



P KING ARTHUR **PENDRAGON**™ **BOOK OF KNIGHTS**



Epic Roleplaying in the World of King Arthur Pendragon™

PARKINSON
1993 ©

Player _____

Personal Data _____

Name _____
 Homeland _____
 Culture _____ Religion _____
 Father's Name _____
 Father's Class _____ Son Number _____
 Sponsor _____
 Lord _____
 Current Class _____
 Current Home _____ Age _____ Year Born _____

Personality Traits _____

Chivalry Bonus [•] (total = 80+) _____
 Religious Bonus (all underlined = 16+) _____
 Romantic [♥] (total = 65+) _____
 ☐ Chaste _____ / _____ Lustful ☐
 • ☐ Energetic _____ / _____ Lazy ☐
 ♥ ☐ Forgiving _____ / _____ Vengeful ☐
 ♥ • ☐ Generous _____ / _____ Selfish ☐
 ♥ ☐ Honest _____ / _____ Deceitful ☐
 ♥ • ☐ Just _____ / _____ Arbitrary ☐
 ♥ • ☐ Merciful _____ / _____ Cruel ☐
 • ☐ Modest _____ / _____ Proud ☐
 ☐ Pious _____ / _____ Worldly ☐
 ☐ Prudent _____ / _____ Reckless ☐
 ☐ Temperate _____ / _____ Indulgent ☐
 ♥ ☐ Trusting _____ / _____ Suspicious ☐
 • ☐ Valorous _____ / _____ Cowardly ☐

Directed Trait _____ ☐
 Directed Trait _____ ☐

Passions _____

Loyalty (Lord) (.....) _____ ☐
 Love (Family) _____ ☐
 Hospitality _____ ☐
 Honor _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

Equipment Carried _____

Armor Type [..... Points] _____
 Clothing [..... £ Value] _____
 Personal Gear [on horse #.....] _____
 Travel Gear [on horse #.....] _____
 War Gear [on horse #.....] _____

Personal Data _____

SIZ _____ (Knockdown)
 DEX _____
 STR _____
 CON _____ (Major Wound)
 APP _____
 Damage (STR+SIZ/6) _____ d6
 Healing Rate ((STR+CON)/10) _____
 Movement Rate ((STR+DEX)/10) _____
 Total Hit Points (SIZ+CON) _____
 Unconscious (HP/4) _____

Distinctive Features _____

Skills _____

Awareness _____ ☐
 Boating _____ ☐
 Chirurgery _____ ☐
 Compose _____ ☐
 Courtesy (G) _____ ☐
 Dancing (G) _____ ☐
 Faerie Lore _____ ☐
 Falconry _____ ☐
 First Aid _____ ☐
 Flirting (G) _____ ☐
 Folk Lore _____ ☐
 Gaming _____ ☐
 Heraldry (O) _____ ☐
 Hunting _____ ☐
 Industry (.....) _____ ☐
 Intrigue _____ ☐
 Orate (G) _____ ☐
 Play (.....) _____ ☐
 Read (.....) _____ ☐
 Recognize (O) _____ ☐
 Religion (.....) _____ ☐
 Romance _____ ☐
 Singing _____ ☐
 Stewardship _____ ☐
 Swimming _____ ☐
 Tourney _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

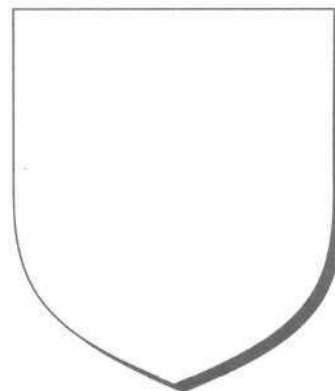
Skill Modifiers: (G) = Glory/1000; (O) = Other's Glory/1000

Squire _____

Name	Move	Battle	Age
SIZ	Move	Battle	<input type="checkbox"/>
DEX	Damage	d6	Horse <input type="checkbox"/>
STR	HP	Sword	<input type="checkbox"/>
CON	Armor	Lance	<input type="checkbox"/>
APP	Horse (.....)	d6	<input type="checkbox"/>
Valorous	<input type="checkbox"/> Glory		<input type="checkbox"/>
Loyalty	<input type="checkbox"/> Awareness	<input type="checkbox"/>	<input type="checkbox"/>
Honor	<input type="checkbox"/> First Aid	<input type="checkbox"/>	<input type="checkbox"/>

Glory

Glory This Game



Current Hit Points

Wounds _____

☐ Chirurgery Needed

Combat Skills _____

Battle _____ ☐
 Horsemanship _____ ☐
Melee Weapon Skills _____
 Sword _____ ☐
 Lance _____ ☐
 Dagger _____ ☐
 Spear _____ ☐
 Axe _____ ☐
 Great Sword (2H) _____ ☐
 Great Spear (2H) _____ ☐
 Great Axe (2H) _____ ☐
 Hammer _____ ☐
 Flail _____ ☐
 War Flail (2H) _____ ☐
 Mace _____ ☐
 Morningstar (2H) _____ ☐
 Halberd (2H) _____ ☐
 _____ ☐
 _____ ☐
 _____ ☐

Missile Weapon Skills _____

Javelin _____ ☐
 Bow [type.....] (2H) _____ ☐
 Crossbow [type.....] (2H) _____ ☐
 _____ ☐
 _____ ☐

Horses

Best Warhorse _____ Type _____
 Move _____ Damage _____ d6 HP _____
 Armor _____ Current HP _____
Other Horses _____
 [#2] _____ Type _____
 Move _____ Damage _____ d6 HP _____
 Armor _____ Current HP _____
 [#3] _____ Type _____
 Move _____ Damage _____ d6 HP _____
 Armor _____ Current HP _____

KING ARTHUR PENDRAGON™ BOOK OF KNIGHTS™

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Published in the Year 2000

Long Live the Pendragon!

This book is dedicated to all the scholars and artisans around the world who have worked over the years in the careful research, preservation, translation and invention of Arthuriana, for the education and entertainment of modern audiences. — PPC

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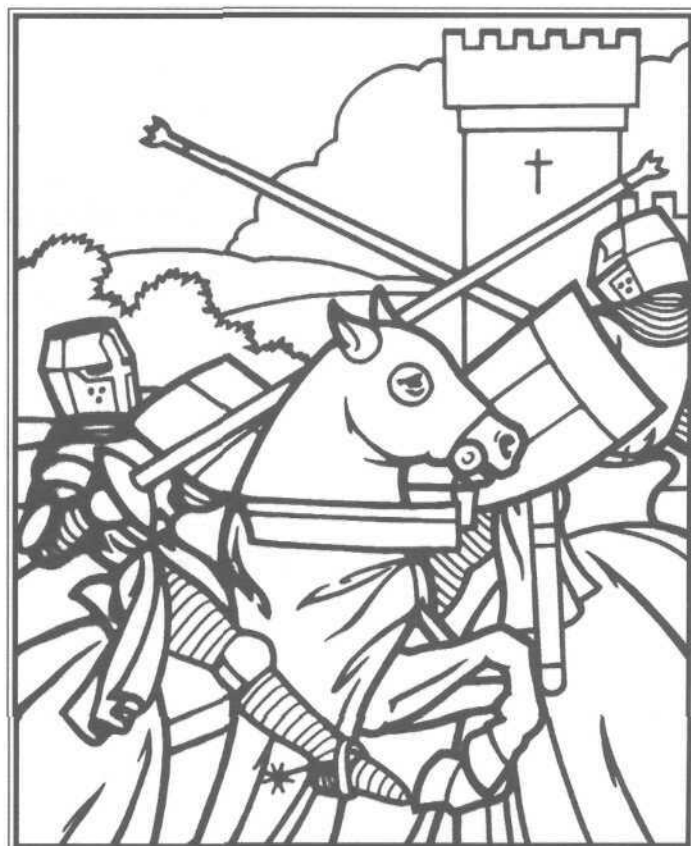
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For Glory! For Honor! For Arthur!

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Twelve Rules of the Round Table



1. TO NEVER LAY DOWN **ARMS**
2. TO SEEK AFTER **WONDERS**
3. WHEN CALLED UPON, TO **DEFEND** THE
RIGHTS OF THE WEAK WITH ALL ONE'S STRENGTH
4. TO **INJURE NO ONE** NEEDLESSLY
5. TO **NEVER ATTACK** ONE ANOTHER
6. TO FIGHT FOR THE SAFETY OF ONE'S **FRIENDS**
7. TO GIVE ONE'S LIFE TO ONE'S **COUNTRY**
8. TO SEEK NOTHING BEFORE **HONOR**
9. NEVER TO BREAK **FAITH** FOR ANY REASON
10. TO PRACTICE **RELIGION** MOST DILIGENTLY
11. TO GRANT **HOSPITALITY** TO ANYONE,
EACH ACCORDING TO HIS ABILITY
12. WHETHER IN HONOR OR DISGRACE, TO MAKE A
REPORT WITH THE GREATEST FIDELITY TO **TRUTH**
TO THOSE WHO KEEP THE ANNALS

— Giovanni Boccaccio
De Casibus Virorum Illustrium
("The Fates of Illustrious Men")



An Introduction to Arthur's Britain

Welcome to *King Arthur Pendragon*™

Do you seek adventure? Have you ever wanted to yell and launch yourself into battle? Ever want to charge into combat riding a powerful warhorse? Can you imagine strapping into your armor, feeling the heft of your best weapon in hand, gripping a shield which bears your own heraldry? Ever dream of living in a world where life was more heroic? Want to challenge yourself and others to be your best?

With *Book of Knights*, some of your dreams can come true, in a way, and for a while. Be the star of your own movie! The protagonist of your own tales! Immerse yourself, your friends, and your enemies into a life of combat most chivalrous! Fight for Glory, Love, Faith, your Family, your Lord, or for the sake of King Arthur himself! Best, you can play out these dreams with minimal risk of public embarrassment or breaking your neck.

King Arthur Pendragon, or *Pendragon* for short, is the game of epic roleplaying in legendary Britain. By playing this game you will achieve what you desire.

What is "Roleplaying?"

Since roleplaying has been around for a few decades now, and the idea of worlds of "make believe" are as old as Arthur himself—if not older—it is presumed you are likely familiar with playing roleplaying games. If not, please follow along as best you can.

Roleplaying is a form of entertainment in which you create a fictional character and partake in fictional adventures. All characters in the game are subject to certain rules of the world of King Arthur's Britain, including physical, natural, supernatural, personal and cultural. In narrative roleplaying, one person plays the **Gamemaster**, much like a director in a play or movie. The others are **Players** who, like actors, perform roles of individual characters. The Gamemaster leads the Players' characters through a series of plots and challenges with a goal or objective in mind.

The game traditionally begins with some form of exposition by the Gamemaster. For example, "Sir Gawaine was travelling along the road to Carlisle one day when suddenly..." or "Once upon a time..." The Players' characters are woven into the plot one at a time or as a group. This story-telling usually continues until a Player pipes in with a question about the situation or their desire to perform an action. Then, exchanges of dialog and dice rolling begin to resolve questions and produce desired outcomes. This continues for a while until everyone is tired and happy hours later.

Game success is measured by the award of Glory, Honor and Experience to characters for their actions, attempts and achievements of their goals.

A single event of roleplaying entertainment is usually called a game **Session**. One or more game sessions which comprise a single continuous narrative plot are called an **Adventure**. A series of short adventures can usually be had in a single simulated **Year** of time in Arthur's Britain. Epic adventures, spanning over many years of simulated or even real-world time are usually called a **Campaign**. Over time, your character will grow in prowess and renown. You and your friends are free to choose how often and how long you wish to play, from just a single evening's entertainment, to many evenings or even years.

Who Are You in this World?

If you are a Player, you play the character of a knight, an elite member of society. Knights are assigned rights by law and tradition, can own horses and wield the equipment of war. They are bound by oaths to uphold the ideals of chivalry and their faith, defend their people, and honorably serve their liege lord. Their job is to go on adventures, seek glory through combat and do mighty deeds.

If you are a Gamemaster, you are responsible for everyone else. You may use a "neutral voice" as a narrator of the tale, and give direct voice for any Non-Player Characters (NPCs). This means everyone from priests, peasants, wizards, monsters, women, children, shopkeepers, bandits, etc. You also play the role of beasts and other forces, natural or supernatural.

Sometimes, Players may be asked to change characters and act out bit parts of NPCs related to them, such as their squires, friends, family members, or otherwise play a different character to further the plot. *Book of Knights* is designed so you can play without requiring a Gamemaster. In this case, you simply create knight characters, challenge each other to combat and begin play immediately—head-to-head or team-versus-team! You still may find the role of Gamemaster necessary or useful for designing adventures and arbitration of disputes. You may also trade off or share various Gamemaster tasks between Players as you wish. However, for purposes of clear narrative, this book assumes a traditional group of Players, led by a single Gamemaster.

What Kind of Dice Does this Game Use?

Pendragon uses only two types of dice: regular 6-sided dice (called "d6"), and 20-sided dice (called "d20"). Though you can certainly bring any other sort of dice to the gaming table, you only need these two types to play.



SIR GARRICK ARRIVES AT THE TOURNEY OF THE CASTLE BEALE VALET

It was with glad heart Garrick came again upon the green sward by Castle Beale Valet along the River Dubglas. The ranks of knights upon the field set forth a display of arms and colors such as he had never seen before. Over the past fortnight a forest of lances and pennons, and a mountain range of peaked and tasseled pavilions sprang up. Thereupon the sight he spurred his horse, and cried, "Huntingdon! I have returned!"

Laughing madly as he raced his charger, he ran a course to take him past the pavilions of the knights, and through the entrance to the tourney field. A cry and hue arose from friends who recognized his arrival by his arms, which were his father's with a label.

"It is Sir Garrick son of Gurnor who has come! Huzzah! Well met!"

Though he was a young and new-made knight, he was liked already for his goodly tatches and for his courtesy, if not for his father's infamy.

He shouted in return greetings and cries of "What ho?" and "Well met!" and "Grammercy!"

As for the looks of curt disdain and the spotted commentary of a few detractors of his family's repute, these he did not let befoul his good humor, but instead held he his head high and worshipped the welcome of his friends all the more.

And thereupon he rode straight on to the encirclement of the marshaled field, to behold the jousting of knights, and the practice of men in combat afoot. The sights and smell of the trodden clay and sun-soaked grass, the hammering of the last boards of wood and fresh paint of the grandstands, the sweating horses and crashing arms – ah! This was why he had become a knight.

After taking in the sights for a goodly while, he turned to see friends making their way towards him. He avoided lightly from his saddle and passed the reins to a groomsman, who promptly looked after his piebald charger. He greeted there his fellows Sir Hovan of Sussex, Sir Harris of the Forest and also Sir Patranon the Pious, all of whom had squired in their younger days together and met in bohorts at other tourneys. All were knighted this past year. They embraced each other now as right full men.

Sir Hovan introduced him to foreign knights met upon the road. Sir Jean D'Amorica was of Brittany, and Sir Lucas de Ganis a distant kinsman of Sir Lancelot du Lak himself. Garrick regarded them well.

"And is it true?" asked Sir Hovan all upon a sudden.

The fellowship fell hushed. Even the sound of the wind and fighting seemed to still as all took in Garrick's words.

"Aye, 'tis," quietly answered he.

Hovan and Patranon then both said in unison, "Grammercy"

"Wherefore? How now?" inquired Jean and Lucas.

"Our friend here," explained Sir Harris with a sidewise grin, "has been most recently knighted by the most royal hand of the Queen of Britain."

"Grammercy!" now cried out Sir Jean and Lucas too.

And all laughed for the good fortune of their brother-in-arms.

Yes, Guenever was as beautiful as all say. And yes, Camelot was fairer than any city under Heaven. They all agreed it was blessed and lucky for the son of a mercenary knight to have achieved the rank of bachelor. None could find fault in this and found none

more deserving. And so on went their conversing for the better part of the morning, as each took in the tale of the other's adventures since last they met.

Sir Hovan and Harris each now wooed a maid, as did Jean D'Amorica. They proudly showed tokens of their ladies' affections, which they would bear in the tournament in coming days.

"And yet, Sir Jean keeps his token hidden, for he is a rapsallion rogue with women," and all japed and chided Jean for his fickleness. Yet he answered with only a blushing smile and self-condemning shrug, causing more laughter at his expense.

When asked of his reason in coming to Britain, Sir Lucas stood peering sharply at a knight in the jousting field, armed in blue with golden crowns about a fleur-de-lis.

"I have come here to assay right well against the chevalier Sir Germaine the Frank," spoke Sir Lucas coldly, "for he is a cousin of King Claudas who stole the lands of my family for their own."

His dark words were met with stony contemplation and quiet prayers, for it was known to all the King of France had usurped the lands of Ganis. Even the might of Sir Lancelot du Lak and all his kinsmen could not wrest their homeland back again. Moreso, Sir Germaine himself was a right valorous knight and famous for his deeds. If bold Lucas could best Germaine in battle, it would prove a point of honor.

A new voice broke in upon their conversation, and all started and turned to look upon the newcomer.

"Could you not show him Christian forgiveness?" the stranger asked.

Sir Lucas' grim face turned to an angry frown. His visage grew red.

"I would ransom his life only for my father's manor."

"Would you ransom your soul from the Devil with such despite?"

With that Lucas grasped the hilt of his sword, and the stranger smirked. It took the intervention of Jean, Sir Harris, Sir Hovan, and their squires to hold Lucas back, keeping their hands upon his pommel to prevent his sword from being drawn and forestall an outright assault.

Sir Patranon crossed himself and stood apart, looking at both the stranger and then Sir Lucas.

Sir Garrick then came in between both sides. He noticed the stranger had not even made a motion for his sword, so sure of himself he was against the rashness of Lucas.

Garrick pleaded and entreated peace with Lucas, now purple with rage. After a time, Lucas relaxed and slumped in the arms of so many grappling him. Assuaged, they released him. Garrick turned around to the unknown knight.

"Who are you, who would provoke a man such against his wits?"

"Could you introduce us, good Sir Patranon?" spoke the stranger aloofly, not giving Sir Garrick a direct answer.

Patranon the Pious explained to his friends in wooden tones.

"This is my captain, Sir Deodus, who is called the Fist of God. He has fought the Saxons many years across the breadth of Britain. My father served under him and died at Badon Hill. I, who was my father's page at the battle, was saved by Deodus from the Saxon hordes, or otherwise would have perished of grief. For the sake of my life I served him since and even now."



Patranon then hung his head lowly. Garrick put a hand to his friend's shoulder for comfort and compassion, as it seemed his lord was a harsh and heavy man to serve under.

"Those are our true enemies — the godless Saxon dogs — not other Christian knights," Sir Deodus concluded with a haughty tone.

"My lady is a Saxon!" spoke Sir Hovan quietly aside to Harris.

"Speak not of this now, good friend!" begged Harris in a whisper.

Garrick heard not what was said behind him, but entreated fellowship and peace between all. He had no reason to favor one knight over the other, but trusted all men equally until otherwise proven against their reputation.

"We have come to this field to do deeds of arms for love and for chivalry, and not for reckless battle to the uttermost," he reasoned.

"I shall never fight to the uttermost," agreed Sir Jean, who tried to invoke some levity, "especially when we are all good Christian men."

"But I'm not Christian!" quipped Sir Harris to Sir Hovan.

"I don't think it's time to bring that up," replied Hovan to Harris.

"You call yourself a good Christian, and yet cavort with pagans?" asked Sir Deodus of Sir Jean. He had overheard the commentary.

"I have many friends and the world has many faiths," replied Jean. "Come, let us not make ado of this."

"I shall and do," Sir Deodus spoke from a twisted sneer, and with his next words, the hair on Garrick's neck rose. "If you do not forsake this pagan as thy companion, I call you no good Christian."

"And if you require me to forsake a companion but that he holds a different faith, there is no true chivalrous generosity or mercy in you."

All were now equally offended, and more hands went to hilts. Garrick, seeing this fight was brewed without honor in bloody passion, cried peace and peace again. He knew some mischief was behind it all.

He was distracted from further thoughts by Sir Harris, who came to and spoke quietly in his ear.

"This is why I always found you Christians so very odd. Recall what he said before about not fighting each other, and yet here he stirs up bad blood and animosity? He is quite arbitrary."

Garrick returned softly, "Yes, quite. He is a very odd Christian."

"And proud."

"Yes, quite."

The squires withdrew to leave dubbed knights to fight for honor's sake. Other knights had stopped their jousting and conversations to see what was amiss. A crowd now gathered and craned to learn what was at issue between these young men and this senior knight. Two armed knights wearing badges of Sir Deodus upon their surcoats appeared and stood hard by, watching their lord with careful ear and eye for action. And there upon his charger sat Sir Germaine the Frank. He smiled and saluted Sir Deodus, who smiled and bowed his head slightly in return.

Garrick took in all quickly. There were Sir Jean and Sir Lucas, along with Sir Harris and Sir Hovan on the one side: but four junior knights.

On the other were Sir Deodus and his two knights, all likely battle-seasoned men.

Then his eyes caught sight of Sir Patranon. In open terror Patranon looked pleadingly at Garrick. For if a fight were to ensue, he would have to serve his captain as best he could. This would make four against four, and Sir Germaine would sit by idly while friend now fought friend. Sir Deodus seemed to be keenly aware of this as well.

Garrick did not want a fight, but he might not be able to prevent one from occurring. In such a case even if he intervened on his friends' behalf, it would make five against four, and then Sir Germaine, a senior knight as well, might intervene against them.

Oh what a foul stratagem! Like a game of chess, all the pawns would be sacrificed attacking this rook while the knight who sat watching was ready to jump in at the last. This fight must not occur!

Again he entreated his friends from stirring swords from scabbards. For now they must only issue challenges. The marshal who came suddenly upon the scene agreed in loud declaration.

"Aye! Whosoever wishes a fight at this tournament will do it upon the field of right battle, or maugre my head!"

It was Sir Gawaine of Orkney!

The nephew of King Arthur intervened himself between all parties. Gawaine stood like a full-grown oak, wide-legged and defiant for any to challenge his authority. From his belt hung Excalibur itself, ready for any foolhardy enough to do so. His golden hair and beard caught the light of full morning sun. All knew his heroic strength waxed greater than that of many men until the coming and passing of noon, so this was the time of his greatest prowess. He looked like a god more than a man.

Garrick and his friends stood in awe and worship of the mighty warrior. Garrick gladly yielded his place of arbitration to the rightful judiciary of the tourney. Deodus himself seemed phased at this turn.

"Well?" asked Gawaine.

The young knights all were still too stymied to speak.

"My Lord Gawaine," spoke Deodus, recovering, "this young knight here," he indicated Sir Lucas, "apparently had taken discourteous offense upon a trifling matter. It should not concern all, but he should be dismissed from the tourney for his breach of the peace. I was afeared he might assault me along with his friends, perhaps even unto murder."

Sir Lucas protested angrily and with too much haste. He could not hold his tongue, but railed overly much at the injustice. Eventually Gawaine ordered him to silence. That he had to ask twice and loudly for peace hardened Gawaine's heart to the young knight's case.

"I wist what thou sayest be true enough," declared Gawaine flatly.

Thereupon followed more verbal exchanges, with Sir Deodus having all advantage of speech and making minimal effort, and Sir Lucas quite flustered and angry. The young knights, when questioned by Gawaine, all lost their tongues, or all spoke at once and in discord. It was stunning but not inexplicable when Gawaine lost patience entirely.

Sir Lucas found himself ordered to return to his pavilion, pack, and avoid the tournament. The heralds would strike his name from the lists. He was not accused of any crime, but was



dismissed to remove the most discordant party of the dispute. There was no further debate.

After watching Lucas depart, Gawaine said ironically, "And they call me a hot-head?"

Though he understood it was Gawaine's desire to part the tension from the air, Garrick's ears burned to hear the laughter and disgrace made of his new-made friend. Then Sir Patranon, with mad tears streaming down for the shame he held betwixt his master and his friends, excused himself and ran off.

All this witnessed Sir Germaine from afar.

Garrick, for his part, was struck dumfounded. He and his fellows had spent their youth in training for war, for tourney, and for the hunt, but not for subtleties of intrigue. All of them found their tongues stopped or their feeble use of words thwarted by the simple hand waving and derisive laughter of Deodus. Here was a game he had not played, and he was stymied watching his opponent make moves as a master at the chess board checks and captures whatever he wills again and again. Two pawns were already gone.

It was with horrible fascination and admiration Garrick considered Deodus and Germaine, but he held a deepening hatred for their deceptions.

"Well?" asked Gawaine again.

Sir Deodus said no more, but bowed to Gawaine out of courtesy. The crowd began to part, as it appeared the incident was now over.

"Monsieur le Marshal, Lord Gawaine! I would ask to record a challenge with you."

Everyone turned to see Sir Jean, waxing wroth for his friend's sake.

"Yes, sir knight?"

Jean carefully gathered himself, then spoke clearly enough: "My name is Sir Jean D'Amorica. I declare this knight, Sir Deodus, is no friend of chivalry. What he said about Sir Lucas was without cause or merit."

Gawaine sighed, then nodded. It was not over yet.

Deodus humorously chided Jean, but Sir Jean was in deadly earnest.

"I shall prove it with my body, where my tongue has failed me. I challenge you, Sir Deodus, to combat *à outrance*."

Garrick's heart raced: combat *à outrance* – "to the uttermost." Jean had just reversed his declaration to never fight for anger and only for love. Yet genuine outrage for his friend so moved him against his nature, he had to issue his challenge. Deodus arched an eyebrow. One could see he had anticipated this possibility, even relished it. The crowd now listened for his response.

"I am aghast that I am so accused, and so must I defend my honor. Yet, young sir, and if I fight and lose," asked Deodus, "will you show me Christian mercy?"

Men laughed at the obvious mockery being made of Sir Jean.

"I shall," he answered with no humor, "if you withdraw all that you have said about Sir Lucas, and admit you spoke untruly."

Again Sir Deodus spoke in false drama, "And if I have breath left after you have dealt with me, I shall!"

Sir Garrick wanted to kill Deodus himself and now, knightly deed or no, for the mock he made of Sir Jean. But he turned his anger aside and listened again to Deodus, who asked of Sir Jean, "And what, sir knight, if ye lose to me?"

Jean looked suspicious yet said, "Then I should withdraw my case, and let the matter be concluded."

"But then I only fight to defend against stain of honor and hurt of body, and no recompense if I defend my right? Nay, that is not just."

Gawaine said, "What would'st thou deem fair?"

Deodus' eyes held a cold gleam, "If this knight yieldeth to me, he shall swear upon his sword hilts he was in error, and to follow me for a full year to learn directly by example how I am a good knight. Together we shall prove our Christianity to the heathen, the pagan, the Saxon and the heretic."

Sir Jean too readily assented to this condition, not considering his loss and default. Gawaine declared so be it, set a time for them to fight upon the day of challenges, and summarily dismissed the crowd.

Sir Harris muttered as they departed, "Now I want to kill him."

Sir Hovan too found his tongue. "No, I will defeat him for my true love Rutha's sake. For he has no love of the Saxons her people."

Sir Jean spoke not. He no longer had a carefree spirit.

Sir Garrick considered with pity the fate of Sir Patranon, who served with heavy heart proud Deodus, the Fist of God. He also vowed to himself one more thing: Sir Germaine must not pass this tournament unscathed.



Who is King Arthur Pendragon?

There are some who hail from lands so far away they may never have heard of our good King Arthur. Or perhaps, because of unfortunate circumstance, they are not yet familiar with his deeds.

King Arthur is lord of all Britain. He is called *Pendragon* after the war-title of his father Uther. It means “Head of the Dragon,” or “Chief Warlord.” By those who still speak the tongue of Rome, he is also called the *Dux Bellorum*, or “Leader of Battles.” This great island, Britain, is his royal domain. It extends as far as you can travel by foot or steed: from Cornwall in the south, to the Saxon lands in the east, from Cambrian wilds in the west, to the mysterious northern lands of the Picts beyond the Wall. Every town and village, every manor and castle — excepting a few villains and rebellious holdouts — is subject to Arthur’s just laws and noble rule. Every wild beast is subject to his hunts, and every perilous forest patrolled by his great knights. Even far beyond his borders people call him King.

Arthur is the greatest, most noble lord the world has ever seen. He pulled the Sword from the Stone, proving his destiny to be the High King of Britain. He wields the sword Excalibur in battle, given to him by the Lady of the Lake. It shines like the sun on the darkest of days.

Arthur received the magical Round Table built by Merlin for his father Uther upon his marriage to Guenever of Camelard. Her father King Leodegrance was a loyal servant of King Uther, and had kept it safe over many turbulent years. Arthur formed the brotherhood of the Knights of the Round Table to reward loyalty, and to promote chivalry and camaraderie amongst knights throughout the lands of Britain.

He united the armies of Britain to defend against rebellion of the Twelve Kings, which he finally defeated at the Battle of Terrabel. He led the conquest of our foreign foes in Twelve Battles, including the Battle of Badon Hill. And now, peace and prosperity have flourished.

To Arthur’s court of Camelot gather the best knights in the world. They come from Britain, Brittany, Ireland and France, and from elsewhere on the Continent as far away as Constantinople and the Holy Lands. The Knights of the Round Table are all princes, lords, and well-born men, hearty and stout. It is every knight’s desire to be as excellent as they are, to someday join their company and earn a seat by King Arthur.

Knighthood

A knight lives a life of action. He is the elite of warriors, the leader of soldiers, the loyal follower of his liege. He is a warrior foremost, dedicated to a life of potentially infinite combat. The sword and lance, the axe and spear, shield and dagger, helm and armor, saddle, spurs, harness and horse — all are extensions of his body and even his mind. They make him complete.

