

# KING ARTHUR **Pendragon**<sup>TM</sup> GAMEMASTER CHARACTERS

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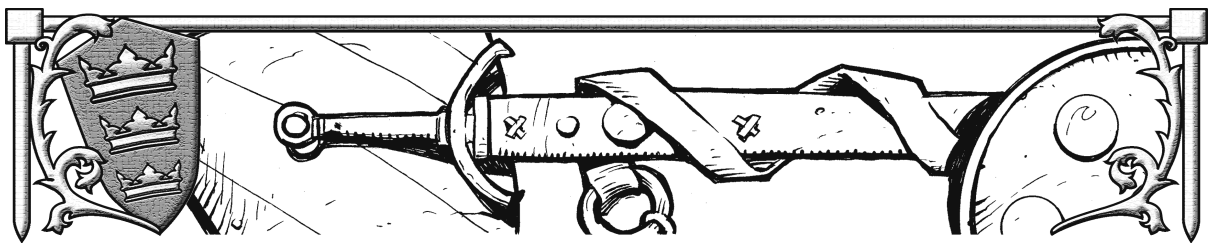
**STAT CHECKING BY MATT MORICH, CAM BANKS**



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# Pendragon: Gamemaster Characters

## INTRODUCTION

In this document are statistics for many of the famous characters known to Arthurian legend, listed by Period. The more important individuals are treated multiple times to represent the different stages in their lives, so that Arthur and Guenever appear four different times each, Lancelot and Mordred three each, Gawaine twice, and so on. Others are given in the Period in which they are most important, so that the three Grail Knights appear only during the Grailquest Period.

## A FEW NOTES

Comments at the start of each character's listing give an overview of their personalities and, often, their most outstanding characteristics.

Many of these statistics blocks do not follow the *Pendragon 5th Edition* rules precisely: The intent is to present characters as they appear in the legends, through the interpretive eye of the author and translated into an approximate rendition for use with a *Pendragon* game. Thus, they do not always offer an appropriate basis for comparison to even the most successful player knights.

Being the most famous knights and characters of the Arthurian cycle, these remarkable characters tend to be fairly regular in their appearance. Many are consistently chivalrous, and most of them have the best possible equipment, for instance. This is natural since they are mostly Round Table knights, with their gear provided by King Arthur. Scrutiny, however, will reveal some differences (look at Percivale's DEX, for instance.)

## SQUIRES AND SERVANTS

Note that many of the characters herein have squires or servants who are older than one might expect from the normal *Pendragon* rules. This reflects the reality that many of these servants never obtain

knighthood or ladyship, and are quite content to remain in the service of their remarkable lords.

## GLORY

Glory given is generalized, indicative of relative status, and has not been calculated year by year for each individual. Nonetheless, these Glory totals are more or less reliable as an indicator of what comparable player characters might strive for.

## MAGIC

The magical characters have notes about their "Type of Magic." No published rules yet exist for magic in *Pendragon 5th Edition*, but these terms can be sought out online from previous versions of the game (or perhaps even in a good dictionary) if the Gamemaster is unfamiliar with them. No "game system" is necessary to use them, for player knights are innocent of magical knowledge; while they might possibly recognize its use, they are correctly cautious and fearful of it. Gamemasters may wish to assign values for "magic skill" to see if it succeeds, or may simply declare magical effects to take place.

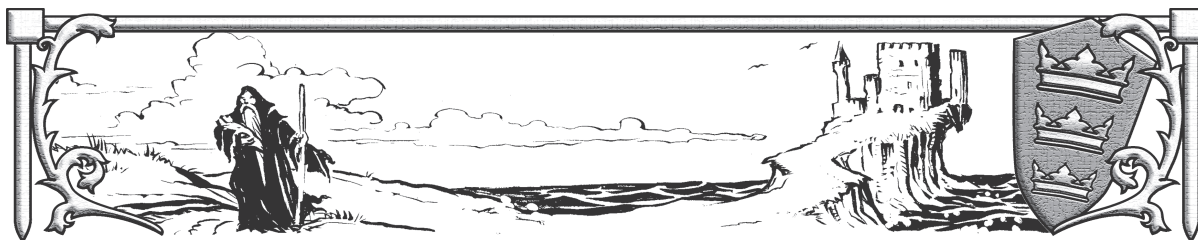
## NOTES REGARDING THE STATS

In these statistics, underlined text indicates a religious virtue that may contribute to a character's Religious bonus. Note that these characters include various heathens, a Saracen, etc., whose virtues are different from the many Christians.

- A dot indicates a Personality trait that contributes to a Chivalry bonus.

- A square indicates a virtue that contributes to the Gentlewoman's bonus.

- \* An asterisk indicates a directed trait, whose modifier is given in the directed traits section following the personality traits section. Note that a single asterisk is used even when several traits may have modifiers, so be attentive!



