Chapter Two: Character Generation

A player character is the imaginary persona used for play in *Pendragon* game sessions. In this chapter you create your first character, an experienced squire from Salisbury who is ready to be knighted as a landed vassal knight.

Characters used by the Gamemaster are called "Gamemaster characters" or, alternately, "non-player characters" (or NPCs). In the world of *Pendragon*, the Gamemaster controls everyone, from High King Arthur Pendragon to the half-wit goose boy, aside from your player characters.

THE CHARACTER SHEET

Players use the two-page (and ideally two-sided) character sheets provided at the end of this book to record all information pertinent to the play of their imaginary *Pendragon* personae. This information includes such things as the characters' physical qualities, appearance, family data, personality, equipment, and personal history. Each character requires a separate character sheet. After a player character is completed, the character sheet is the only piece of paper necessary for play.

The character sheet should be filled out using a pencil. The information contained on it will change during play.

If your character dies during the game, give his character sheet to the Gamemaster. He or she will keep these together in a "cemetery" for later reference (and as a handy tool to use as instant Gamemaster characters, simply changing their names and origins as needed).

CREATING A CHARACTER

You can create your first *Pendragon* character even as you learn the basic game mechanics from the character sheet. When you are finished, and once you have read the first two chapters of this book, your character is on the verge of knighthood. Your Gamemaster can explain the basic rules to you in your first play session (though you will want to read the rules yourself to fully enjoy the game experience.)

There are two kinds of characters you might start with: a *designed character* or a *preconstructed character*. You should create a designed character, if at all possible. The first half of this chapter is your guide in doing so.

Preconstructed characters are found later in this chapter and have all their numeric values given in full already.

The procedure for designing your own character creates knights that fit into the mainstream of British *Pendragon* society. With this method, you create your character the way you wish him to be, choosing all of his qualities and attributes from the ground up. This ensures that you will not have to play a character you dislike, or with whom you feel no connection.

All the characters generated through this procedure come from Salisbury, an important land loyal to King Uther and, later, to Arthur. They speak the same native language, live by the same culture, and have been raised in one of the dominant religions of the region (most likely Christianity, or perhaps Paganism). They are experienced squires, just on the verge of becoming knights.

Many Gamemaster characters you meet during play are not from this mainstream. They may be of a different gender, nationality, social class, or religion, and might even belong to some esoteric organization such as the Templars. (Your character can later join these, too, if he wishes.)

Follow these six steps to create your first character.

1. Determine Personal Data
2. Allocate Personality Traits and Passions
3. Allocate Prime and Derived Statistics
4. Determine Starting Skills and Combat Skills
5. Determine Previous Experience (if any)
6. Determine Other Data

PERSONAL DATA

This information includes such items as the character's name, homeland, culture, character age, date of birth, and so forth.

NAME

Write in your character's name. Here are some sample male names, taken from obscure characters in *Le Morte D'Arthur*, that you can use if you wish:

Adtherp, Alein, Aliduke, Annecians, Archade, Arnold, Arrouse, Bandelaine, Bellangere, Bellias, Berel, Bersules, Bliant, Breunis, Briant, Caulas, Chestelaine, Clegis, Cleremond, Dalan, Dinaunt, Driant, Ebel, Edward, Elias, Eliot, Emerause, Flannedrius, Florence, Floridas, Galardoun, Garnish, Gerin, Gauter, Gherard, Gilbert, Gilmere, Goneries, Gracian, Gumret, Guy, Gwinas, Harsouse, Harvis, Hebes, Hemison, Herawd, Heringdale, Herlews, Herm-

el, Hermind, Hervis, Hewgon, Idres, Jordans, Lardans, Leomie, Manasan, Maurel, Melion, Miles, Morganor, Morians, Moris, Nanowne, Nerovens, Pedivere, Pellandres, Pellogres, Perin, Phelot, Pillounes, Plaine, Plenorias, Sauseise, Selises, Selivant, Semond.

Examine the name list or select a name that sounds right to you. If you have trouble pronouncing it, write it down the way you think it sounds. It is important that you be comfortable with the name.

Furthermore, just about any good English or French name is usable. Just avoid silly names. A campaign takes on appropriate tone when the characters have appropriate names. It is impossible to stop some people from using ridiculous names like Exxon, Lancealittle, or Karim al'Wheat in a campaign, but it is possible to forestall most of this foolishness by using only names found in popular or historical literature.