Ideals

A knight has taken his path by agreeing to codes of conduct, first of basic ethics, like law and honor, then knighthood itself, and ultimately of chivalry. He has bound himself by rituals and solemn vows. In return, he has the rights to bear arms and conduct himself in combat.

- A knight’s primary ideals are the pursuits of **Loyalty**, **Honor**, and **Glory**. Without these, he cannot even truly be called a Knight.
- A knight’s next ideals are the pursuits of **Excellence**, **Love** and **Hospitality**. For without these, he cannot be a Good Knight.
- A knight’s highest ideals are to lead a life of **Chivalry**, **Religious Virtue** and **Romance**, for without experiencing one or more of these, he cannot be a Great Knight.

Reality

There will likely be plenty of battle, fighting, and bloodshed in his life. After all the vows and service are put aside, there is still the gregarious camaraderie or solitary wariness. There are hunts and feasts, the courts and churches and dances. These are fillers of most days, but ah! — what comforts. It’s not a bad life, really. Top of the social structure, or near enough to it. But all of this is secondary and interesting to what a knight is purposed for: action and adventure!

Foremost, there is combat and horsemanship. An existence of near-ultimate passion, a life honed for battle, lived in the saddle, through all weather, pursued to the fullest, and ready at any time for death.

For all the idealism, combat and war are pretty visceral experiences. Barbarians and enemies do not show mercy to the wounded or fallen. Treachery can be found in the hearts of relatives and neighbors as well as in the company of strangers. Swords, spears and arrows, though mystical in their symbolism, really hurt quite a bit when inserted between ribs or applied at speed to an eye socket. Maces and axes and shields and falls from horses tend to cause the snapping of bones, and the tearing and bruising of flesh. Horses, rust, sweat and blood stink. And yet, for all the risks, pains and discomforts, you wouldn’t trade this life for anything else in the world!



Knights & Chivalric Society

A **Knight** is the lowest form of highborn man. Above knights in station are **Nobles** such as the barons, counts and dukes. Above these are **Royalty**, such as princes, kings, high kings and emperors. And for each of these stations, there are women's counterparts of great power. Though knighthood is primarily a masculine pursuit, some exceptional women have been admitted to its ranks.

Below the knight are the **Commoners**: men-at-arms and other soldiers, sailors, huntsmen, tradesmen and women, artisans, scholars, peasants, and beggars. These people are all subject, if need be, to the orders of a knight, assuming it is not an order to break the law or deprive them of their rights, rob them of their just pay and dues, or violate their faiths.

Aside from these are various **Clergy**, monastics, bards, druids, sorcerers, hermits, and madmen: those protected by law and set aside from the order of secular society. Though a knight may request something of them, they do not fall under his direct jurisdiction or command.

Rank of Knights

Knights are an order of men who fight as a profession, who serve their liege lords and ladies. Yet they have a ranking amongst themselves.

- **Outlaw Knight** – a knight who does not obey the laws of the land or who has officially been stripped of his rank in society, but yet acts as a knight. Some are unjustly outlawed, and seek to return to proper standing. Others are of the worst sort: treacherous, unchivalrous, dishonorable and cruel. Lawful knights seek to bring these outlaws to justice, depending on their crimes.
- **Mercenary Knight** – a knight who obeys the law, but whose loyalty and honor are dictated by the pay he receives. Yet all maintain some public reputation to avoid being called an outlaw. Though accepted in society, they are not trusted members of it. Some lands do not permit mercenaries to enter. Many mercenaries did not achieve their station by being dubbed knight, but afforded or acquired the horse and armor necessary for the position by luck or fate; these are not true knights. Others are knights reduced to this state after the death, disgrace, or impoverishment of their liege. Mercenaries offer service to lords and commoners alike, and treat this arrangement as commercial employment. They accept upkeep and payment in return for their skills, though do not be fooled: their quality may be extremely high.
- **Knight Errant (or Errant Knight)** – A new-made knight who by default serves his liege (the lord or lady who knighted him) without any other station until they are taken into a household. They have no land and no knight followers. All beginning knight characters created using this book will begin as Knights Errant. Knights Errant may wear their own

heraldry, and may display a *pennoncel* (small triangular flag) on their lances.

- **Bachelor (Household) Knights** – a “*bas chevalier*” or low knight, accepted into the household of a liege lord or lady, who provides upkeep in return for loyal service. Many errant knights become bachelor knights immediately to the liege who knighted them, but some will seek a different household. A knight can change his allegiance to different lieges during his life, although this should be done honorably. Capricious or treacherous changes of allegiance can cost a knight his honor, and can potentially be a crime. A household knight may wear a small badge, token or sign of heraldry of his liege to distinguish his service and loyalty. They often seek to become Officers in their lord or lady's service.
- **Vassal Knight** – a knight who achieved his own household, comprising one or more manors. They have rights over their land and those who live therein, can maintain their own court, and take on knights in their own household. They still serve a lord or lady, most likely of the rank of banneret or noble. A Vassal Knight may display a full-sized triangular *pennon* (or *pennant*) above his manor and before his troops in battle.
- **Banneret Knight** – a knight who has the loyalty of many other knights. Vassals, Household knights, even Bachelors may become a Banneret, though this honor can only be granted by a noble lord or lady. A Banneret has the tip of his pennon clipped off by a noble to form a square *banner*, which he may proudly display.

Privileges of a Knight

A knight is granted a set of rights and privileges according to his station.

- **Right of Arms** – a knight may possess weapons, armor, horses and all necessary equipment for the waging of war and combat. He may also wear his own mark of heraldry. A knight may bear his weapons on his person and does not have to give them over to anyone for any circumstance except under terms of peace, surrender or disgrace. A knight may use his right of arms to defend his liege in various matters. Theft of a knight's possessions is one of the greatest of imaginable crimes.
- **Right of Hospitality** – a knight may ask for, and should receive, hospitality from any other knight, noble or sovereign, except if they are an enemy. This includes firstly, shelter for himself, his entourage, and beasts. Secondly, a place to sleep with comfort and safety. Lastly, sustenance in food, drink, fodder and water. A knight may ask commoners for hospitality, but unless directly ordered by their liege, commoners may ask for payment in return. The right of hospitality can be revoked in cases of abuse, poor manners, dishonor, enmity, hostility, and criminal behavior.

• **Rights of Honor** – a knight's word and reputation stand for many things. A knight may call upon his honor to defend himself and his liege in society. He may invoke the right of honorable combat to settle disputes. He may offer or accept honorable surrender. (Though this costs some honor and prestige, it is better than dying. And surrender under certain circumstances may even gain honor!) He may ask to be released from bond on his honor with promise to make good his obligation at a later time. Honor is also used as a measure of faith of his oaths. Making certain oaths or breaking others may cost part or all of one's honor. Fulfilling or keeping oaths can gain honor. Some oaths will not be accepted unless a knight has sufficient honor. Honor allows one to be a representative of law and justice. Commoners and fellow knights should obey an honorable knight's request. Everyone, even nobles and sovereigns, can be swayed by honor. This includes defense in a court against the arguments of men of lesser repute and station. A knight who loses honor loses many rights and benefits. In cases of utter dishonor, he may even lose the rank of Knighthood itself.

• **Rights of Way** – a knight has the king's leave to travel where he will in his service. It is unlawful to uphold or delay a knight.

Becoming a Knight

Though royalty and nobility are automatically inherited at birth, knighthood must be achieved. Most knights are born into a family of a martial class: warriors, men-at-arms, knights, or lords. Knighthood can be achieved by those not of gentle birth, such as mercenary knights or commoners, though these situations are uncommon. Knights created using this book assume a parentage in the knightly class.

Sponsors & Lieges

Your first great vow is to your Sponsor, the lord or lady who grants you the rank of knight. This person, who must be of knightly or noble rank, girds you with sword and belt, scabbard and spurs. Your sponsor can be the lord or lady whom you served as page or squire, or one you wish to serve. It can be the knight who trained you in arms. If you are born into a gentle or noble family, it can be your parent or kinsmen. You are always beholden to your sponsor. You must do anything they ask, in principle, even if it means the loss of your life. If you fail your knightly vows, they have the right and responsibility to have you disgraced, stripped of your rank, and even outlawed. Even if you later choose another liege, your sponsor made you what you are, and is always responsible for your actions. Being a sponsor to a knight is a great duty.

The next great vow is to your Liege, a lord or lady who offers you a station in their service, either in their household or as a vassal with holdings of your own. Your greatest responsibility and duty to your liege is your loyalty. You must serve them in all matters great and small. You must act as their warrior and soldier, their officer of the peace, upholder of their laws, defender and protector of their property and people, their station and reputation. You

must listen to and offer counsel in times of peace and war. You are likely also obligated at some level to their friendship and hospitality, sharing their dinner table, hunting or hawking with or for them, and doing deeds to bring each other happiness, honor and glory. Being a liege is itself also a great duty.

A Life of Service

A knight holds his rights and privileges by vows committing his life to service. He is truly a servant, though to most he appears free. He has gained his "freedom" only by promising his life and limb to others. The freedom he is granted is a freedom to seek adventure and live a life of fortune and daring, and by achieving these, to gain Glory and Honor.

Some knights choose to serve no single lord or lady, but promise themselves to a particular cause, such as defense of their religious faith, or pursuit of the Grail. Still others search always for new challenges, something or someone worthy. Until they find their answer, they serve as their mood pleases, beholden to no one ultimately but themselves. These are often called Knights Errant or Knights Adventurous.

All knights want to serve someone. A knight without someone to serve is an unhappy knight. Whether it is for their sponsor or liege, their family, their king, their love, their household, their loyal people, for sake of chivalry, love, or some higher cause, a knight needs to live and behave for a reason. Even a knight errant serves someone, though this may change with each adventure. This mission provides an ethical purpose and basis for the knight. They act in accord with needs of people and the world around them. Therefore, any Glory or Honor achieved is on behalf of those whom the knight serves, not for the knight's own sake. This keeps the knight, in theory, from being arrogant and selfish. These are the ideal reasons for living a life of service.

Horses, weapons, armor, and all the goods and services necessary to upkeep a knight are not free. Others wish to know why they pay their taxes and work long hours if the person who receives the benefit of them does not use them well or for a well-understood purpose. Without some constant dedication to keep up his skills and abilities, a knight grows soft and slow, which makes him useless for combat when it actually arises. These are the practical reasons for living a life of service.

A knight may also receive the service of others: pages and squires to deal with all the extra tasks of a knight's life: the cleaning and care of armor, weapons and horses, the provisioning of food, and the constant packing and unpacking of a life on the move.

The greatest of knights will become lords in their own right, with lands, people, goods, beasts, buildings and roads, the rituals, laws and feasts and hunts and other trappings of a lordly domain. They will eventually gain their own household knights, family knights and vassals. Living a life of service allows the knight to understand and appreciate those who serve his needs. Until he is saddled with lordly obligations, a knight is "free" to go forth leading a life full of adventure.



Knight Character Generation

1. Statistics

Your character's physique can carry him through his most trying combats, and through many adventures in the wild. It is commonly believed a person of great strength, size, athleticism, health and good appearance is naturally noble, regardless of his birth. Often times, people will befriend you just because you are big, burly, and handsome.

Starting Statistics

Statistic	Starting Value	Description
Size (SIZ)	2d6+6	Height, breadth and girth
Dexterity (DEX)	3d6	Agility and speed
Strength (STR)	3d6	Brawn and grip
Constitution (CON)	3d6	Health and stamina
Appearance (APP)	3d6	Handsome and bearing

Modify starting values as indicated by Culture Modifier Table below.

Alternately, a player can begin with 60 points, and may distribute them amongst his knight's Statistics as he sees fit, as long as no Statistic begins less than 5 (or 8, for SIZ), or is increased more to more than 18 at this point. For instance, a character could split his 60 points evenly, and begin with a 12 in all Statistics.

Any character with a Statistic over 20 is considered practically heroic. Any character with a Statistic of 3 or less is considered sick and bed-ridden. Any character with a Statistic reduced to zero (0) dies of infirmity. Statistics normally rise and fall only due to age, experience (from Glory bonuses), disease or major wounds.

Sir Garrick will be our example character, to show you how to make up a knight. For his SIZ, the player takes 2d6, and rolls a 10. Adding six, this gives Garrick a SIZ of 16. After rolling and recording all the dice results, he has a SIZ 16, DEX 16, STR 12, CON 17, and APP 14.

2. Culture, Religion & Region

Your Culture represents your hereditary people, and the laws and ways of their society. Britain has many different cultures, and various foreigners from nearby regions come to Britain in search of adventure. To learn more about a specific culture, religion or region, consult the core rules for King Arthur Pendragon, or the various cultural supplements.

The Cultures of Arthur's Britain

- **Cymri** are a Celtic people also known as the Britons. They inhabit most of Britain and Brittany. Their culture is known as Cymric. Most Knights of the Round Table are Cymric.
- **Romans** comprise the Romano-British, Gauls, and others who hold to old Roman traditions. Most live in cities like London and the City of Legions.

- **Saxons** comprise the Germanic peoples living in Britain, including Saxons, Angles, Jutes, Frisians, and Franks. They are detailed in *Saxons! Wolves in the Fold of Arthur's Britain*.
- **Picts** include the mysterious, wild, primitive proto-Celtic people of the far northern highlands of Britain. Detailed in *Beyond the Wall*.
- **Irish** are the Celtic people of Eire and the Western Isles of Britain. They're also known as Gaels and as the *Scotti* or Scots in The North. More on the Irish can be found in the *Pendragon* supplement *Pagan Shore*.
- **French** are the people descended from the Germanic Franks. They are subjects of the King of France.
- **Occitanians** are people of Gaul, descended from Romano-Gauls. They are a very chivalrous. The exiled de Ganis family, of whom Lancelot is the most famous, now lives in Britain.

Examine the table below, select the following for your character, and record your decisions on your character sheet:

1. your desired **Culture**
2. an appropriate **Religion** of that culture, and
3. a **Region** where that type of person may hail from.

Example: The player looks over the table and decides to make Sir Garrick a rather normal knight: he is Cymric and Christian, and comes from Logres.

Culture, Religion & Region

Culture	Supplements	Religion	Regions
Cymric	<i>Savage Mountains</i> (Cambria)	Christian	Logres, Cambria, Cumbria, Cornwall, Brittany
	<i>Perilous Forest</i> (Cumbria)	Pagan	Logres, Cambria, The North, Cornwall
Roman		Christian	(various cities in...) Logres, Cambria, Cumbria, Cornwall, Brittany, Gaul
Saxon	<i>Saxons!</i>	Wotanic	Logres, Cumbria
Pict	<i>Beyond the Wall</i> (The North)	Christian	The North, Western Isles (Cruithni)
	<i>Pagan Shore</i> (Cruithni)	Pagan	Western Isles (Cruithni)
		Heathen	The North
Irish	<i>Pagan Shore</i> (Irish)	Christian	Cambria, The North, Western Isles
	<i>Beyond the Wall</i> (Scots)	Pagan	Western Isles, Pomitain (Manx)
French		Christian	France
Occitanian		Christian	Logres (Ganis Exiles), Gaul
		Jewish	Gaul (Narbonne)

How to Use the Knight Character Sheet

Every character in *King Arthur Pendragon* uses a character sheet to keep track of their abilities and progress during their adventures. Knights are the most common type of character, and have their own character sheet. Magicians and Ladies, and other cultures such as tribal Irish, Saxons and Northmen also have their own unique character sheet.

As we will see from the example of Sir Garrick, it is rather straightforward to generate a character, following each of the steps in order.

Some elements of the character sheet are not used to their full, or even at all, in *Book of Knights*. For instance, Homeland is simply used to track one's Region, not your specific homeland within it. Romantic Virtues and Directed Traits are listed on the character sheet, but there is no way to generate them using these rules. They are included in case you want to explore the world of *King Arthur Pendragon* more fully through other rules and supplements.

A blank character sheet is provided on the inside cover of this book. You can make as many copies as you wish for your own use.

1. Statistics
- 2a. Culture
- 2b. Derived Statistics
- 2c. Religion
- 2d. Region
- 3a. Father's Class
- 3b. Starting Outfits
- 3c. Luck
- 3d. Son Number
4. Traits
- 4a. Religious Bonus
- 4b. Chivalry Bonus
5. Passions
6. Title, Name & Surname
7. Skills
- 8a. Father's Class Skill Modifiers
- 8b. Family Characteristic
- 8c. Apply Skill Points
- 8d. Squiring
- 9a. Your Liege & Sponsor
- 9b. Starting Glory
- 9c. Glory Bonuses
- 9d. Heraldry

- = Trait: Chivalric Virtue
- ♥ = Trait: Romantic Virtue
- = Trait, Passion, Skill: Experience Checkbox
(If checked, may improve at end of year)

- Underline = Trait: Religious Virtue
- Underline = Skill: Family Characteristic
- = Chirurgery Needed Checkbox (If checked, requires medical attention each week)



2a. Cultural Modifier

Culture modifies one or more of your **Statistics** and **Traits**. Statistic modifiers apply to your initial Statistics and to the maximum allowed for someone of your Culture. You always start with a minimum of 8 for SIZ, and 5 in all other statistics, regardless of cultural modifiers. For example, if you rolled a "6" for your Saxon knight's DEX, you are only reduced to a 5 DEX, even with a -3 DEX cultural modifier. Trait modifiers can never increase or decrease a starting character's Trait higher than 19 or less than 1.

Being Cymric, Sir Garrick adds +3 to his CON, raising it from 17 to a 20. He also notes his Logres homeland Trait modifiers for use later.

Cultural Modifiers

Culture	Statistic	Trait Modifiers
Cymric		<i>Depending on Region...</i>
Logres	+3 CON	+2 Just, +2 Trusting, +1 Energetic, +1 Valorous
Cambria	+3 CON	+2 Arbitrary, +2 Suspicious, +1 Prudent, +1 Temperate
Cumbria	+3 CON	+2 Pious, +1 Honest, +1d6 if Loyalty (Cumbrian Lord) or -1d6 Loyalty (Foreign Lord)
The North	+3 CON	+2 Prudent, +2 Selfish (Frugality), +1 Pious, +1 Temperate, +1d3 Love (Family)
Cornwall	+3 CON	+2 Arbitrary, +2 Suspicious, +2 Cowardly
Brittany	+3 CON	+1 Energetic, +2 Modest, +2 Prudent, +1 Valorous
Roman	+1 DEX, +2 APP	+2 Deceitful, +2 Worldly, +2 Proud
Saxon	+3 SIZ, -3 DEX, +3 STR	+2 Arbitrary, +1 Cruel, +2 Honest, +1 Energetic, +1 Valorous
Pict	-3 SIZ, +3 DEX, -3 APP	+2 Pious, +2 Suspicious, +1 Cruel
Irish	+3 CON	+2 Vengeful, +2 Indulgent, +1 Reckless
French	+1 DEX, +1 STR, +1 CON	+2 Proud, +2 Reckless, +2 Valorous
Occitanian	+1 DEX, +1 CON, +1 APP	+2 Indulgent, +2 Worldly, +2 Generous, +2 Lazy

Minimum/Maximum Cultural Statistics

Culture	SIZ	DEX	STR	CON	APP
Cymric	8/18	5/18	5/18	5/21	5/18
Romans	8/18	5/19	5/18	5/18	5/20
Saxons	8/21	5/15	5/21	5/18	5/18
Picts	8/15	5/21	5/18	5/18	5/15
Irish	8/18	5/18	5/18	5/21	5/18
French	8/18	5/19	5/19	5/19	5/18
Occitanian	8/18	5/19	5/18	5/19	5/19

2b. Derived Statistics

Once you modify your Statistics due to your Culture, calculate your **Derived Statistics**. Round all fractions to the closest whole number, with .5 and above rounding up. Derived Statistics may be recalculated during play by changes to your Statistics. They may also be modified if your character receives a Religious Bonus (see Religion below and Traits later on).

Derived Statistics

Derived Statistic	Method	Purpose/Use
Total Hit Points	(CON+SIZ)	Hit Points damage you can take before dying
Unconscious	Total Hit Points/4	Hit Points at which you fall into unconsciousness
Movement Rate	(STR+DEX)/10	Distance moved per turn in combat, in yards
Damage	(SIZ+STR)/6	Number of d6 you roll for damage with a normal weapon
Healing Rate	(CON+STR)/10	Hit Points you recover per week

Example: Garrick's CON (20) and SIZ (16) give him 36 Total Hit Points. Dividing by four, this makes his Unconscious 9. His STR (12) and DEX (16) divided by ten equals 2.8, which gets rounded up to 3 for his Movement Rate. His STR (12) and SIZ (16) equals 28. Divided by 6 is 4.6, which rounds up to 5d6 Damage. Finally, his CON (20) and STR (12) add to 32. Divided by 10, he has a Healing Rate of 3.





2c. Religion

Each Culture has its prevalent **Religions**. Record your choice on your character sheet. You are free to “convert” and choose any religion you wish regardless of your Culture or Region, though you may later run into social barriers in some cases. Each religion is represented in the game by a series of related Traits, called **Religious Virtues**. These Traits are the ones held most sacred to your religion.

Underline each of your Religious Virtues on your character sheet, and record a modifier of +3 to generate initial values of each of these Traits. We'll come back to this a little later.

Religious Virtues & Bonuses

Religion	Religious Virtues	Religious Bonus
Christian	Chaste, Forgiving, Merciful, Modest, Temperate	+6 to Total Hit Points
Pagan	Lustful, Energetic, Generous, Honest, Proud	+2 to Healing Rate
Wotanic	Generous, Proud, Worldly, Indulgent, Reckless	+1d6 to Damage
Heathen	Vengeful, Honest, Proud, Arbitrary, Worldly	+1 to Movement Rate and +1 to Healing Rate
Jewish	Chaste, Energetic, Just, Prudent, Temperate	+3 to Total Hit Points and +1 to Healing Rate

Religious Bonus

If all your Religious Virtues (the underlined values) are at 16+ you receive a **Religious Bonus** as a benefit for your strong faith. Write a “YES” next to Religious Bonus on your character sheet. A Religious Bonus awards your knight **100 Glory annually**, as well as providing a specific benefit to your Statistics. You have this bonus as long all your Religious Virtues remain at 16+. Since you have not yet generated your Traits, keep this in mind, and go on to the next step. (See Traits in section 4 below.)

Garrick underlines his Christian traits and goes on to the next step.

2d. Region

Select and record a **Region** where you wish to hail from. *King Arthur Pendragon* and other supplements provide greater detail for each Region, plus specific Homelands and locations therein.

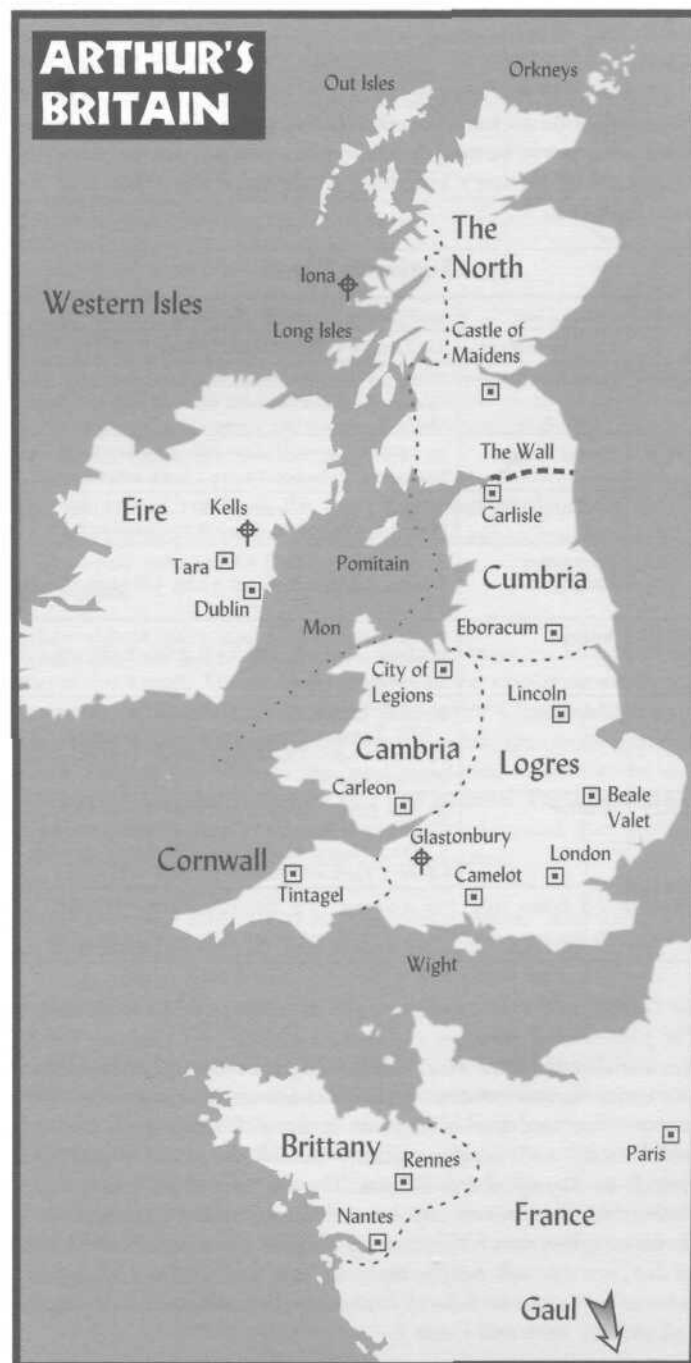
Cymric characters get Cultural modifiers to their Traits based upon the Region of Britain where they hail from. Characters from outside Britain represent their own native cultures, society and especially their ruler. Lands of Arthur's Britain include:

- **Logres** – Arthur's Britain, centered on Camelot and London
- **Cambria** – the west of Britain, with two venerable Roman-era cities: Carleon-on-Usk and the City of Legions.
- **Cumbria** – the central north between Eboracum and Carlisle
- **The North** – the land of Picts beyond The Wall

- **Cornwall** – King Mark's domain in the southwest
- **Brittany** – the land of British peoples on the Continent, ruled by Duke Hoel
- **Western Isles** – island kingdoms of the Irish and Scots raiders, including Eire, Pomitain, and the Long Isles

Only Logres itself is wholly within Arthur's control. Cambria, Cumbria and the other outlying regions are a mix of civilized lands which hold Arthur as their leige, independent kingdoms, wild lands and forests holding faerie realms utterly otherworldly.

Sir Garrick decided to be from Logres, but specifically chooses to come from Beale Valet. He writes “Logres: Beale Valet” in his Homeland.



3. Family

Each knight is from a proud family. You inherit from your family certain benefits of character, including training in Skills associated with your father's profession, some influence to your Traits and Passions, some initial Glory, an Outfit, and some reward of pure Luck. You may also inherit your father's heraldry, offices and titles, if you are his surviving heir.

3a. Father's Class

Roll or chose your Father's Class. If you are selecting, check if your Gamemaster or peers wish to start all characters from the same Class, to avoid giving some knights distinct advantages over others. Some knights are sons of Lords or Officers. Notify your Gamemaster if you have generated a character with this heritage. He may decide to have you re-roll and use a character of lesser birth. Alternately, he may decide to place you in a known family or household of Arthur's kingdom, or devise some other plan for your character.

Father's Class

d20	Father's Class	Son's Starting Benefits & Equipment
01	Lord or Officer	See Lord or Officer Father Table
02-03	Banneret Knight	32 Skill Points, Valorous +3, Loyalty (Lord) +5, Honor +1d3; 250+6d6 Glory; 3 Luck rolls; Outfit 3
04-08	Vassal Knight	30 Skill Points, Valorous +2, Loyalty (Lord) +4, Honor +1; 250+6d6 Glory; 1 Luck roll; Outfit 3
09-12	Bachelor Knight	26 Skill Points, Valorous +1, Loyalty (Lord) +3, Honor +1; 250+6d6 Glory; 1 Luck roll; Outfit 3
13-14	Mercenary Knight	20 Skill Points, Sword +3, any other Weapon +3, Loyalty (Lord) +3, Cruel +1d6; 100+6d6 Glory; 1 Luck roll; Outfit 2
15-20	Squire	20 Skill Points, Energetic +1d3, Modest +1d3, Prudent +1d3, Loyalty (Lord) +3; 6d6 Glory; 1 Luck roll; Outfit 1
21	Chieftain	30 Skill Points, Cultural Weapon +3, Valorous +1d3, Loyalty (Lord) +1d3+3, Valorous +3, Honor +1d6; 250+6d6 Glory; 1 Luck roll; Warrior's Outfit
22-25	Warrior	24 Skill Points, Awareness +2, Spear +2, Cultural Weapon +3, Proud +1, Reckless +1d3, Valorous +1d3+2, Honor +1d6, Loyalty (Lord) +3; 50+6d6 Glory; 1 Luck roll; Warrior's Outfit
Modifiers: -2 if Roman, +2 if Irish or Saxons, +3 if Piet, +2 if Pagan or Heathen		
NOTE: Always treat a natural roll of a "1" as a Lord or Officer, regardless of modifiers.		

