



Name: _____

Merits

Demerits

Situation: **Knight**

Idiom: **Prone to One-liners**

Special Serious Ability: **Slay**

Class: **Upper**

Immunities: **Lorefulness,**
Subtlety

Trait: **Valour**

Accoutrement: Longersword

Accoutrement Stats: +2 to Valour rolls, -1 to Nimbleness rolls,
-1 to Chastity rolls



Trait: **Chastity**

Accoutrement: Codpiece

Accoutrement Stats: +1 Glibness to rolls, +1 to Decorum rolls,
-1 to Humility rolls



Trait: **Humility**

Accoutrement: Nail File

Accoutrement Stats: +1 to Decorum rolls, -1 to Authority rolls



Trait: **Luck**

Accoutrement: Pagan Goddess Statuette

Accoutrement Stats: +1 to Luck rolls, +1 to Nature rolls,
-2 to Purpose rolls



Squire: **Kippers**

Bonuses/Penalties: +2 to Valour rolls, -11 to Luck rolls

Additional Accoutrement 1: Breast Plate (+1 to maximum health level, -2 to Nimbleness rolls)

Additional Accoutrement 2: Bec de Corbin (+1 to Valour rolls vs. Lower Class opponents)

DEATH STATUS



LOONEY STATUS



Knight

Ah, the armour-clad archetype of the Mediaeval Period! Thundering 'cross down, through forest, o'er bridge on noble errands and deeds of derring-do. With bright steel in your hand and your trusty Manservant schlepping the rest of your shit, you are the embodiment of the Chivalric Code, which says, among other things, that you are meant to keep your naughty bits to yourself.

SPECIAL SERIOUS ABILITY: Slay

You call upon your years of tilting at quintains, training with every weapon forged by man, and chivalric fury to smite a single Beast or Monster into oblivion. Straight to No More for that unlucky critter, no take-backs...if all goes according to plan, that is.

d30	Your enemy is...	Recharges...
1-5	Enraged! Suffer an immediate Dire Consequence. You cannot use Valour at all until you meet the Recharge requirement.	After you seek out the blessing of and are reordained by a church member, ranked bishop or higher.
6-14	Unimpressed. Your mighty blow is easily, disdainfully parried. Move your Valour 1 degree toward Silly.	Right away.
15-20	Flesh wounded. So nothing really.	After 3 hours of weapon practice and sharpening.
21-24	A fine strike. Counts as one successful Deed and you may move Valour one degree toward Serious.	After you perform 3 deeds in your own particular idiom..
25-27	Knocked unconscious. It is defeated, and you may move Valour up to two degrees toward Serious.	Next session.
28-29	Well and truly slain. It is quite thoroughly defeated and your confidence waxes. You may move Valour up to three degrees toward Serious and set your mental health to Reginald Mauldling.	Next session.
30	No more. All creatures of this type are mortally terrified of you in perpetuity and will either run away from you or grovel at your feet begging for mercy or to be your pet. You may move Valour up to four degrees toward Serious and set your mental health to Reginald Mauldling.	Next session.