must make a test. To attempt a test, choose a skill or attribute applicable in the situation, and play a card from your hand, the higher the better, with the King, Queen and Jack worth 13, 12 and 11 respectively. The player adds or subtracts their relevant attribute modifier and skill level to find their final value. Skills with three levels, or expert skills, may play two cards on skill tests. Skills with no levels, or untrained skills, half the card played for the skill test (round down).

ATTDIDUTE	MODIFIERS
4 - 5	-4
6-7	-3
8 - 9	-2
10 - 11	-1
12	+0
13 - 14	+1
15 - 16	+2
17 - 18	+3
19 - 20	+4

or	ILLO	
ARCHERY	MARTIAL	
ATHLETICS	MARTIAL	
AWARENESS	KNOWLEDGE	
BRAWLING	MARTIAL	
CHARM	DIPLOMACY	
COMMAND	MARTIAL	
CONSPIRE	INTRIGUE	
DECEIVE	INTRIGUE	
Evade	MARTIAL	
INQUIRY	DIPLOMACY	
INSIGHT	INTRIGUE	
INSPIRE	DIPLOMACY	
INTIMIDATE	MARTIAL	
JOUSTING	MARTIAL	
Logic	KNOWLEDGE	
MEDICINE	KNOWLEDGE	
PERFORMER	DIPLOMACY	
PERSUADE	DIPLOMACY	
SCHOLARSHIP	KNOWLEDGE	
SHIELDBEARING	MARTIAL	
SLEIGHT OF HAND	INTRIGUE	
<b>S</b> TEALTH	INTRIGUE	
<b>STRATEGY</b>	MARTIAL	
<b>S</b> TUDY	KNOWLEDGE	
SWORDSMANSHIP	MARTIAL	

To resolve the test, the character compares the value to a difficulty set by the Game Master. If the value is equal to or higher to the difficulty, than the test has succeeded. If not, the test has failed.

After playing cards from your hand, draw back up to your hand size. Place your played cards in a discard pile. After your deck has been completely exhausted, shuffle the discard pile to create a new deck and continue as normal.

**ACES** act as critical successes, automatically succeeding in the test. Playing an ace also allows the character to choose an additional effect, or create an aspect in the situation. For example, if an ace is played in combat, a suitable additional effect would be to disarm the opponent. Aces are critical successes in combat, unless both combatants play an ace.

**JOKERS** act as critical failures, with some additional effect other than just failure. Because of this, Jokers are a thorn in the side and hinder a character's deck. Find the right time to play a Joker and cleanse your deck.

### COMBAT AND WOUNDS

**COMBAT** is swift, deadly and brutal. Combat begins with all combatants playing a card and adding their Martial modifier to determine their initiative. Combatants take turns from highest initiative to lowest. Ties are broken by playing new cards. On a combatant's turn, they may make a single action, such as moving around, drawing a weapon, or most importantly, attacking and manoeuvring.

To attack another character, make a Swordsmanship, Archery, Brawling or Jousting skill test, with the difficulty of the test equal to the defender's Swordsmanship, Shieldbearing, Brawling, Jousting or Evade test. Both combatants play their cards at the same time. When successful hits are landed, damage is dealt to the defender.

**DAMAGE** is dealt to the character in many situations. When a character takes damage, they first decrease the amount by their armour rating, determined by what armour they are wearing. They then compare the damage taken to the table below to see if they take a wound. Damage of less than zero is completely deflected.

 WOUNDS are a measure of how much damage and trauma a character can take. Wounds are split into three different types:
 MINOR WOUND
 1-2

 MAJOR WOUND
 3-4

 MORTAL WOUND
 5+

- MINOR WOUNDS are small injuries a character may suffer, such as a heavy bruise or light abrasion, usually having no additional effect. Every minor wound a character has increases the amount of damage they take by one.
- MAJOR WOUNDS are heavy injuries a character may suffer, such as a broken limb or savage mauling, always having an additional effect decided by the Game Master. Every major wound a character has increases the amount of damage they take by two.
- MORTAL WOUNDS are incredible injuries a character may suffer, from which they may not recover, such as internal damage or a brutal concussion. Adrenaline sustains a character for a short time, but they will die quickly.

### **INTRIGUE AND DECEPTION**

**INTRIGUE** is an important part in the medieval court. When a player wishes to make an action in secret, that other characters cannot observe, they may write their action down on a piece of paper and hand it to the Game Master. If the actions require any tests, the Game Master may call upon the character to make the tests, unobserved by other players.

Intrigue actions may include administering poisons, stealth and sleight of hand, as well as purchasing equipment or travelling somewhere in secret.

