



PLAYER: _____

KNIGHT

Name _____
Age _____ Son Number _____ Homeland _____
Culture _____
Lord _____
Current Class _____
Current Home _____
Distinctive Features () _____

PERSONALITY TRAITS

Chivalry Bonus [*](total = 96+) _____
Religious Bonus [†](all 16+) _____

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

Directed Trait: _____ ☐
Directed Trait: _____ ☐
Directed Trait: _____ ☐
Directed Trait: _____ ☐

PASSIONS

Fealty (Lord) () _____ ☐
Homage (Liege) () _____ ☐
Love (Family) () _____ ☐
Hospitality () _____ ☐
Honor () _____ ☐
Hate _____ ☐
_____ ☐
_____ ☐
_____ ☐
_____ ☐
_____ ☐
_____ ☐

STATISTICS

SIZ / Knockdown () _____
DEX () _____
STR () _____
CON / Major Wound () _____
APP () _____

Damage [(STR+SIZ)/6] _____
Healing Rate [(STR+CON)/10] _____
Move Rate [(STR+DEX)/10] _____
Total Hit Points (SIZ+CON) _____
Unconscious (HP/4) _____

SKILLS

Knightly skills in boldface.

COMBAT

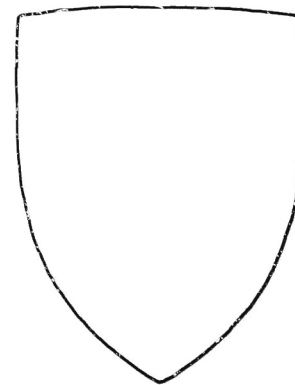
Battle () _____ ☐
Siege () _____ ☐
Horsemanship () _____ ☐

WEAPONS

Sword () _____ ☐
Lance () _____ ☐
Spear () _____ ☐
Dagger () _____ ☐
_____ ☐
_____ ☐

OTHER

Awareness () _____ ☐
Boating () _____ ☐
Compose () _____ ☐
Courtesy () _____ ☐
Dancing () _____ ☐
Faerie Lore () _____ ☐
Falconry () _____ ☐
Fashion () _____ ☐
First Aid () _____ ☐
Flirting () _____ ☐
Folklore () _____ ☐
Gaming () _____ ☐
Heraldry () _____ ☐
Hunting () _____ ☐
Intrigue () _____ ☐
Orate () _____ ☐
Play () () _____ ☐
Read () () _____ ☐
Recognize () _____ ☐
Religion () () _____ ☐
Romance () _____ ☐
Singing () _____ ☐
Stewardship () _____ ☐
Swimming () _____ ☐
Tourney () _____ ☐
_____ ☐
_____ ☐



Glory



Awards _____

Current Hit Points



Wounds _____

☐ Chirurgery Needed!

ARMOR TYPE

Type _____ Pts./DEX Mod./Heavy?

Battle _____
Hunting _____
Tourney _____

SQUIRE

Name _____ Age _____
First Aid () _____ ☐
Battle () _____ ☐
Horsemanship () _____ ☐
Other () _____ ☐

HORSES

Best Warhorse (#1)

Name _____
Type _____
Damage _____ Move _____
Armor _____ HP _____
SIZ _____ CON _____ DEX _____

Other Horses

Riding (#2) _____ Move _____
Riding (#3) _____ Move _____
(#4) _____ Move _____
(#5) _____ Move _____

