



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

Directed Trait _____
 Directed Trait _____

Passions

Homage (Liege) _____
 Love (Family) (15) _____
 Hospitality (15) _____
 Honor (15) _____

Equipment Carried

Armor _____ DR _____
 Horse _____ Lance Dmg _____

Attributes

ST _____ Chins _____
 DX _____ Banked _____
 IQ _____ Banked _____
 HT _____
 Sword Damage (see table) _____
 Basic Move (see table) _____
 Hit Points (ST) _____
 Dodge (DX+HT)/4+1 _____
 Block (Shield/2+5) _____
 Reputation _____
 Reputation _____
 Reputation _____

Success Ranges

Skill	Crit	Fail	Fumble
< 15	3-4	> skill	>= skill+10,17-18
15	3-5	16	17-18
16+	3-6	17	18

DX: 2 skills
 IQ: 18 skills
 HT: 3 skills

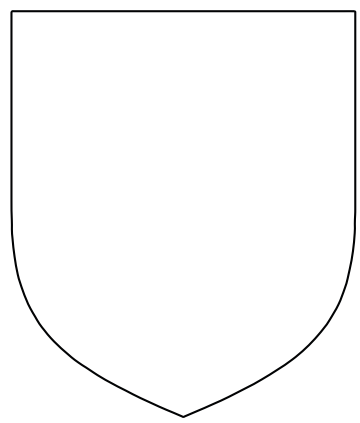
Skills

First Advancement
 +6 from Default
 except for * skills.

Awareness (IQ*) _____
 Boating (DX-5) _____
 Compose (IQ-6) _____
 Courtesy (IQ-4) _____
 Dancing (DX-5) _____
 Faerie Lore (IQ-5) _____
 Falconry (IQ-5) _____
 First Aid (IQ-4) _____
 Flirting (HT-3*) _____
 Folk Lore (IQ-5) _____
 Gaming (IQ-5) _____
 Heraldry (IQ-5) _____
 Hunting (IQ-5) _____
 Intrigue (IQ-5) _____
 Orate (IQ-5) _____
 Play (Harp _____)(IQ-6) _____
 Read (_____)(None*) _____
 Recognize (IQ-4) _____
 Religion (_____)(IQ-6) _____
 Romance (IQ-4) _____
 Singing (HT-4) _____
 Stewardship (IQ-5) _____
 Swimming (HT-4) _____
 Tourney (IQ-4) _____

Equipment at Home

Libra _____



Glory

This Game _____ Total _____

Current Hit Points

Wounds _____

Chirurgery Needed

Combat Skills

Battle (IQ-5) _____
 Horsemanship (DX-5) _____
WEAPON SKILLS
 Sword (DX-5) _____
 Lance (DX-5) _____
 Spear (DX-4) _____
 Dagger (DX-4) _____
 Shield (DX-5) _____

Joust Score

Wins _____ Losses _____

Notes