DIFFICULTY		
SIMPLE	6	
EASY	9	
AVERAGE	12	
CHALLENGING	15	
HARD	18	
DIFFICULT	21	
LEGENDARY	24	

### **AMBITIONS AND PRESTIGE**

**AMBITIONS** are a character's goals and motivations. When a character succeeds in one of their Ambitions, they gain an amount of Prestige decided by the Game Master depending on the difficulty of the ambition. In the character creation phase, players should work together to decide relationships and traits for their characters, and thus create ambitions. Ambitions are usually better if they involve another character, such as a *wanting to end a blood feud* or *exacting vengeance for an old crime*. Characters do not have to reveal their ambitions to anyone except the Game Master.

**PRESTIGE** is a character's honour and score, and makes Kingdom Come a competitive roleplaying game. Characters receive Prestige for succeeding in their Ambitions and in certain cases decided by the Game Master. Characters can lose Prestige by committing dishonourable actions and having their plots exposed. When the game of Kingdom Come is over, the game is won by the character with the most prestige, or by the house with the largest combined prestige.

WEALTH is a character's worth and riches. Wealth may be spent on equipment from an appropriate source, and can be used to trade and bribe between characters. Wealth can be also be acquired through trade and theft. Characters may spend as much of their wealth as they wish during character creation for starting gear and items.

**ROLEPLAYING** is the focus of Kingdom Come. Encourage players to act in character and describe their actions and mannerisms, and the Game Master should consider giving prestige and bonuses for good roleplaying. The Game Master should also provide compelling narration to immerse the players into the medieval court.

### THE ROYAL HOUSES

THE HOUSE OF HEARTS upholds peace and harmony. Their house skills are Charm, Inspire and Persuade.

THE HOUSE OF CLUBS upholds justice and vengeance. Their house skills are Command, Intimidate and Strategy.

THE HOUSE OF DIAMONDS upholds intellect and willpower. Their house skills are Awareness, Logic and Scholarship.

THE HOUSE OF SPADES upholds deception and secrecy. Their house skills are Conspire, Deceive and Stealth.

House skills may be considered as role skills when creating characters.

### **EQUIPMENT AND GEAR**

	POISONS		£600	
A poison that deals a minor wound and causes sickness. An additional $\pounds 300$			,	
causes a major wound, an	nd another	r £300 causes a mortal wou	ind.	
	ASSASSINS £800			
An assassin employed to murder an opponent. An additional £400 employs a more skilled assassin, and another £400 employs a masterful assassin.				
more skilled assassin, and	another ;	£,400 employs a masterful a	issassin.	
PLATE ARMOUR	£1200	GREATSWORD	£1200	
A set of armour with an armour A two-handed sword that deals 4 damage			0.	
rating of 3, with an initiative while providing no bonus on attempts to penalty of -3.			s on attempts to	
CHAINMAIL ARMOUR	£800	LONGSWORD	£900	
A set of armour with an armour				
rating of 2, with an initiative penalty of -2.		A one-handed sword that deals 3 damage, while providing +1 on attempts to parry.		
				SHIELD
A shield with that provides an armour rating of 2 on successful		A one-handed sword that deals 2 damage, while providing +2 on attempts to parry.		
blocks.		while providing +2 off at	composito party.	

# NAME

## ROLE

# HOUSE

WOUNDS

# Martial Intrigue Diplomacy Knowledge

Skills		RANK
ARCHERY	Martial	000
ATHLETICS	Martial	000
AWARENESS	Knowledge	000
BRAWLING	MARTIAL	000
CHARM	DIPLOMACY	000
COMMAND	MARTIAL	000
CONSPIRE	INTRIGUE	000
DECEIVE	INTRIGUE	000
Evade	MARTIAL	000
INQUIRY	DIPLOMACY	000
INSIGHT	INTRIGUE	000
INSPIRE	DIPLOMACY	000
INTIMIDATE	Martial	000
JOUSTING	MARTIAL	000
LOGIC	KNOWLEDGE	000
MEDICINE	KNOWLEDGE	000
PERFORMER	DIPLOMACY	000
PERSUADE	DIPLOMACY	000
Scholarship	KNOWLEDGE	000
SHIELDBEARING	MARTIAL	000
SLEIGHT OF HAND	INTRIGUE	000
STEALTH	INTRIGUE	000
<b>STRATEGY</b>	Martial	000
STUDY	KNOWLEDGE	000
SWORDSMANSHIP	Martial	000

# AMBITIONS I II III III IV IV V PRESTIGE EQUIPMENT IV IV

# WEALTH

