

# NAME

Pick a name: A Name of Legend

An Honoured title

An Identifying Noun ie. "white knight" "Knight of the roses" "The mountain"

A Foreign Name

# LOOK

Eyes:




Body:

Clothes:

hair:

Assign these scores to your stats: 16 (+2), 15 (+1), 13 (+1), 12 (+0), 9 (+0), 8 (-1)

STRENGTH	DEXTERITY	CONSTITUTION	INTELLIGENCE	WISDOM	CHARISMA
WEAK -1	SHAKY -1	SICK -1	STUNNED -1	CONFUSED -1	SCARRED -1
STR	DEX	CON	INT	WIS	CHA

DAMAGE  ARMOR  HP  CURRENT MAX YOUR MAX HP IS #+CONSTITUTION

# ALIGNMENT/DRIVE

- Good**  
Protect the innocent from a dangerous threat.
- Lawful**  
Deny mercy to a criminal or enemy of war.
- Evil**  
Kill a defenseless or surrendered enemy..

# STARTING MOVES

**COMBAT TACTICS**  
When **you and your allies work together to accomplish a specific goal in combat**, roll+CHA. On a 10+, pick 3. On a 7-9 pick 1.  
An ally gains +1d4 damage forward.  
An ally gain's +1 Armor forward.  
An ally may travel through dangerous circumstances without defying danger.

**FAITHFUL STEED**  
You have a connection with a faithful steed. You can't talk to it, it is stubborn, and it won't act without a rider. Even when left outdoors, it will always seem to find its way back to you.  
Name your faithful steed and choose a species:  
Horse, camel, elephant, boar, donkey, lizard, stag, giant hair

Your Steed may carry an additional 10 Load of its own.

### CHOOSE ONE STRENGTH:

- Fast:** Your Steed can outpace almost any other mortal creature.
- Ferocious:** When attacking with Hack n Slash from your Steed, deal 2 additional damage.
- Majestic:** The appearance of your Steed is especially stately and elegant, drawing notice and admiration.
- Mobile:** Your steed is particularly adept at traversing difficult terrain such as water or cliffs.
- Perceptive:** Take +1 to Discern Realities when you use your Steed's keen senses to your advantage.

If you obtain a new steed, it will take at least a week of training and developing a bond before you benefit from it being a Faithful Steed.

### KNIGHTLY ORDER

You belong to and follow the code of an order of knights. Each order grants its followers a specific bonus, but has a strict primary tenet. Failure to obey the primary tenet will result in losing the order's bonus and becoming a Knight Errant. You may atone for breaking your tenet, or join another Order as per the GM's guidelines.

- **Order of the Tome**  
**Bonus:** When you successfully Discern Realities, you may ask the question "What here is magical?"  
**Tenet:** Preservation (You must not knowingly destroy any magical artifact.)
- **Order of the Temple**  
**Bonus:** You gain the Cleric moves Diety and Divine Guidance.)  
**Tenet:** Piety (Following the will of your church, daily prayer)
- **Order of Quests**  
**Bonus:** you cannot drop or fumble misplace or lose sight of the objective of a quest  
**Tenant:** may never refuse the request of an unarmed creature or person in need
- **Order of riddles**  
**Bonus:** capable foes will always answer one question if asked  
**Tenant:** must always find the answer to riddles and questions asked of you.
- **Order of the Worm**  
**Bonus:** +1d4 damage vs dragons and unnatural beasts. **Tenet:** You may never harm a person

# RACE/BACKGROUND

- HUMAN**  
TAKE +1 TO SPOUT LORE ABOUT CULTURES AND HONOR
- ELF**  
YOUR FAITHFUL STEED IS EXOTIC, TAKE AN ADDITIONAL STRENGTH
- HALFLING/DWARF**  
YOUR MOUNT IS SMALL ENOUGH THAT YOU CAN RIDE IT INSIDE, INTO DUNGEONS AND

# BONDS

Fill in the names of your companions in at least one:  
I swore a solemn oath too \_\_\_\_\_ and cannot disappoint them.  
\_\_\_\_\_ is a meager peasant and I will never acknowledge them.

### KNIGHTLY ORDERS CONTINUED

- **Order of the Blade**  
**Bonus:** When you are wildly outnumbered gain +1 to defend rolls.  
**Tenet:** Bravery (You must never flee from combat.)
- **Order of the Kingdom**  
**Bonus:** When you are seeking out or engaging in combat against a known criminal, take +1 against them.  
**Tenet:** Lawfulness (You must never break the laws of your Kingdom, even if you are outside of it.)
- **Order of the Rose**  
**Bonus:** Every town and city will have someone willing to provide you with a place to eat and sleep as well as provide general information about the goings-on in the area.  
**Tenet:** Generosity (You must never pass up the opportunity to help the poor or weak.)
- **Knight Errant**  
**Bonus:** You gain +1 to Defy Danger when dealing with the threats of the wilderness. **Tenet:** None

# THE CLASS NAME v1.0

LEVEL

XP

# GEAR

## Your Load is 12+Str. You start with:

**dungeon rations** (5 uses, 1 weight), **scale armor** (2 armor, 3 weight), and **the banner of your chosen order**, describe it (0 weight).

