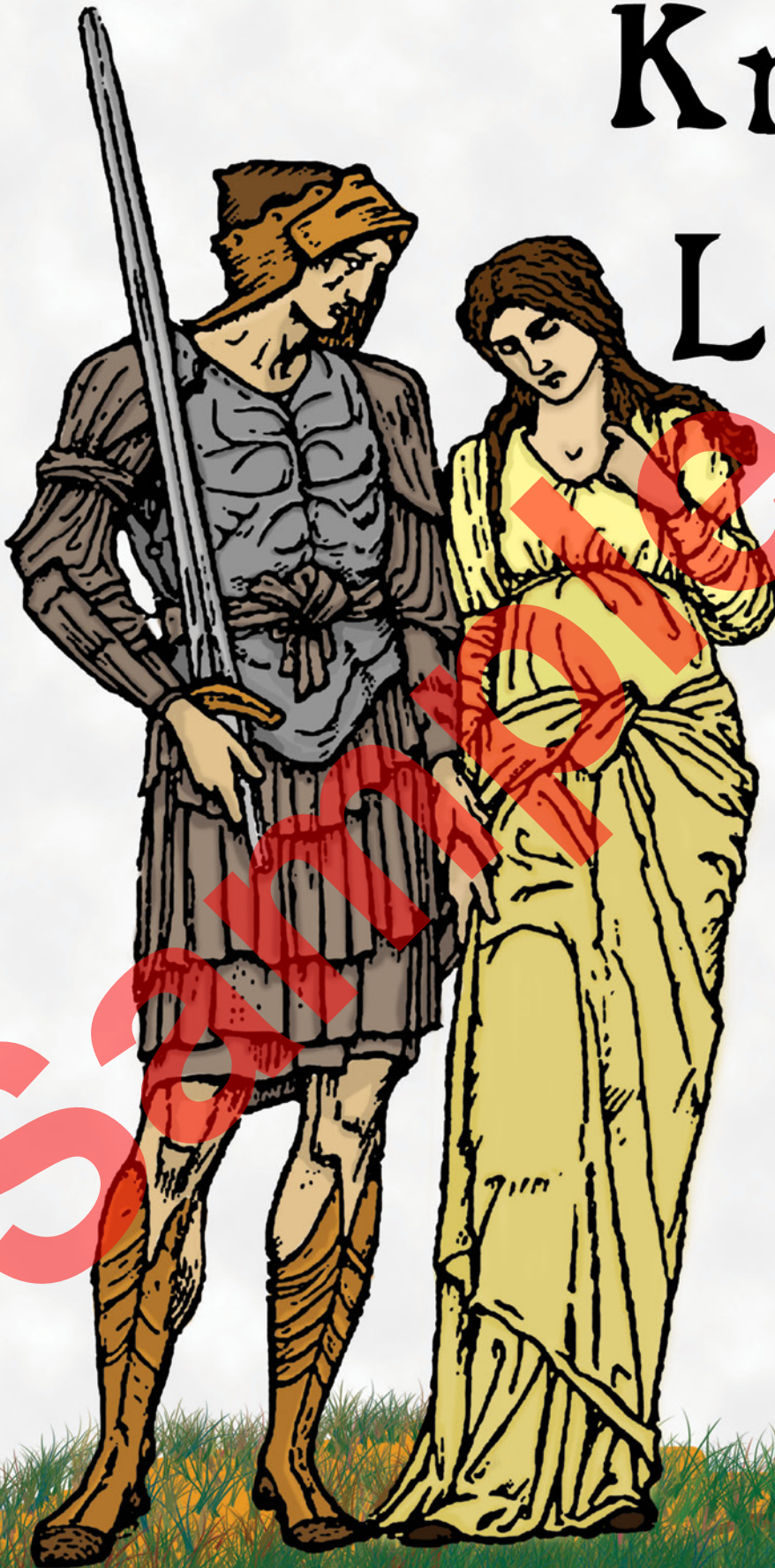


Book of Knights & Ladies

by Greg Stafford



Book of Knights & Ladies

Advanced Character Generation for
King Arthur Pendragon, 5th edition.