Sir Garrick rolls a d20, and gets a 14: his father is a Mercenary Knight. The player records modifiers to Garrick's abilities and statistics. On his character sheet beside the word "Skills," the player notes 20 points to spend later during character creation. As well, the player makes a notation of "+3" next to Sword, and after looking over the list of Weapon skills, chooses to add the other "+3" modifier to Lance. Garrick also gets a +3 modifier to generate his Loyalty (Lord) Passion. The next item is a Trait modifier. Rolling 1d6, Garrick rolls very low: a 1, so only adds +1 to Cruel. Being the son of a Mercenary Knight has only hardened him a little. Now he moves on to Glory. He rolls 6d6, getting a 21, and adds this to 100, for 121 inherited Glory from his father. The player then notes Garrick is due 1 Luck roll, and also starts with Outfit 2.

Lord or Officer Father

d20	Father's Class	Son's Starting Benefits & Equipment
01-04	Lord	32 Skill Points, Courtesy +2, Heraldry +2, Intrigue +2, Battle +2, Sword +3, Spear +2, Proud +1d3, Loyalty (Lord) +6, Honor +3, Valorous +1d3, 4 Luck rolls; 350+6d6 Glory; Outfit 4
	<i>All Officers</i>	28 Skill Points, Valorous +1, Loyalty (Lord) +4, Honor +1d3; Hospitality +1d3, 300+6d6 Glory; 2 Luck rolls; Outfit 4, plus:
05-06	Steward or Seneschal	Stewardship +5, Intrigue +3, Hospitality +1d3
07-08	Butler	Stewardship +2, Courtesy +2, Generous +3
09	Chamberlain	Read (Latin) +5, Industry +2, Heraldry +3
10	Marshal	Battle +5, Heraldry +2, Tourney +2, Valorous +1d3
11-12	Castellan	Battle +2, Courtesy +2, Stewardship +2
13-14	Forester	Hunting +5, Awareness +1d6, Falconry +2
15-16	Sherriff	Just +3, Honest +1, Horsemanship +2
17-20	Illegitimate	Treat as Squire on Father's Class Table
Modifiers: +2 if Pagan, Wotanic or Heathen		

Garrick looks at the Lord or Officer Father table and sighs... Maybe some day he might hold an office of a great lord or lady, so that he could raise a son who would be created using this table.

3b. Starting Outfits

You're not much of a knight if you don't have at least one horse, a suit of armor, weapons and a shield. A little pocket change, and a squire or two to help carry things are also handy.

Starting Outfits

Outfit	Includes
Warrior's Outfit	Leather Armor (4 Points), Shield; Sword, Dagger, 2 Spears, 3 Javelins, Cultural Weapon; Clothing (60d.)
Outfit 1	Cuirbouvilli Armor (6 Points), Shield; 2 Rouncys; Sword, Dagger, Spear, Cultural Weapon; Clothing (120d.)
Outfit 2	Norman Chainmail (10 Points), Shield; Charger, 2 Rouncys; Sword, Dagger, 2 Spears, 5 Jousting Lances; Clothing (1£)
Outfit 3	Reinforced Chainmail (12 Points), Shield; Charger, Rouncy, Palfrey; Sword, Dagger, 2 Spears, 5 Lances, any 1 other Weapon; Clothing (2 £), Money (1£); 1 Squire
Outfit 4	Reinforced Chainmail (12 Points), Shield; Charger, Courser, 2 Rouncys, Palfrey; Sword, Dagger, 2 Spears, 5 Lances, any 1 other Weapon; Clothing (4 £), Money (2£); 2 Squires

Garrick begins with Outfit 2, granting him Norman Chainmail and Shield. He also has a combat-trained Charger and two lesser rouncies. (For more on the statistics of horses, see the sections on Jousting below.) His weapons and other include sword, dagger, 2 spears, 5 jousting lances, and other equipment includes clothing worth 1£.

Garrick also notes with dismay he must care for all this — horses, armor and weapons — himself, as he does not have a squire to aid and assist him!



3c. Luck

Every character in King Arthur Pendragon has at least one roll on the Luck Table. Some have more than one roll, depending on their father's class. Record your luck benefit on your character sheet.

Luck

d20	Benefit
1	Money: 100 + 3d20 denarii
2	Money: 1£
3	Money: 1d3 £
4	Money: 1d6 £
5	Family Heirloom: Sacred Relic (increase one chosen Religious Virtue +1 ; roll 1d6: 1=Finger, 2=Tears, 3-4=Hair, 5=Bone, 6=Blood). Priceless.
6	Family Heirloom: Ancient Bronze Sword (+1 to Sword Skill when used. Weak; can break as if not a sword. Worth 2£.)
7	Family Heirloom: Blessed Lance (+1 to Lance Skill until it breaks. Worth 25d.)
8	Family Heirloom: Decorated Saddle (Worth 1£.)
9	Family Heirloom: Finger Ring (roll 1d6: 1-4=Silver, Worth 10s., 5-6 Gold, Worth 2£.)
10	Family Heirloom: Arm Ring (roll 1d6: 1-5=Silver, Worth 1£., 6=Gold, Worth 8£.)
11	Family Heirloom: Magnificent Cloak, Worth 1£. (From roll 1d6: 1=Your Homeland, 2=Byzantium, 3=Germany, 4=Spain, 5=Rome, 6=Holy Lands or Beyond)
12	Family Heirloom: Beautiful Musical Instrument, Worth 1£. (+1 to Play Instrument skill when used. Fumble breaks instrument; must be repaired by master craftsman, 20+ skill.)
13	Your father died Gloriously, +100 Glory
14	You are descended from royalty 1d6 generations ago, +150 Glory
15	1d6 Healing Potions, heals 1d6 Damage . Priceless.
16	1d3 Love Potions; drinking generates new Love 3d6+6 for next seen member of opposite sex, or adds +1d6 for existing Love. Priceless.
17	A magnificent Charger
18-19	Upgrade Your Outfit by 1
20	Roll Twice More

Sir Garrick rolls and gets a roll of 7, for a +1 Blessed Lance. He records this on his character sheet, and wonders what occasion should require its use.

Special Benefits: Heathen Pict Tattoos & Eyesight

Picts are the most mysterious and ancient people of Britain. They claim a special affinity to the land, with faerie folk and other spirits. They follow strange mystic practices, especially tattooing their bodies with glyphs and symbols of power. Others say this is not magic, just immunity to pain from rough outdoor life.

All Heathen Picts begin with magic tattoos granting +3 **Armor** if not combined with normal armor; though they can use a shield.







Heathen Picts often hunt in the wilds under the stars, so are not affected the same way by natural darkness as other men. Picts do not suffer -10 to their Awareness during night. They still suffer Awareness modifiers for other reasons. (More on this later.)

3d. Son Number

Finally, you must find out where you are in your own family. Roll 1d6 and consult the following table. Notice how this affects your character's Love (Family) Passion, and possibly your heraldry.

Record son number and Love (Family) Passion modifier on your character sheet. You will learn more about Love (Family) below.

Son Number

Son Number (Roll 1d6)	Modifier to starting Love (Family) Passion ¹	Mark of Cadency (Apply if using father's heraldry) ²
1	0	Label 
2	-1	Crescent 
3	-2	Mullet 
4	-3	Martlet 
5	-4	Annulet 
6	-5	Fleur-de-Lis 

1. Do not apply modifier for these characters: a) sons of a Lord or Officer, b) Irish characters, c) daughters (female characters).

2. Use a Mark of Cadency if a knight (and his brothers) want to use his father's heraldry. The Mark appears at the top and center of the shield. You can also use this system to grant your arms to your own sons someday. If a son achieves (makes up, or is granted) his own heraldry, don't use a Mark of Cadency.

Garrick rolls "1" on his d6. He is his father's eldest son. He decides to adopt his father's arms with a label. (We'll generate his father's heraldry in a bit.)

4. Traits

Every character in King Arthur Pendragon believes a certain way about the world. **Traits** are listed in pairs of opposing ideals. For instance, "Chaste" and "Lustful." The more Chaste you are, the less Lustful you will generally be. Likewise, the more Just you are—obeying the laws of the land and being consistent in your decisions—the less Arbitrary you will behave. Though some of these traits may sound negative at first, understand they all have purposes applicable to different circumstances.

Traits are often referred to as "opposing pairs," and some tests of character will pit one trait against its opposing trait.

Generating Traits

For each trait pair, choose a "left hand" or "right hand" trait, roll 3d6 and apply any modifiers. The maximum value for a starting Trait is 19, and the minimum value is 1. Each pair of opposed Traits must add up to 20 to start, so simply subtract the final Trait value from 20 to find the starting value of the opposed Trait. Alternately, by permission by your Gamemaster, select any value you'd like between 1 and 19 for each Trait, ensuring that both sides add to 20. Circle any Trait of 16 or above, as it will be considered **Notable**, and will award you Glory.



Traits

Chaste – remain pure of spirit	Lustful – enjoy pleasures of the flesh
Energetic – a body always in motion	Lazy – a body at rest, ability to relax
Forgiving – turn the other cheek	Vengeful – eye for an eye
Generous – giver of gifts	Selfish – miserly and hoarding
Honest – never tell a lie	Deceitful – crafter of tall tales
Just – keeper of society's laws	Arbitrary – follows own code
Merciful – show kindness to weak	Cruel – might makes right, life is pain
Modest – never brags or boasts	Proud – proclaims mighty deeds
Pious – follows rituals of faith	Worldly – holds rational beliefs
Prudent – look before leaping	Reckless – devil take the hindmost!
Temperate – all life in good measure	Indulgent – eat, drink & be merry!
Trusting – believes others implicitly	Suspicious – skeptical, needs proof
Valorous – never flinch, never flee	Cowardly – live to fight another day

Calculating Initial Traits

Initial Value	3d6
+ Religious Virtue	+3 if underlined (-3 if opposed Trait is underlined)
+ Cultural Modifiers	As indicated (Subtract if modifier is to opposed Trait)
+ Father's Class	As indicated (Subtract if modifier is to opposed Trait)
Final Trait Value	= ? (Maximum of 19, Minimum of 1)
Opposed Trait Value	= 20 – Final Trait Value

Sir Garrick rolls his Traits. His notable Traits are Chaste 16, Forgiving 16, Merciful 16, Trusting 16, and Valorous 16. Their opposing traits are Lustful, Vengeful, Cruel, Suspicious, and Cowardly, all of which start at 4.

4a. Religious Bonus

Earlier during character creation (Step 2c), you underlined a number of Religious Virtues. If *all five* of your Religious Virtues are 16+, you are eligible for the Religious Bonus. (See the Religious Virtue and Bonus Table.)

Sir Garrick has three Religious Virtues at 16 (Chaste, Forgiving, and Merciful), but does not qualify because his Modest and Temperate are too low.

4b. Chivalry Bonus

The Chivalric Traits are: **Energetic, Generous, Just, Merciful, Modest, and Valorous**, noted by a bullet ("•") on your character sheet. If all of these traits combined equal 80 or more, you receive a **Chivalry Bonus**. Write "YES" next to Chivalry Bonus on the character sheet, and check "+3 Chivalric Armor." This mystical effect is like armor, but it is not physical. It can be used in addition to any other real or magic armor you are wearing. The Chivalry Bonus grants **100 Glory every year** you maintain a total of 80+ for your Chivalric Traits.

Garrick has Energetic 11, Generous 13, Just 12, Merciful 16, Modest 12, and Valorous 16, totalling 84; he qualifies for the Chivalry Bonus.

5. Passions

People in *King Arthur Pendragon* are often swayed and ruled by their hearts rather than by logic. Rationality alone does not give cause to uphold chivalric ethics and morals. One can always find reasons and excuses for any action or inaction, or to justify any belief.

The heart of a knight is filled with unreasonable, undeniable universal noble causes, called **Passions**. Passions inspire him to uphold his ideals, and, like Traits, compel him to live a certain way. Some knights are more affected by Passions than others. By obeying his Passions a knight feels fully alive; by forsaking or denying his Passions, he is false to his nature. A knight who fails to live according to his Passions often loses the favor of his friends, family, and followers. He might become a shunned outcast of society, or even be driven to melancholy or madness. Yet almost miraculously, if a knight truly listens to his Passions, he can become Inspired to perform the most heroic deeds!

Passions are usually a very strong affinity or bond to another person or an ideal. They reflect your willingness to do things for that person, to fight and die for them, to defend their person and reputation, and protect their allies and interests. For ideals, they represent one's depth of belief and willingness to defend the idea itself to the same extremes.

Passions can compel a knight to immediate action, even if the purpose or outcome does not seem good, beautiful, or pleasing to a rational outside observer. Some Passions may cause a knight to take action even if it has mortal consequences: "to do or die," as the expression goes. At other times, it may allow a knight to find inner reserves of character to succeed, to survive, to best others in combat or even to forgive faults.

Generate your knight's starting passions as shown below:

Starting Passions

Starting Passion	Value	Directed
Loyalty (Lord or Lady) ¹	2d6+6	to one noble superior person
Love (Family) ²	2d6+6	to parents, ancestors, siblings, children, descendants, in-laws.
Honor ³	3d6	to others and to self
Hospitality ⁴	2d6+3	to one's host, or one's guests
1. Modify starting values as indicated by Father's Class Table		
2. Modify as indicated on the Son Number Table above		

Garrick rolls his Passions: and gets a 13 for Loyalty (Lord), modified by +3 for his Father's Class to a total of 16. His Love (Family) roll is 12, which is unmodified because he is the eldest son. His Hospitality is a 9, and his Honor is a 15. Both are unmodified. These are recorded on Garrick's sheet.



6. Title, Name and Surname

All knights are addressed as “Sir.” Your squire and commoners will address you as “My Lord.”

Now it is time to select a name for your knight. You can choose a common Christian first name, like “Sir Michael” (as in the archangel) or “Sir George” (after the dragon-slaying saint). If you’re familiar with Arthurian tales, you might choose something more poetic and Cymric-sounding, like “Sir Galahoris” or “Sir Dinidas.” Or you may choose a name you are familiar with from another culture, such as Saxon (“Oswulf”), Irish (“Cormac”) or French (“Yves”).

You may add a surname based on what you know or would like to believe about your character, such as “Sir Michael the Just,” “Sir Harold the Hunter,” or “Sir Brian the Blessed.” Or choose a name from your place of origin: “Sir Garen of Whitlee Forest” or “Sir Dashed of Alclud.” Or something reflecting your lineage: “Callwen ap Afan” (“ap” is “son of” in Welsh), “Sir Seamus Mac Connor” (“Mac” is “son” in Irish), “Henri le Fiz Alan” (“le Fiz” is “the son of” in French), etc.

We already know our knight’s name — Sir Garrick — which sounds somewhat Cymric and Arthurian. However, we have not chosen a last name or descriptor for him yet. We can call him “Sir Garrick of Logres,” or “Sir Garrick of Beale Valet,” or even “Sir Garrick of Huntingdon” (if we knew Beale Valet was in Huntingdon). None of these sound particularly awe inspiring, so for now, the player simply records “Sir Garrick.” We can also add a name for Garrick’s father. The player thinks about what sounds appropriate for a Mercenary Knight and records under his Father’s Name “Sir Gurnor the Hardy.”

7. Skills

Excellence is a goal and pursuit of all knights. A knight must constantly practice and act to increasingly perfect himself. He always strives to perform at his best. This brings him honor and glory, and also benefits those he serves and loves.

Your character has **Skills** representing his ability to perform tasks and knowledge of the world. All Skills are rated on the same basic scale of zero (0) through twenty (20). Zero skill means you have no ability or knowledge whatsoever. A 20 is equivalent to mastery. Ratings between 1 through 19 mean you have developed some ability or knowledge, but may still Fail or even Fumble once in a while. Skills can be greater than 20, representing mastery bordering on superheroic. A skill of 40 is considered inhumanly perfect.

Your character begins with basic cultural skills. These are acquired after spending many years of his youth as a page learning the basics of being useful about the manor house, village, or wild. Check your character’s culture, and write down his skills as shown.

Garrick uses the Cymric skills column, and records these on his sheet.

Beginning Cultural Skills

Skill	Cymric	Roman	Saxon	Pict	Irish	French	Occitanian
Adventure Skills							
Awareness	5	5	5	10	5	5	5
Boating	1	0	10	1	5	0	0
Chirurgery	0	5	0	5	0	0	0
Compose	0	0	2	0	3	0	5
Courtesy	3	5	5	1	2	5	8
Dancing	2	2	2	2	3	2	2
Faerie Lore	1	2	2	10	2	2	2
Falconry	3	2	2	0	1	8	2
First Aid	10	2	2	5	2	2	2
Flirting	3	2	2	1	3	2	4
Folk Lore	2	2	2	5	5	2	2
Gaming	3	2	3	2	2	2	2
Heraldry	3	5	2	0	1	5	3
Hunting	2	2	3	5	2	8	2
Industry (...)	0	0	0	0	0	0	0
Intrigue	3	4	2	0	2	4	2
Orate	3	2	3	1	10	2	2
Play (...) ¹	3	2	0	0	5	2	2
Read (...) ²	0	4	0	2	0	0	2
Recognize	3	2	2	2	2	2	2
Religion (...) ³	2	2	2	2	2	2	1
Romance	2	5	2	0	2	2	5
Singing	2	2	3	2	2	2	2
Stewardship	2	2	2	2	2	2	2
Swimming	2	2	5	5	2	2	2
Tourney	5	2	2	2	1	2	4
Combat Skills⁴							
Battle	3	4	3	3	3	4	2
Horsemanship	4	3	3	1	2	5	4
Sword	(7)	4	4	4	5	3	4
Lance	2	3	1	1	1	(7)	(7)
Spear	2	2	1	1	(7)	1	2
Dagger	3	(5)	1	1	3	1	2
Great Spear	0	0	0	(7)	0	0	0
Javelin	0	0	0	2	0	0	0
Axe	0	0	1	0	0	0	0
Great Axe	0	0	(7)	1	0	0	0

1. Play (Musical Instrument). Harp is most preferred. Lute, flute, drum and horn are also common possibilities.
2. Romans and Occitanians have Read (Latin), Picts have Read (Glyphs)
3. Your Religion skill is in your character’s own selected Religion.
4. Combat skills in parentheses “(H)” represent your primary cultural weapon.

8. Experience Before Play

You are almost ready to become a squire. First apply Skill bonuses from your Father’s Class and Family Characteristic to your Beginning Cultural Skills. Afterwards, you may age your character a number of years to gain more experience before becoming knighted and starting your adventures. Most beginning knights are encouraged to start at age 21.

8a. Apply Father’s Class Skill Modifiers

Some Father’s Class benefits are positive (“+”) Skill Modifiers to specific Skills. Apply Skill Modifiers to the specific skills indicated. Keep a note of these modifiers in a margin for now.

For example, Sir Garrick is a Cymric son of a Mercenary Knight. He has a beginning cultural skill of Sword 7, +3 for his Father’s Class, for a total of 10. He writes in a modified Sword skill of 10, and keeps the “+3” as a note in a margin.



Pendragon Character Skills

Adventure Skills

Adventure Skill	Ability
<i>Make unopposed or opposed resolutions as appropriate</i>	
Awareness	Notice things using 5 senses. Avoid being surprised.
Boating	Row or sail a boat or ship; nautical knowledge: tides, currents.
Chirurgery	Barbering, bone setting & herbal medicine. Required to successfully treat Major Wounds and Mortal Wounds.
Compose	Create original music, lyrics, prose and poetry.
Courtesy (G)	Knowledge and practice of courtly manners and customs.
Dancing (G)	Move gracefully to music. Knowledge of dances & styles.
Faerie Lore	Knowledge of the Invisible World, including faerie folk, creatures, artifacts, and legends.
Falconry	Use in hunting and training of falcons, hawks, and other birds of prey. Also useful for knowledge of all birds in general.
First Aid	Immediate treatment of wounds. Success heals 1d3, critical 1d3+3. Fumble adds 1d3 damage.
Flirting (G)	Speak and act seductively, being subtly enticing and amusing
Folk Lore	Knowledge of peasant and town customs, legends, rumors.
Gaming	Strategy games with boards, dice, and cards, such as chess.
Heraldry (O)	Knowing coats-of-arms, flags, badges, and families of pedigree. You can tell something from their heraldry even if you don't know the other person.
Hunting	Knowledge of hunting and navigating through woods and wilds; customs and treatment of beasts of the chase (horses, dogs), venery (animals good for meat) and vermin (pests).
Industry (...)	Crafts and arts. Specify one such as blacksmithing, carpentry, masonry, embroidery, weaving, cooking, painting, etc.
Intrigue	Knowing how to discover or keep secrets, discern truths from rumors, plus how to craft, tell, and spread believable rumors.
Orate (G)	Speaking in front of crowds to sway opinions and emotions.
Play (...)	Making music with instruments. Select one. Harp is preferred. Lute, flute, drum and horn are also common possibilities. Others include double-pipes, bagpipes, and trumpet.
Read (...)	Read and write characters to discern meaning and encode messages. Often used in religious or magical work. Usually based in culture: Cymri, Romans and Occitanians have Read (Latin), Picts (Glyphs), Irish (Ogham), Saxons (Runes).
Recognize (O)	Identifying people from physical features, behaviors, or reputation. You must know something about the other person to recall them, or you can ask to note something important about a first encounter.
Religion (...)	Knowledge of religious beliefs, symbolism, organization, rituals, sacred calendar and sites. Does not necessarily indicate sincerity or belief – see Love (Deity) and Pious Trait.
Romance	Fine amor. How to woo & win someone's heart according to formal courtly rules of love and chivalry. Deeper and more serious intent than Flirting. Occasionally found in marriages.
Singing	Making music with your voice. Know a repertoire of songs.
Stewardship	Planning, administering, and operating a farm, manor, castle or other enterprise. Managing workers and accounting coins.
Swimming	Moving through water reasonably without drowning. Each point of armor worn gives –1 modifier. Failure or fumble, make a CON roll. If failed or fumbled, take 1d6 damage from drowning. Roll DEX to shed armor; takes 1 round for every 2 points worn.
Tourney	Procedures and customs, presentation and display of arms, set-up of pavilion, processions, helm shows, rules of challenges, jousting, melee and other knightly contests.

- (G) Glory Modified. Add character's Glory/1000 as bonus to skill.
- (O) Other Character Glory Modified. Add Glory/1000 of the other character as a modifier bonus to skill.

Combat Skills

Combat Skill	Ability				
Non-Weapon Combat Skills					
Make unopposed or opposed resolutions as appropriate					
Battle	Commanding warriors, assessing situations in heat of combat. Determine odds, see opportunities, lead or follow others.				
Horsemanship	Control, riding, knowledge and caring of horses.				
Melee Weapon Skills					
Make opposed roll versus opponent using respective weapon Skill to succeed.					
Type	Damage ¹	Special	Hands	Phase ²	
Sword	Normal	Breaks non-swords on tie. Drops, doesn't break, on fumble	1	All	
Great Sword ¹	+1d6	Breaks non-swords on tie. Drops, doesn't break, on fumble	2	3+	
Dagger	–1d6	Can avoid armor in grapple or surprise situation.	1	All	
Lance	Horse	Mounted only; +5 versus Non-Lances when charging	1	All	
Spear	Normal		1	All	
Great Spear ¹	+1d6	+5 for Footmen vs. Horsemen, negates Lance bonus	2	All	
Halberd ¹	+1d6	+5 for Footmen vs. Horsemen	2	5	
Axe	Normal	+1d6 if opponent using Shield	1	All	
Great Axe ¹	+1d6	+1d6 if opponent using Shield	2	All	
Flail	Normal	Ignores Shields	1	3+	
Warflail ¹	+1d6	Ignores Shields, +1d6 versus Chain (Norman or Reinforced). Clumsy; wielder strikes self on natural roll of 1.	2	2+	
Mace	Normal	+1d6 if opponent has Chain armor (Norman or Reinforced)	1	All	
Morning Star ¹	+1d6	+1d6 if opponent has Chain armor (Norman or Reinforced)	2	2+	
Hammer	Normal	+1d6 if opponent has any Plate armor (Partial, Full or Gothic)	1	3+	
Brawling	–2d6	Use DEX/2 as skill	2	All	
Grapple	Special	Use STR/2 as skill; Success can Throw to ground (1d6 damage, armor does not protect; +5/–5 in future rounds), or Seize (+10/–10 in further rounds). Seized foe is Immobilized; seized foe on ground can be unarmed and helm removed.	2	All	
1. Great weapons and other 2-handed weapons cannot be used from horseback.					
2. Rebated Weapons use same skills and behave the same as regular weapons, but cause × 1/2 normal damage (round up). They are available Phase 2+.					
3. Phases dictate when weapons become available; see description on page 47.					
Missile Weapon Skills					
Make unopposed roll versus Skill to succeed. (All Ranges in Yards)					
Type	Damage ¹	Special	Range	Hands	Phase
Javelin	–2d6	1/round	30	1	All
Throw Other Weapon	–1d6	1/round; Use Skill –5 or DEX; modified –5 if target has shield; –1d6 damage more for makeshift weapons	20	1	All
Bow: All bows use same skill					
Bow	3d6	1/round	150	2	All
Long Bow	5d6	1/round	200	2	4+
Crossbow: All Crossbows use same skill					
Light	1d6+10	1/round	150	2	All
Medium	1d6+13	1/2 rounds	200	2	2+
Heavy	1d6+16	1/4 rounds	250	2	3+
1. Bows, longbows, and crossbows do not use your character's Damage statistic, but cause a set amount of damage as shown above.					

8b. Family Characteristic

Roll or choose a **Family Characteristic**. Underline this skill on your Character Sheet, and add the bonus to the starting Skill value. Useful Characteristics for combat are indicated in **bold** below. You will eventually pass this characteristic on to your own children, both male and female.

Family Characteristic

d20	Characteristic Bonus	Reputation
1-2	+5 Horsemanship	Born in the saddle
3	+10 Singing	Excellent voice
4-7	+5 Awareness	Keen of eye and ear
8	+5 Hunting	At home in nature
9	+10 Dancing	Light-footed
10	+5 First Aid	Natural healer of wounds
11	+10 Flirting	Shameless yet lovable
12	+10 Recognize	Never forgets a face
13	+5 Intrigue	Surprisingly deductive
14	+10 Swimming	Like an otter in the sea
15	+10 Orate	Gifted speaker and storyteller
16	+15 Play (All)	Gifted musician with any instrument
17	+15 Compose	Never at a loss for the right word
18	+10 Heraldry	Memory for arms and achievements
19	+15 Falconry	Master of birds
20	+10 Gaming	Clever at games

Garrick rolls a d20 and gets a "2," resulting in Horsemanship as his Family Characteristic. He adds "+5" and underlines his Horsemanship skill.

Next, add your Family Characteristic modifier to the appropriate Skill. In some cases, this will raise a skill you might otherwise have started at zero (0) to a positive value. Remember to underline the Skill, and keep note of the modifier.

Sir Garrick's Family Characteristic is "+5 Horsemanship – Born in the Saddle." Being Cymric, he has a beginning cultural skill of Horsemanship 4, +5 for his Family Characteristic, for a total of 9. He writes in a modified Horsemanship skill of 9, and writes a "+5" note in the margin.

8c. Apply Skill Points

Now apply Skill Points indicated by your Father's Class. Each point raises a Skill by one and can be applied to improve any skill, as long as you do not increase a Skill above 15. Also, you cannot increase any Skill which at this point has a value of zero (0).

As a starting Cymric knight, Sir Garrick has a skill of First Aid 10. Assuming no other skill modifiers, he can increase this skill to 15 by applying 5 Skill Points. He decides to pass on this for now, and looks at other opportunities for improvement.

As a Cymric knight, Garrick has a Javelin 0. Unless he somehow gained a skill modifier from his Father's Class, he cannot improve this skill. As Sir Garrick decided to apply his Father's Class "+3 to any Weapon" to his Lance instead, he cannot improve his Javelin skill except during play.

Improved Maximum Skills

Your Skill Modifiers and Family Characteristic increase the maximum limit you can raise a skill to using Skill Points. Your skill

limit is raised to 15 + (your modifiers). You are not required to apply your Skill Points to any specific skill. However, you can only take advantage of this bonus at this step of character creation. With a "+3 Sword" Sir Garrick could raise his beginning Sword skill to a maximum of 18 (15 + 3). As the son of a Mercenary Knight, he could apply up to 8 of his 20 Skill Points to increase his Sword skill from his starting value of 10 to a maximum of 18. With a "+5 Horsemanship," he could increase his starting Horsemanship to 20. It would take 11 more points to raise his skill from 9 to 20. If he decided to raise both of these skills to their maximum, he would have used 19 of his 20 starting Skill Points. He would have 1 Skill Point left over to increase any other skill.

This is exactly what Sir Garrick does: he spends 8 points to raise his Sword skill from 10 to an 18, 11 points to raise his Horsemanship from 9 to 20, and puts his last point into Lance, which is raised from a starting value of 2 +3 (Father's Class Bonus) +1 (Skill Point) for a total of 6. He has now spent all 20 of his Father's Class Skill Points.

In a completely separate example, Sir Aigledor is a French son of an Officer, specifically a Forester. He begins with Falconry 8, +2 for his Father's Class skill modifier, for a 10. He then rolls his Family Characteristic, and gets +15 Falconry, for a total starting value of 25! Adding these modifiers to the basic limit of 15, his maximum starting skill is 32 (15 + 2 + 15 = 32). As son of an Officer, he has 28 Skill Points, so the player decides to apply 7 of these to increase his skill of 25 to its maximum starting value of 32. This is a man who knows his birds-of-prey!

8d. Squiring

You are now 15 years of age. You are taken on as a squire by a knight, to spend more years of service, learning the crafts of knighthood and warfare, participating in bohorts (a special tournament for squires) and to observe first hand how a knight should conduct himself.