## CHARACTERS, Uther Period (485–95)

### KING Uther Pendragon

King Uther is a fierce warlord who has fought for years to keep his throne. He is almost 40 years old and has spent little time doing anything but practicing his skills as a warrior. He is a half-hearted British Christian, but also respects the pagan faith and the druids who practice it.

*Distinctive Features:* Red hair, powerful physique.

**Glory:** 27,750

### PERSONAL DATA

**Homeland:** Logres

**Culture:** Cymric

**Religion:** British Christian

**Current Home:** Royal court

### PERSONALITY TRAITS

Chaste 3 / 17 Lustful

• Energetic 18 / 2 Lazy

Forgiving 10 / 10 Vengeful

• Generous 12 / 8 Selfish

Honest 7 / 13 Deceitful

• Just 11 / 9 Arbitrary

• Merciful 8 / 12 Cruel

• Modest 8 / 12 Proud

Pious 2 / 14 Worldly

Prudent 4 / 16 Reckless

Temperate 13 / 7 Indulgent

Trusting 6 / 14 Suspicious\*

• Valorous 19 / 1 Cowardly

### DIRECTED TRAITS

\* Mistrust (Duke Gorlois of Cornwall) +5

\* Mistrust (Duke of Lindsey) +3

\* Trusting (Duke of Ulfius of Silchester) +5

\* Trusting (Merlin the Magician) +9

### PASSIONS

**Loyalty (lord):** 15

**Loyalty (vassals):** 14

**Love (family):** 18

**Hospitality:** 15

**Honor:** 15

**Hate (Irish):** 7

**Hate (Picts):** 14

**Hate (Saxons):** 18

### EQUIPMENT CARRIED

Noble clothing (£9), personal gear, travel gear, war gear.

### STATISTICS

**SIZ:** 12

**DEX:** 14

**STR:** 16

**CON:** 12

**APP:** 9

**Damage:** 5d6

**Healing Rate:** 3

Movement Rate: 3

**Total Hit Points:** 24

**Unconscious:** 8

### SKILLS

Awareness 16, Boating 1, Courtesy 15, Dancing 5, Faerie Lore 1, Falconry 3, First Aid 18, Flirting 4, Folklore 2, Gaming 3, Heraldry 0, Hunting 9, Intrigue 23, Orate 10, Play [harp] 3, Read [Latin] 2, Recognize 11, Religion [British Christianity] 2, Romance 0, Singing 2, Stewardship 9, Swimming 2, Tourney 0

### COMBAT SKILLS

Dagger 5, Lance 18, Spear 14, Sword 18; Battle 20, Horsemanship 17, Seige 12

### HORSES

**Best Horse (#1):** Charger

**Damage:** 6d6

**Move:** 8

**Armor:** 5

**HP:** 46

**SIZ:** 34

**CON:** 12

**DEX:** 17

**Other Horses**

**Riding (#2):** Rouncy

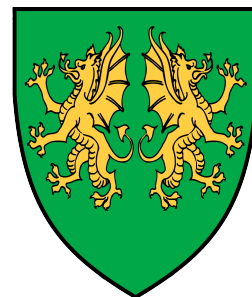
**Move:** 6

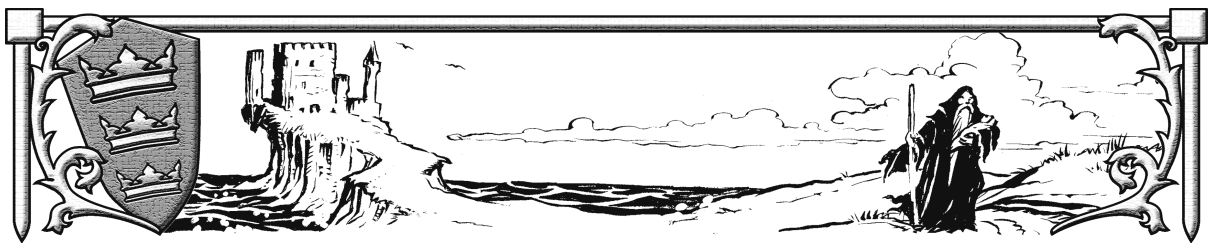
**Squire's (#3):** Rouncy

**Move:** 6

**Sumpter (#4)**

**Move:** 5





## MERLIN THE MAGICIAN

Merlin the Magician is a middle-aged man with great magical powers who serves as an advisor to King Uther. He is steeped in the druidic lore of Britain, wise and mysterious, and rightly feared and respected by everyone with good sense. Merlin's lord is Britain, not the king, though he helps Uther in many ways.

Merlin is capable of performing any magic known in Britain, whether British Christian or Druidic, Roman Christian, or Gnostic; he even knows something of Egyptian magic.

*Distinctive Features:* Long grey hair and beard.