Choose your weapon:

o lance (reach, +1 damage, mounted, 2 weight), flail (close, clumsy, area 4 weight)

o Long sword (close, +1 damage, 1 weight) and shield (+1 armor, 2 weight)

Choose one:

o Adventuring gear (1 weight)  
o Dungeon rations (1 weight) and healing potion (0 weight)

# ADVANCED MOVES

When you gain a level from 2-5, choose from these moves.

## ROMANTIC

while you hold the favor (handkerchief, portrait .ect) of a beautiful man/woman. Gain 1 armor and +1 ongoing to find them. Should the object of your romantic desire reject you or die the favor will give you -1 ongoing until you gain the favor of another.

## DEFENSIVE TACTICS

when you stand shoulder to shoulder with an ally against a mutual threat, you each gain 1 armor as you both hold your ground

## CHARGE

when you first charge into combat while mounted, you deal +1d4 damage to your first hit.

## SEPARATION ANXIETY

when you are separated from your mount, take +1 to any rolls made to reunite with your steed

## EXCEPTIONAL MOUNT

choose an additional strength for your steed and add the following options  
o **Imposing:** anything smaller than your steed will hide or run for cover when they first see it

o **Valuable:** your mount may be traded as payment for any item of equal size

## SQUIRE

You may declare any NPC, 15 years old or younger, your squire. They become a hireling with the cost "learn to be a knight" and gain 2 points you may distribute to training as you please.

## ARMORED

Ignore the clumsy tag on weapons and armor.

## CHALLENGE!

When you strike a foe with a glove, mit or gauntlet while insulting them. The foe gains +1d4 damage against you but they cannot attack another Target until they have killed you or you have surrendered.

## JOUST!

When you attack a foe while you are riding your steed, you may choose to deal no damage and instead choose 1

- Knock your foe prone and or off their mount, stunning them
- Shatter armor and defenses reducing the foes armor by half
- Break or disable a foes' weapon
- Test your foe for weaknesses (Gm will tell you)

## YIELD!

When you fall to one knee and offer up your weapon, honorably surrendering to an intelligent foe, they must choose whether they accept your yield or not. If they accept they may not attack you and you may not attack them for 24 hours. If they refuse all your ally's gain 1 hold that they may use to defend you.

## DARING ESCAPE

when you leap from a window, roof, rope, chandelier or any other high place, less than 4 stories high, you safely land on your steed

When you gain a level from 6-10, choose from these moves or the level 2-5 moves.

## FANTASTIC ANIMAL

you may choose an additional strength for your steed and add the following to your options

o **flying:** your steed can fly 100 feet in the air for an hour

o **War steed:** your steed may deal 1d10 damage once per day. (reach, forceful)

## OVERWHELM!

(Replaces charge!)

When you first charge into combat while mounted gain 2d4 damage to your first attack. If you kill your target, other foes are thrown into disarray.

## TOURNAMENT RULES

whenever you knock a foe to the ground heal 1d4 hp, but whenever you are knocked to the ground take an additional 1d4 damage.

## SHOCK AND AWE

while riding your steed treat all weapons as if they had the forceful tag. If a weapon already had the forceful tag then it gains armor piercing ()

## JUST WHISTLE

(Requires separation anxiety)

When you whistle, no matter where you are or how long it has been since you last saw your steed, it will dramatically arrive on the scene.

## DUAL MEMBERSHIP

you may choose to belong to a second Knightly Order. The second order may not be Knight Errant, and you will only become a Knight Errant if you defy the Tenets of both of your Orders.

## QUEST

when a monarch or deity gives you a quest. You need no rations, perilous journeys become half as long, and impassible terrain or obstacles become passible at the cost of one debility. These debilities cannot be healed until the quest is completed.

## COMMANDER

When you use combat tactics you may pick 2 on a 7-9 and may pick 1 even on a 6-

## YOU SHALL NOT PASS

when you stand in defense of a narrow passage, you become immovable and cannot be killed or healed until you stand down or the foes retreat. Afterward, If you have reached 0 hp, roll last breath normally before any healing can be done.

## THE BALLAD OF ME

You are a legend, known far and wide. whenever you are paid or gain a reward roll +Cha on a 10+ you also get as much as a man can carry, on a 7+ you gain something extra and special. On a 6- you didn't quite live up to your legend and someone challenges you

## TILT WHEN YOU SHOULD WITHDRAW

When you accept a foes max damage, deal your max damage.

**CLASS NAME SPELLS**