Characters should have one name only. Last names or family names are not used. Instead, the name is modified by the addition of a title.

Sounds can be arranged and re-arranged to make new names. Feel free to make a name that you can live with — again, without ridiculing the campaign (i.e., no Xerox or Groucho).

Don't choose names that you already know from the King Arthur stories since those are most likely the most famous characters in the story. It gets confusing during play to have to keep saying that you are not *that* Tristram or *that* Lancelot…

Homeland, Culture, Religion

All initial characters are from the Homeland of Salisbury, were raised in a Cymric culture, and are either Christian or pagan.

Father's Name

Choose another name from the above list (or make another one up) to be your character's father's name.

Titles

Characters often have descriptive titles or epithets as well as a given name. Often, these titles describe a physical distinction (e.g. "the Strong"); a place of origin (such as "de Ganis" or "of the Orkneys"), so you might be "of Salisbury"; or a family link, such as "son of Gauter." Titles such as "the Bold" are also possible, and may be self-given or earned in play.

Many names in Malory are given in French, so a French title rings with authenticity even though the character is a Briton. However, you should decide whether the sobriquet sounds better in English or French. Some are descriptive, such as *le blanc* ("the white"); *le noir* ("the black"); or *le petit* ("the little"). Some are more descriptive of actions: *le Desirious* ("the Desirer" [i.e., of battle]); *le Chevalier au Leon* ("the knight of the lion"); *of the Seven Adventures*; *of the Golden Ring*; *of the Hat*; and so on.

However, note that it is often best to wait until your character earns a title for his actions.

Father's Class

All characters created using this simple character generation are sons of a vassal knight.

Son Number

You are the eldest son of your family: Write a "1" here. Eldest sons have a terrific advantage in *Pendragon*. Primogeniture is the law of the land, meaning that the eldest son inherits everything (or almost everything) from his father. The younger sons are generally left out of the inheritance, and must make their own way as poor knights in whatever service they can find.

Liege Lord

By default, your character's only lord is Sir Roderick, Earl of Salisbury. Listing a lord's title (as opposed to his proper name) in this space is sufficient. If a knight has multiple lords, one will be selected as liege, and should be duly noted here.

Current Class

Your first character is a squire on the verge of knighthood. He will soon become a vassal knight during the course of play, but write in "squire" for now.

Current Home

Your home is the manor that is your inheritance, as the eldest son of your father. A manor often provides a knight's title, as discussed above (i.e., *de [name of the manor]*). Roll 1d20 to get the name of a Salisbury manor from the table below.

d20 Result	Manor
1	Baverstock
2	Berwick St. James
3	Broughton
4	Burcombe
5	Cholderton
6	Dinton
7	Durnford
8	Idmiston
9	Laverstock
10	Newton
11	Newton Tony
12	Pitton
13	Shrewton
14	Stapleford
15	Steeple Langford
16	Tisbury
17	Winterbourne Gunnet
18	Winterbourne Stoke
19	Woodford
20	Wylye

Only one person may inherit each manor, so, if necessary, a player should roll again until the result indicates a manor not already taken. Knightly manors are described more fully in Chapter 3.

Age and Year Born

This entry should remain blank until character generation is completed. At the end of character generation, your character is 21 to 26 years old (see "Previous Experience"). Once character generation is complete, go back to this entry and ask your Gamemaster the starting year for his or her campaign. Subtract your age from the current game year to find the year your character was born, and record the answer here.

As a default, a new campaign begins in 485 A.D., and characters starting at age 21 were born in 465.

TRAITS AND PASSIONS

Every story of King Arthur and his knights, whether taken from the romances, legends, or Hollywood movies, is full of characters with remarkable personality and passion. This game emphasizes those points.

Traits and *passions* are game mechanics for quantifying your character's inner self, recording both repute and propensity. They help you run your character in a consistent manner and according to his actual play activity.

A value of 16 or more in a particular trait or passion indicates tremendous interest and activity in that quality, perhaps bordering on the fanatical. The behavior is very obvious to everyone, and is thus significant in roleplaying terms as well as in game terms.

New characters start play with only one value of 16, in one trait of your choice.