For each year beyond the age of 15 that you are a squire, you may choose any three (3) of the following Benefits:

- **+1 to any Statistic**, raising it no higher than your Cultural Maximum (see the table in Step 2a above). You cannot raise SIZ after age 21, or any Statistic after age 35. Recalculate your Derived Statistics as necessary.
- **+1 to any Trait**, raising it no higher than 19 (also, decrease the opposite Trait by 1, to no less than 1).
- **+1 to any Passion**, raising it no higher than 40.
- **+1 to any Skill with a value of 15+**, to a maximum of 40.
- **+1d6 to any Skill(s) with a value between 1-14**, raising them to a maximum of 15. You can split your die roll result between a few skills or apply it to a single skill, as long as no skill is increased to more than 15 by this method. (Similar to how you allocated Skill Points.)

Squiring Limits

You can only apply one Benefit per year to any one specific Statistic, Passion, Trait, or Skill. However, you could choose three different Skills, or three different Statistics, and so on. This also counts if you applied +1d6 die roll to a Skill, so you could not improve a skill to 15, then add +1 to raise it to 16 the same year.



It is recommended no player be allowed to improve a character as a squire past age 25, unless permitted by the Gamemaster. Characters who spend their careers as squires are called *Vavasours* – “Vassals of Vassals.” This is a noble profession in its own right, but most squires hope to achieve a higher and more glorious station as a knight.

Sir Garrick decides to spend six years squiring. This gives him 18 (6 × 3) total Benefits. He will age from 15 to 21 by the end of this process. This is how Garrick assigns his Benefits:

- He does not improve his Statistics, they seem good enough to him, although his STR is just average.
- He does not change his Traits or Passions; they also seem fine.
- 2 rolls on Awareness, raising it from 5 to 12.
- 2 rolls on Courtesy, raising it from 3 to 12.
- 1 roll on Flirting, raising it from 3 to 6.
- 3 rolls on Folk Lore, raising it from 2 to 13.
- 1 rolls on Play (Harp), raising it from 3 to 6.
- 1 rolls on Religion (Christian), raising it from 2 to 4.
- 2 rolls on Tourney, raising it from 5 to 14.
- 3 rolls on Battle, raising it from 3 to 15.
- 3 rolls on Lance, raising it from 6 to 15.
- 4 points were “left over” on his last roll for Lance (raising it from 14 to a 15), which he applied instead to raise his Spear from 2 to 6.

Though Garrick applied his Father's Class +3 modifier to his Lance, he did not use his Father's Skill Points to modify his skill to a higher maximum than 15. He is using his squiring Benefits to improve this skill now, so it is limited to the normal limit of 15. To raise a skill higher than this would take an entire Benefit to raise it one point from 15 to 16.

Once all his Benefits are resolved and totals tallied, Garrick can erase all the notes he has made on his sheet for modifiers to his skills, passions and traits.

9. Achieving Knighthood

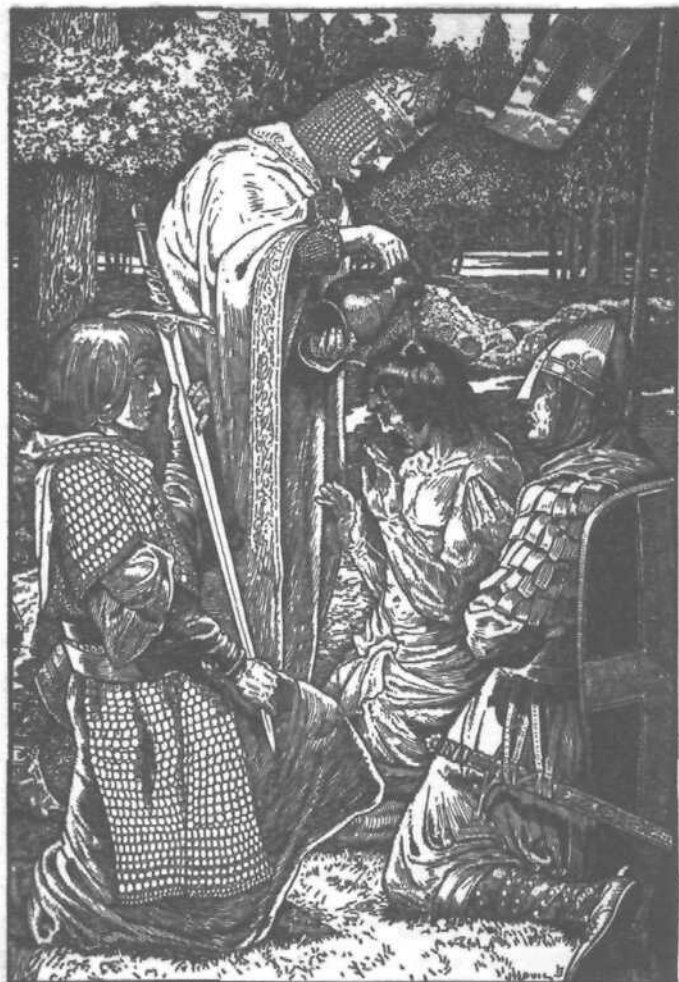
Your goal as a squire is to improve your abilities to achieve knighthood. Other books in the *King Arthur Pendragon* line detail livelihoods in other areas, such as non-knightly warriors, magicians, holy men and noble women, bards, scholars – but those are not the paths of your destiny. To prove to your liege you sufficiently merit to be made a knight, you must possess the following qualifications:

Knightly Qualifications

Rank	Minimum Qualifications	
Knight Errant (or Mercenary Knight)	First Aid 6	Sword or other Weapon 10
	Valorous 12	Lance 10
	Loyalty (Lord) 15	Spear 6
	Honor 5	Horsemanship 10
Bachelor Knight	First Aid 10	Sword 10
	Valorous 15	Lance 10
	Loyalty (Lord) 15	Battle 10
	Honor 5	Horsemanship 10
	Any other 2 non-combat skills 10+	

If you wish to be made a knight with qualifications less than these levels, check with your Gamemaster. For instance, a character may be a promising young fellow lacking in only one or two minor points, or could be son of a well-respected Lord or Officer who does not quite live up to the expectations or qualifications of his father. Exceptions are often made in these cases. Alternately, certain Deceitful, Arbitrary or Proud characters might sneer at such officious methods to determine one's entry into knighthood, and may find a sponsor who wishes to further their positions in return for their questionable services.

Sir Garrick hopes to improve his family's station by qualifying not just as a Knight Errant, but as a Bachelor Knight. It will make his father proud! As a Cymric knight, Garrick begins with a First Aid of 10. He has a Valorous of 16, Loyalty (Lord) 16, and Honor 15. For combat skills, his Sword is 18, Lance is 15, Battle also 15, and his Horsemanship is 20, clearly qualifying him on that account. Looking at his Non-Combat skills, he has a Courtesy 12 and a Tourney of 14. (He also has a Folk Lore of 13, but that doesn't seem a good thing to use to qualify for knighthood!) Sir Garrick has proven he has the skills required to become a Bachelor Knight. His youth of squiring is complete, and his life of knighthood is about to begin!



9a. Your Sponsor & Liege

Now it is time to find out who you owe your knighthood and loyalty to. Roll once on the following table to determine your **Sponsor**. This is the person who made you a knight. All knights get **1,000 Glory** for being knighted, regardless of who their Sponsor happens to be. You will always owe a level of respect and loyalty to your Sponsor throughout your life for this honor.

If it turns out that your liege is actually a Lady, or the Church, you are likely to have spent your youth squired to a knight working in their service. Likewise most officers, lords, and King Arthur himself assign sergeants or vavasours to train the numerous squires seeking their sponsorship. Yet regardless of who trained you, you owe your loyalty to the person who will dub you with a sword, gird you with a belt, and place spurs on your heels, making you a knight. This is your Sponsor.

You may take your Sponsor as your Liege automatically. (In many cases, your Gamemaster may require you to do so.) Yet if you want and your Gamemaster permits, roll a second time on this table to determine your Liege. You must transfer your Loyalty (Lord) from your Sponsor to your Liege.

Sponsor & Liege

d20	Lord/Lady	Fealty Glory for Bachelors
01-04	Bachelor Knight of your Homeland	1d3 × 10
05-06	Vassal Knight of your Homeland	1d3 × 20
07-08	Banneret Knight of your Homeland	1d6 × 10
09-10	Officer of your Homeland	1d6 × 20
11-16	Ruling Lord/Lady of your Homeland	1d6 × 50
17	The Church	1d6 × 10
18	Knight of the Round Table	1d6 × 80
19	Queen Guenever	320
20	King Arthur	1,000

-4 if Saxon, or Pictish Heathen -2 if French or Roman
+1 if Father's Class Lord or Officer

Fealty Award for Bachelor Knights

Bachelor Knights receive an immediate and one-time **Fealty Award of 1/100th (1%)** of their Liege's total Glory for being taken in as a Bachelor Knight. If you ever change your Loyalty (Lord) in the future, you will not receive another Fealty Award. You can only get this bonus once in your knight's lifetime. Consider carefully whom you chose as your Liege. But now you know why so many knights seek to go to Camelot and hold directly from King Arthur.

Often knights choose not to take a Liege and remain Knights Errant even if they qualify as Bachelor Knights. This is because they wish to travel and adventure around before settling into the more proper life of a Bachelor Knight. It allows the knight to encounter different people, and through their adventures meet that worthy lord or lady for whom the knight would dedicate a lifetime of service.

Sir Garrick rolls to determine his sponsor. He is not of any culture or class which provides a modifier to the roll. He rolls a d20 — and is stunned. With a 19, Sir Garrick learns he will be made a knight by the hand of Queen Guenever herself! He records an award of 320 points of Glory, and writes the Queen's name down under Loyalty (Lord), which he edits slightly to show a passion of Loyalty (Lady) Queen Guenever of 16.

9b. Starting Glory

Your starting Glory is calculated as follows:

Starting Glory

Glory Type	Glory Award
Achieving Knighthood	1,000 (awarded once)
+ Inherited Glory	As per Father's Class Table (See 3a) (awarded once)
+ Fealty Award (if Bachelor)	As per Liege Table (See 9a) (awarded once)
+ Religious Bonus	100 per year as a Squire (if qualified)
+ Chivalry Bonus	100 per year as a Squire (if qualified)
+ Notable Passions & Traits	(Total Passions & Traits 16+) per year as a Squire
+ Appearance	APP per year as a Squire, if APP 20+
Total Starting Glory	

Sir Garrick achieved knighthood by Queen Guenever's hand, so has 1,000 Glory to start with. He rolled for inherited Glory, and got 121 points from his Mercenary Knight father. He is not overly Religious, but is Chivalrous, which earns him 100 Glory per year. His notable Traits and Passions (those worth 16+) total to 112. He has an APP of 14 — rather handsome, but not strikingly good looking. By the time he is done squiring at the age of 21, he qualifies for knighthood as a Knight Bachelor, and has aged a total of 6 years. He now tallies his starting Glory as follows: 1,000 (knighthood) + 121 (inherited) + 320 (for fealty to Guenever) + 600 (Chivalry Bonus 100 × 6 years) + 672 (Notable Traits & Passions of 112 × 6 years), for a total of 2,713. Quite impressive for a beginning knight!

9c. Glory Bonuses

For each 1,000 Glory you achieve, gain one **Glory Bonus** to improve your character. The Glory Bonus acts like a Benefit to increase a single Skill, Statistic, Trait or Passion just as you would when Squiring (see 8c above). You are not limited to how you apply your Benefit. It can be used to raise Statistics above cultural maximums, or to raise Skills, Passions or Traits to 20 or higher (the opposed Trait drops to a minimum of zero, it never goes to a negative number). Every 1,000 Glory also modifies some Skills, either your own, or another's because they know your reputation.

Sir Garrick decides to apply both of his Glory awards to his already robust Constitution, raising it from a respectable 20 to an amazing 22, beyond the normal maximum for just about anyone. This has an effect upon his Derived Statistics, adding 2 to his Total Hit Points, and changes his Unconscious to a 10 (by rounding up). Since STR (12) and CON (22) combined are only 24, his Healing Rate does not yet round up. However, Garrick is young, and may yet come into the prime of his strength.

9d. Heraldry

As a knight, you are allowed to bear a coat-of-arms. You may design your father's own heraldry, and apply a Mark of Cadence (as described in 3e above), or create your own unique design.

Normally and minimally, a knight's arms adorn his shield of battle. Knights will also bear their arms upon a pennon, pennoncel or banner. A knight may incorporate his heraldic arms just about everywhere and into everything he owns: it is often stitched into his surcoat, worn as a crest upon his jousting helm, fastened on to epaulets, stamped or embroidered onto his scabbard, or designed into his horses' caparison and trappings. It can be carved into tables and chairs, or even adorn his hearth-hall or tomb in solid stone. This is often the mark of a rich and extravagant knight.

The design of one's arms is called "heraldry" because there is a formal language, rules of design and use shared by heralds across all the lands. They use the art of heraldry to describe and record the deeds of a knight by the type of arms he bears: participation in a tourney, placement of his arms hung near or far from his lord in a hall. Everything does or can have a meaning behind it: the colors and pictures and ways the shield is partitioned and designed. This language has many terms, some of which you may be familiar with already.

Basics of Heraldic Design of Arms

All coloration must be either a **Tincture** (color), **Metal**, or **Fur**.

- **Tinctures** include **Gules** (red), **Vert** (green), **Azure** (blue), **Purple** (purple) or **Sable** (black).
- **Metals** include **Or** (gold, often drawn as yellow) or **Argent** (silver, often shown as white).
- **Furs** include **Vair**, **Ermine**, **Potent**, and their variants.

Other colorations appear in books of heraldry, but these are the basics. Furs, for example, can become most complex. Ermine is represented by stylized spots drawn in Sable (black) on a field of Argent (silver). **Erminois** includes Sable spots upon a field of Or (gold). **Ermines** is the inverse of Ermine, being Argent (silver) spots upon a field in Sable (black). **Peau** (not shown in the facing illustration) has spots in Or (gold) upon Sable (black), and so on.

A student interested more in drawing than learning how to fight may wish to take up a career as a Herald instead. For now, let us move along.

Designing Your Arms

First, you can choose a plain **Field**, which covers the entire shield in one color, or your field may be partitioned using one of the patterns known as an **Ordinary** or **Sub-Ordinary**, each area given its own coloration. Borders on divided shields can be made more fanciful with **Lines of Partition**.

You can also put a **Charge** upon your arms. This is a picture of something real or natural (like a lion or eagle), a symbol or stylized representation (a cross, a star, a flower, or crescent moon), or an abstract design (such as squares or rectangles called *billets*, circular *roundels*, or diamond *lozenges*), or many elements combined.

Proper Use of Color

If you have a plain field, do not put a metal charge on a metal field, or a tinctured charge on a tinctured field. (Don't put silver on gold, or blue on green). You can mix furs with metals or tinctures as you wish.

The only exception to this rules is that certain clerics and knights of holy orders bear arms in gold on a field of silver.

If you have a field and a charge which are each divided into colors, ensure that the charge also does not have a color on a color, or a metal on a metal.

Also remember that all rules are meant be bent and serve one's needs. If you do decide to make unique and quite non-standard arms, others will surely ask about it!

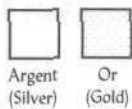
Sir Garrick considers a design., then sets his pen in motion. Since his family is known for their horsemanship, he decides that his charge will be — a charger! Or, more properly, a horse rampant. He also thinks black and gold look very dashing, and so creates the following final design:

The Arms of Sir Garrick, son of Sir Gurnor

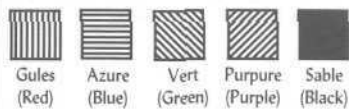


KING ARTHUR PENDRAGON™

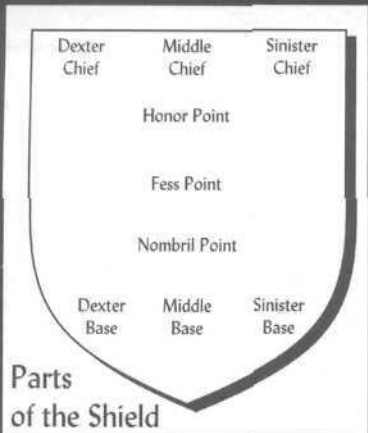
METALS



TINCTURES

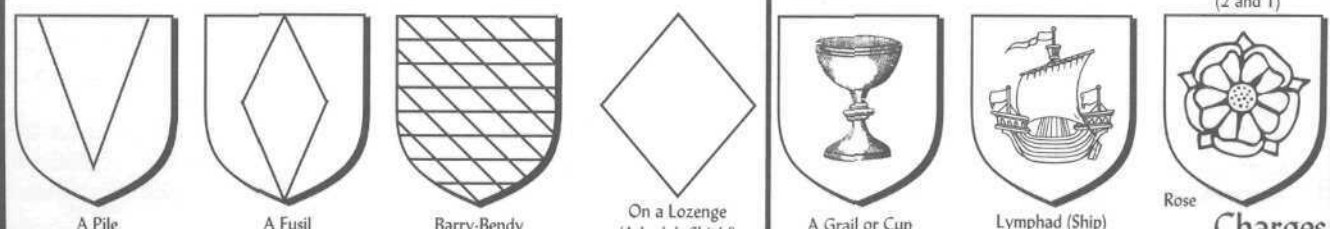
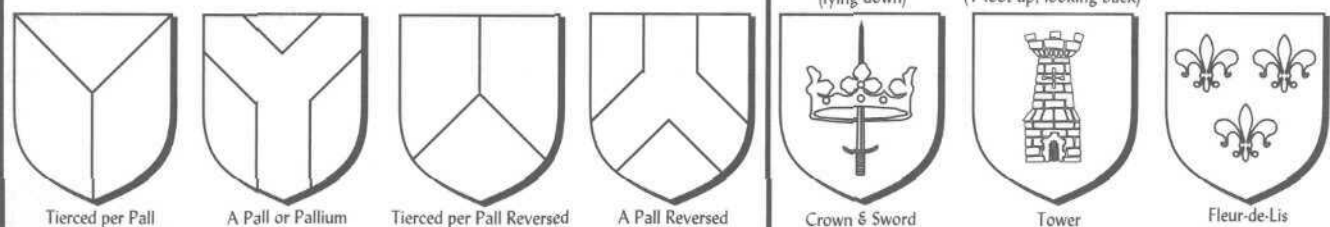
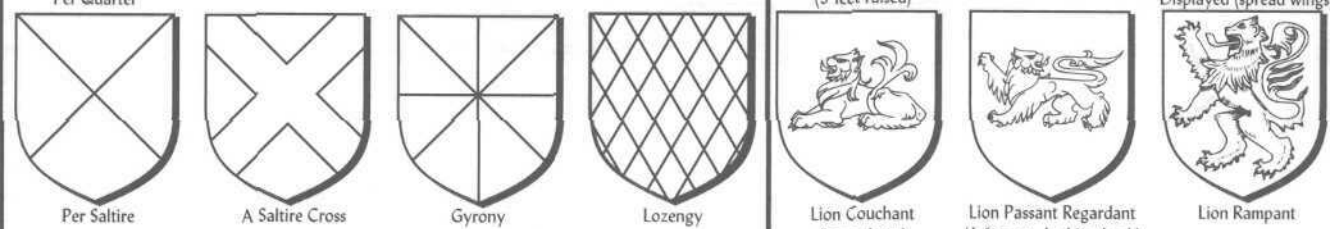
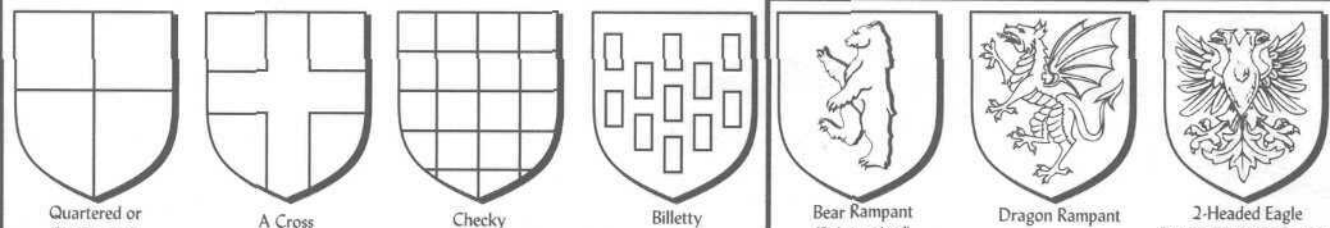
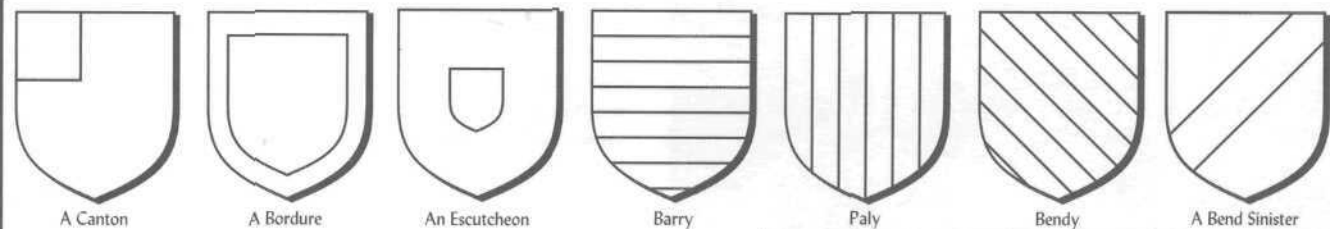
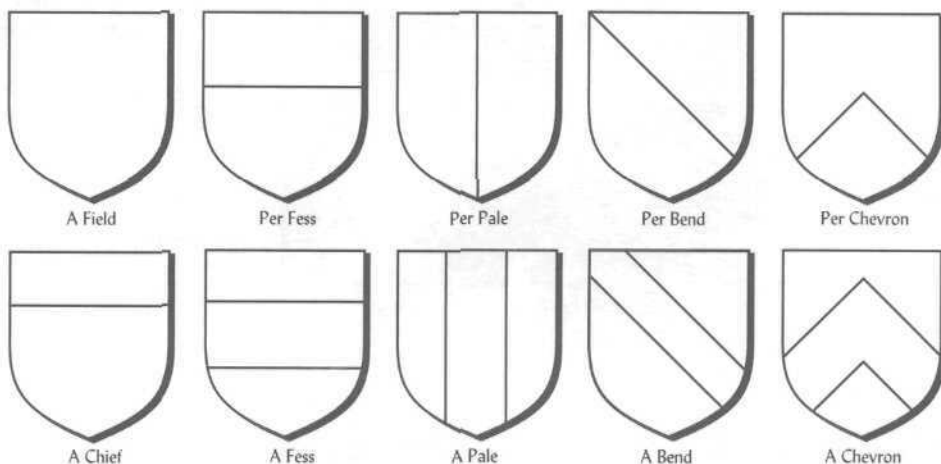


FURS



Parts
of the Shield

Ordinaries & Subordinaries



Charges



Sir Garrick



The Life of Sir Garrick

- 510 Born to Sir Gurnor the Hardy and Lady Caspia, the same year as Arthur became King of Britain.
- 515 His younger sister was born. She is called Caspia le Noir.
- 518 In this year, the Battle of Badon Hill was fought. Sir Brunor brought his mercenary company to aid the Britons, but did not ask for pay. The Earl of Beale Valet found this very noble, and encouraged Brunor to join his household. Brunor declined, but asked the Earl to consider a favor for his son when he would achieve the age to be squired.
- 525 Began as a squire to one of Guenever's household knights based on the good commendation of the Earl of Beale Valet. Was present when Lancelot du Lak arrived at court.
- 526 Missed going on the war against the French and Romans; his lord knight was assigned to stay behind along with others and guard over the Queen. (Ah well!)
- 528 Made good impressions at the tournament in honor of Arthur and the Knights of the Round Table upon their return from the foreign wars. Began a fellowship with the squires he met in the bohört: Harris, Hovan, and Patranon.
- 531 Knighted by Queen Guenever at Camelot.

Sir Garrick is the epitome of health. He has never caught any serious illness or disease, not even so much as a winter cold. He can ride for days at a time without tiring, and loves to sport and fight for hours on end. He is also of goodly stature and very quick. All of this won him praise as a squire. About the only criticism he ever heard was "he could be stronger of limb."

Garrick served and trained under a number of the lesser members of the Queen's Knights. While other squires spent their days with Gawaine, Ywaine, and other famous Round Table Knights, Garrick's low birth put him aside. He served instead men with unfamiliar names, like Sir Gweir and Sir Arodalus the Large. Though they were called "Queen's Knights," Garrick often served far from the bright halls of Camelot, and only caught a glimpse of Guenever on rare occasions and formal processions.

Sir Gweir, his first master, was a modest and informal man. Garrick was often kept rapt by all sorts of tales about his native land of Cambria, although he would never explain how he had won the title "Servant of the Birds." Garrick also learned proper forms of courtesy and other courtly graces by accompanying Gweir on occasional regal ceremonies. His service ended suddenly one day when Gweir disappeared, along with his arms, armor and horse. He has not been heard from since.

Garrick was for a long while enamored with Sir Gweir's daughter Tangwen, but has not seen her in many years. Last he knew of her, she was being raised by her aunt in Escavalon.

Garrick's next lord, Sir Arodalus, cared not one whit for life's pleasantries. He was entirely martial, pious and rugged. For Arodalus, knighthood is a life of battle or travel to battle, or preparing, training, studying or conversing about battle. The rest of the day was set aside for praying for victory in future battles. From him Garrick learned the main part of his martial skills.

Garrick was already naturally gifted as a rider, but Arodalus regarded him gruffly, trying to train him in the proper fashion. He can never forget Arodalus' booming voice, crashing down both condemnation and praise in alternate bellows: "Sit like that, and I'll personally knock you over your cruppers! Grasp the flanks with your knees! Now brace yourself, lad! Better! Good... good!"

Sir Arodalus was constantly roving the length of Britain. They lived in the saddle and attended countless tournaments ("Almost a battle," and good practice, Arodalus claimed). Garrick loved it and strove to do everything he could to impress his master. When news arrived of the war with the Romans, Sir Arodalus was triumphant: "Lo, all these years of preparation, and my hour shall unfold!" But when the messenger then told Arodalus he, amongst others, would stay behind as a guard for the Queen at Camelot, Garrick felt his master's grief in full. Arodalus took it stoically.

Garrick suspected something untold lay behind why Arodalus had not been chosen to go along with Arthur's army. He later discovered Sir Kay had commented about Arodalus' bastardy, and quipped Arthur would be better served by men of good birth. Garrick himself pledged otherwise: to befriend any man of good character, whether commoner, gentry or noble, and to never say ill, but only do honor to everyone he meets.

Now that he himself is a Queen's Knight, Garrick looks to make good his own name and serve Her Majesty faithfully. His father Gurnor is quite proud, and he has made many friends.