*Special:* Merlin is the only person alive who can use every magical Talent

**Glory:** 14,452

## PERSONAL DATA

**Homeland:** Logres

**Culture:** Cymric

**Religion:** Pagan

**Father's Class:** Demon

**Lord:** King Uther

## PERSONALITY TRAITS

Chaste 24 / 6 Lustful

• Energetic 19 / 1 Lazy

Forgiving 10 / 10 Vengeful

• Generous 18 / 2 Selfish

Honest 19 / 1 Deceitful

• Just 10 / 10 Arbitrary

• Merciful 8 / 12 Cruel

• Modest 12 / 8 Proud

Pious 19 / 1 Worldly

Prudent 14 / 6 Reckless

Temperate 15 / 5 Indulgent

Trusting 10 / 10 Suspicious

• Valorous 15 / 5 Cowardly

Merlin is entitled to a Chivalry Bonus, as if he were a knight.

## PASSIONS

**Loyalty (Uther):** 10

Love (family): 10

**Love (Britain):** 24

**Hospitality:** 15

**Honor:** 10

## EQUIPMENT CARRIED

Magician's robes, magician's staff

## STATISTICS

**SIZ:** 12

**DEX:** 17

**STR:** 28\*

**CON:** 19\*

**APP:** 12

**Damage:** 7D6

**Healing Rate:** 5

**Movement Rate:** 7

**Total Hit Points:** 47\*

**Unconscious:** 12

\* Merlin has magically enhanced Strength, Constitution, and Hit Points. These scores are beyond human standards due to bonuses accrued from Merlin's magic: STR and Hit Points +16 each, and CON +8.

## SKILLS

Awareness 22, Boating 5, Chirurgery 20, Compose 10, Courtesy 21, Dancing 2, Faerie Lore 21, Falconry 3, First Aid 24, Flirting 4, Folklore 21, Gaming 3, Heraldry 0, Hunting 21, Industry 10, Intrigue 5, Orate 3, Play (Harp) 19, Read (Latin) 0, Recognize 15, Religion (Roman or British Christianity) 6, Religion (Paganism) 22, Romance 0, Singing 10, Stewardship 2, Swimming 2, Tourney 0

## COMBAT SKILLS

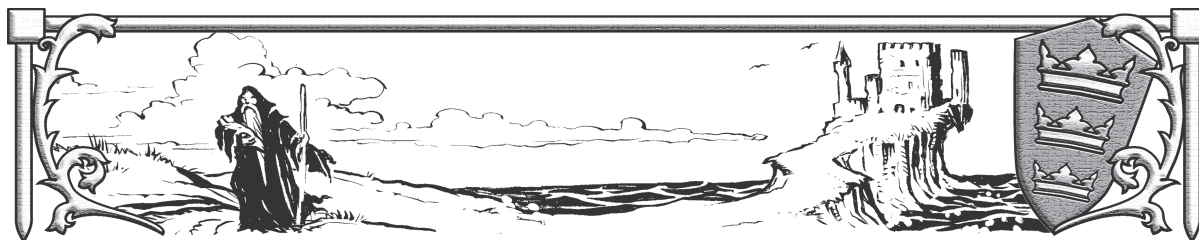
Dagger 5, Spear 6, Battle 15, Horsemanship 1, Seige 10, Magical Disarm 26†

† Merlin must have his staff in hand to use this ability, and he must be within 20 yards of the target (even in melee). Otherwise, it is treated as a standard opposed combat roll. If Merlin wins, the opponent's weapon is torn from his grasp and sent hurtling to any location within range, at Merlin's whim.

## HORSES

No need, for magic is much faster...





## MADOC AP UTHER, PRINCE OF LOGRES (485)

Prince Madoc is the ambitious, energetic son of King Uther. He is ruthless and hates his foes. He is generous to his followers, but skeptical of others.