By **Greg Stafford**

Layout by **David Zeeman**

Key Commentary and Contributions from **Matt Morich, Darren Hill**

Copy Editing by **Darren Cooper**

Previous Experience by **Todd Jensen**

Initial Impetus from **Wayne Coburn**

Names collected by **Wayne Coburn**

Homeland Compilation by **Ron Ostrander**

Maps by **Fergie**

Other Contributions and Research: **Cam Banks, Wayne Coburn, Todd Jensen, Ron Ostlander, Jeff Richard, Roderick Robertson, David Zeeman**

Thanks to my Berkeley play test group for their help: **Wayne Coburn, Suzanne Courteau, Fergie, Aaron Gorfein, Tom Salas, David Zeeman**

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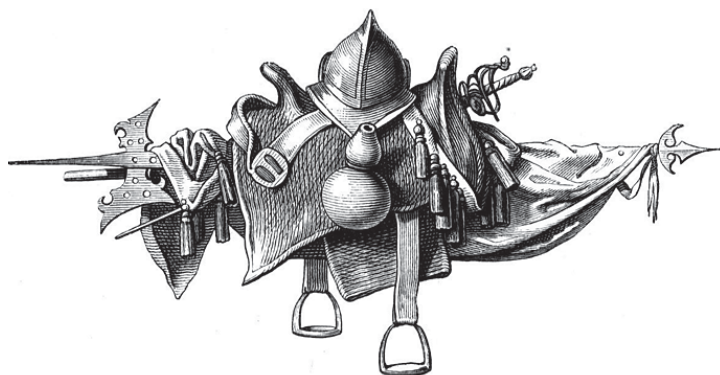


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Introduction: What Kind of Knight are You?

The core rulebook of 5th edition *King Arthur Pendragon* offers little variety in terms of character generation. Its purpose is to help players create a group of starting knights who are familiar with each other and can jump right into the *Great Pendragon Campaign* (GPC). We wanted to publish a rule book that did not overwhelm newcomers with its possibilities, but rather set down the core of the game in a simple, affordable package.

But *Pendragon* is a game about knights, and there are certainly many types of knights. They differ in their attitudes, actions and intentions. They differ in their motivations, in their enthusiasms, and in their reactions. Those are all things that we discover while playing them.

But knights also differ in their origins.

Where is your knight from?

“Origins” is the subject of this book. How does your knight’s place and culture of origin influence him?

The Book of Knights & Ladies is the complete character generation system for *King Arthur Pendragon*, 5th edition. It can guide you to create a knight from any time during the *Great Pendragon Campaign* and from any place in the *Pendragon* world (i.e., anywhere in the world where King Arthur’s legends were told during medieval times). 109 Homelands, fifteen Cultures and ten Religions decorate the variety of backgrounds for the *King Arthur Pendragon* game.

The larger part of this book concerns Mainstream Characters, those who hail from the traditional Arthurian homelands of Britain, Ireland, Brittany and Aquitaine. I expect that most characters will come from these regions, because the Arthurian Story originated in these regions, takes place in these regions and is about the concerns of the people of these regions. Mainstream knights and ladies do not need a reason to be in the story—the story is about them.

The remainder of the book concerns Continental Characters, those who hail from distinctly foreign lands and cultures. Playing these characters presents a different type of challenge. They are similar to Mainstream characters in their views on knighthood and feudalism, but differ in many other ways. Continental knights and ladies must have gone out of their way to get to Arthur’s court. What brought them to Britain’s shores?

The nature of *Pendragon* is to delight in the varieties of the legendary medieval life. At first the peoples of the Middle Ages seem to be homogeneous, but investigation reveals many variations. I certainly don’t want to bother with the infinite variations of law and custom that are incidental to chivalry, but I do want to play with differences based on a knight’s origin within Britain and without.

I’ve taken plenty of liberties to make it fun while staying within genre conventions. It’s not a historical document, and I know that the Saxons were not experts in two handed weapons, and that there were no Pict counties on the Cornish border. But *Pendragon* isn’t intended to be historical, just fun.