KING ARTHUR PENDRAGON™

Knight's Sheet

Player

Personal Data

Name **Sir Garrick**
 Homeland **Logres: Beale Valet**
 Culture **Cymric** Religion **Christian**
 Father's Name **Gurnar the Hardy**
 Father's Class **Mercenary Knight** Son Number **1**
 Sponsor **Queen Guenever of Britain**
~~Lady~~ **Queen Guenever of Britain**
 Current Class **Bachelor Knight**
 Current Home **Beale Valet** Age **21** Year Born **510**

Personality Traits

Chivalry Bonus [•] (total = 80+) **YES**
 Religious Bonus (all underlined = 16+)
 Romantic [♥] (total = 65+)
☐ **Chaste** (16) / 4 Lustful ☐
☐ **Energetic** 11 / 9 Lazy ☐
☒ **Forgiving** (16) / 4 Vengeful ☐
☒ **Generous** 13 / 7 Selfish ☐
☒ **Honest** 11 / 9 Deceitful ☐
☒ **Just** 12 / 8 Arbitrary ☐
☒ **Merciful** (16) / 4 Cruel ☐
☒ **Modest** 12 / 8 Proud ☐
☒ **Pious** (16) / 4 Worldly ☐
☒ **Prudent** 13 / 7 Reckless ☐
☒ **Temperate** 12 / 8 Indulgent ☐
☒ **Trusting** (16) / 4 Suspicious ☐
☒ **Valorous** (16) / 4 Cowardly ☐

Directed Trait ☐
 Directed Trait ☐

Passions

Loyalty ~~Lady~~ **Guenever** (16) ☐
 Love (Family) 12 ☐
 Hospitality 9 ☐
 Honor 15 ☐

Equipment Carried

Armor Type **13** Points **Chainmail (10), Chivalry (+3)**
 Clothing **15** £ Value
 Personal Gear [on horse #.....]
 Travel Gear [on horse #.....]
 War Gear [on horse # **1**]
Sword, Dagger, 2 Spears
5 Jousting Lances, +1 Blessed Lance
Shield (+6 Armor)

Personal Data

SIZ **16** (Knockdown)
 DEX **16**
 STR **12**
 CON **22** (Major Wound)
 APP **14**
 Damage (STR+SIZ/6) **5** d6
 Healing Rate ((STR+CON)/10) **3**
 Movement Rate ((STR+DEX)/10) **3**
 Total Hit Points (SIZ+CON) **38**
 Unconscious (HP/4) **10**

Distinctive Features

Skills

Awareness 12 ☐
 Boating 1 ☐
 Chirurgery 0 ☐
 Compose 0 ☐
 Courtesy (G) 12 (14) ☐
 Dancing (G) 2 (4) ☐
 Faerie Lore 1 ☐
 Falconry 3 ☐
 First Aid 10 ☐
 Flirting (G) 6 (8) ☐
 Folk Lore 13 ☐
 Gaming 3 ☐
 Heraldry (O) 3 ☐
 Hunting 2 ☐
 Industry (.....) 0 ☐
 Intrigue 3 ☐
 Orate (G) 3 (5) ☐
 Play (...Harp...) 6 ☐
 Read (.....) 0 ☐
 Recognize (O) 3 ☐
 Religion (**Christian**) 4 ☐
 Romance 2 ☐
 Singing 2 ☐
 Stewardship 2 ☐
 Swimming 2 ☐
 Tourney 14 ☐

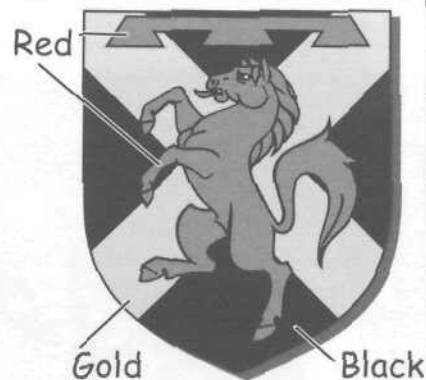
Skill Modifiers: (G) = Glory/1000; (O) = Other's Glory/1000

Squire

Name Age
 SIZ Move Battle ☐
 DEX Damage d6 Horse ☐
 STR HP Sword ☐
 CON Armor Lance ☐
 APP Horse (.....) d6 ☐
 Valorous ☐ Glory ☐
 Loyalty ☐ Awareness ☐
 Honor ☐ First Aid ☐

Glory 2,713

Glory This Game



Current Hit Points

38

Wounds

☐ Chirurgery Needed

Combat Skills

Battle 15 ☐
 Horsemanship 20 ☐
Melee Weapon Skills
 Sword 18 ☐
 Lance 15 ☐
 Dagger 3 ☐
 Spear 6 ☐
 Axe ☐
 Great Sword (2H) ☐
 Great Spear (2H) ☐
 Great Axe (2H) ☐
 Hammer ☐
 Flail ☐
 War Flail (2H) ☐
 Mace ☐
 Morningstar (2H) ☐
 Halberd (2H) ☐

Missile Weapon Skills

Javelin ☐
 Bow [type.....] (2H) ☐
 Crossbow [type.....] (2H) ☐

Horses

Best Warhorse Type **Charger**
 Move **8** Damage **6** d6 HP **46**
 Armor **5** Current HP
Other Horses
 [#2] Type **Rouncy**
 Move **6** Damage **4** d6 HP **40**
 Armor **4** Current HP
 [#3] Type **Rouncy**
 Move **8** Damage **4** d6 HP **40**
 Armor **4** Current HP

Sir Jean D'Amorica



The Life of Sir Jean D'Amorica

- 510 Born to Sir Lutin D'Amorica, a vassal knight of King Conon. One of two twins; his sister's name is Jeanelle.
- 518 Father dies in invasion of Ganis fighting against the French under King Claudas. He leaves behind a widow, young Jean, Jeanelle, plus two other sons and two daughters.
- 519 Jean's mother houses many de Ganis refugees in Brittany. Jean befriends young Lucas de Ganis. Their exploits become infamous.
- 522 The "Beehive Incident." Jean and Lucas confined to painful bedrest for the better part of a summer. Thereafter, Jean learns to become a tad more prudent.
- 525 Undertakes service as a squire to Sir Erec of Nantes.
- 526 Joined Sir Erec in the army of King Conon of Vannetais, who marched with Arthur against the French and Romans. Participated in the battles of Paris and Saussy. Spent the fall and winter months flirting with the young ladies of France.
- 527 Travelled through the Rhineland: Lorraine, Brabant, Alamaine. Participated in the battles of Milan and Urbino. Witnessed Arthur's coronation as Emperor in Rome. Spent a pleasant year flirting with the young ladies of Italy.
- 528 Return to a mostly peaceful life in Nantes along the Loire.
- 530 Accompanied Sir Erec in adventures in Brittany and Gaul.
- 531 Knighted by Sir Erec for his faithful service.

"Scoundrel," she called you.

It still stings, and far worse than any bee.

How now? Haven't you been so much more than a gentleman and loyal friend? Are you not as goodly and chaste as any other young chevalier? Sure, you might tease and tempt a young lady to blush, but you are no cad. You can't be! Can you?

Some men live for battle and tourneys. Some find pleasure in hunting game. You can do these well enough, for your master Sir Erec trained you well. But all of these pale in comparison to the sport to be made between young men and women. And you do treat Love as your best sport. Just a game, and nothing more.

Yet you are still young and very pure, for the Bishop himself knows of your reputation and watches over your affairs.

Ah! The Bishop of Nantes.

He has been your counselor since you were young. He liked your father very much. You chafed at his tutelage, but respect his piety greatly. He taught you courtesy and hospitality, and how to sing and speak God's holy praises. You learned well all the Christian traits. But though His Excellency merits you for your virtues, and blesses much that you do, he also chides you for your one "bad habit" as he puts it: making play with women's hearts. He believes by your rapsallion thoughts and actions, your most important Christian virtue, chastity, will be sorely tested.

Your friend Lucas de Ganis tells you to not worry so much about things. He bristles and dismisses the overly dogmatic overtones of the Bishop, because he trusts you implicitly as a friend. He is sure you will be true to your vows to uphold chivalry, to honor women and bring no discredit to your name.

Your lady is not so sure.

You first met her one summer day on the Feast of St. Anne. She was visiting close cousins in Nantes, and you were returning from adventures in France with Sir Erec. She was radiant as an angel, and her name? She would not give it to you. Even with Sir Erec's humorous entreaties for her to relent, she refused.

"I have heard of his reputation," she replied.

And yet she conversed more and did not draw away. You were happy to make her laugh at one of your jokes. To prove there was more to you than she might know of, you showed her an axe captured in battle from a barbarian Frank, and offered it to her as a gift. She begged off, saying she had no use for an old battle axe. After the laughter a silence fell. There was something deeper and more true than flirtation behind her eyes and smile.

For the first time you were completely caught off-guard. With Sir Erec and her friends watching, you felt uncomfortable. Not knowing what else to say, you bowed and bid adieu to her, calling her "Saint Anne." Sir Erec just smiled and said nothing.

Not long thereafter you became her friend. Her name, she finally confessed, was indeed Anne. You have been her faithful servant and confidant for the past twelvemonth.

Then came the feast celebrating your beknighting. Friends, family, and well-wishers from all over Brittany arrived for the event. You were the center of all attention, including many damosels intrigued and interested in your company. You resorted to your old style, acting as a gracious host and outrageous flirt.

At the end of the night, Anne was there. She wore jewels and a blue dress. You had not even sought her out in the crowd.

"Scoundrel," was all she said.

Then she turned and fled in tears.



KING ARTHUR PENDRAGON™

Player

Personal Data

Name Sir Jean D'Amorica
 Homeland Brittany
 Culture Cymric Religion Christian
 Father's Name Sir Lutin
 Father's Class Vassal Knight Son Number 1
 Sponsor Sir Erec of Nantes
 Lord Sir Erec of Nantes
 Current Class Bachelor Knight
 Current Home Nantes Age 21 Year Born 510

Personality Traits

Chivalry Bonus [*] (total = 80+) YES
 Religious Bonus (all underlined = 16+) YES
 Romantic [♥] (total = 65+) YES
☐ Chaste 16 / 4 ☐ Lustful ☐
☐ Energetic 8 / 12 ☐ Lazy ☐
☒ Forgiving 18 / 2 ☐ Vengeful ☐
☒ Generous 11 / 9 ☐ Selfish ☐
☒ Honest 13 / 7 ☐ Deceitful ☐
☒ Just 11 / 9 ☐ Arbitrary ☐
☒ Merciful 16 / 4 ☐ Cruel ☐
☒ Modest 16 / 4 ☐ Proud ☐
☐ Pious 9 / 11 ☐ Worldly ☐
☐ Prudent 14 / 6 ☐ Reckless ☐
☐ Temperate 19 / 1 ☐ Indulgent ☐
☒ Trusting 8 / 12 ☐ Suspicious ☐
☐ Valorous 15 / 5 ☐ Cowardly ☐

Directed Trait ☐

Directed Trait ☐

Passions

Loyalty (Lord) (Sir Erec...) 22 ☐
 Love (Family) 15 ☐
 Hospitality 16 ☐
 Honor 12 ☐

Equipment Carried

Armor Type [12 Points] Reinforced Chainmail (12)
 Clothing [2 £ Value] 1£
 Personal Gear [on horse # 2] 1£
 Travel Gear [on horse # 1]
 War Gear [on horse # 1]
Sword, Dagger, 2 Spears, Axe
5 Jousting Lances
Shield (+6 Armor)

Personal Data

SIZ 15 (Knockdown)
 DEX 16
 STR 20
 CON 17 (Major Wound)
 APP 18
 Damage (STR+SIZ/6) 6 d6
 Healing Rate ((STR+CON)/10) 4
 Movement Rate ((STR+DEX)/10) 4
 Total Hit Points (SIZ+CON) 38
 Unconscious (HP/4) 10

Distinctive Features

Skills

Awareness 5 ☐
 Boating 1 ☐
 Chirurgery 0 ☐
 Compose 0 ☐
 Courtesy (G) 13 (15) ☐
 Dancing (G) 2 (4) ☐
 Faerie Lore 1 ☐
 Falconry 3 ☐
 First Aid 3 ☐
 Flirting (G) 23 (25) ☐
 Folk Lore 2 ☐
 Gaming 8 ☐
 Heraldry (O) 3 ☐
 Hunting 6 ☐
 Industry (.....) 0 ☐
 Intrigue 3 ☐
 Orate (G) 7 (9) ☐
 Play (..Harp..) 8 ☐
 Read (.....) 0 ☐
 Recognize (O) 3 ☐
 Religion (Christian) 2 ☐
 Romance 2 ☐
 Singing 8 ☐
 Stewardship 2 ☐
 Swimming 2 ☐
 Tourney 5 ☐

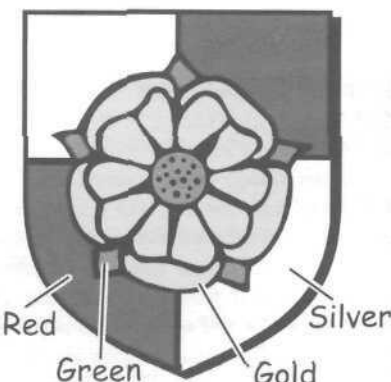
Skill Modifiers: (G) = Glory/1000; (O) = Other's Glory/1000

Squire

Name Henri Age 15
 SIZ 12 Move 2 Battle 3 ☐
 DEX 5 Damage 5 d6 Horse 4 ☐
 STR 16 HP 23 Sword 7 ☐
 CON 11 Armor 4 Lance 2 ☐
 APP 6 Horse (Rouney) 4 d6 ☐
 Valorous 8 ☐ Glory ☐
 Loyalty 11 ☐ Awareness 5 ☐
 Honor 13 ☐ First Aid 10 ☐

Glory 2,651

Glory This Game



Current Hit Points

38

Wounds

☐ Chirurgery Needed

Combat Skills

Battle 10 ☐
 Horsemanship 13 ☐
 Melee Weapon Skills
 Sword 15 ☐
 Lance 14 ☐
 Dagger 3 ☐
 Spear 2 ☐
 Axe ☐
 Great Sword (2H) ☐
 Great Spear (2H) ☐
 Great Axe (2H) ☐
 Hammer ☐
 Flail ☐
 War Flail (2H) ☐
 Mace ☐
 Morningstar (2H) ☐
 Halberd (2H) ☐

Missile Weapon Skills

Javelin ☐
 Bow [type.....] (2H) ☐
 Crossbow [type.....] (2H) ☐

Horses

Best Warhorse Type Charger
 Move 8 Damage 6 d6 HP 46
 Armor 5 Current HP
 Other Horses
 [#2] Type Palfrey
 Move 6 Damage 3 d6 HP 34
 Armor 3 Current HP
 [#3] (lent to squire) Type Rouney
 Move 6 Damage 4 d6 HP 40
 Armor 4 Current HP

Adventure

SIR ECTOR DEFEATS SIR MARIGART THE RED AT RAGUIDEL CASTLE

Ector got to his feet and put his hands to his sword. Then, the other knight, who was very strong, did the same. They charged into each other with their swords raised high, striking such heavy blows on their helmets that sparks leapt up. Their eyes flashed in their beads from the blows they exchanged. They shattered their shields and hauberks and drove each other back and forth, making blood spurt from shoulders, arms and heads. They were so well matched during the first round that it was hard for anyone to choose the better man, for the less valiant of them was full of prowess.

— *The Vulgate Lancelot*, Part IV, Chapter 138

What makes for a life of adventure? Usually a number of basic elements, plus some specific to the world of Arthur's Britain.

- Travelling About
- Encountering People
- Attempting Deeds
- Challenging Others
- Attaining Goals
- Combat: Melees, Jousts, and Tournaments
- Knightly Living: Courts, Hunts and Feasts, Romance
- Quests & Treasures both Mundane and Miraculous
- Encountering Supernatural Beings and Beasts

In order to interact with the world, you will need to be given certain plots and settings by your Gamemaster. For those not familiar with roleplaying, it is usually a narrative tale, often beginning with "once upon a time..." or "then it was by chance that the good knights came upon the following scene..." After some basics of where you are, who you are, and what you are doing at the time, more elements of plot, new characters, background and events, are introduced.

Travelling About

Most knights begin by travelling about. It is a wonderful way to get into all sorts of adventures. Usually, your first adventure is **Leaving Home**, often undertaken shortly after being knighted. The new-made knight gives his heartfelt good-byes, saying something appropriate to his sponsor, lord, kinfolk, friends and deity. Usually this includes thanking those who helped raise him, and a vow to maintain an honorable name for himself. He then salutes and takes to the high roads of Britain.

More detailed rules for travelling about in Britain by land and sea can be found in the Pendragon supplement *Blood & Lust*.

Example: Sir Germaine's horse was slain by bandits. Yet he still has 20 miles down a local road to get to the castle on time to rescue the Lady Valery. Normally, he only walks 15 miles a day. He decides to force march. His CON is 17, which he must roll equal to or less than to succeed. Rolling a 15, he succeeds! His Movement Rate is 3, multiplied three times, or +9 more miles. He can force himself to walk up to 24 miles this day without ill effects, and so will arrive at the castle just before dusk.

Second Example: Sir Harris of the Forest decides to take to a wilderness path.. At a normal rate of 8 miles per day, with about fifty miles to his destination as the crow flies, it might take a week to cross the forest. Harris decides to race his horse through the forest (hurried, plus forced march). His horse is a Charger, with a CON of 12 and a Movement of 8. In his first day, he fails the CON roll for his horse, having to rest around noon for a few hours. However, by the end of the day, he has covered 12 miles (hurried rate) + 16 miles (Forced March bonus), for 28 miles total travel. If he can press on at the same rate tomorrow, he will exit the forest before the end of the next day. This second day, his horse's CON is reduced to a 9 (12 - 3 for the first day's marching). Fortunately, the horse makes its CON roll, and Harris arrives at his destination by the end of the second day. He rewards his steed with the finest grains and vegetables.

Travel Distances

(in Miles per Day)				
Road Type	Leisurely	Normal	Hurried ¹	Forced March ²
Royal/Trade Road	15	20	30	+Move × 3
Local Road, Plains	10	15	25	+Move × 3
Wilderness Path	5	8	12	+Move × 2
Wilderness Track	2	3	4	+Move × 2

1. You cannot move at a Hurried rate if on foot, but you can still Force March.
2. You must make a CON roll for yourself or your horse for the Forced March; -3 CON/day marching after the first. Success or critical means you successfully forced marched. Failure: you must rest for 1d3 hours half-way before continuing. Fumble, or failing to rest: take 2d6 damage at the end of the march.

Encountering People

Being the world of adventure, it is usually not long before he chances upon another knight, perhaps one of your fellow players, who is also in search of adventure. It could also be a villain, a group of bandits, wild Saxons or Picts, or who knows what else?

In some cases, it will be readily apparent both parties become immediately aware of each other. Sometimes, one party or both may be attempting to hide or pass unseen. Other times, crowds of people, houses, forest, hills, night, rain or fog may obscure the chance of learning of each other's presence. In these cases, knights need to roll **Awareness** to see if they perceive the other individual or group. The Gamemaster will set the target number as the situation dictates. Awareness is also useful for situation perception, to see if you notice the hidden passage behind the tapestry, or if you notice someone sneaking up from behind you.

Once you are aware of the other party, you must **Recognize** them. You might know who it is from experience or in an obvious situation. Otherwise, use your Recognize skill to discover something about their identity. You can learn one or more details: their name, reputation, a feature of their appearance, or a notable mannerism. You do not usually have to roll for familiar acquaintances, friends or family members ("Yes, your annoying younger brother

is following you again"). You usually have to roll for distant relatives and forgotten faces. You can also recognize those akin to someone you know already ("They are dressed like Saxons"), though you might not discern their exact identity. If someone is in disguise or wearing armor masking their face, use Recognize to pick up on their build, details of speech or mannerisms which might give them away.

If you meet someone and want to interact with them, you have a number of options. You can ask the Gamemaster to describe the person, or your fellow player to describe themselves. You can talk to the person. Announce yourself formally. It was not uncommon to mention one's faith, family, famous deeds and current fortunes in a salutation. This can win you friends as well as enemies:

"Greetings and blessing upon you! I am Sir Deodus, the Fist of God, swordsman and servant of his Holiness the Pope. I have come to these lands to convert the heathen and defend the right!"

"Ah, well met! Our Lord's blessings on thee! I am Sir Magloas of Du Plain. I can tell you one place to start: the lands of Salisbury! There you will find the Saxon scourge who ravage my lord's lands. A pox upon them!"

The last knight, Sir Conrad, remains stony silent. He is of stern Saxon blood. The other knights do not recognize or know him or his heritage, but they will, he vows, soon enough...

It is quite common for knights to travel around incognito, bearing just a plain shield or surcoat of a simple color, refusing to give their name to anyone. It is very common to meet "a knight in white," or "a blue knight," or "a mysterious knight of verdant aspect." Rules of honor allow for a knight to travel in this manner, since it honors the knight's desire for privacy. Some even travel in disguise for years, and for various purposes known only to themselves. A knight can refuse to tell his identity unless you challenge him in some manner and succeed. Even then, knights have been known to die rather than reveal their true identities.

Attempting Deeds

People will approach you to perform deeds on their behalf. It would be discourteous to refuse a lord or lady their desire, as long as it would not bring you dishonor in the attempt. You may also listen to the pleas of commoners and clergy to take up a challenge. Occasionally, you may even get his own idea regarding a deed he wishes to perform.

You can use your abilities to attempt various deeds. Sometimes this is as simple as escorting the bishop to a local church council, or hunting for your dinner. At court, you could tell a story of your exploits, play music or sing a song. Though not very harrowing or dangerous, it can be quite embarrassing if you fail, or may win you some minor glory if you succeed. Other times your actions might be as difficult and confounding as attempting to win a game of chess against the magical self-playing Gwyddbwl Board of Gwenddolau, or searching the length and breadth of Britain to rescue your friends being held hostage by a villainous knight. If you pledge yourself to accomplish a deed, you can stand to lose honor if you fail or abandon your quest. However, if you succeed, you will likely win great glory.

Challenging Others

A common activity for a knight is to stand vigil over some bridge, castle, manor, or other fortified place, and meet all challengers for glory's sake. This is a sporting version of a knight's duties during a full-scale war. It is often done in solitude, or in small groups of knights far from the watchful eyes of court and grandstand. But if you or your opponent bring news of your fight to court, you will win glory, and develop a reputation as a knight who fights solely for the love of fighting.

At a tournament, heralds and marshals arrange and resolve challenges for days on end. If you wish to fight, you will find no dearth of opponents! Each fight may last only a few minutes, but there is often a span of time in preparation, announcing the event before the crowd (including the names and deeds of the participants, the cause and terms of the fight, and so on). Winning challenges in front of assembled crowds is a sure way to get one's glory and reputation immediately established across the land. Fighting in front of a crowd at a tournament is also a great way to honor your lord or lady, kinsmen or companions by your deeds.

Each knight and challenge needs to obey various rules, or else the participants may run afoul of rules of courtesy and chivalry. In some cases, you are not expected or allowed to fight "to the uttermost." At other times, there are strange customs or particular practices related to a challenger, a host, place or event. Breaches of honorable conduct and customs of hospitality in making or accepting challenges can get one discredited or dishonored for being unchivalrous.

Attaining Goals

A knight may wish to attain specific goals in his adventures. It is best to know what he needs to do to be considered successful. This is true whether this goal is an ongoing, mission ("keep the kingdom safe from invaders"), reflects a set duration ("make sure to hold this bridge until sundown against the foe, or else the battle is lost"), or a certain fixed desired outcome ("go forth and bring back the head of the Dragon of the Black Woods").

Once a knight has a goal set in front of him, he will usually recruit friends to assist him in his quest. There is great honor to assemble a large group of knights to all seek the same goal, and to follow an adventure to its successful conclusion. Often times adventures can stretch over years. King Pellinore spent his life hunting the Questing Beast, which is also called Glatissant. Since Pellinore's death, Sir Palomides the Saracen continues the quest. Upon occasion Palomides permits other knights to accompany him. However, he says that the quest is for him and his kindred to achieve alone, and does not know when it will conclude. Others seek the Holy Grail, but most say it is impossible to find except by the best of knights. It does not prevent many from attempting the adventure nonetheless.

If you are ever stuck without a clear goal, speak with a fellow knight, your Lord or Lady, or a member of the clergy. They will usually have more than enough work to give an eager knight.



Abilities & Actions

Abilities include Attributes, Skills, Traits and Passions. They are all useful for interacting with the world in different ways. They generally range in value from zero to 20. An ability of 20 is usually considered as truly excellent or exceptional. Sometimes abilities can exceed 20, and rarely even 40 or higher in heroic characters or supernatural beings. A huge giant might have a Strength of 65!

Actions and Resolutions

During an adventure, your Gamemaster will explain a little about what is going on in the world. At an appropriate opportunity, you may make an inquiry or express your desire to take an action. Other times the Gamemaster or your fellow players may ask for your reaction to a situation. There are two types of actions or reactions you may take: choices, or checks.

A **choice** is where you personally decide what your character will do, or how they think about a certain situation.

A **check**, or **resolution**, is where you attempt to do something but it is uncertain what your character could do or might believe. You must roll dice to see what action or result occurs.

Some checks may involve your character in mutual cooperation or opposed resolutions with your fellow player knights, and/or characters or forces under the Gamemaster's control. Successful checks are recorded to determine what abilities have been used and may improve as a result of your experience.

Making Checks

Checks are made by rolling a **d20** versus a **Target Number** for success. Rolling equal to or lower than the target number generally indicates success, and rolling higher than the target number is a failure. An innate ability (a skill, passion, trait, or attribute) of your knight or another character is often used for the target number. At other times, the target number may be determined from a general rule of the game, a situation in an adventure, or a number chosen by the Gamemaster based on their judgement for the difficulty of the task and the likelihood of your success.

Abilities & Target Difficulties

Value	Chance	Ability	Target Difficulty
0 (Zero)	0%	Absolutely no ability; you cannot make a check unless given special modifiers to target number by Gamemaster.	Impossible. Don't even try.
1-5	5-25%	Poor/weak ability/quality	Hard to succeed.
6-9	30-45%	Minor ability or quality.	Challenge to succeed.
10-15	50-75%	Recognizable ability or quality. Usable to maintain profession or good repute.	Good chance of success. Failure still possible.
16-19	80-95%	Exceptional qualities. (Passions & Traits bring Glory.)	Exceptional chance at success. Failure surprising.
20+	100%	Heroic qualities. (APP brings Glory.)	Automatic success. As easily said as done.

Setting Target Numbers for Checks

Each point of ability or target number represents a 5% chance for success. So a 10 would be a success 50% of the time (succeed on a roll of 1-10). An ability or target number of 15 represents a 75% chance of success, and so on. This is called the **Base Chance**. While an Ability is inherent to a character, and there are general guidelines for Target Numbers, a Gamemaster can generally set any Target Number they desire, or modify an ability based upon *situations and related actions*.

Modifiers

Some situations modify your chances for success. You might add +1, +2, +5, or even a +10 modifier to your ability or target number under favorable circumstances, or a -1, -2, -5 or a -10 modifier in difficult situations. Extreme modifiers are usually +15 or -15. Some situations double ($\times 2$) your ability or target number in extremely easy situations or half ($\times 1/2$) if in particularly tough spots. More than one modifier can be applied to a situation. Apply all additions and subtractions first, then multiply as necessary. A result of zero or less is always treated as a zero.

Reflexive Modifiers

Reflexive modifiers are listed as a pair of positive and negative numbers, such as "+5/-5". These are used when two people oppose each other under unequal circumstance. One receives a modifier benefit, while the other receives a penalty. For example, in combats when one opponent is mounted, and the other is on foot, the rider will be at distinct advantage (+5 to combat skill), and the footman disadvantaged (-5).

Secret Checks

Your Gamemaster may keep secret what ability is being checked, or hide the target number you need to succeed. For instance, if someone was trying to trick you, the Gamemaster might ask to see your character sheet and secretly note your Suspicious trait to determine your chance to pick up on the speaker's nervousness. The Gamemaster may allow you to roll for your own success or failure but hide what you need to roll, or may keep the entire resolution secret, rolling on your behalf to prevent you from knowing that anything is happening.

Abilities or Target Numbers of 20+

For every point of the Ability or Target Number over 20, add +1 to the **die roll**. This is useful in unopposed or opposed resolution, when generally, the higher you roll the better you succeed. When an Ability or Target Number is a natural or modified 20+, there is no chance to fail or fumble. Instead, **any modified or natural rolls of 20+ become critical successes**. Once you have an Ability higher than 20, your chance to roll a critical success increases dramatically.

Example: Sir Bordall of Britain has a 20 Constitution. Unless his CON is modified, he cannot fail a CON check, and if he rolls 20 exactly, it would be a critical success rather than a fumble.

Second Example: With a Recognize 25 skill, Sir Yves would add +5 to all his Recognize checks. If he rolled a 15 or higher, it would be modified to a 20+, meaning he would achieve a critical success.

Abilities or Target Numbers of Zero (0)

If your skill or target number is modified to zero or less, you cannot succeed in a task. However, you might not have known that when you announced your intention. You must still roll your die because on an unmodified roll of 20 you will not just Fail, you will Fumble.

Resolving Actions

There are three types of resolutions: **Simple**, **Unopposed**, and **Opposed**.

Simple Resolution

Use this kind of check for actions where you have no opposition (other than the basic difficulty of the task) and there is no real difference in levels of success or failure. Do not confuse ease of resolution with ease of task or triviality of result. For instance, if you decide to leap a chasm and fail your DEX roll, you might go plunging to your doom! However, most Simple Checks will not present such dire consequences. Also, failure may only mean a temporary setback, which may be attempted again immediately or after a suitable period of time.

Procedure:

Player: Declare your desired outcome, and Ability used to achieve it.

Gamemaster: Use Ability or base target number, assign modifiers and determine final target number

Player: Roll 1d20 and compare to final target number

1. If you roll equal to the target number or less, you **Succeed**.
2. If you roll higher than the target number, you **Fail**.

Sir Harris checks whether the blacksmith is available to shoe his horse. The Gamemaster decides the blacksmith is most likely to be in his shop, so sets the target number at 16. As long as the player rolls 16 or less, the blacksmith will be available. On a 17-20, he will be "at lunch."

Since many Simple Resolutions are trivial, there are few opportunities to improve one's skill through experience, or to gain much if any Glory.

Unopposed Resolution

Unopposed Resolution is like a simple check, but with levels of success or failure possible. The higher level of success is **Critical Success** (or just "critical"). The worse form of failure is called a **Fumble**. Success or Failure are generally immediate in their effects. Critical success provides greater immediate benefits, and may improve future actions. A Fumble will have immediate consequences, and might impact subsequent actions. The Action Resolution Table describes these effects.

Procedure:

Player: Declare desired outcome & Ability used to achieve it.

Gamemaster: Use Ability or base target number, assign modifiers and determine final target number

Player: Roll 1d20 and compare to final target number; See Unopposed Resolution Table below.

Unopposed Resolution

If You Roll...	Result	Passion Result	Other Result
Exactly equal to	Critical	Greatly Inspired,	Special Success, action
Ability/Target		Greater of x2 or +10 to Skill	may have unusually good consequences
Less than Ability/Target	Success	Inspired, +10 to Skill	Normal Success, action has usual consequences
Greater than Ability/Target	Failure	Disheartened, -5 to Skill	Failure, action has usual consequences
Natural 20 ¹	Fumble	Goes Mad, -1 to Passion	Fumble, action may have unusually bad consequences

1. If character has ability or target number of 20+, then no Fumble possible. Instead, all natural or modified rolls of 20+ become Critical Success.

Reminder: Add +1 to die roll result for every point of Ability above 20.

Opposed Resolution

Knights often face active opposition in the form of other people, creatures, or forces. Use **Opposed Resolution** when two or more sides need to determine which succeeds, or succeeds more in a situation. It can also determine if neither side succeeds or they tie. Both combat and non-combat abilities can be used in opposition.

Combat is a special form of opposed resolution, fought in a series of one or more **Rounds**. Each round, make an opposed resolution against your opponent to see who lands a good blow, and if anyone is captured, wounded or killed. Knights often fight as pairs in honorable one-on-one duels with weapons, or pit raw strength against strength grappling. Combat can also be fought between many knights, organized into two sides in a melee or battle.