Glory: 3,228

### PERSONAL DATA

**Homeland:** Logres

**Culture:** Cymric

**Religion:** British Christian

**Father's Class:** Lord

**Lord:** King Uther

**Current Home:** Royal court

**Age:** 33 (born in 452)

### PERSONALITY TRAITS

Chaste 12 / 8 Lustful

• Energetic 20 / 0 Lazy

Forgiving 5 / 15 Vengeful

• Generous 7 / 13 Selfish

Honest 10 / 10 Deceitful

• Just 5 / 15 Arbitrary

• Merciful 9 / 11 Cruel

• Modest 3 / 17 Proud

Pious 4 / 16 Worldly

Prudent 5 / 15 Reckless

Temperate 17 / 3 Indulgent

Trusting 7 / 13 Suspicious\*

• Valorous 19 / 1 Cowardly

### DIRECTED TRAITS

\* Suspicious of foreigners +5

### PASSIONS

**Loyalty (lord):** 18

Loyalty (vassals): 12

**Love (family):** 9

**Hospitality:** 14

**Honor:** 14

**Hate (Saxons):** 17

### EQUIPMENT CARRIED

**Armor:** Reinforced Norman chainmail [11 AP], shield

**Weapons:** Sword, spear, dagger

**Clothing:** £2 value

### STATISTICS

**SIZ:** 10

**DEX:** 15

**STR:** 18

**CON:** 20

**APP:** 12

**Damage:** 5D6

**Healing Rate:** 3

**Movement Rate:** 3

**Total Hit Points:** 30

**Unconscious:** 7

### SKILLS

Awareness 15, Boating 3, Chirurgery 0, Compose 0, Courtesy 5, Dancing 4, Faerie Lore 1, Falconry 3, First Aid 10, Flirting 4, Folklore 3, Gaming 3, Heraldry 0, Hunting 2, Industry 1, Intrigue 17, Orate 9, Play (Harp) 3, Read (Latin) 0, Recognize 8, Religion (Christian) 3, Romance 0, Singing 3, Stewardship 3, Swimming 2, Tourney 0

### COMBAT SKILLS

Battle 12, Siege 9; Horsemanship 20, Sword 16, Lance 18, Spear 6, Dagger 4

### BEST SQUIRE

**Name:** Tathan (Age 17)

### HORSES

**Best Horse (#1):** Charger

**Damage:** 6d6

**Move:** 8

**Armor:** 5

**HP:** 46

**SIZ:** 34

**CON:** 12

**DEX:** 17

**Other Horses**

**Riding (#2):** Rouncy

**Move:** 6

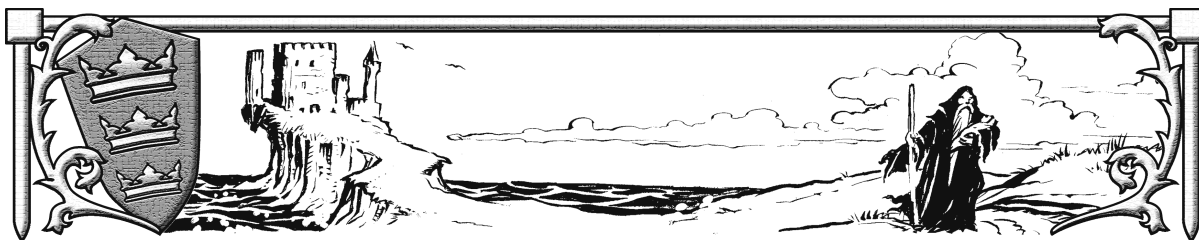
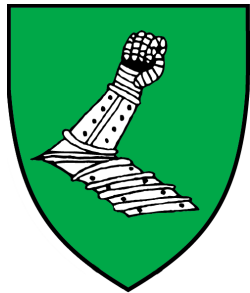
**Squire's (#3):** Rouncy

**Move:** 6

**Sumpter (#4)**

**Move:** 5





## BRASTIAS, KING Uther's BODYGUARD (485)

Sir Brastias is King Uther's most trusted man, the chief of Uther's bodyguard, whose entire life is spent protecting the king. He rarely socializes with anyone but his handpicked guardsmen; he is a gruff, no-nonsense knight to the extreme.

He is noted for his suspiciousness, his loyalty to the king, and his tremendous courage.

Glory: 4,590

### PERSONAL DATA

**Homeland:** Brittany

**Culture:** Cymric

**Religion:** British Christian

**Father's Class:** Vassal knight

**Lord:** King Uther

**Current Home:** Royal household

**Age:** 42 (born in 443)

### PERSONALITY TRAITS

Chaste 10 / 10 Lustful

• Energetic 18 / 2 Lazy

Forgiving 7 / 13 Vengeful

• Generous 14 / 6 Selfish

Honest 8 / 12 Deceitful

• Just 4 / 16 Arbitrary

• Merciful 15 / 5 Cruel

• Modest 9 / 11 Proud

Pious 9 / 11 Worldly

Prudent 12 / 8 Reckless

Temperate 13 / 7 Indulgent

Trusting\* 4 / 16 Suspicious

• Valorous\* 16 / 4 Cowardly

### DIRECTED TRAITS

\* Trusts liege +13

\* Valorous when protecting Uther +5

### PASSIONS

**Loyalty (Uther):** 21

**Loyalty (vassals):** 15

**Love (family):** 12

**Hospitality:** 9

**Honor:** 9

**Hate (Saxons):** 15

### EQUIPMENT CARRIED

**Armor:** Norman chainmail [10 AP], shield

**Weapons:** Sword, 2 spears, lance, dagger

**Clothing:** £1 value

### STATISTICS

**SIZ:** 12

**DEX:** 14

**STR:** 11

**CON:** 13

**APP:** 11

**Damage:** 4D6

**Healing Rate:** 2

**Movement Rate:** 2

**Total Hit Points:** 25

**Unconscious:** 6

### SKILLS

Awareness 20, Boating 2, Chirurgery 0, Compose 0, Courtesy 5, Dancing 2, Faerie Lore 1, Falconry 3, First Aid 15, Flirting 4, Folklore 2, Gaming 13, Heraldry 0, Hunting 3, Industry 0, Intrigue 7, Orate 18, Play (Harp) 4, Read (Latin) 0, Recognize 11, Religion (Christian) 2, Romance 0, Singing 2, Stewardship 3, Swimming 2, Tourney 0