So have fun.

Users of this book should be familiar with *King Arthur Pendragon* 5th edition, for which this system is written. The two parts of this advanced character generation system follow that game’s character creation process, but build upon it. Inevitably, *Knights & Ladies* adds a lot of information and opens up many more possibilities than the simple knight from Salisbury allowed by the core book.

So, welcome to the new population of *Pendragon*!



What's New?

Changes from *Pendragon*, 5th ed.

A copious amount of additional material (new ranks, occupations, homelands, cultures, etc.) is offered here, as well as many tweaks, variations, and changes to the core game's extant character generation system. To avoid them being glossed over by experienced *Pendragon* players, here's a quick list of the major changes:

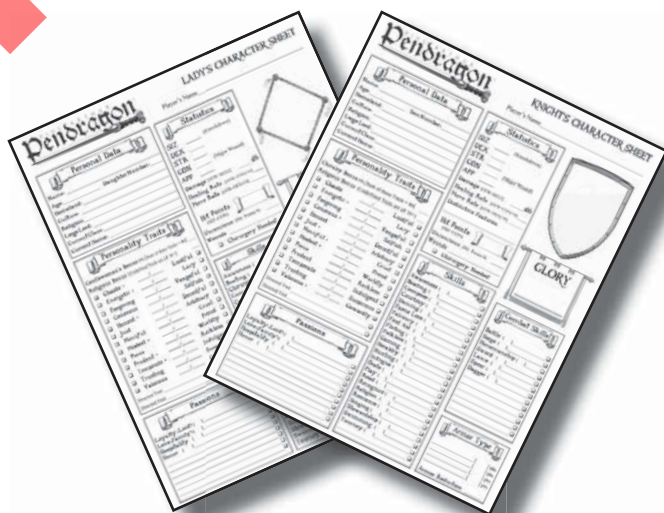
1. Attribute Generation. Instead of assigning 60 points among the 5 Attributes, players have the choice of just setting the stats; or of rolling randomly for each attribute. See: Attributes & Statistics, on pg. 50 for details.
2. Personality Traits. Characters' personality traits are modified by their regions. Players choose from Standard, Shaped or Random methods.
3. Passions. These can be made using Standard, Random or Shaped preferences. Standard generation gets 3 points to distribute. Sons inherit their father's passions.
4. Specialty Skills. Each cultural group has a unique ability. For instance, a starting Cymric knight now has a specialty skill of Spear Expertise, which provides a significant benefit over the old Spear and Lance skills.
5. The Family Characteristic Table is slightly different.
6. The Luck Tables are entirely new.
7. Your father's class will now alter your starting skill values as well as the number of points available to distribute.
8. New characters can now be fit into previous history before play begins. Their glory is altered thereby.
9. New horses are available.
10. Some weapons now calculate their damage differently.

Note that these are only the *changes*, and that a number of new Passions and Skills have been added as well. See: Part III: New Rules & Clarifications, on pg. 117, for descriptions.

New Character Sheets

The character sheet here is almost identical to the standard one, but differs mainly in having the following changes:

1. The Cymric-specific starting skill values have been removed.
2. "Knighthood ____" is now located under Family History and Key Events.
3. Courtly Skills have been underlined. There are sixteen in all (Compose, Courtesy, Dancing, Falconry, Fashion, Flirting, Gaming, Heraldry, Intrigue, Orate, Play (instrument), Read (language), Recognize, Romance, Singing, Tourney). The equivalent Specialty skills must be added for the cultures that have them.
4. Siege is added to the Combat Skills, beneath Battle.
5. A layout change has been implemented in the Glory section.
6. On the back, under "Family History," the Family Characteristic section has been altered slightly to allow space for (M)ale and (F)emale characteristics.
7. The "Army" section has been removed, and replaced by the expanded Horses section.
8. The Lady's Character Sheet has been changed to better reflect her gender.
9. Character Equipment has been moved and expanded.



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 _____