TRAITS

The personality traits used in *Pendragon* consist of thirteen opposed pairs of virtues and vices. Note, though, that what is a virtue in one culture is sometimes a vice in another. Thus, Christian and pagan cultures, for instance, view the contrast between Modesty and Pride in a very different light.

All initial characters begin with a moral base derived from either British or Roman Christianity or from Paganism.

To determine your character's starting traits, follow these three steps:

1. *Note Your Religious Background:* Initial traits are modified by the religious background. On your character sheet, underline those traits which your character's religion deems the most important, as follows:

Roman Christian Virtues: Chaste, Forgiving, Merciful, Modest, Temperate.

British Christian Virtues: Chaste, Energetic, Generous, Modest, Temperate.

Pagan Virtues: Generous, Energetic, Honest, Lustful, Proud.

2. *Assign Values to the Traits:* The Valorous trait always begins at a value of 15, reflecting your character's martial training. The Religious traits listed above begin at a value of 13. All of the remaining traits begin at 10.

Next, note that every "virtue" has its opposing "vice," located on the opposite side of the slash. For example, Forgiving is balanced by Vengeful, and Prudent by Reckless. The total on the two sides of the slash must equal 20. Complete your trait statistics by subtracting the values you have already assigned from 20, and filling in the resulting number opposite the chosen trait. Thus, if your character has a score of 13 in Forgiving, he also has a 7 in Vengeful; if he has a 10 in Prudent, he also has a 10 in Reckless.

As your character develops, these initial values will change, and various rewards may become available. For more information, see "Traits" in Chapter 4.

3. *Assign Your "Famous Trait":* You may assign a value of 16 to any one trait, including those on the right side of each binary, such as Worldly or Reckless, if you desire. Assigning this value of 16 is optional. If you do assign a 16, put it in a trait that denotes the behavior for which you wish your character to be renowned. Be sure to adjust the corresponding trait (the opposite side of the binary pair) to a value of 4.

Important: For your first character, be sure to choose a "famous trait" you can live with. Since this value shows how your character has acted in his youth, be sure the trait is in line with your intended actions and attitudes for the character.

Further, note that having a trait over 15 decidedly affects the player's actual control over a character! Your character's actions may be determined by the trait and contrary to your wishes as a player. For example, a character with an Honest trait of 16 tells the truth in almost all situations, even those where deception might be advisable! The game system assures this.

See Chapter 4 for more information on traits.

DIRECTED TRAITS

Leave these blank for now. They are discovered during game play.

PASSIONS

Passions are strong emotional and psychological propensities within any individual. These include Love, Hate, Loyalty, Envy, and Honor, among others. Beginning characters all begin with five passions: *Loyalty* (to their lord), *Love* (of family), *Hospitality*, *Honor*, and *Hate* (of Saxons).

• Loyalty is the prime virtue and passion of the medieval world — without it the feudal system could not exist. Most knights believe in the axiom "King before God." Showing obedience to one's immediate overlord is always correct behavior, and disobedience to a lord is shocking to all true knights.

• Love of family is a natural emotion common to humankind in any age or culture. To most people, family equates to society in microcosm, which in turn represents their world. Further, the travel restrictions of the Arthurian era emphasize family closeness.

• Everyone learns Hospitality at his or her mother's knee, and it is so ingrained that it is almost subconscious.

• Honor is the knight's special passion. All knights must retain a value of 4 or higher in Honor, or they risk losing their knighthood. (See Honor in Chapter 4 for more information.)

• Hatred of the Saxons is an inherited passion of all Salisbury residents.

The Gamemaster might allow other passions for a character by at the start, and characters acquire passions as the result of game play.

Enter the values below onto your character sheet. (They are already entered onto the beginning character sheet.)

Passion	Starting Value
Loyalty (lord)	15
Love (family)	15
Hospitality	15
Honor	15
Hate (Saxons)	Roll 3d6*

*If the optional "Salisbury Family History" is used (see Chapter 3), this number is instead determined therein.

Once these values are assigned, a player *may* (but need not) raise one or more of her character's passions by distributing up to 3 points among them.

See Chapter 4 for more information on passions.