### COMBAT SKILLS

Battle 17, Siege 9, Horsemanship 18, Sword 21, Lance 18, Spear 16, Dagger 14

### SQUIRE

**Name:** Bellias (Age 18)

### HORSES

**Best Horse (#1):** Charger

**Damage:** 6d6

**Move:** 8

**Armor:** 5

**HP:** 46

**SIZ:** 34

**CON:** 12

**DEX:** 17

**Other Horses**

**Own Riding (#2):** Rouncy

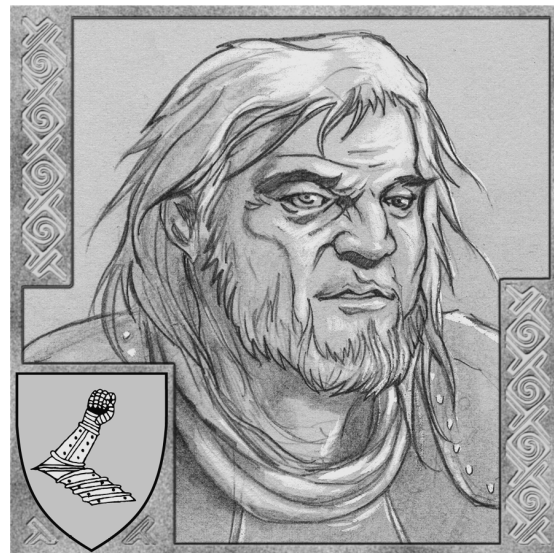
**Move:** 6

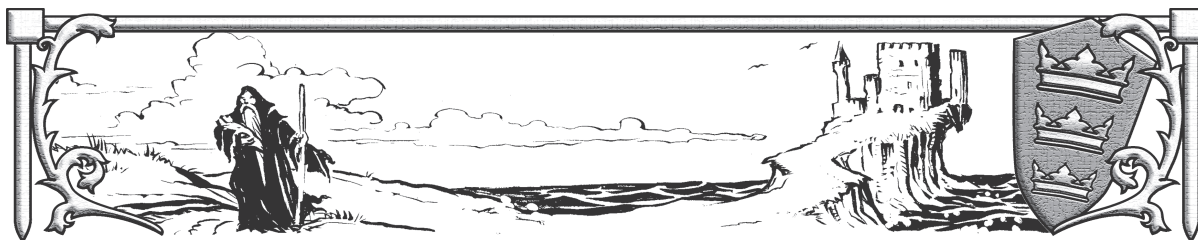
**Squire's (#3):** Rouncy

**Move:** 6

**Sumpter (#4)**

**Move:** 5





## RODERICK, EARL OF SALISBURY (485)

Earl Roderick is the liege lord for all beginning player knights. He's an energetic lord, often bustling about the realm on business. All his knights are impressed with his battle leadership. His wife Ellen is a patient woman skilled in the women's arts. They have one young son.

Glory: 6,044

### PERSONAL DATA

**Homeland:** Salisbury

**Culture:** Cymric

**Religion:** British Christian

**Father's Class:** Lord

**Lord:** King Uther

**Current Home:** Sarum Castle

**Age:** 35 (born in 450)

### PERSONALITY TRAITS

Chaste 13 / 7 Lustful

• Energetic 19 / 1 Lazy

Forgiving 11 / 9 Vengeful

• Generous 6 / 14 Selfish

Honest 10 / 10 Deceitful

• Just 10 / 10 Arbitrary

• Merciful 10 / 10 Cruel

• Modest 5 / 15 Proud

Pious 10 / 10 Worldly

Prudent 10 / 10 Reckless

Temperate 12 / 8 Indulgent

Trusting 12 / 8 Suspicious

• Valorous 20 / 0 Cowardly

### DIRECTED TRAITS

None

### PASSIONS

**Loyalty (Uther):** 21

**Loyalty (vassals):** 17

**Love (family):** 11

**Hospitality:** 9

**Honor:** 13

**Hate (Saxons):** 16

### EQUIPMENT CARRIED

**Armor:** Norman chainmail [10 AP], shield

**Weapons:** Sword, lance, dagger

**Clothing:** £2 value

### STATISTICS

**SIZ:** 15

**DEX:** 16

**STR:** 16

**CON:** 16

**APP:** 11

**Damage:** 5D6

**Healing Rate:** 3

**Movement Rate:** 3

**Total Hit Points:** 31

**Unconscious:** 7

### SKILLS

Awareness 20, Boating 2, Chirurgery 0, Compose 1, Courtesy 5, Dancing 2, Faerie Lore 1, Falconry 3, First Aid 14, Flirting 4, Folklore 2, Gaming 4, Heraldry 0, Hunting 2, Industry 0, Intrigue 7, Orate 14, Play (Harp) 3, Read (Latin) 0, Recognize 7, Religion (Christian) 2, Romance 0, Singing 2, Stewardship 2, Swimming 2, Tourney 0

