



PLAYER: \_\_\_\_\_

## Personal Data

Name \_\_\_\_\_  
 Age \_\_\_\_\_ Son Number \_\_\_\_\_  
 Homeland \_\_\_\_\_  
 Culture \_\_\_\_\_ Religion \_\_\_\_\_  
 Lord \_\_\_\_\_  
 Current Class \_\_\_\_\_  
 Current Home \_\_\_\_\_

## Personality Traits

Chivalry Bonus [•] (total=80+) \_\_\_\_\_

Religious Bonus (underlined traits 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 \_\_\_\_\_

## Passions

Loyalty (Lord) ( ) \_\_\_\_\_  
 Love (Family) ( ) \_\_\_\_\_  
 Hospitality ( ) \_\_\_\_\_  
 Honor ( ) \_\_\_\_\_

## Equipment Carried

Armor Type [\_\_\_\_ Points] \_\_\_\_\_

Clothing [\_\_\_\_ Libra Value] \_\_\_\_\_

- ☐ Personal Gear [On horse #\_\_\_\_] \_\_\_\_\_  
☐ Travel Gear [On horse #\_\_\_\_] \_\_\_\_\_  
☐ War Gear [On horse #\_\_\_\_] \_\_\_\_\_

## Attributes

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 ( ) \_\_\_\_\_  
 Compose ( ) \_\_\_\_\_  
 Courtesy ( ) \_\_\_\_\_  
 Dancing ( ) \_\_\_\_\_  
 Faerie Lore ( ) \_\_\_\_\_  
 Falconry ( ) \_\_\_\_\_  
 First Aid ( ) \_\_\_\_\_  
 Flirting ( ) \_\_\_\_\_  
 Folk Lore ( ) \_\_\_\_\_  
 Gaming ( ) \_\_\_\_\_  
 Heraldry ( ) \_\_\_\_\_  
 Hunting ( ) \_\_\_\_\_  
 Intrigue ( ) \_\_\_\_\_  
 Orate ( ) \_\_\_\_\_  
 Play ( ) ( ) \_\_\_\_\_  
 Read ( ) ( ) \_\_\_\_\_  
 Recognize ( ) \_\_\_\_\_  
 Religion ( ) ( ) \_\_\_\_\_  
 Romance ( ) \_\_\_\_\_  
 Singing ( ) \_\_\_\_\_  
 Stewardship ( ) \_\_\_\_\_  
 Swimming ( ) \_\_\_\_\_  
 Tourney ( ) \_\_\_\_\_

## Squire

Name \_\_\_\_\_

Age \_\_\_\_\_

First Aid ( ) \_\_\_\_\_

Battle ( ) \_\_\_\_\_

Horsemanship ( ) \_\_\_\_\_

## Glory

This Game \_\_\_\_\_ Total \_\_\_\_\_

## Current Hit Points

Wounds \_\_\_\_\_

☐ Chirurgery Needed

## Combat Skills

Battle ( ) \_\_\_\_\_

Horsemanship ( ) \_\_\_\_\_

### WEAPON SKILLS

Sword ( ) \_\_\_\_\_

Lance ( ) \_\_\_\_\_

Spear ( ) \_\_\_\_\_

Dagger ( ) \_\_\_\_\_

## Joust Score

Wins \_\_\_\_\_ Losses \_\_\_\_\_

## Horses

### BEST WARHORSE (#1)

Type \_\_\_\_\_

Damage \_\_\_\_\_ Move \_\_\_\_\_

Armor \_\_\_\_\_ HP \_\_\_\_\_

SIZ \_\_\_\_\_ CON \_\_\_\_\_ DEX \_\_\_\_\_

Breed \_\_\_\_\_

### OTHER HORSES

Riding (#2) \_\_\_\_\_ Move \_\_\_\_\_

Squire's (#3) \_\_\_\_\_ Move \_\_\_\_\_

(#4) \_\_\_\_\_ Move \_\_\_\_\_

(#5) \_\_\_\_\_ Move \_\_\_\_\_

## Annual Glory Rewards

## Holdings

[illegible]

## Equipment at Home

[illegible]

## Army

# Character History Glory

## Glory

Born \_\_\_\_\_ Squired \_\_\_\_\_ Knighted \_\_\_\_\_ Member of the Round Table \_\_\_\_\_