



PLAYER: _____

Personal Data

Name anAverageKnight
 Age Son Number
 Homeland _____
 Culture RomanChristian
 Lord _____
 Current Class _____
 Current Home _____

Personality Traits

Chivalry Bonus [•] (total=80+) _____
 Religious Bonus (underlined traits all 16+) _____

<input type="checkbox"/> Chaste 13 / 7	<input type="checkbox"/> Lustful
<input type="checkbox"/> Energetic 10 / 10	<input type="checkbox"/> Lazy
<input type="checkbox"/> Forgiving 13 / 7	<input type="checkbox"/> Vengeful
<input type="checkbox"/> Generous 10 / 10	<input type="checkbox"/> Selfish
<input type="checkbox"/> Honest 10 / 10	<input type="checkbox"/> Deceitful
<input type="checkbox"/> Just 10 / 10	<input type="checkbox"/> Arbitrary
<input type="checkbox"/> Merciful 13 / 7	<input type="checkbox"/> Cruel
<input type="checkbox"/> Modest 13 / 7	<input type="checkbox"/> Proud
<input type="checkbox"/> Prudent 10 / 10	<input type="checkbox"/> Reckless
<input type="checkbox"/> Spiritual 10 / 10	<input type="checkbox"/> Worldly
<input type="checkbox"/> Temperate 16 / 4	<input type="checkbox"/> Indulgent
<input type="checkbox"/> Trusting 10 / 10	<input type="checkbox"/> Suspicious
<input type="checkbox"/> Valorous 15 / 5	<input type="checkbox"/> Cowardly

Directed Trait _____
 Directed Trait _____

Passions

Loyalty (Lord) (15) 16
 Love (Family) (15) 16
 Hospitality (15) 15
 Honor (15) 16
 Hate (Saxons) 11

Equipment Carried

Armor Type [___ Points]
 Clothing [___ Libra Value]
 Personal Gear [Onhorse# ___]
 Travel Gear [Onhorse# ___]
 War Gear [Onhorse# ___]

Attributes

SIZ 13 (Knockdown)
 DEX 12
 STR 12
 CON (+3) 14 (MajorWound)
 APP 12
 Damage [(STR+SIZ)/6] 4 d6
 Healing Rate [(STR+CON)/10] 3
 Movement Rate [(STR+DEX)/10] 2
 Total Hit Points (SIZ+CON) 27
 Unconscious (HP/4) 7

Distinctive Features

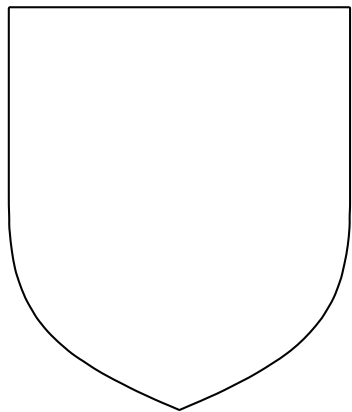
Tall, trim

Skills

Awareness (5) 10
 Boating (1) 1
 Compose (1) 1
 Courtesy (3) 10
 Dancing (2) 2
 Faerie Lore (1) 1
 Falconry (3) 3
 First Aid (10) 10
 Flirting (3) 3
 Folk Lore (2) 2
 Gaming (3) 3
 Heraldry (3) 3
 Hunting (2) 3
 Intrigue (3) 3
 Orate (3) 3
 Play (Lute) (3) 3
 Read (Latin) (0) 0
 Recognize (3) 10
 Religion (RomanChristianity) (2) 2
 Romance (2) 2
 Singing (2) 2
 Stewardship (2) 2
 Swimming (2) 2
 Tourney (2) 5

Squire

Name _____
 Age _____
 First Aid (6) _____
 Battle (1) _____
 Horsemanship (6) _____



Glory

This Game _____ Total _____

Current Hit Points

Wounds _____

Chirurgery Needed

Combat Skills

Battle (10) 10
 Horsemanship (10) 13
WEAPON SKILLS
 Sword (10) 15
 Lance (10) 13
 Spear (6) 9
 Dagger (5) 5

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 _____