### COMBAT SKILLS

Battle 19, Siege 10; Horsemanship 18, Sword 16, Lance 21, Spear 9, Dagger 3, Mace 4

### SQUIRE

**Name:** Gwengad (Age 16)

### HORSES

**Best Horse (#1):** Charger

**Damage:** 6d6

**Move:** 8

**Armor:** 5

**HP:** 46

**SIZ:** 34

**CON:** 12

**DEX:** 17

**Other Horses**

**Own Riding (#2):** Rouncy

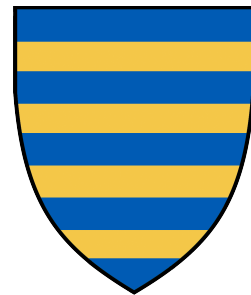
**Move:** 6

**Squire's (#3):** Rouncy

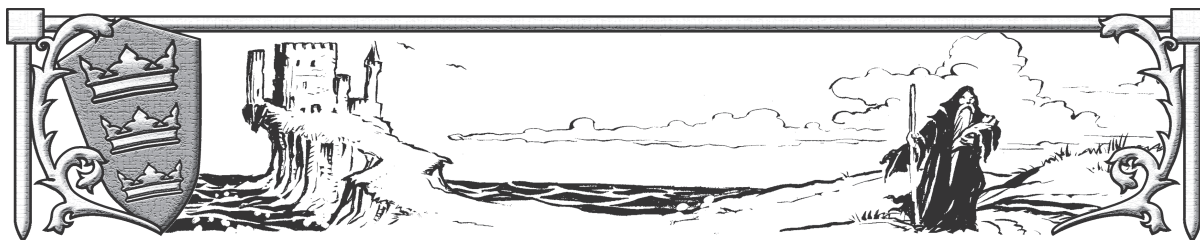
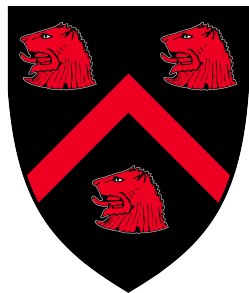
**Move:** 6

**Sumpter (#4)**

**Move:** 5







## GORLOIS, DUKE OF CORNWALL

Duke Gorlois is a grizzled veteran of many fights, battles, and wars. He was the first from Cornwall to support Aurelius Ambrosius, who honored Gorlois with this dukedom, and has since defended it from Irish raiders and Cornwall plunderers.

Gorlois is noted for his loyalty to his beautiful wife and his tremendous personal courage. However, he is getting old and has suffered many wounds — his sword is sharp, but his arm is weak. (He has lost stats from aging.)

**Glory:** 8,914

### PERSONAL DATA

**Homeland:** Devon

**Culture:** Cymric

**Religion:** British Christian

**Father's Class:** Lord

**Lord:** King Uther

**Current Home:** Tintagel

**Age:** 56 (born in 429)

### PERSONALITY TRAITS

Chaste 16 / 4 Lustful

• Energetic 19 / 1 Lazy

Forgiving 12 / 8 Vengeful

• Generous 11 / 9 Selfish

Honest 10 / 10 Deceitful

• Just 10 / 10 Arbitrary

• Merciful 9 / 11 Cruel

• Modest 7 / 13 Proud

Pious 10 / 10 Worldly

Prudent 13 / 7 Reckless

Temperate 9 / 11 Indulgent

Trusting 11 / 9 Suspicious\*

• Valorous 21 / 0 Cowardly

### DIRECTED TRAITS

\* Suspicious of Merlin +8

\* Suspicious of the Pendragon +5

### PASSIONS

**Loyalty (Uther):** 8

**Loyalty (vassals):** 16

**Love (family):** 8

**Hospitality:** 7

**Honor:** 13

**Love (Ygraine):** 18

**Hate (Idres):** 13

**Hate (Irish):** 15

### EQUIPMENT CARRIED

**Armor:** Norman chainmail [10 AP], shield

**Weapons:** Sword, lance, dagger

**Clothing:** £2 value

### STATISTICS

**SIZE:** 8

**DEX:** 5

**STR:** 12

**CON:** 12

**APP:** 6

**Damage:** 3D6

**Healing Rate:** 2

**Movement Rate:** 1

**Total Hit Points:** 20

**Unconscious:** 5

### SKILLS

Awareness 19, Boating 2, Chirurgery 0, Compose 2, Courtesy 6, Dancing 3, Faerie Lore 1, Falconry 3, First Aid 16, Flirting 4, Folklore 2, Gaming 3, Heraldry 0, Hunting 2, Industry 0, Intrigue 12, Orate 14, Play (Harp) 3, Read (Latin) 2, Recognize 10, Religion (Christian) 2, Romance 0, Singing 2, Stewardship 2, Swimming 2, Tourney 0

