Passions

Loyalty, Lord ______
Love, Family ______
Hospitality ______
Honour ______
Love ______
Amor ______
Hate ______
______
______
______
______

Skills

Ordinary

Awareness ______
Boating ______
Faerie lore ______
First aid ______
Horsemanship ______
Hunting ______
Recognize ______
Religion(______) ______
Swimming ______
______
______

Courtly

*Compose ______
*Courtesy ______
*Dancing ______
*Falconry ______
Flirting ______
Gaming ______
Heraldry ______
Intrigue ______
*Orate ______
*Play(______) ______
Romance ______
*Singing ______
*Tourney ______
______
______

Non-knightly

Chirurgery ______
Folklore ______
Industry ______
Read(______) ______
Stewardship ______
______
______

Combat

Battle ______
Dagger ______
Lance ______
Siege ______
Spear ______
Sword ______
______
______
______
______
______

Personality Traits

Chivalry bonus [All 1 =80] ______
Religion bonus (all underscore 16+) ______

Chaste ______	______ Lustful
Energetic1 ______	______ Lazy
Forgiving ______	______ Vengeful
Generous1 ______	______ Selfish
Honest ______	______ Deceitful
Just1 ______	______ Arbitrary
Merciful1 ______	______ Cruel
Modest1 ______	______ Proud
Pious ______	______ Worldly
Prudent ______	______ Reckless
Temperate ______	______ Indulgent
Trusting ______	______ Suspicious
Valorous1 ______	______ Cowardly

Directed trait ______
Directed trait ______
Directed trait ______
Directed trait ______
Directed trait ______
Directed trait ______

Wounds

Healing Rate | Maximum | Current

Major | Knockdown | Damage | Unconscious

Hit points	Infected	Aggravated	First aid	Chirurgery	Flavour

Statistics

Starting | Current

[___] Appearance ______
[___] Constitution ______
[___] Dexterity ______
[___] Size ______
[___] Strength ______

Derived

Brawling ______ (DEX)/2
Damage ______ (STR+SIZ)/6
Healing ______ (STR+CON)/10
Hit Points ______ (SIZ+CON)
Knockdown ______ (SIZ)
Major wound ______ (CON)
Movement ______ (STR+DEX)/10
Unconscious ______ (HP/4)

Score

Jousts won ______
Jousts lost ______
Challenges won ______
Challenges lost ______
Battles won ______
Battles lost ______
Beasts ______
Bandits ______
Saxons ______
Picts ______
Irish ______
Quests ______
Knights ______

Notes

______

Notes

______

Maintenance

Holdings

Earnings ______ £ ______
Event ______ £ ______
Loss ______ £ ______
Other ______ £ ______
Other ______ £ ______
Other ______ £ ______
Other ______ £ ______
(Glory for Holdings) ______ Total ______

Income

Allowance ______ £ ______
Wife income ______ £ ______
Booty ______ £ ______
Other ______ £ ______
Other ______ £ ______
Other ______ £ ______
Other ______ £ ______
______ Total ______
(Holding + Income) ______ Sum ______

Maintenance

Knight ½£ 1£ 2£ 3£ 5£ £ ______
Family ½£ 1£ 2£ £ ______
Horses [_]*10d [_]*¼£ [_]*½£ = ______
Squires [_]*¼£ [_]*½£ [_]*1£ = ______
Other ______ £ ______
Other ______ £ ______
Other ______ £ ______
Other ______ £ ______
______ Total ______
(Income - Maintenance) ______ Sum ______

Expenses

Soldiers [_]*30d= ______ £ ______
Guards [_]*¼£= ______ £ ______
Sergeants [_]*½£= ______ £ ______
Bachelor knights [_]*3£= £ ______
Knights [_]*6£= ______ £ ______
Expenses ______ £ ______
Expenses ______ £ ______
Expenses ______ £ ______
Expenses ______ £ ______
Expenses ______ £ ______
Expenses ______ £ ______
Expenses ______ £ ______
Expenses ______ £ ______
Other ______ £ ______
Other ______ £ ______
Other ______ £ ______
Other ______ £ ______
______ Total ______
(Maintenance – Expenses) Sum ______

Conversion

½ of sum turned into coins = ______

Armor

Court | Travel | War

______

Shields

Equipment

Carried

______

Court

Clothing ______ £ ______

Personal gear

On horse ______

Travel gear

On horse ______

War gear

On horse ______

Home

______

Horses

Name	Type	Age	Frailty	Notes

Name ______
Type ______
CON___DEX___SIZ___STR___
Training ______ Age ______
Frailty ______ Glory ______
Leagues ______ Move ______

Name ______
Type ______
CON___DEX___SIZ___STR___
Training ______ Age ______
Frailty ______ Glory ______
Leagues ______ Move ______

Name ______
Type ______
CON___DEX___SIZ___STR ___
Training ______ Age ______
Frailty ______ Glory ______
Leagues ______ Move ______

HISTORY

I.N.	Event	Glory

This is the tale of ...NAME... the ...CLASS... . Born in ...REGION... in the year ...BORN... some ...AGE... winters ago. Raised in accordance to the ...RELIGION... faith and with true ...CULTURE... values. Already as a youth recognized by ...DISTINCTIVE FEATURES... and ..... . Now, with the boon of ...LORD... it is time to ride out from ...HOME... into the next chapter of our glorious adventure...

Anno

Born _____
Squired _____
Knighted _____
Wed _____
First son _____
First daughter _____
Ennobled _____
Landed _____
Round table _____
Died _____

Family

Designated heir/Will _____

Spouse _____

Father's name _____
Male characteristic _____
Born ____ Died ____ Glory ____ Class _____

Mother's name _____
Female characteristic _____
Born ____ Died ____ Glory ____ Class _____

Kin

Kin name _____
Kin holdings _____
Kin size _____
Old knights (36+) _____
Middle aged knights (25-35) _____
Young knights (-25) _____
Vassal knights _____
Fighters/Soldiers _____
Other lineage men _____
Levy _____

GLORY

Yearly

_____ For traits
_____ For passions
_____ For Chivalry
_____ For Religion
_____ For skills
_____ For horses
_____ For fortified holding
_____ For holding income
_____ For maintenance
_____ For _____
_____ For _____
_____ For _____

Events

Siblings/Children/Kin

Born	Died	Health	Relation	Name/Gender

Family notes