Opposition need not use the same ability on each side of the contest, or even the same type of ability. For instance, you might decide to use Intrigue to pick up a letter on a table, and hope that the other person does not spot you using their Awareness.

Use your Orate (a Skill) to convince a crowd of your innocence, while the angry crowd might roll their Suspicious (a Trait), to see if they believe you.

Many people can compete in a single opposed resolution, such as a contest or competitive challenge. Knights often compete using skills like Gaming, Orate, Horsemanship, and Hunting.

Eight knights present themselves before a great lord, who is considering granting three spots in his household guard. Each knight hopes to succeed best in displaying Courtesy. After seeing who is most courteous, the lord proposes a horse race, to see who can spur their mount the swiftest and furthest. Each hopes to do better than the other. The top three horsemen, in order, may be determined winners to some degree.

Whether using identical or different abilities in an opposed resolution, the process is performed the same. Some new types of results can occur, including **Partial Success**, and **Tie**.

Procedure:

1st Side: Declare desired outcome & Ability used to achieve it.

2nd, 3rd, etc. Side: Accept challenge & Ability used to oppose.

Gamemaster: Use Ability or assign Difficulty; assign modifiers to each side in resolution.

Each Side: Roll 1d20 and compare against other sides.

See Opposed Resolution Table below.

Opposed Resolution

If You Roll...	Result	Result	Combat Result
Exactly equal to Ability, and opponent does not Critical	Critical Success	Special Success, action may have unusually good consequences.	Causes $\times 2$ damage; take no damage from opponent
Exactly equal to Ability, and opponent also rolls Critical	Critical Tie	Opposition continues, or can be halted unresolved. Other side effects.	No damage to either side. May break weapon.
Less than Ability, greater than (any other) opponent	Success	Normal Success, action has usual consequences	Causes normal damage; take no damage from opponent.
Less than Ability, equal to opponent who also succeeds	Tie	Opposition continues, or can be halted unresolved.	No damage to either side. May break weapon
Less than Ability, and less than other opponent(s)	Partial Success	Mixed consequences both successful and unsuccessful	Cause no damage; can apply shield to block damage.
Greater than Ability	Failure	Action has usual consequences	Cause no damage; cannot apply shield.
Natural 20 ¹	Fumble	Action may have unusually bad consequences	Cause no damage; cannot apply shield. Drop weapon!

1. If character has ability or target number of 20+, then no Fumble possible. Instead, all natural or modified rolls of 20+ become Critical Success.
Reminder: Add +1 to die roll result for every point of Ability above 20.

Partial Success

If two or more individuals in an opposed resolution succeed, the individual with the highest die roll, while still rolling under their ability, is considered successful. All others are considered to have a partial success. They will have some elements of success, but may have some mixed consequences. In combat, you succeed getting your shield up to block an opponent's blow, but fail to score a hit for damage yourself.

Tie

If two or more people tie in an opposed resolution, neither has proven the worse or the better. If you wish to resolve the situation, you must roll again to determine a final outcome. In combat, neither side scores a hit for damage, though many blows are exchanged. Some reasonable knights treat this as an opportunity to end the contest, with neither side claiming defeat or victory, and both party's honor intact.

Opposed Resolution Examples

Sir Harris of the Forest is pursuing the Saxon warrior, Oeric of Northumbria through the wild north of Britain. Both men are on foot, Harris following Oeric's trail. The Gamemaster has them oppose Hunting skills. For Oeric, this is his chance to get "lost" in the forest, and for Sir Harris, a chance to catch his quarry. Oeric is a decent woodsman with a 13 Hunting. Rolling a 13, he critically succeeds! Sir Harris has an 8 Hunting. Rolling an 18, he fails. Oeric vanishes into the greenery...

A FEW DAYS LATER...

Sir Harris returns to the forest with his friend, the Irish knight Conn O'Cormac. Conn swears "there was never game on two foot or four" that could avoid him and his hounds. Each knight uses a pair of Conn's hunting dogs (+5 to Hunting). Since the trail is quite cold, the Gamemaster applies an extreme +15/-15 reflexive modifier against their chance to pick up Oeric's tracks. Covering more ground on horseback, and Oeric on foot, the Gamemaster applies a +5/-5 in their favor. Oeric has a 13 +15 -5 = 23 Hunting. Sir Harris starts with 8 Hunting, modified -15 +5 +5 = 3. Conn begins with a 20 Hunting, modified -15 +5 +5 = 15. They now roll dice. Oeric rolls a 4. Since his skill is modified to 23, he adds +3 to his final die roll, for a modified result of 7. Sir Harris rolls a 16, so he fails. However, Sir Conn rolls a 10. Since 10 is greater than Oeric's 7, this results in a Success for Sir Conn, and a Partial Success for Oeric. The Saxon's hastily-abandoned camp is found, the embers in the fire are still warm! Sir Harris arrives shortly afterwards (he failed but did not fumble, so can follow his friend). Harris is quite impressed!

LATER THAT VERY SAME DAY...

Sir Harris and Conn pursue a desperate Oeric across wooded hills. The two knights have +5 for their dogs, and +5/-5 reflexive advantage on horseback. Harris now has an 8 +5 +5 = 18, and Sir Conn has 20 + 5 + 5, for a 30 Hunting! Oeric now has 13 -5 = 8. Sir Harris rolls a 9, succeeding. Sir Conn rolls a natural 1, which is modified +10 (30 is 10 points over 20), for an 11. Oeric, meanwhile, rolls a 4. A success, but not as high as either knight. The knights have cornered their quarry. No quarter is asked. None is offered. Grimly, Oeric readies his axe. The knights draw their swords...



Difficulties

Opposed resolutions are sometimes not made against another person or creature directly, but against a set Difficulty. The higher the Difficulty, the harder the challenge you face. This represents the natural ability of the process or force opposing you. Sometimes, such forces seem to have a will of their own, and can change from moment to moment. It is different than a target number, which is a kind of static difficulty. (A target number is the point you wish to roll against or lower to succeed. The higher a target number, the easier the challenge.)

Active elements and forces, such as fire, water, weather, and some types of magic are often treated as difficulties. Creatures of the hunt have a special attribute, Avoidance, representing their difficulty to be caught.

Difficulty can be resolved in one of three ways:

- **Each individual separately** — roll a different die for Difficulty facing each challenger. Each individual can succeed or fail separately.
- **Entire team** — a single difficulty is presented (rolled) against team. If any individual in the team overcomes difficulty, they all succeed.
- **Best in team** — a single difficulty is presented (rolled) against team. Only those who overcome the difficulty may benefit or proceed.

A raging fire has a Difficulty of 15. Even if left unopposed it is hard to put out, and has the ability to burn those trying to stop it. If the Gamemaster rolls a 14 or less (success), the fire rages. If he rolls greater than 15 (failure), it subsides. On a roll of a natural 20, it "fumbles," perhaps sputtering out on its own. (Decrease its difficulty by -5 on future turns.) On a roll of 15, exactly, the fire has a special success. This might mean someone gets burned trying to put it out, or it begins to spread more! (Increase its difficulty by +5.)

Four mischievous but not-very-bright brigands, who set the fire, need to pass through the flames of the burning building to reach the door and safety. Each must make a separate challenge to dodge and leap the fire, pitting their DEX versus the fire's difficulty. The Gamemaster has each resolve their fate separately. Each brigand has a DEX of 10. They roll 13, 10, and 1. The fire rolls respectively a 3, 8, and 9. In the first case, the brigand fails, and the fire succeeds, so the brigand is burned by the fire, and cannot get to the door. In the second case, the brigand has a critical success, but the fire also has a success. The Gamemaster decides that he leaps successfully out the door, his hair a little singed. In the last case, the brigand succeeds in his roll, but the fire succeeds with a higher result. This brigand achieves a partial success. He exits the door, but his arm is badly burned. The Gamemaster rolls some dice for damage, but two of the benchmen get away. The last brigand takes a hard swallow, and turns to face the now quite-angry knights behind him...

Three knights, having dispatched the brigand, now battle the fire. They can work as a team to put it out, two using their DEX attempting to throw water on it, the third also using DEX, but beating the flames with a heavy drape pulled from the wall. Each knight has a DEX of 12. The Gamemaster decides to make this a single team challenge. The fire opposes them all with a single roll of 15! It will spread, unless they can also critically succeed. The first knight rolls a 17, a failure, and gets burned. The Gamemaster rolls damage, and the player winces, recording the wound. The second and third get a 5 and a 10 respectively, which result in a partial success. They keep from getting burned, but fail to contain the fire. In a second round, the Gamemaster increases the spreading fire's difficulty to 20. The fire again rolls a 15. This time, since its difficulty increased to 20, it is just a normal success. The first two knights roll a 6 and an 8, achieving regular successes as well. But since they rolled lower than the fire, they do not drive it back. The third knight rolls a 12, equal to his own DEX, for a special success! Finally, the fire is driven back. The Gamemaster lessens the fire's difficulty to 15 again. On subsequent rounds, the fire is bested again, driven to a difficulty of 10, then 5, then finally, it is put out. By that point, each of the knights has suffered a few burns, much of the hall has been damaged, the queen's favorite drapery is in ruins, and two of the brigands have made off into the night. Someone will have to answer for this crime!

Combat

Knights love to fight! They love everything about fighting. They never tire of the resounding crash of steel and groan of leather, the snapping of wood and crunch of bone. They relish unleashing themselves fully, applying all their explosive strength in juggernaut masses of muscle and sinew, to bring success in deadly encounters. They seek to display to both their friends and foes admirable qualities of hearty stamina, quick reflexes, and mastery of their skills in arms. They long to hear the hearty shout of those rushing into battle, the mad cries of the horses, the exultation of the victorious and moan of the defeated. There is no greater way for a knight to feel fully alive than to fight in combat.

This glorious thrill often tempers when a knight loses in battle, for the pains of flesh and bone, loss of blood, fevers and infections are not pleasant. Loss of friends and family, kin and countrymen upon the field of battle can also sour a once-hearty soul. Yet the valiant knight often survives to heal and recover his spirits, to join in the fray once more.

Goals of Combat

The goal of combat is to defeat an opponent and bring victory to your side. In battle and war, the goal is to cause the destruction or surrender of your enemy, while minimizing your own casualties and keeping your forces intact. In chivalrous combat, to goal is to defeat an opponent while maintaining or increasing your personal Honor, and acting in such a way as to bring Glory.

Types of Combat

In combat *à outrance* — "to the uttermost" or "for war," — the stakes of victory or defeat are personally high: your life and personal survival. It may also determine the fate of those you serve and protect. Many rules of chivalrous behavior are suspended. You make directly fatal attacks and defenses. Combat of this sort is often against serious foes: mortal enemies, reckless, angry or headstrong knights, outlaws and ruffians, or in field



battles. You may need to fight this way to defend your honor over a severe accusation before the law, or against a clear threat to your deeply held beliefs. Combat to the uttermost is considered "regular combat," fought with normal weapons, armor, and gear of war. Combat need not be fought to the death, but fatality should be considered a logical and possible consequence of the undertaking. A knight may be forced to quit the fight from major wounds or unconsciousness. One may or may not need to show mercy to a fallen foe, and enemies may (or may not) accept or offer terms of surrender.

In combat *à plaisance* — "for love" — you are fighting for the sport of it. You seldom risk death, unless someone makes a terrible mistake or lands a terrific but unexpected blow. Rebated weapons are used, such as blunt edged or wooden weapons, or light jousting lances (without spear-pointed tips). Grappling and unchivalrous behavior is discouraged. Once defeated or disarmed, you are usually safe from further harm by courtesy. Contests are sometimes fought without armor, or with light or partial armor. If death occurs, it is considered surprising and unfortunate. As risk is inherent in any fighting, whether for sport or not, fault is seldom held against any survivors, unless some element of dishonor was involved. Though stakes of life or death are not always on the line, you might risk your armor, horse or other possessions as prizes if you lose. You can also risk your freedom, or the freedom of someone you care for if the victor wishes to take captives for ransom or imprisonment. Combat for love is also fought in defense of Honor (your own, or another's), but for less severe slights. Lastly, such combats often are fought truly for love, often involving the favor or the hand of a lady.

Duels

Knights love to fight each other for just about any reason. When they fight one-on-one, man-to-man, it is called a **Duel**. Generally, a duel follows this pattern:

- Challenger declares the reason, terms, and form for the duel.
- Challenged knight accepts, offers an alternate or additional term or form, or a reason to not fight.
- Challenger accepts or rejects the suggestion.
- They fight.

The challenger can lay down just about any challenge. The challenged knight must accept or respond with a counter-proposal. Outright refusal to fight is approved in certain cases. If a knight is wounded or exhausted from previous combat, they can appeal to the other knight's honor to not fight until recovered. Combat can also be avoided for the sake of love or respect for the other person, or something both hold in common (religion, lord, homeland or fellowship) or other circumstance.

If you are challenged to use a weapon you do not have mastery of, you can say which weapon you would prefer to counter with. The challenger should respect this limitation if they are honorable. However, you may lose some honor if the challenger keeps offering different weapons to fight with, and you continually plead ignorance of many arts of war.

The worst insult to hurl at a knight is to accuse them of cowardice or treason (breach of loyalty). To have the most dramatic effect, it is best to sneer and say, "Sirrah, thou art an utter recreant!" But be careful. Though this is a wonderful way to start a fight, it can also inflame the passions of your opponent, much to your detriment.

Terms should include whether the combat is "to the uttermost" (use normal weapons) or "for love" (use rebated weapons). If not otherwise declared — no terms are given and no terms are asked — assume the fight is to the uttermost. A knight can also suggest a set number, type or series of blows, or a condition of the end of the duel. Some common types of duels are as follows; these terms can be combined, modified or extended as desired:

Common Terms of Duels

- Any weapon so desired
- A fight with sword and shield on foot
- A fight with daggers
- One pass with the lance on horseback
- Three passes with the lance
- Three blows of the sword (on horse or afoot)
- Three blows of the axe
- Three passes with the lance, and three blows of the sword
- Three passes of the lance, three blows of the sword, three blows of the axe
- For as long as it pleases both to do so
- To first blood (first wound)
- To the first unhorsed
- To knockdown
- To surrender
- To the death

The terms of each duel can also say what is at stake for the winner or loser. Duels may determine the fate of personal freedom, legal or social status, allegiance, property (especially the loser's arms, armor and horse), prizes of money, goods, and so on. Any duel can win a knight great success and glory, or bring their sudden downfall. Usually, the more important the stakes behind the combat, the more deadly and serious the fighting will become.

Jousting

A knight's natural companion, through thick and thin, is his horse. A knight rides everywhere: to adventure, battle, tourney and court. It is only natural that his favorite form of combat is on horseback.

A joust is fought with lances (use Lance skill). The combatants line up on opposite sides of a bridge, an open glade, tournament list, or battlefield. They don helms, ready their lances, and spur their mounts into a charge. Meeting in the middle, they hope to score a hit upon their opponent's shield or person. In battle, a lance can drive through shield, armor, and a man's body, killing him instantly. You might also impact the opponent so hard it brings down both the horse and rider in a giant tumble. The next best hit is one which lifts the opponent out of his saddle, and delivers him crashing to the ground. This is called being "sent over his cruppers." In tournaments, you can also score in lesser ways by hitting an opponent's crest, breaking lances and hitting shields. Aiming for or striking a horse is considered knavish.

Horses

Combat-trained horses like chargers deal well with the noise and fury of battle. Others require a simple Horsemanship check each round to keep under your control. Combat-trained horses are not trained to rear and fight themselves. Such rare and prized steeds are called “attack-trained,” and are generally unavailable. More special breeds of horses are detailed in Appendix III of the Pendragon supplement *Boy King* (pages 140-141).

Steeds

Type	Damage	Hit Points	Major Wound	Knock down	Unc	Armor	Move	Price
Warhorses Combat-trained; do not have to make Horsemanship rolls each round to control								
Destrier	8d6	52	10	42	13	5	7	32 £
Charger	6d6	46	12	34	12	5	8	8 £
Courser	5d6	45	15	30	11	5	9	4 £
Rouncy	4d6	40	14	26	10	4	6	1 £
Other Steeds Not combat trained; must roll Horsemanship each round to control in combat								
Mule	6d6	43	18	25	11	4	6	80d.
Palfrey	3d6	34	8	26	9	3	6	4 £
Nag	?	?	?	?	?	?	?	40d.
Pack Animals Must roll Horsemanship each round to control while riding; not generally ridden								
Sumpter	3d6	38	16	22	10	3	5	80d.
Carthorse	2d6	25	10	15	6	3	4	60d.
Donkey	4d6	30	30	15	8	3	5	50d.
Unc = Unconscious								

Type	SIZ	DEX	STR	CON	Heal	Notes
Warhorses						
Destrier	42	10	38	10	5	Heavy warhorse
Charger	34	17	30	12	4	Normal warhorse
Courser	30	25	24	15	4	Hunt Trained; +5 Hunting
Rouncy	26	10	18	14	3	Usually given to squires
Other Steeds						
Mule	25	8	25	18	4	Hardy, but often stubborn
Palfrey	26	10	16	8	2	Fine riding horse
Nag	?	?	?	?	?	Poor misbegotten beast
Pack Animals						
Sumpter	22	12	15	16	3	Hearty pack horse
Carthorse	15	10	15	10	3	Common for commoners
Donkey	15	15	20	15	4	Light pack or cart animal
<i>A Nag is any type of horse that has broken down. They are generally uninspired, slow, or infirm. Some have just been grossly mistreated.</i>						

Resolving Combat

Each combat is fought in a series of **Rounds**. During a round, each participant takes their **Turn**, declaring their intent and resolving actions. After all participants take a turn, sets of participants may fight each other making opposed resolutions. After determining who succeeds or fails in each resolution, damage is rolled and wounds are applied. Once one round of combat is complete, the next begins until the fight is concluded or halted.

One way to halt combat is when one side is victorious and the other defeated. A side is defeated when all combatants withdraw, are captured, grievously wounded, incapacitated, killed or otherwise bested. Combat may also be halted to parlay, ask for peace, to surrender or request the other to surrender, for a break to catch one's breath, or for some other purpose. Alternately a time limit, term or condition might be set, such as a fight to first good blow, the best of three blows, a battle to first blood, or knockdown.

Of course, honorable knights must stop fighting immediately if the Marshal of the tourney calls them to “Hold!” If they do not, they may be ejected from the tournament. Horrendously dishonorable behavior, such as slaying a clearly defeated opponent who begs for mercy, may win a fight, perhaps even avenge a wrong, but may also get a knight banished from the kingdom.

Initiative

Turns and Opposed Resolutions are taken in Initiative order. Initiative is determined in the following manner:

- **Movement Rating**, with the highest rating going first. If tied,
- **Highest DEX** goes first. If they are still tied,
- **Roll dice**, highest moves first, then in order. Reroll ties.

Taking Turns

During your turn, you may have the opportunity or be required to do one of the following actions:

- Choose to hold, speak, or perform other automatic action if unengaged (Ex: get new lance from squire, wave to crowd).
- Declare to move in any direction, up to your Movement Rating (measured in yards)
- Attempt Trait/Passion check; may be permitted additional or continued action if successful. (Reckless charge into bad odds)
- Attempt simple/unopposed Ability resolution (Horsemanship to mount/dismount, or DEX to toss item to friend).
- Attempt Combat Maneuver; make an opposed resolution with another participant within half your Movement Rating.
- Attempt multiple actions. Gamemaster will assign modifiers.
- After everyone announces their intention in turn, each participant makes unopposed or opposed resolutions (in order of initiative), and applies the results of combat.

Delay

If it is your turn and you so desire, you can **Delay** your action until after someone else has gone. Declare which participant you will follow. You must choose someone who has yet to go in the turn. Your turn will be resolved after they have taken their turn. If they delay to follow someone else, you will still follow them. And so on. This means you may have to wait until even later in the round before you take your turn. If two or more people decide to wait for each other, the turn passes without taking any action.





Combat Maneuvers & Modifiers

Each round, you may choose one of many **Combat Maneuvers**, as shown in the accompanying table. You can attempt more than one maneuver, but your chance of success at each suffers. After choosing a maneuver, check if any **Combat Modifiers** apply.

After everyone has chosen and announced their maneuver for the round, resolve actions in initiative order. If a pair of characters make an opposed resolution, the one who moves later in initiative order is skipped when their turn comes around, since their action for the round is already resolved.

If after hearing someone else's maneuver you change your mind, you cannot choose a new maneuver, but may cancel what you were going to do. You announce you will "hold." This skips your action this round. If anyone attacks you, you can defend normally.

Causing Damage

Your Damage statistic says how many d6 dice you roll if you succeed in combat. Some small weapons subtract -1d6 or -2d6 (to a minimum of 1d6), and large weapons may add +1d6 to Damage. Some weapons such as maces and axes cause special damage in certain cases. Poor or finely crafted weapons, and those blessed, enchanted or cursed may also modify your damage.

If during combat you succeed or critically succeed in opposed resolution while an opponent fails or partially succeeds, roll dice to determine the damage you cause. Refer to the Damage Table to see how many dice you should actually roll. If both opponents fumble, fail, or tie, no damage results.

After you roll your damage, the opponent subtracts their armor from the result. If they had a partial success, they can also subtract the value of their shield.

Rebated Weapons

In combat "for love," usually fought in friendly and honorable tournaments and challenges, knights use **Rebated Weapons** to avoid unintentional mortal wounds. They are blunted, wooden, or lighter versions of those used in regular battle. Light, unshod lances designed to break and splinter are called **Jousting Lances**. Rebated weapons and jousting lances do half damage. Roll your damage and halve your result (round up).

Withheld Blows

A knight may not wish to dull the edge of a good sword, but might temper the weight or strike of his blows. A knight can always declare he is withholding his blow. This will produce the same effect as a rebated weapon — he will roll half damage.

Armor

Aside from his horse, a knight has no greater expense or treasure of war than his armor. Different types of armor exist, from one's simple everyday clothes to full Gothic plate. If you are using a one-handed weapon, you can also use a shield to defend yourself.

Damage

<i>Your Result</i>	<i>Damage</i>	<i>Opponent's Result</i>	<i>Opponent Subtracts</i>
Critical Success	× 2	Partial Success	Armor + Shield
Critical Success	× 2	Fail or Fumble	Armor only
Success	× 1	Partial Success	Armor + Shield
Success	× 1	Fail or Fumble	Armor only
× 2 = Roll dice equal to × 2 your Damage statistic, then subtract opponent's armor (and shield).			
× 1 = Roll dice equal to your Damage statistic, then subtract opponent's armor (and shield).			
<i>Rebated Weapons or Withheld Blows cause × 1 / 2 Damage; divide your die roll result by 2, round up, then subtract armor or shield</i>			

Effects of Armor

Armor subtracts from each hit you receive in battle. If you make a partial success defending against a foe, you also apply your **Shield**. (If you fail or fumble, you do not benefit from your shield.) If your armor equals or exceeds the damage your opponent rolled, you take no wound. If your armor is less than the value of the damage your opponent rolled, you receive a **Wound**.

Armor of Chivalry

Knights who are Chivalrous (Chivalry Traits total 80+) have an automatic bonus of +3 Armor in all circumstances.

Avoiding Armor

If an enemy can get close enough to you (by critical surprise or grappling), they can inflict a dastardly blow through a chink in your armor with a dagger. You do not get to use your armor at all! (Except you still benefit from Armor of Chivalry or magical defenses.) Although this would normally be a dishonorable action, not all people obey the rules of chivalry. Also, you may not be able to use your shield against some opponents who attack from many sides, or from behind. Be careful with a ruthless villain, bandit, or fighting foes to the uttermost. Lastly, the combat maneuver Double Feint may reduce or eliminate the protection of armor. This is not dishonorable; it is a skillful blow.

Encumbrance

Wearing armor has a negative effect on your DEX, making DEX-based tasks harder. Normal movement rates and combat abilities reflect typical burdens a knight: a full load of armor, weapons, and gear of war. Horses usually bear a rider in battle. Naturally, you move and fight faster if not carrying much.

Unarmored or lightly burdened people and riderless horses add +2 to Movement Rate, and +5 to their melee weapons skills.



Combat Maneuvers

Maneuver	How to Resolve
Move	Move up to full Movement Rating, in yards. Resolve after all actions declared, in initiative order.
Attack	Make opposed melee weapon check against opponent, unopposed melee check against unaware opponent, or unopposed missile weapon check at range. Do × 1 damage on success, × 2 damage on critical.
Defense	Make opposed melee weapon attack against opponent, +10 to melee weapon skill. Do no damage on success, × 1 (normal) damage on critical. Cancelled by Berserk Attack, treat as normal Attack. If both opponents choose Defense, both receive +10 to skill; × 1 (normal) damage is resolved only on critical.
Berserk Attack	1. Must first take unopposed attack and resolve damage from opponent. Cannot use shield to defend. 2. If still standing make unopposed check against opponent, +10 to melee weapon skill; if opponent had scored success or critical, they can use shield to defend. Do × 1 damage on success, × 2 damage on critical. Cancelled by Defense, treat as normal Attack. If both opponents make Berserk Attack, highest Movement Rate goes first. If tied, highest DEX goes first. If still tied, blows land simultaneously. Both attacks are unopposed.
Double Feint	1) Make DEX roll, modified by armor: 1. Critical: all armor of opponent is ignored this round, or +10 to skill if opponent unarmored. 2. Success: opponent's armor reduced in half this round, or +5 to weapon skill if opponent unarmored. 3. Failure: you can do no damage, regardless of opposed weapon result this round. 4. Fumble: you dropped or broke your weapon. 2) Then roll opposed weapon skill. You must attain critical or success to do damage, as usual. Cannot attempt with lance, halberd, flail or warflail. Armor of Chivalry, Pictish tattoos, and other mystical defenses still apply normally. Both opponents may attempt Double Feint.
Escape Melee (to withdraw) or Evasion (to move past)	Make opposed roll: your modified DEX (if on foot), or Horsemanship (if mounted) against opponent's melee weapon skill. • Critical or success, can disengage from opponent and move full Movement Rate; opponent gets no attack. • Fail, opponent can make an unopposed resolution attack; you can use shield. • Fumble: opponent can make unopposed resolution attack; you cannot use shield. • Both tie or fail, remain engaged, but no damage results. Can only be used if your Movement Rating is higher than opponent, and not surrounded. If both opponents choose to Escape Melee, both succeed automatically.
Dodge (avoid missiles)	Make unopposed DEX roll, modified by armor. • Critical, dodge all missiles this round. • Success, dodge first missile hit this round. • Fail, missiles hit normally. • Fumble, fall to ground, take 1d6 damage; missiles hit normally.

Combat Modifiers

Condition	Affects	Modifier
Lance Charge	Lance skill	+5 vs. all opponents not using Lance or Great Spear.
Height Advantage ¹	Weapon skill	+5/-5
Mounted vs. Unmounted ²	Weapon skill	+5/-5
Fallen Opponent ³	Weapon skill	+5/-5
Surprise Opponent ⁴	Weapon skill	+5
Immobilized ⁴	Weapon skill; DEX, STR	+10/-10
Multiple Actions	Each skill/ability	-5 (-5/+5 if opposed)
Fatigue ⁵	All skills/abilities	-5 for each of the following: 1) combat lasts more rounds than CON without rest 2) have lost more hit points than CON in Light Wounds 3) have Major Wound or are Unhealthy 4) Fight without rest after forced march or other extreme exertion today
Unencumbered	Weapon skill	+5
	Movement Rate	+2
	Awareness	+5 (optional)
Visibility	Awareness	-5 in dense fog, smoke or dust -10 at night ⁶ -15 in complete dark (cave, etc.)
	Weapon skill	-10 unless you make successful Awareness roll ⁶
Inspired	One Skill	+10 (or × 2 if critical)
Disheartened	All skills/abilities	-5

- On stairs, over castle wall, much larger creature such as giant/dragon vs. human
- Possible dishonor to attack in duel "for love"
- Likely dishonor to attack in any circumstance, except Grapple.
- Dishonorable to attack in any circumstance, except Grapple.
- Each condition applies, up to a maximum of -20. For instance, if you force marched with a major wound, you will be at -10 for fatigue.
- Heatben Pic Awareness and Weapon skills are unaffected by natural night; they are still subject to effects of fog, smoke, dust and complete (interior) darkness.

Armor

Armor Type	Armor	DEX	Cost	Phases
Suits of Armor				
Clothing ^{1,2}	0-2 Points	—	5-30 d.	All
Padding ²	2 Points	—	7 d.	All
Leather (Soft Leather)	4 Points	-5	15 d.	All
Cuirboilli (Hard Leather)	6 Points	-5	60 d.	All
Normal Chainmail	10 Points	-10	2 £	All
Reinforced Chainmail	12 Points	-10	4 £	2+
Partial Plate	14 Points	-10	10 £	3+
Full Plate	16 Points	-10	16 £	4+
Gothic Plate	18 Points	-10	24 £	5
Shields				
Makeshift ¹	0-3 Points	—	n/a	All
Buckler	4 Points	—	3 d.	All
Knight's Shield (w/ heraldry)	6 Points	—	5 d.	All
Large Shield (Pavise, Roman)	9 Points	-5	5 d.	All
Horse Armor (and necessary Type of Horse)				
Caparison (Cloth draping)	1 Point	Any	24 d.	All
Fancy Caparison	2 Point	Any	80 d.	All
Trapper	5 Points	Any	120 d.	3+
Light Barding (Cuirboilli)	8 Points	Charger	2 £	3+
Chain Barding	10 Points	Charger	10 £	3+
Reinforced Chain Barding	12 Points	Destrier	16 £	4+
Partial Plate Barding	14 Points	Destrier	24 £	5

- Game-master's option on armor protection value.
- Knights in clothing, padded armor are unencumbered; +2 Movement Rate, and +5 to melee weapon skill.