### COMBAT SKILLS

Battle 20, Siege 8; Horsemanship 19, Sword 19, Lance 21, Spear 7, Dagger 3

### SQUIRE

**Name:** Elad (Age 16)

### HORSES

**Best Horse (#1):** Charger

**Damage:** 6d6

**Move:** 8

**Armor:** 5

**HP:** 46

**SIZE:** 34

**CON:** 12

**DEX:** 17

**Other Horses**

**Own Riding (#2):** Rouncy

**Move:** 6

**Squire's (#3):** Rouncy

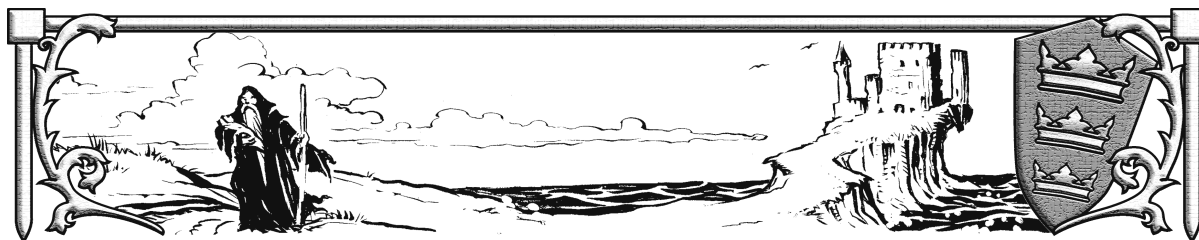
**Move:** 6

**Sumpter (#4)**

**Move:** 5







## YGRAINE, DUCHESS OF CORNWALL

Lady Ygraine is the most beautiful woman in Britain, the cultured daughter of a petty lord of some little western island. She came ashore one day and the duke fell instantly in love with her. They have been together ever since, and their bond of affection is noted by everyone despite the difference in their ages. They have three young daughters.

Most of Ygraine's Glory was gained when she married Gorlois. Note the array of potions that she has, which she uses to aid her lord and husband.

Glory: 3,182

### PERSONAL DATA

**Homeland:** Ynis Avalon

**Culture:** Cymric

**Religion:** British Christian

**Father's Class:** Lord

**Lord:** Duke Gorlois

**Current Home:**

**Age:** 21 (born in 464)

**Woman's Gift:** Potion brewer

### PERSONALITY TRAITS

■ Chaste 19 / 1 Lustful

■ Energetic 12 / 8 Lazy

Forgiving 10 / 10 Vengeful

Generous 16 / 4 Selfish

■ Honest 9 / 11 Deceitful

Just 14 / 6 Arbitrary

Merciful 17 / 3 Cruel

■ Modest 8 / 12 Proud

Pious 10 / 10 Worldly

■ Prudent 10 / 10 Reckless

■ Temperate 14 / 6 Indulgent

Trusting 11\* / 9 Suspicious\*

Valorous 19 / 1 Cowardly

### DIRECTED TRAITS

\* Trusts Ladies of the Lake +5

\* Suspicious of Uther +5

### PASSIONS

**Loyalty (Gorlois):** 18

**Loyalty (vassals):** 12

**Love (family):** 17

**Love (Gorlois):** 16

**Hospitality:** 16

**Honor:** 16

### EQUIPMENT CARRIED

**Clothing:** £3 value

Potions

*Armor* (4 points) x1

*Healing* (6 points) x3

*Poison* (2d6 damage) x2

*Sleep* (10 vs Energetic) x1

*Truth* (10 vs Deceit) x1

### STATISTICS

**SIZ:** 12

**DEX:** 14

**STR:** 7

**CON:** 20

**APP:** 32

**Damage:** 3D6

**Healing Rate:** 2

**Movement Rate:** 2

**Total Hit Points:** 32

**Unconscious:** 8

### SKILLS

Awareness 9, Boating 0, Chirurgery 17, Compose 2, Courtesy 7, Dancing 24, Faerie Lore 17, Falconry 4, Fashion 14, First Aid 15, Flirting 8, Folklore 2, Gaming 5, Heraldry 0, Hunting 3, Industry 11, Intrigue 13, Orate 2, Play (Harp) 4, Read (Latin) 3, Recognize 4, Religion (Christian) 2, Romance 0, Singing 4, Stewardship 5, Swimming 1, Tourney 0

