

Player's Name \_\_\_\_\_

### Personal Data

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

### Personality Traits

Chivalry Bonus (•) [Sum of these Traits = 80] \_\_\_\_\_

Religious Bonus (Underlined Traits are 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"/> Pious       | ____/____ | <input type="checkbox"/> Worldly    |
| <input type="checkbox"/> Prudent     | ____/____ | <input type="checkbox"/> Reckless   |
| <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 ( ) \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_

### Statistics

SIZ \_\_\_\_\_ (Knockdown)  
 DEX \_\_\_\_\_  
 STR \_\_\_\_\_  
 CON \_\_\_\_\_ (Major Wound)  
 APP \_\_\_\_\_  
 Damage [(STR+SIZ)/6] \_\_\_\_\_ d6  
 Healing Rate [(STR+CON)/10] \_\_\_\_\_  
 Move Rate [(STR+DEX)/10] \_\_\_\_\_  
 Distinctive Features: \_\_\_\_\_

### Hit Points

(SIZ+CON)

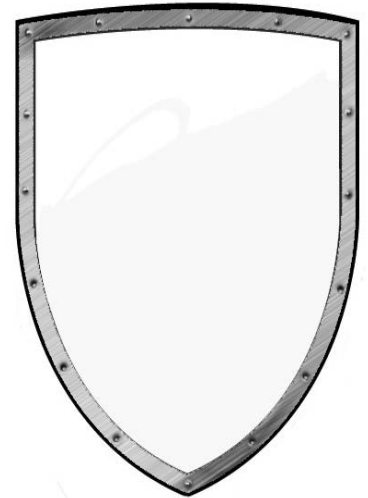
Unconscious (Hit Points/4) \_\_\_\_\_

Wounds \_\_\_\_\_

Chirurgery Needed!

### Skills

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



GLORY

### Combat Skills

- Battle ( ) \_\_\_\_\_   
 Siege ( ) \_\_\_\_\_   
 Horsemanship ( ) \_\_\_\_\_   
 Sword ( ) \_\_\_\_\_   
 Lance ( ) \_\_\_\_\_   
 Spear ( ) \_\_\_\_\_   
 Dagger ( ) \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_   
 \_\_\_\_\_

### Armor Type

- \_\_\_\_\_ [ ] pts.  
 \_\_\_\_\_ [ ] pts.  
 \_\_\_\_\_ [ ] pts.  
 \_\_\_\_\_ [ ] pts.

Armor Reduction \_\_\_\_\_

## Squire

Name: \_\_\_\_\_ Age: \_\_\_\_\_

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

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

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

\_\_\_\_\_

## Wealth & Holdings

Libra (£): \_\_\_\_\_ Denarii (d): \_\_\_\_\_

Money on Hand: \_\_\_\_\_

\_\_\_\_\_

Favors: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

## Annual Glory

Personality Traits (16+) \_\_\_\_\_

Passions (16+) \_\_\_\_\_

Holdings (Manors, etc.) \_\_\_\_\_

Quality of Maintenance \_\_\_\_\_

Chivalry \_\_\_\_\_

Religion \_\_\_\_\_

Total Annual Glory \_\_\_\_\_

## Equipment

Clothing (£ \_\_\_\_\_) \_\_\_\_\_

Clothing (£ \_\_\_\_\_) \_\_\_\_\_

Personal Gear ( on Horse # \_\_\_\_\_ )

\_\_\_\_\_

\_\_\_\_\_

Travel Gear ( on Horse # \_\_\_\_\_ )

\_\_\_\_\_

\_\_\_\_\_

War Gear ( on Horse # \_\_\_\_\_ )

\_\_\_\_\_

\_\_\_\_\_

Equipment at Home: \_\_\_\_\_

\_\_\_\_\_

## Family History & Key Events

Born \_\_\_\_\_ Squired \_\_\_\_\_ Knighted \_\_\_\_\_ Wed \_\_\_\_\_ Round Table \_\_\_\_\_ Died \_\_\_\_\_

Father's Name \_\_\_\_\_ Class \_\_\_\_\_ Glory to Sons \_\_\_\_\_

Family Characteristic \_\_\_\_\_

Wife's Name \_\_\_\_\_ Lover's Name \_\_\_\_\_

Children \_\_\_\_\_

Will \_\_\_\_\_

Character History		Glory	
Date	Important Event	New	Total
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
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_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____
_____	_____	_____	_____

## Horses

**Best Warhorse (#1)**

Name: \_\_\_\_\_

Type: \_\_\_\_\_

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

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

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

Worth: £ \_\_\_\_\_

**Best Riding Horse (#2)**

Name: \_\_\_\_\_

Type: \_\_\_\_\_

Worth: £ \_\_\_\_\_ Move: \_\_\_\_\_

**Squire's Horse (#3)**

Type: \_\_\_\_\_

Worth: £ \_\_\_\_\_ Move: \_\_\_\_\_

(#4) Type: \_\_\_\_\_

Worth: £ \_\_\_\_\_ Move: \_\_\_\_\_

(#5) Type: \_\_\_\_\_

Worth: £ \_\_\_\_\_ Move: \_\_\_\_\_