Pain, Suffering, Wounds & Death

Damage from Combat

Combat causes traumatic damage, including **Knockdown** (laying one low just from the force of the blow), **Light Wounds** (bleeding, bruises, torn and cut flesh), **Major Wounds** (concussions, broken bones, severed, crushed or mangled flesh), being knocked **Unconscious**, and **Mortal Wounds** which lead ultimately to death. In combat to the uttermost, it is usually a goal to avoid these conditions, and to inflict them upon your enemies instead. In combat for love, it is not the goal to physically inflict mortal harm, but given enough rough housing with swords, lances and horses, someone will eventually get seriously hurt.

You begin your adventures unwounded, with your **Current Hit Points** equal to your **Total Hit Points**. Each time you are wounded, record the amount of damage for the hit in the Wounds area of your character sheet, and subtract the damage from your Current Hit Points. You can take an amount of damage equal to your Total Hit Points before you are in danger of death. As your Current Hit Points drop, you may first fall **Unconscious**, then, if reduced to zero hit points or less, death.

EXAMPLE OF DAMAGE FROM COMBAT: *Sir Jean d'Amorica is facing the haughty Sir Deodus in a joust "to the uttermost." They have a Lance skill of 14 and 17 respectively. Sir Jean accepts an iron-shod lance from his squire, readies himself, and charges. He rolls a 4, a success. Sir Deodus rolls a 20 and fumbles. Jean rolls 6d6 damage for his charger, and is very lucky: a 33! Deodus is wearing Partial Plate, for 14 points of armor. Since he fumbled, he does not get his shield, nor is he Chivalrous. This results in 33 - 14 = 19 points of damage. Deodus began the fight with 32 Hit Points. After subtracting 19, he has 13 Current Hit Points.*

Knockdown

Your Knockdown attribute is equal to your SIZ. This is the amount of damage, whether received through combat or misadventure (riding into a tree limb) which will knock you off your feet or horse to the ground. Knockdown is calculated for the total amount of damage you received before armor is applied.

If you are hit for an amount of damage equal to or greater than your Knockdown, make a simple check against your DEX. If you succeed, you keep your feet, or your seat if on horseback. If you fail, you are knocked down. If the damage you received was twice or more your Knockdown, you are automatically knocked down.

In a subsequent round, you may regain your feet without a DEX roll, but it takes your whole turn. If attacked while getting up, you suffer a -5/+5 reflexive modifier (your skill is -5, while your opponents it increased by +5).

Falling

Being knocked to the ground causes no additional damage to a person on foot. If you were mounted or near a height, you take damage from the fall. Falling off a horse causes 1d6 damage

(armor does not absorb damage). Falling from greater heights causes +1d6 for every 6 feet (2 yards).

EXAMPLE OF KNOCKDOWN, FOLLOWED BY A FALL:

Sir Deodus is a tall man, SIZ 18. But as 33 damage is far greater than 18, he is not tall enough to avoid having to check for Knockdown. (If Jean had scored 36 damage, he would automatically be knocked down.) Deodus has a DEX 18 as well. However, he is -10 for being in Partial Plate armor, and the Gamemaster also applies a -5 to his DEX for fumbling his Lance this round. This results in a modified DEX of 3. Sir Deodus rolls a 9, and fails. He is knocked "over the cruppers" of his horse, and takes another 3 points of damage from the fall to the ground. He now has 10 Current Hit Points. Sir Jean smiles; he has struck a great blow. A cheer goes up from the crowd!

Light Wounds

Damage inflicted by any single hit which is less than CON is treated as a **Light Wound**. It may be painful and ugly, but it is not serious by itself. A Light Wound may later become infected or bleed if not treated with First Aid. Even after treatment, it can open up again if it is aggravated by strenuous activity. You can continue to fight normally, and accumulate Light Wounds until your character's Total Hit Points falls below Unconsciousness.

The 3 points damage Deodus sustained from his fall is a Light Wound.

Major Wounds

Damage inflicted by any single hit which is equal to or greater than CON is treated as a **Major Wound**. Immediately apply the damage to your Current Hit Points, and suffer these effects:

- 1) Roll a simple check immediately against a target number equal to your **Current Hit Points**. If successful, the character stays conscious. If he fails, he is immediately knocked unconscious.
- 2) If still conscious, and the character wishes to continue fighting, he must successfully check his **Valorous**. Failure means the character cannot summon the inner reserves to continue fighting. He may defend himself if attacked, but cannot attack if unprovoked. On a fumble the character immediately surrenders or attempts to flee. A character that receives a major wound outside of battle (from a fall, fire, etc.) might not have to check Valorous to press on.
- 3) Immediately check on the **Statistics Lost Table** (see below). The indicated statistics are immediately reduced, and all affected derived statistics are immediately recalculated. Even if Total Hit Points are reduced, do not reduce Current Hit Points.
- 4) Check the **Chirurgery Needed** box. The character requires expert attention to avoid infection, staunch and treat the severe bleeding, set bones, and avoid the effects of deterioration.
- 5) May suffer Aggravation if further strenuous action is required.

Sir Deodus took 19 points in a single wound from Jean's lance. As his CON is 14, this a Major Wound. He next checks against his 10 Current Hit Points. He rolls a 3, and remained conscious. Refusing to quit, Deodus tries to stand. He has a 16 Valorous, and rolls a 9. The Statistics Lost Table indicates he loses a point of SIZ. Even if Deodus survives, he will always walk with a noticeable limp. Grimacing with pain, he draws his sword. Sir Jean dismounts to continue the fight on foot. A hush falls on the spectators, for this fight shall truly be fought to the uttermost.

Unconscious

If a character receives a Major Wound, and fails his Current Hit Points check, he immediately falls **Unconscious**. Also, if a character takes a number of wounds reducing his Current Hit Points equal or less than his Unconscious statistic, he is also knocked out.

Unconscious characters cannot rise or take actions without Gamemaster approval. If still horsed (or next to a precarious height), make a successful DEX roll to stay in the saddle (or avoid a fall), though the character can no longer control his mount, perform any actions, or know what is going on around him. Dim perception may come to an unconscious character, but they may be confused, unreliable, and fleeting. Characters may occasionally recover consciousness, and just as soon fall into a swoon again.

Mortal Wounds

Damage from a single blow equal to or greater than a character's Total Hit Points will normally kill a person. Yet there still may be a chance to survive under the following conditions:

- **First Aid** must be applied within an hour of the Mortal Wound, or you will surely die. The First Aid must raise the character's Current Hit Points to 1 or more. (Since the most First Aid can heal is 1d3+3 even with a critical success, a Mortal Wound which reduces a character to -5 or less is nearly always fatal. Only magic or miraculous healing could save you now.)
- If brought to 1 hit point or more, the character immediately takes **3 rolls** on the **Statistics Lost Table**. Derived Statistics must be immediately recalculated.
- Check the **Chirurgery Needed** box on the character sheet.
- If still alive, the character is most likely Unconscious.

Traumatic Death

For anyone at zero or negative hit points, death will shortly ensue.

The Gamemaster may describe the gruesome fate of a character who falls far below zero in a single blow. They may have had a limb or neck severed, or took a horrible blow to the head, chest or organs. Death can be immediate, or the Gamemaster may allow the character who received a killing blow enough breath to give a stirring, final speech, while his friends rush to his side and weep at his passing.

Characters who fall below zero hit points from Light Wounds or Major Wounds, Deterioration, or any other combination of reasons other than a Mortal Wound should keep track of their negative hit points. If they can be healed by First Aid, magical or miraculous means prior to midnight of that day, they may live, though they will require Chirurgery. Otherwise, the character dies.

After a long bloody battle, Sir Deodus is finally struck low. In the last blow, Deodus takes 12 points damage. It is a Light Wound, but since he only had 10 Current Hit Points, it drives him to -2. This causes him to fall unconscious as well as bringing him below the point of death. Sir Jean, swooning and near unconscious himself, is helped from the field by his squire Henri. Deodus is left for dead. A while later a grieving Patranon the Pious

returns to find his master Deodus near death's door but still breathing! He carefully tends to each of Deodus's wounds with First Aid, healing 6 points of damage. It is enough to restore Deodus to 4 hit points. The worst danger is past, but he is still unconscious. Patranon lifts his master gently onto his horse, and travels very slowly and carefully to a nearby monastery to seek someone who knows Chirurgery. It seems Deodus may live to seek his revenge.

Natural Causes

Pain and suffering can also occur from misadventure, such as falls (see above), drowning, and fire. It can also be caused by overexertion, aggravation or deterioration of wounds, famishment (lack of food and water), poison, disease or the infirmities of age.

Drowning

Knights, often encased head-to-foot in heavy armor, and water do not normally mix well. Yet there are occasions when you may get in over your head: fording a stream and getting tossed from your horse, besieging a castle and being cast down into the moat, being forcibly held under by someone trying to murder you, or even swimming for pleasure or survival. If a character cannot swim, or otherwise physically remove themselves from their watery predicament, they may take damage and possibly drown from Suffocation.

Swimming (or, Not Drowning)

Roll your Swimming skill to control your motions in water deeper than you can stand in, or when trying to move by swimming. (If you are in shallow water, just roll your DEX or STR to stand up or wallow about.) If you fail or fumble your Swimming skill, you are underwater. Check to see if you suffer from Suffocation. If successful, and the situation permits, you avoid your head going under and move in the general direction you desire. Modify Swimming skill -1 for each point of Armor worn. You can remove armor each round if you succeed rolling your Swimming skill. Success means you shed 2 points of armor.

Suffocation

Suffocation occurs when you have no breathable air. Knights can suffocate in battle or tournaments from dust or sand choking their lungs, or when crushed under a press of bodies. You can suffocate when choked, strangled, drowning, or when intense fire, smoke, or poisonous vapors make breathing impossible.

Each round, check your CON. If you succeed, you hold your breath. If you fail, you start to suffocate. You may get modifiers over time, making your CON roll progressively harder to succeed. Eventually, unless you get fresh air, your CON will fail and you begin to suffocate. Roll 1d6 damage each round until you can breathe again. Being trapped without air is similar, but takes hours or days before you perish, not rounds. First Aid cannot cure this damage directly, but a Gamemaster might allow you to recover most if not all of your lost hit points rapidly if you can freely breathe, First Aid is successful, and you succeed in a CON roll.



Fire or Intense Heat

Anything burning or quite hot in direct contact with skin (or near enough) does 1d6 damage per round cumulatively. Take 1d6 the first round, 2d6 the second, 3d6 the third, and so on. Armor protects you only for the first round of exposure. After that, it gets too hot. Intense fires begin at 2d6, 4d6, 6d6 or more. Extreme heat can also cause damage. Fire and heat can also cause Suffocation (see above). Burn wounds can be cured with First Aid, but damage from heat generally cannot. First Aid can only be used once against total hit points lost from fire; you cannot treat each separate burn.

Intense Cold

Intense cold may be encountered in winter naturally or through magical circumstances, such as when meddling with magicians or making a trip to the Faerie Realm. Very cold items, especially metals, can burn like fire when touched, causing 1d6 damage per round. You can also lose 1d6 per hour in cold water, or 1d6 per round in near-freezing water. First Aid can be applied once to treat total hit points lost this way.

Exposure

Heat or cold exposure can also cause damage over the long term. For instance, a knight may have spent the entire day in the sun or snow. In the afternoon, the Gamemaster may tell him to take 1d6 damage for not resting or drinking enough water, or for not wearing warm enough furs. On an intensely hot or cold day, 2d6 or more damage per day may result, or 1d6 could be assessed per hour. Exposure can be treated with First Aid. To recover, you must be returned to normal temperatures, drink refreshing liquids and rest. If First Aid is successful, you can apply the results against the total hit points lost to exposure. The Gamemaster may also allow you to recover most or all of your lost hit points in due time, perhaps overnight, with a successful CON roll.

Disease, Infection and Poison

How one catches a disease or infection is a mystery. Some blame poor religious faith. Others say it is because your family or people might be cursed. Still more think they are brought by supernatural forces: faeries, devils, apocalyptic riders or deities. Most know cleanliness and sanitation have some effect to prevent or minimize them, but it is impossible to know exactly how or why.

Poisons are usually more obvious. Some things are good to take into your body, and others dangerous. Sometimes poisons naturally occur, such as spoiled food or the wrong sort of berries. Other times, they are purposefully applied to an assassin's blade or a goblet of wine.

Disease, infection or poison can have just about any effect the Gamemaster wants. Rules for Simple Poisons are described below. They can cause the loss of one or more points of statistics through rolls on the Lost Statistics Table, or the Aging Table. They can cause an acute and direct loss of your statistics such as

Current or Total Hit Points or CON by a certain amount, or by rolling some number of dice. They might even require a CON roll or the sufferer immediately dies.

At the feast following the Battle of St. Albans, Uther Pendragon celebrated his victory over the Saxons. As he had been severely wounded, he drank water instead of wine that night. Unbeknownst to all, a Saxon spy had poisoned the well. Many of the lords and knights drank water along with the king to show deference to his condition and in honor of his name. Suddenly, things went horribly wrong. Everyone who drank the water needed to roll 4d6. This was the immediate loss to both their CON and Current Hit Points. Anyone whose CON or Hit Points were reduced below 1 expired in gruesome agony. Many Britons died that evening, including Uther the High King. Those that survived recovered 1 CON point per month until fully healed. The Saxons had their revenge...

Treatment is difficult if not impossible, even with Chirurgery. Priests, magicians, supernatural creatures, mystical items and forces are directly appealed to and relied upon to solve these ailments. Make minimal use of disease, infection and poison in *Pendragon*. Players prefer to be brought low by the dramatic, traumatic effects of a sword than by invisible, incomprehensible foes.

Simple Poisons

Most simple poisons have a **Potency**, which measures how strong it is. Just because it is simple doesn't mean it isn't lethal. A poison of Potency 20 or more is dangerous. A Potency of 40 or more is quite often deadly. It would be a miracle to survive a Potency of 60. When exposed to poison, whether by ingesting, breathing, touching being cut or injected with it, you must make an opposed resolution of your CON against the Potency of the poison. Natural poisons can often be known or recognized by using Folklore skill. Other poisons might require magical skills or other arcane studies. Treatment of poisons may be possible through First Aid or Chirurgery, at the Gamemaster's option. Using poison is completely dishonorable.

Simple Poison Results

Victim's CON Roll	Poison Effect
Success or Critical	The poison has no effect
Partial Success	Subtract your CON from the Potency; apply any remainder from your Hit Points.
Failure	Subtract the Potency from your Hit Points.
Fumble	You seem to be particularly susceptible. Subtract twice the Potency from your Hit Points.
If the poison Failed or Fumbled, it has no effect.	

States of Health

Healthy

A character who is unwounded, or who has only received Light Wounds is considered **Healthy**. They do not require Chirurgery, and may adventure about normally. If a healthy character has a few wounds, their activities might cause Aggravation (see below), but otherwise is not limited in their actions.



Unhealthy

A character who has checked **Chirurgery Needed** is **Unhealthy**. They are usually incapable of strenuous activities, at high risk of aggravating their wounds, unable to fully take care of themselves, and subject to **Deterioration** (see below) if not properly treated each week.

Aggravation

When you are wounded or ill, you are usually advised to rest and take it easy. You can usually even keep up some level of light activity. If you do not rest easy or overly exert yourself, you can worsen your condition through **Aggravation**. As many heroic knights are not lazy or prudent, but quite energetic and reckless, this happens all too frequently. **Aggravation** is usually resolved once you have completed your desired activity.

Each incident where a knight refuses to rest, recuperate, or avoid exertion causes 1 or more points of damage. This is taken off your **Current Hit Points**, and cannot be healed by **First Aid**. Under rough conditions, you can lose up to 3 hit points through **aggravation**. In extreme circumstances, also roll **CON** to avoid bursting your bandages and begin bleeding again. If you fail, lose 1 hit point for every unhealed wound, or 1d3 per wound if you fumble!

Overexertion

You might even cause yourself **aggravation** if unwounded but exerting yourself to an extreme. For instance, you might be trying to lift something too heavy for one person to normally carry. This can cause as little as 1 point, or as much as 1d6 per hour. For certain heroics, even 1 point or 1d6 hit points per round you perform the activity!

Activity Levels

Activity Level	Aggravation		Permitted Activities
	Healthy	Unhealthy	
Inactive	None	None	Resting, eating, sleeping.
Low	None	None	Walking short distances slowly, eating full meals, reading or writing letters, making music, fishing.
Moderate	None	Possible	Walking long distances, riding a horse, eating or drinking to excess, dancing, displaying strong passions, performing light chores, hawking.
Strenuous	Possible	Yes	Fighting, running, climbing, swimming, travelling long distances on foot or horse, heavy chores, hunting.
Extreme	Yes	Yes	Great displays of physical prowess: lifting great weights, running or swimming great distance without resting, wrestling with giants.

If a character performs an activity for a long time, increase effective activity one level or more. For instance, if you dance all night, as opposed to a few minutes, your activity level increases from Moderate to Strenuous. If your dancing is induced by magic (perhaps by an angry Morgan le Fay), and you are unable to stop or even slow down for a second, it might be considered an Extreme activity.

Deterioration

If your character has checked **Chirurgery Needed**, you are **Unhealthy** and need medical attention. If you do not receive successful treatment within a week of becoming **Unhealthy**, or do not continue to receive attention each week thereafter until fully

healed, you automatically suffer **Deterioration**. Only one attempt at **Chirurgery** (simple check) can be made per week. Success prevents deterioration, failure means you deteriorate: roll 1d6 damage per week. Take this loss off **Current Hit Points**. It is not a wound, and **First Aid** cannot cure it. Generally, you have until Sunday at noon each week to be treated.

You can suffer from both **Aggravation** and **Deterioration**.

Dropped Objects

The damage an object causes is dependent upon its weight, the height from which it is dropped, and its density. The stronger you are, the heavier the items you can pick up and drop; the maximum damage you caused by dropping items is equal to your **Damage** statistic. So if you do 5d6 damage, a rock that you drop on someone will do 5d6 at most. Two or more people can combine their **Damage** statistics to pick up and drop heavy objects. If you drop something from a great height (such as from a high castle wall), you do $\times 2$ damage. An object does full damage if it is hard and dense (such as a rock, or leaping attacker in armor). If it is somewhat loose or soft, it does half damage (such as an unarmored, non-hostile human falling in a tumble on another). A very soft or loose object might flutter as it falls, doing a quarter normal damage, if any at all. Armor protects against dropped objects.

Run Away!

It is best to not be where something is falling. The Gamemaster might require an **Awareness** check before you notice something dire falling on you. Then you need to check your **DEX** to dodge. If you fumble your **DEX** roll, or if there is nowhere to dodge, you take full damage from a falling object. If you fail your **DEX** roll, you take half damage. If you succeed or critical, you dodge out of the way and take no damage.

A pair of men-at-arms drop a rock from a high castle wall on an attacking Saxon barbarian, doing 12d6 damage (3d6 \times 2 men \times 2 for height). They roll 38 points damage. The Saxon is wearing chainmail (10) and shield (+6). If he is caught in the press of the attacking mob, he is hit with full force. His armor would block 16 points damage; the remaining 22 points are scored as a wound. (Most likely a Major Wound and a Knockdown, even for the largest of Saxons!) If the Saxon had room to dodge and succeeded, he would take no damage at all. If the Saxon failed his DEX, he'd only take $38 / 2 = 19$ hit points. His armor blocks 16, so he would take a 3 point light wound. The men-at-arms need to get a friend to drop a bigger rock...



Healing

HOW LANCELOT WAS BROUGHT TO AN HERMIT FOR TO BE HEALED OF HIS WOUNDS, AND OF OTHER MATTERS

"Have ye no doubt," said the hermit, "ye shall live and fare right well." And so the hermit called to him two of his servants... And then anon the hermit staunched his blood, and made him to drink good wine, so that Sir Lancelot was well refreshed and knew himself...

— Sir Thomas Malory, *Le Morte D'Arthur*, Book XVIII, Chapter 13

First Aid

When **First Aid** is performed upon a wound, you can recover 1d3 if successful, or 1d3+3 if the roll is a critical success. However, you can only attempt one First Aid roll per wound. If the roll is a failure, you do not recover any hit points, and must wait for the wound to heal naturally. If the roll is a fumble, you take 1d3 additional points damage.

Natural Healing

Each week you recover by natural healing a number of hit points equal to your **Healing Rate**. This occurs at noon on Sunday. If you require Chirurgery, yet failed to find successful treatment over the past week, you also suffer Deterioration at this time.

Sir Deodus lost 28 of his 32 hit points in his battle versus Sir Jean. (He was brought back up to 4 hit points by the life-saving efforts of Sir Patranon.) That Sunday, Deodus recovers his Healing Rate of 3, bringing him to 7 hit points. His Unconscious is 8, so he remains in a feverish state for another week. The monks treat him well, and do not fail their Chirurgery checks. On the next Sunday, Deodus recovers another 3 points, up to 10. "Water," he croaks, finally regaining consciousness. At present rate, it will take 8 more weeks for Deodus to recuperate fully the remaining 22 hit points he has lost, and recover from his Major Wound.

Magical Healing

Some knights are lucky enough to have a rare healing potion handy. These cure 1d6 hit points immediately. It is said talented women hold the secret of making healing potions. Some say sorcerers or faeries can make them as well, but there is often a price to pay to obtain such a gift.

The Grail

The Holy Grail can heal any wound. The likelihood of it miraculously appearing to heal you is based upon your pureness of character, the sincere worship of your Deity, right living in accord with your religious virtues and the chivalric traits, and your necessity to the plot line.



Traits

SIR GEREINT IS HUNTING WITH THE QUEEN WHEN THEY ENCOUNTER A LADY, A KNIGHT, AND HIS RUDE DWARF, WHO LASHES BOTH THE QUEEN'S MAID AND GEREINT WITH A WHIP WHEN THEY TRY TO PARLAY.

Gereint set his hand to the hilt of his sword, and debated in his mind, but considered how it was no vengeance for him to slay the dwarf then have the armed knight take him cheaply and without armor. And he came back to the place where Gwenburyr was.

"Wisely and prudently didst thou act," said she.

— Gereint, Son of Erbin, one of the tales of *The Mabinogion*

Traits

Traits define your character's personality by quantifying various beliefs and behaviors; what he prefers to do (or not do). *Pendragon* differs from many roleplaying games because your character holds his own opinions on subjects, which may radically vary from your own modern mindset. Your knight has a sense of his own role in the world of Arthur's Britain, and the way he wishes to play his part. Each knight is unique, though many exhibit common ideals, such as upholding Chivalry or his faith.

If you are asked to choose in a situation, your actions should reflect your Traits. If you succeed in a Trait resolution, you likely act in accordance with that part of your nature. If you fail or fumble a Trait, you can (or must) act contrary. Traits are valued in opposing pairs: the more Honest you are, the less Deceitful you can be. When you increase in a Trait, the opposed Trait goes down by an equal value.

Traits, Virtues and Glory

Any Trait of 16+ is a **Notable Trait**. You earn Glory every year during the Winter Phase equal to the value of your Notable Traits. Any Trait of 20 or higher is Heroic. It cannot normally be failed in a check except if there are modifiers.

Sir Patranon has a Pious 16. Each year, he gets 16 Glory for behaving in a manner which pleases his God, and moreso, the priests and fellow parishioners of his faith.

Five traits represent your **Religious Virtues**. If all 5 Virtues are 16+, you gain a Religious Bonus, and 100 Glory annually (see pg. 13).

Six traits represent **Chivalrous Virtues**: Energetic, Generous, Just, Merciful, Modest, and Valorous. If these traits add up to 80+, you gain 100 Glory per year, and the Armor of Chivalry (see pgs. 16 and 36).

What Do I Want?

Most of the time, you will wish to succeed in a Trait check. (You may want to be Forgiving to a one-time mortal enemy. Or you may want to be Just making a decision regarding the law.) Other times, you may want to purposefully fail to act contrary to your normal behaviors and beliefs. (For instance, you might want to fail your Reckless trait to avoid rushing into certain peril against innumerable foes, but since you succeed in your roll, you charge in head-long, crying "Devil take the hindmost!")

The monks keep asking Deodus to stay in his sick-bed, but to no avail. With an Energetic 14, and Lazy 6, it is against his nature to rest as an invalid. Lack of activity makes him chafe. When asked to relax, he rolls against Laziness and gets a 10, failing. The monks come in one day to find him up and about, busily scribbling notes to the Papal Legate, his soup left cold by the bedstand. He is performing Light Activity, making recovery a little harder this week. The monks sigh and roll their eyes. Knights are always difficult patients to treat in hospital.

Opposed Traits

You might find yourself in dramatic conflict, unable to determine which of your personal Traits holds more sway over you. For instance, it is better to be Vengeful or Forgiving? Or perhaps something not directly opposed, such as Modest versus Indulgent. In these cases, you can make an opposed resolution, rolling 1d20 for each involved Trait. The one resulting in a critical or success is the one you follow more closely.

Sir Deodus goes to mass to pray and meditate on the nature of his loss to Sir Jean. "Why, oh Lord, didst I lose? How couldst Thou permit me, Thy faithful servant, to fail before such a worldly, lazy excuse for a knight?" He contemplates the nature of forgiveness but must resist his own wounded pride, opposing his Forgiving 16 versus a Pride of 21. (Deodus is extremely Proud!) He rolls 15 for Forgiving, and 18 +1 (for having one point above 20) = 19 for Pride. Pride succeeded, but he partly succeeded with Forgiving. So, secretly, Sir Deodus considers ways to save his pride. With Vengeful of 4 he does not need to ruthlessly seek out and destroy Jean — but he must do something to earn Glory, rub it in Jean's nose, and thereafter put this trifling matter of a loss behind him. Perhaps with Agravaine's assistance...

Getting Your Own Way

You are normally free to choose what you say and do, regardless of what the character sheet or dice say. Some days you just want to play your character differently. This is perfectly acceptable. Traits are not unbreakable strictures. The Gamemaster should allow you to behave as you wish, but may rule you get a check or an immediate change to your Traits, either an increase or decrease, based upon your actions.

A knight who is generally Honest decides to tell a bald-faced lie to his good friend regarding the affairs of his lady love. The knight immediately loses a point of Honest.

Compulsion, Fate or Fortune

After certain Trait checks, your knight's thought or action may be compulsory (you must act a certain way) or barred (no matter what, you just can't). Mystical, spiritual or magical tests of character often involve such dictates of Fate or Fortune. Other times, it would require an uncharacteristic sacrifice of your character's values to turn your back on your beliefs. The Gamemaster may tell you it is (or is not) fundamental to your nature, or you cannot alter your Fate or Fortune regardless of your personal desires. Accept this decision, and roleplay accordingly.

Valorous Checks

Some fearsome monsters require a Valorous check upon encountering them. Especially fearsome creatures, such as dragons, giants, ghosts and so on, give negative modifiers to Valorous. If you fail your Valorous in the presence of these terrible fiends, you can only hold your ground and defend yourself—you are too afraid to attack or approach them directly. If you fumble Valorous, you must run away, or if unable to flee, faint.

Directed Traits

Some characters have Directed Traits, which modify one or more Traits under certain conditions. They can be generated using the *King Arthur Pendragon* main rules, or assigned by the Gamemaster during play.

Sir Gawaine is very Forgiving (16) and not Vengeful (4), except if it involves a slight against his family. His +16 Vengeful (Family) gives him a Vengeful 20. Gawaine has pledged to revenge his father's death at the hands of King Pellinore de Galis.



Passions

HOW SIR LANCELOT BATTLED SIR MELIAGAUNT TO RESCUE THE QUEEN

"Lancelot! Turn round and see who watches you!"

When Lancelot heard his name, he turned at once and saw above him that person whom he desired to see more than anyone else in the whole world. From the moment he beheld her, he began to defend himself from behind so he would not have to turn or divert his face or eyes from her. Meliagaunt pursued him with renewed eagerness, elated to think that now he had him defenseless...

"Turn around and come over here where you can keep the tower in sight, for seeing it will bring you strength and help."

Lancelot maneuvered around behind his enemy, forcing Meliagaunt to fight between himself and the tower... Lancelot's strength and courage grew because Love aided him...

Lancelot did not waste threats upon him, but drove him steadily with his sword toward the tower where the queen was seated — he often served and did homage to her — until he had driven him so close that he had to desist for he would have been unable to see her, had he advanced a step farther. Thus Lancelot drove him back and forth at will, stopping each time before his lady the queen, who had so inflamed his heart that he gazed upon her continually. And this flame so stirred him against Meliagaunt that he could drive and pursue him anywhere he pleased: he was driven mercilessly, like a man blinded or lamed.