### COMBAT SKILLS

Battle 3, Siege 2; Horsemanship 3, Sword 3, Lance 0, Spear 2, Dagger 3

### SERVANT

**Name:** Liaze (Age 20)

### HORSES

Best Horse (#1): Palfrey

**Damage:** 3d6

**Move:** 6

**Armor:** 3

**HP:** 34

**SIZ:** 26

**CON:** 8

**DEX:** 10

Other Horses

**Own Riding (#2):** Rouncy

**Move:** 6

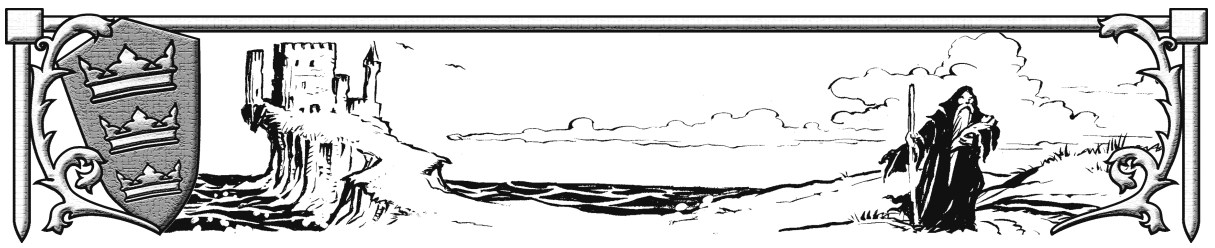
**Servant's (#3):** Rouncy

**Move:** 6

Sumpter (#4)

**Move:** 5





## ÆLLE, KING OF SUSSEX (485)

King Ælle is a vigorous king, popular with his people and successful in war. He has led them from miserable conditions on the continent to conquer and enslave the natives of Britain and to establish good farms. Other Saxons are continually coming from overseas to this easy land.

Ælle is generous to his people, brave and successful in battle.

Glory: 7,887

### PERSONAL DATA

**Homeland:** Saxony

**Culture:** Saxon

**Religion:** Wotanic

**Father's Class:** Thegn

**Lord:** None

**Current Home:** Pevensy Castle

**Age:** 40 (born in 445)

### PERSONALITY TRAITS

Chaste 17 / 3 Lustful

• Energetic 20 / 0 Lazy

Forgiving 6 / 14 Vengeful

• Generous 16 / 4 Selfish

Honest 9 / 11 Deceitful

• Just 12 / 8 Arbitrary\*

• Merciful 11 / 9 Cruel\*

• Modest 7 / 13 Proud

Pious 10 / 10 Worldly

Prudent 9 / 11 Reckless

Temperate 10 / 10 Indulgent

Trusting 9 / 11 Suspicious\*

• Valorous 17 / 3 Cowardly

### DIRECTED TRAITS

\* Arbitrary toward British +7

\* Cruel to British +6

\* Suspicious of British +5

### PASSIONS

**Loyalty (lord):** 20\*

**Loyalty (vassals):** 15

**Love (family):** 14

**Hospitality:** 7

**Honor:** 13

**Hate British:** 10

\* He currently has no overlord.

### EQUIPMENT CARRIED

**Armor:** Norman chainmail [10 AP]

**Weapons:** Greataxe, sword, spear, axe

**Clothing:** £3 value

### STATISTICS

**SIZ:** 15

**DEX:** 9

**STR:** 12

**CON:** 15

**APP:** 12

**Damage:** 5D6

**Healing Rate:** 2

**Movement Rate:** 2

**Total Hit Points:** 30

**Unconscious:** 7

### SKILLS

Awareness 12, Boating 17, Chirurgery 0, Compose 2, Courtesy 7, Dancing 2, Faerie Lore 2, Falconry 2, First Aid 11, Flirting 3, Folklore 2, Gaming 3, Heraldry 0, Hunting 8, Industry 0, Intrigue 6, Orate 14, Play (Harp) 0, Read (Latin) 0, Recognize 5, Religion (Wotanic) 12, Romance 0, Singing 3, Stewardship 2, Swimming 5, Tourney 0

### COMBAT SKILLS

Battle 18, Siege 7; Horsemanship 16, Sword 16, Lance 3, Great Spear 21, Dagger 1, Great Axe 18, Axe 16. (Note: He normally fights on foot.)

### SHIELD BEARER (SQUIRE)

**Name:** Sigurd

**Age:** 19

First Aid: 15

Sword: 17

Horsemanship: 5

### HORSES

Best Horse (#1): Pony

**Damage:** 3d6

**Move:** 5

**Armor:** 3

**HP:** 38

**SIZ:** 22

**CON:** 16

**DEX:** 12