— Crétien de Troyes, *Lancelot*, or
Le Chevalier de la Charette ("The Knight of the Cart")

Passions define what lies closest to your heart and soul. The greatest Knights of the Round Table are all deeply passionate:

- **Sir Lancelot du Lac** is famous for his Honor and respect for fellow Knights of the Round Table. He treats all knights as if they were as close to him as his De Ganis kinsmen. Some say he harbors a secret Love for Queen Guenever; others say it is a chaste Amor. He is very loyal to both king and queen, and serves as the royal champion.
- **Sir Gawaine of the Orkneys** exemplifies Love of Family, including his brothers Gaheris, Agravaine, Mordred and Gareth, and his mother Queen Margawse of the Orkneys. Gawaine also loves his uncle King Arthur. Considered heir to the throne, he often holds Arthur's magical sword Excalibur.
- **Sir Tristram of Lyonesse** is the greatest romantic in all Britain, regarded for his daring Love and liaisons with La Beale Isoud, wife of the jealous and crafty King Mark of Cornwall.
- **Sir Lucan the Butler** is known for his Hospitality. He almost makes up for the obnoxious manners of Sir Kay the Seneschal.
- **Sir Galahad** is regarded for his Love of God, and for being a paragon of Honor. It was foretold he shall achieve the Holy Grail.
- **Sir Brus Sans Pitie** ("The Brown Knight without Pity") is a horrid villain utterly lacking Honor. He harbors Hate against all good knights and often tramples men to death under his horse. Brus is a savage towards women and even kills innocent children.



The Passions

Basic passions which all knights share are **Loyalty (Lord)**, **Love (Family)**, **Honor** and **Hospitality**. Failure to serve these Passions is a serious matter. You gain Glory annually for Notable Passions (16+), but a flagrant disregard or failure to uphold your sworn beliefs can lose you friends, family, and even the rank of knighthood. You can acquire other Passions through game play; see the main rules of *King Arthur Pendragon*.

Passions

Passion	Description
Loyalty (Lord) ¹	Serve and defend your Lord (or Lady), even until death.
Love (Family) ¹	Do anything for your sibling, parent, or child.
Honor ¹	Uphold ideals of chivalry and show respect to all.
Hospitality ¹	Display courtesy and generosity as a host or guest.
Amor (...) ²	Chaste affection for someone of opposite sex.
Love (...) ²	Romantic desire for someone of opposite sex.
Love (Deity) ²	Faith in God, or another god or goddess.
Hate (...) ²	Despise and anger towards someone or something.
Fear (...) ²	Cowardice in the face of a specific fear.

1. Available for knights generated with *Book of Knights*.
2. Available for knights using *King Arthur Pendragon* main rules.

Effects of Passions

Passions can inspire you to perform the impossible or paralyze you with melancholy or madness. They are deeply heart-felt and often irrational.

- If a knight searches inside his heart and feels the passion of his beliefs, he can become **Inspired** to great deeds.
- If he fails to find inspiration, he becomes **Disheartened**.
- If he fumbles, he can even sink into **Madness**.
- If he is Inspired, yet still fails to achieve his goals, he will suffer from **Melancholy**.
- When a Passion is betrayed, fails to be honored, or if the knight was frivolous in his use of the Passion, he can suffer from **Shock**.
- If a knight is wandering about, his mind often returns to his Passion and he becomes lost in **Introspection**.

Passion Resolution

Inspiration Checks		
Duration: To complete a task, usually less than 1 hour, and no more than 1 day.		
Result	Passion Result	Effect
Critical ¹	Greatly Inspired	Greater of $\times 2$ or $+10$ to one Skill
Success ²	Inspired	$+10$ to one Skill
Failure ^{1,2}	Disheartened	-5 to all Skills, -1 to Passion
Fumble	Madness	Uncontrollable, Unpredictable. Lasts as long as Gamemaster wants. -1 to Passion
Other Passion Effects		
Duration: A few minutes, a day, to many years, as the Gamemaster chooses.		
Condition	State	Effect
Anytime Idle, up to 1/day; requires Critical Passion roll.	Introspection	Gets distant gleam in eye. Inspired ($+10$ to one Skill), but lost in reverie. May wander about in dreamlike daze. Cannot attack, but may fight in defense. Lasts 4d6 minutes.
Fail Passion Check	Melancholy ²	May mope about or attack if provoked on subject; $+10$ to Lazy, $+5$ to Vengeful, Arbitrary, Cruel, Reckless, Suspicious. Lasts 1 day.
Fail Deed/Task while Inspired, Major Loss/Betrayal, or Frivolous Failure	Shock ¹	Utter disbelief, horror, uncertainty. Roll 1 time on Aging Table instantly. May also fall into Madness. Variable duration.
Various Means	Madness	Uncontrollable, Unpredictable. Lasts as long as Gamemaster wants.

1. Suffer Shock if you were a) Inspired or Greatly Inspired but fail to succeed in completing your task or mission, b) if you somehow fail, lose or are betrayed by your Passion, or c) made a Frivolous Passion check and failed. Roll once on the Aging Table.
2. You become Melancholy after failing a Passion check; mostly depressive, sometimes angry or violent. Usually lasts a day. To cure someone of melancholy, challenge them using an opposed trait to those affected by the malady (Energetic, Forgiving, Just, Merciful, Prudent, or Trusting). If successful, they cheer up. If you fail, and they succeed, they are enraged and attack you. If you fumble, and they succeed, you drive them to Madness.

Glory & Honor

HOW SIR BORS WON GLORY AT KING BRANDEGORRE'S TOURNNEY
Then he began to strike down knights, shattering lances, ripping helmets from heads and shields from shoulders. He performed so well in every respect that everyone was amazed. He was so brave that he did not retreat from a single knight. All his opponents were stripped of their shields or deprived of their swords. There was no knight he met head on whom he did not strike down if he touched him. He fought so brilliantly that everyone declared that the new knight had vanquished all. Bors fought with such courage that all the spectators talked about him. The young ladies in the gallery discussed the new knight at great length, saying he was extremely valiant and worthy and that he should unquestionably be elected as the best knight.

— *The French Vulgate*

A knight cares for no other reward so much as Glory. Lands and riches are fine for lords and kings, but they pale in comparison to Glory. In a world where one's reputation is paramount, the highest reward is being honestly praised by the voices of good people.

Glory is the measure of one's fame, praise, and uncommon distinction. One wins glory by acting magnificently, speaking and performing honorably, accomplishing great deeds, and by winning renown. Glory is the primary goal of all knightly and worldly characters. The greatest Worthies of the world, from Alexander the Great to Julius Caesar to King Arthur, pursued Glory above all else.

When you gain **Glory**, it can never be lost.

You can lose your wealth or health, even your honor or station or life, but Glory can never be erased entirely. Bards will sing your praise. Commoners will tell your stories around hearth fires and markets. Holy men and scholars will record your tales. Enemies will curse each time they hear your name. Glory wins you friends, even of people you never met or may never meet. It is why we still know of King Arthur today, long after the sundering of the Round Table and the fall of Camelot.

Glory Bonus

Each 1,000 Glory =

- +1 to Other's Recognize/Heraldry Skill (Gamemaster option)
- +1 Courtesy/Dancing/Flirting/Orate Skills (Gamemaster option)
- +1 Glory Benefit (Add +1 to Statistic/Trait/Passion/Skill)

To win Glory, act boldly and attempt daring things. Even failure can be worth Glory, though succeeding usually brings greater reward. Also, act dramatically and honorably. Infamy is not glory.

Anyone, from peasant to king, can do something quite dramatic with their lives. We know a lot more about Jack and his magic beans than many rich but dull nobles. Knights are likely to have the time, inclination, societal obligation and permission to perform glorious deeds. Most people defer to knights to undertake the risky actions required to gain Glory. But Glory should always be praised, no matter who achieves it.

Knights gain Glory just for being themselves: being born into a well-known family, marrying into one, or raising your own; having a striking appearance, living in magnificent style, being generous with wealth and gracious in accepting gifts. Knights also earn Glory for their notable Traits and Passions and for living up to knightly ideals, such as Chivalry, Religious Virtue, and Romance.

The greatest glory is gained by adventure: using your skills, doing derring deeds, defeating foes, succeeding in tasks, participating in notable events, combat, tournaments, battles, witnessing miracles, and of course, slaying the occasional dragon or giant.

Honor

If you are inspired by your Honor, or otherwise make a successful or critical Honor check, it can improve through Experience (see below). However, sometimes you do something so notably honorable or dishonorable as to deserve an immediate change of your Passion. It tends to be much easier to lose Honor than to gain it.

Honor & Dishonor Table

Honor	Honorable or Dishonorable Act
+3	Attaining a seat at the Round Table
+2	Noble service recognized by King Arthur or Queen Guenever
+2	Knighted by King Arthur or Queen Guenever
+2	Make true peace & reconciliation between (or with) mortal enemies
+1	Made officer or landed vassal of a great noble (Earl/Duke/King).
+1	Knighted by member of the Round Table
+1	Sponsor a knight
-1	Craven Acts (attack an unarmed knight, refuse to fight, or use bow)
-1	Flagrant discourtesy (refusing/violating hospitality, failing to show respect to woman, noble or royal personage)
-1	Desertion (from battle or failure to perform military service)
-1	Sacrilege (plundering a holy place of your religion)
-1	Dishonored by acts of your squire or a knight you sponsored
-2	Killing an unarmed holy person of your religion, or innocent child
-2	Killing, kidnapping or raping a woman
-2	Performing physical labor
-2	Usury (lending money at a profit)
-3	Flagrant cowardice (fleeing in fear)
-3	Breaking an oath
-5	Treason (disloyalty to your lord)
-5	Treachery against your family
-6	Killing a kinsman
-10	Degradation (lose status as knight, convicted of heinous act)

Glory Ranking

Glory	Class of Knight
1 – 999	Non-knightly (Squire, Commoner, etc.)
1,000 – 3,999	Ordinary Knight
4,000 – 7,999	Notable Knight
8,000 – 14,999	Famous Knight
15,000 or more	Extraordinary Knight

Glory Awards

Glory Gained	Action
Adventure Glory Awards	
1/10/100/250	Complete Task: Trivial/Ordinary/Heroic/Superheroic
1,000	Complete Task: Extraordinary (ex: Save Arthur's life)
10/20	Skill Use: Ordinary/Critical Success
50/100/200/250	Best Ordinary/Notable/Famous/Extraordinary Knight
10/25/35	Defeat Footmen/Man-at-Arms/Mounted Sergeant
0/1/10/20/35	Defeat Beggar/Peasant/Bandit/Wild Pict/Saxon Raider
0/1/5/10/15	Defeat Rat/Snake/Wolf/Bear/Boar
25/100/500	Defeat Ogre/Small Giant/Large Giant
100/250/400	Defeat Unicorn/Griffin/Fire-Breathing Wyrn
10/20/30	Attend Tournament: Local/Regional/Regal
100/200/300	Win Tournament Joust or Melee: Local/Regional/Regal
100/200/300	Host Tournament: Local/Regional/Regal
(Variable)	Fight in Battle or Siege
10%	Success in Fight for Love, Non-lethal Contests, or Use Missile Weapons
50%	Fight to Standstill or Lose Well
0	Murder, Theft, and other Heinous Acts
Extra Glory Awards	
+10	Did something with style & flourish
+10	Made Gamemaster & fellow players laugh or smile
+25	Knight of Round Table witness to event
+25/+50/+100	Noble (Earl/Duke/King) witness to event
+150	King Arthur or Queen Guenever witness to event
+100	Helped a famous hero on important adventure
+100	Succeed against great odds (3:1 or more)
Life Achievement Glory Awards	
1/10th Father's	Inherited Glory (awarded at character creation)
1,000	Knighted by sponsor (awarded at character creation)
1/100th Lord's	Taken into a Household; generate Loyalty (Lord)
35/75/100	Made Officer to an Earl/Duke/King
50/100	Made Vassal/Banneret Knight
350/750/1,000	Crowned an Earl/Duke/King
100	Made Companion of Arthur (Welcomed at Court)
250	Made Officer to the Pendragon
1,000	Made Knight of the Round Table
1,000	Witnessed High Mass of the Holy Grail
Glory = Spouse's	Marriage (maximum of 1,000 Glory)
50	A Child is Born! (each parent, per child)
1,000	Heroic Death
"Winter Phase" Annual Glory Awards	
Glory = Notable	Notable Traits & Passions
Traits + Passions	Total Award = All (Traits 16+) + All (Passions 16+)
100	Chivalry Bonus (if total Chivalrous Traits ≥ 80)
100	Religious Bonus (if all Religious Traits 16+)
50 × # Years	Romantic Bonus (special roleplaying award)
Glory = APP	Noble Appearance (if APP 20+)
£ Spent or Gifted	Wealth spent or gotten as gifts (1 per £, up to 100/Year)
+10/+15	Conspicuous Consumption: Rich/Superlative style
Glory = £ Income	Land Holdings (to maximum 100 Glory/Year);
6/30/100	Typical holdings for a Vassal/Banneret/Earl
Glory = DV	Castles & Defenses (to maximum 100 Glory/Year);
8/25/50/100	Motte & Bailey/Small/Large/Extraordinary castles



Experience & Winter Phase

PRINCE GURNEMANZ OF GRAHARZ TEACHES SIR PARZIVAL TO JOUST: *And so the prince rode out on the field, where feats of horsemanship were performed. He taught his guest how to throw his mount from the gallop to full tilt with a sharp touch of the spur and thighs beating like wings, how to lower his lance to the correct angle and cover himself with his shield against his opponent's thrusts — 'Like this, allow me!' he said... In after-days [Parzival] grew to be expert in war.*

— Wolfram von Eschenbach, *Parzival*

During knightly adventures, you can gain **Experience Checks**, accrue **Glory** and possibly directly modify your **Honor**.

The **Winter Phase** follows a year's adventures, during which you resolve your Experience Checks, gain more Glory for various reasons, and may also spend time **Training**. Also, older knights might face their inevitable decline due to **Aging**.

Experience Checks

If you make a successful or critical unopposed or opposed resolution with a Skill, Trait, or Passion, immediately place an **Experience Check** mark on your character sheet next to the item. You cannot check statistics like SIZ or DEX, or derived statistics such as Movement Rate. At the end of a year's adventures during the Winter Phase, resolve all your Experience Checks by rolling one **d20** for each checked item. Erase any Experience Check marks after you complete your resolutions.

- If you roll higher than your ability, it increases by +1 point.
- If your ability is already 20+, it increases +1 only on a roll of 20.

For instance, if you had a Sword skill of 15, you would need to roll a 16-20 on a d20 to improve your Sword skill. It would be increased one point to 16.

Sir Deodus has a Proud of 21, and had a check on his Proud. It would only increase if he rolled a 20. If he did, it would increase by 1 point to a 22.

Glory

As described above, you gain Glory for performing heroic deeds. For every 1,000 Glory you earn, you gain **Glory Bonus** modifiers to certain skills, or to other's skills when they encounter you. It also provides a **Glory Benefit** to improve one of your abilities.

Glory Benefit

For each 1,000 Glory you achieve, you immediately gain a **Glory Benefit** to improve any ability. Apply +1 to any one Skill, Trait, Passion, or Statistic. No restrictions apply to this increase, so you may use this to improve abilities beyond their normal maximum.

Sir Jean earned 200 Glory for besting Sir Deodus, a Famous Knight. He also won the regional Tournament, for another 200 Glory. He began his adventures with 2,651 Glory. So his new total is 2,651 + 200 + 200 = 3,051 Glory. This is just over the next 1,000 Glory threshold, so he gains a new Glory Benefit. Sir Jean decides to apply his +1 to improve his already amazing APP of 18 to a 19.

Winter Phase

Each year's adventures are followed by **Winter Phase**, when you resolve Experience Checks, gain Annual Glory, and perform Training. If necessary, recover from any remaining wounds, and undergo Aging.

Annual Glory

See chart, page 45.

Training

Select one improvement from the following list:

- +1 to a single Trait, Passion, or Statistic
- +1 to a single Skill of 15+
- +1d6 to split among one or more Skill(s) with a value of 1-14, as long as no skill is improved beyond 15 in this manner.

Aging & Death from Infirmary

Roll once during Winter Phase on the **Aging Table** if age 35 or older. This might require further rolls on the Statistics Lost Table. Once a Statistic is reduced to 3 or less, you become Bedridden. At zero (0), you die of **Infirmary**.

Aging Table		Statistics Lost Table	
2d6	Statistics Lost Rolls	1d6	Result
2	4	1	-1 SIZ
3	3	2	-1 DEX
4	2	3	-1 STR
5	1	4	-1 CON
6-8	0	5	-1 APP
9	1	6	No Loss
10	2		
11	3		
12	4		

An Arthurian Calendar

SPRING		
March Vernal Equinox (21st) Easter (early as 22nd) Annunciation (25th)	April Easter (late as 25th) St. George (23rd)	May Pentecost (early as 3rd) Beltane (8th)
SUMMER		
June Pentecost (late as 5th) Summer Solstice (21st)	July	August Lammas Day (1st) Lughnasa (8th)
AUTUMN		
September Nativity of St. Mary (8th) Autumnal Equinox (23rd) St. Michael (29th)	October	November All Soul's Day (1st) Samhain (7th)
WINTER		
December Christmas (25th) Winter Solstice (22nd)	January Epiphany (6th)	February Candlemas (2nd) Imbolg (6th)
Winter Phase lasts from Winter Solstice (Dec 22) to the Vernal Equinox (Mar 21). Italics indicates Pagan events; other events are Christian.		

Adventure in Arthur's Britain

Adventure Year

Each year the cycles of spring, summer, fall and winter repeat. Crops are planted and harvested. Children and animals are born while elders move on to the next life. Knights, meanwhile, take to the King's Road for adventure. Opportunities for duels, tourneys and battles abound. Saxons and Picts often raid the lands. Dragons and giants pop up once in a while. Some days of the year are even set aside for special adventures. Each Pentecost (seven weeks after Easter), Arthur throws a tremendous feast. No one is allowed to eat until a great Adventure occurs. Invariably, each year, something new and exciting happens.

Arthurian Cycle (Pendragon Phases)

The life and times of King Arthur span 70 tumultuous years, divided into five major Phases. Each Phase has unique courtly and martial events, fashions and technical developments, and adventure themes. For more details, see the *Pendragon* supplement *The Boy King*.

The Arthurian Cycle in King Arthur Pendragon

Phase	Years (A.D.)	Major Events
1. Anarchy	495-510	Interregnum between Uther to Arthur; Saxon, Pict, and Irish raiders run rampant
2. Unification	510-525	Arthur's 12 Battles unify Britain; Arthur weds Guenever, Round Table formed (514); Battle of Badon Hill (518) defeats Saxons; Arthur builds Camelot (521)
3. Consolidation	525-540	Arthur conquers Rome (526-527); Height of Tournaments & Adventures
4. Apogee	540-555	Disturbing infighting of Round Table; Grail appearances and Grail Quest (554-557)
5. Decline	555-565	Decadence at court, civil war tears Britain apart; Passing of Arthur at Camlann (565)

Wealth

Knights do not care one whit for accumulating worldly wealth or treasure, unless it was won with great Glory. Merchants, armorers and horse breeders, however, require payment. Wealth is often the subject of adventures: seeking out a dragon's horde, recovering a small kingdom's stolen fortune, or rescuing a lord or lady to avoid paying a hideous ransom. Knights are also called upon to collect or protect the High King's taxes, raise money for wars, construct and maintain manors, roads, bridges and castles. Most knights gladly accept the hard task of fighting for treasure, or fighting off any threats to it, but leave the counting of coins to others.

Coinage

Denomination	Plural	Symbol	Value
Librum	Libra	£	1 £ = 20 s. = 240 d.
Shilling	Shillings	s.	1 s. = 12 d. = 1/20th £
Denarius or Penny	Denarii or Pence	d.	1d. = 1/12th s., 1/240th £

Wealth & Expenses

Cost	Expense or Activity
4d/day (£6/year) ¹	Life expenses, staying on the road in pavilion
10d/day (£15/year) ¹	Life expenses, stay in comfortable inns (+10 Glory/yr)
60d/day (£90/year) ¹	Life expenses, living in lavish style (+80 Glory/yr)
20d/day	Chirurgery (donations accepted by monks)
£1/5/7/12	Buy a Gold Ring/Brooch/Dish/Goblet
£2/10	Build a Home: Manor Hall/Small Stone Tower
£50	Buy Small Manor (complete w/ village, farms, peasants)
£25/82/147	Build a Castle: Motte-and-Bailey/Small/Large
£8/50	Donation: build a Small Chapel/Fine Church
£8/16/24/32	Sponsor a New-Made Knight: Outfit 1/2/3/4
£6/12/18/150 ²	Ransom Knight: Errant/Bachelor/Vassal/Banneret
£550/1100/1600 ²	Ransom Noble: Baron/Duke/Earl
£2000 or more ²	Ransom Royalty: Prince or King

1. Assumes a knight, 1 squire, and 2 horses, and no extended hospitality.
2. Also rate of ransom for a wife, son or daughter of someone of such rank.

Treasures

A **Treasure** is an item or group of items of immense value worth many Librum. Uncommon treasures award Glory each year you possess them (1 Glory/£ value). Rare, priceless treasures may have magical abilities.

King Arthur's Treasures include:

- *Excalibur* ("Cut Steel"), no armor can stop, blazes with fire in battle
- *Excalibur's Scabbard*, cannot die of any wound while worn
- *Ron*, or *Rhngomyndad* ("Cutting Spear"), battle lance
- *W'nebgwythucher* ("Face of Evening"), shield with image of Virgin Mary
- *Carmwennan* ("White-Haft"), a knife, used to kill the Black Hag
- (also see *Gwenn* below)

The magical **Thirteen Treasures of Britain** include:

- *Dyrwynn*, sword of the Rhydderch Hael, grants wishes
- *Hamper of Gwyddno Garanbir*, multiplies food 100 times
- *Horn of Bran Galad* (the Blessed), always filled with any drink
- *Chariot of Morgan*, instantly transport you anywhere desired
- *Halter of Chydrno Eiddyn*, can find & capture any horse
- *Knife of Laufrodd*, can carve enough meat for 25 in one slice
- *Cauldron of Diwrnach the Giant*, only boils meat for brave hearts
- *Whetstone of Tudwal Tudghyd*, sharpens blade to kill with 1 blow (only usable by brave warriors)
- *Coat of Padarn Redcoat*, fits only those of noble birth
- *Crock and Dish of Rhyenydd*, always filled with food
- *Gwyddbwll Board of Gwenddolan*, self-playing silver & gold chess set
- *Mantle of Tegau Eurfon*, detects chastity in wearer
- *Gwenn*, the *Mantle of Arthur*, provides wearer invisibility

Hospitality

A knight usually does not have to pay for room and board except at an inn. Whichever castle or home you go to in Britain, you are entitled to food and shelter for free. **Do not abuse this privilege.** In return, you are expected to help hunt for food, or defend your host in case of trouble. Many castles, manors and towns have unique customs of hospitality, which lead to all sorts of adventures. Some places have horrible customs, which a good knight is expected to challenge, overcome and abolish.

Romance

GAWAIN HAPPENS UPON A FAIR DAMOSEL BY A GARDEN SPRING

He gazed at her with delight despite himself, she was the fairest flower of all feminine beauty... No lovelier woman was ever born. She was of radiant charm, shapely, refined. Her name was Orgeluse de Logres, and the story tells of her that she was a lure to love's desire, sweet balm to a man's eyes, windlass to his heartstrings.

— Wolfram von Eschenbach, *Parzival*

There are two types of love in Pendragon: chaste **Amor**, and romantic **Love**. Both are represented in the game as Passions.

Amor is appropriate between young unmarried couples, those married to another, devout Christians and other pure spirits, or anyone otherwise indisposed to physical romance. One is affable, pleasing, and faithful serving their Amor, but avoids physical display or consummation. Sometimes the first step before a full romance, a knight has to prove himself to his love before she grants him her heart's favor.

Romantic **Love** is deemed deeper, more desiring, serious, and mature by the troubadours and poets. It is a physically expressed passion held by people who may be single or married. The truly blessed are those who are in Love and married to each other. The truly cursed are those in Love, but married to another. Any risk involved while pursuing true Love is deemed worth the cost. Others see this as doomed and reckless.

More complete rules for Amor and Love, including the Romantic Traits may be found in the King Arthur Pendragon main rules, and other supplements such as *Blood & Lust* and *Chivalry & Romance*. Useful abilities for romantic knights are Flirting, Romance, Courtesy, and APP.

Fighting Men & Monsters

Knights often have to face various challengers. Remember Picts and Saxons do not have to obey the rules of chivalry, and often fight "to the uttermost." Other civilized knights and soldiers may fight for pleasure or to the uttermost, as their moods and circumstances dictate. Monsters do not know much about chivalry; they will just kill and eat you.

Saxon Warrior

SIZ: 16 Move 2
DEX: 8 Damage 5d6
STR: 14 Hit Points 30
CON: 14 Armor 6 + Shield (6)
APP: 12

Attacks: Axe 14, Spear 13, Javelin 13

Significant Traits & Passions: Valorous 12; Honor 10

Significant Skills: Awareness 15, Boating 12, Swimming 10

Saxon Chieftain

SIZ: 17 Move 2
DEX: 10 Damage 5d6 + 1d6 (Wotanic Religion Bonus)
STR: 13 Hit Points 30
CON: 13 Armor 12 + Shield (6)
APP: 12

Attacks: Axe 21, Spear 20, Javelin 17, Battle 15

Significant Traits & Passions: Valorous 17, All Wotanic Virtues 16; Honor 15

Significant Skills: Awareness 15, Boating 18, Swimming 12

Wild Pict Warrior

SIZ: 8 Move 3 (+2) = 5
DEX: 14 Damage 5d6 + 1d6 (Great Axe, Great Spear)
STR: 11 Hit Points 19
CON: 11 Armor 3 (Magic Tattoos)
APP: 7

Attacks: Great Axe 15, Great Spear 14, Javelin 18

Significant Traits & Passions: Valorous 16; Honor 12, Love (Goddess) 12

Significant Skills: Awareness 18, First Aid 15, Hunting 18, Faerie Lore 15

Ordinary Knight

SIZ: 14 Move 3 Horse Move: 8
DEX: 11 Damage 5d6 Horse: 6d6 (Charger)
STR: 14 Hit Points 28
CON: 14 Armor 12 + Shield (6)
APP: 11 Current Glory: 1,800

Attacks: Sword 20, Lance 15, Spear 10, Dagger 10, Battle 15, Horsemanship 15

Significant Traits & Passions: Valorous 15; Loyalty (Lord) 15

Sig. Skills: Awareness, Courtesy, First Aid, Heraldry, Hunting, Tourney each 10

Notable Knight

SIZ: 15 Move 3 Horse Move: 8
DEX: 11 Damage 5d6 Horse: 6d6 (Charger)
STR: 14 Hit Points 30
CON: 15 Armor 12 + Shield (6)
APP: 11 Current Glory: 6,000

Attacks: Sword 21, Lance 19, Spear 10, Dagger 10, Battle 16, Horsemanship 16

Significant Traits & Passions: Valorous 15; 1 or more Passions 16+

Sig. Skills: Awareness 12; Courtesy, First Aid, Heraldry, Hunting, Tourney ea. 10

Famous Knight

SIZ: 16 Move 3 Horse Move: 8
DEX: 13 Damage 5d6 Horse: 6d6 (Charger)
STR: 14 Hit Points 31
CON: 15 Armor 12 + Shield (6)
APP: 13 Current Glory: 12,000

Attacks: Sword 22, Lance 22, Axe 15, Spear 10, Dagger 10, Battle 18, Horsemanship 18

Significant Traits & Passions: Valorous 18; 1 or more Passions 16+

Sig. Skills: Awareness, Courtesy, First Aid, Heraldry, Hunting, Tourney each 13

Extraordinary Knight

SIZ: 17 Move 3 Horse Move: 7
DEX: 16 Damage 6d6 Horse: 8d6 (Destrier)
STR: 16 Hit Points 33
CON: 16 Armor 14 + Shield (6)
APP: 16 Current Glory: 18,000

Attacks: Sword 23, Lance 26, Spear 18, Axe 18, Mace 18, Dagger 10, Battle 18, Horsemanship 20

Significant Traits & Passions: Valorous 22, Prudent 16; 2 or more Passions 16+

Sig. Skills: Awareness, Courtesy, First Aid, Heraldry, Hunting, Tourney each 16

Skeletal Warrior

SIZ: 11 Move 3 Major Wound 9
DEX: 15 Damage 4d6 Unconscious n/a
STR: 10 Hit Points 20 Knock Down 11
CON: 9 Armor 10+Shield Heal Rate 0
APP: 1 Glory to Kill: 0 Valorous: 0

Attacks: Axe 12. Often created by evil wizards; fight until completely destroyed

Small Giant

SIZ: 25 Move 4 Major Wound 25
DEX: 8 Damage 8d6 Unconscious 13
STR: 20 Hit Points 50 Knock Down 25
CON: 25 Armor 15 Heal Rate 5
APP: 5 Glory to Kill: 100 Valorous: 0

Attacks: Club 13, or Grapple 15 (does 3d6 damage, armor does not protect)

Giant

SIZ: 40 Move 7 Major Wound 30
DEX: 5 Damage 14d6 Unconscious 18
STR: 50 Hit Points 70 Knock Down 40
CON: 30 Armor 25 Heal Rate 8
APP: 3 Glory to Kill: 250 Valorous: -5 (+5 Prudent)

Attacks: Club 15, or x 2 Stomps 10 each

Wyrm (A wingless, fire-breathing dragon)

SIZ: 35 Move 10 Major Wound 25
DEX: 30 Damage 7d6 Unconscious 15
STR: 35 Hit Points 60 Knock Down 35
CON: 25 Armor 15 Heal Rate 1d6/round
APP: — Glory to Kill: 400 Valorous: -10 (+10 Prudent)

Attacks: Bite 15, Tail Lash 10 (must use on second target), plus

Fire Breath 10 (does 1d6 damage ignoring all armor, except first round hit)

Avoidance: 7

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