ATTRIBUTES

The physical qualities of any *Pendragon* character are quantified by five basic attributes, from which various other statistics are then derived. These five primary attributes are Size, Dexterity, Strength, Constitution, and Appearance. In each case, the larger the value of an attribute, the more advantageous it is for your character.

Size (SIZ) reflects the bulk and relative height of your character. The smallest that an adult Cymric male can be is SIZ 8 (roughly 80 pounds), and the largest SIZ 18 (around 215 pounds). (See Table B–1 in Appendix 2 for a full breakdown of the SIZ rating.) Bigger characters are superior in combat because they can deal out and take more damage and because SIZ is also used to calculate Knockdown, as explained below and, more fully, in Chapter 6.

Dexterity (DEX) reflects your character's quickness, agility, manual coordination, and sense of balance.

Strength (STR) reflects your character's ability to lift and carry weight. STR influences combat and movement rate.

Constitution (CON) reflects the health of your character. A CON value less than 5 indicates a sickly character, while a value greater than 15 indicates robust health. In combat, the "Major Wound" statistic (equal to CON) indicates a wound that knocks the character unconscious immediately.

Appearance (APP) reflects the physical attractiveness of a character. APP over 15 indicates a handsome or beautiful person, while APP below 5 indicates one who is extremely repulsive. Do not neglect this stat! It is tempting to reduce this in favor of combat-oriented statistics, but handsome knights have a distinct advantage in some situations. See "Distinctive Features," below, to help define the exact appearance of your character.

ALLOCATE ATTRIBUTES

Distribute a total of 60 points among the five attributes, keeping in mind the restrictions below.

Note that every Cymric character's CON automatically increases by +3 during the next step ("Cultural Modifiers"), regardless of allocation, and that the maximum for

No Intelligence Rating?

Note that no attributes are given for intelligence or any form of wisdom, astuteness, or wit. This is because it is a knight's duty to act, not to think…

All kidding aside, though, since a player controls every character, it is that player's intelligence that dictates the character's goals and actions, not an arbitrary number on a character sheet. Thus, in a sense, the player *is* the character's "intelligence score"!

such a character's CON is 21, so if you allocate more than 18 to CON, the extra points are wasted.

Restrictions: In standard character generation, all knights come from the Cymric culture, and are thus limited to the following values.

TABLE 2–1: CYMRIC ATTRIBUTES

Attribute	Min. Score	Max. Score
SIZ	8	18
DEX	5	18
STR	5	18
CON	5	21
APP	5	18

Your first character should be designed so that STR and SIZ have a combined total of at least 21. This gives him a respectable Damage statistic of 4d6 (see "Derived Statistics"). His CON also ought to be at least 11 (i.e., 8, plus the Cymric cultural modifier of +3). Characters with less than these values are essentially handicapped in combat.

You have plenty of points to work with. For example, assigning values of SIZ 11, STR 10, and CON 8 (recommended *minimums*) yields 31 more points to be allocated to DEX and APP (for example, DEX 13 and APP 18).

Effects of Low Attributes: As shown on the Cymric Attributes table, no stat for your starting character can have an initial value of less than 5, and SIZ must be at least 8. However, be careful about assigning these minimums to attributes. Statistics are often reduced during the game, and when any attribute is at 3 the character is considered bedridden, unable to leave his room. Worse, any attribute reduced to 0 indicates death. Thus, even a low APP can be hazardous due to aging (see "Winter Phase" in Chapter 5) and wounds (see "Injury and Healing" in Chapter 6).

CULTURAL MODIFIERS

Your character's original culture modifies his attributes. This modification is applied after the base attributes have been allotted. Your first character is Cymric, and thus gains a +3 bonus to CON.

DERIVED STATISTICS

Some of a character's statistics are derived from those already determined above.

Damage: A character's Damage value reflects his potential to do harm to his foe. The value acquired from the equation below indicates the number of six-sided dice that the player rolls when his character successfully hits something or someone with a sword or other heavy weapon.

Damage = (SIZ + STR)/6 [the result is the number of d6 rolled for damage]

Healing Rate: The Healing Rate of a character indicates the number of hit points which can be regained during a week of game time by the character, as long as that character is quietly resting. See the "Injury and Health" section of Chapter 6.

Healing Rate = (CON + STR)/10

Movement Rate: This value indicates the number of yards per melee round that your character can walk while in armor. The Movement Rate number also affects daily
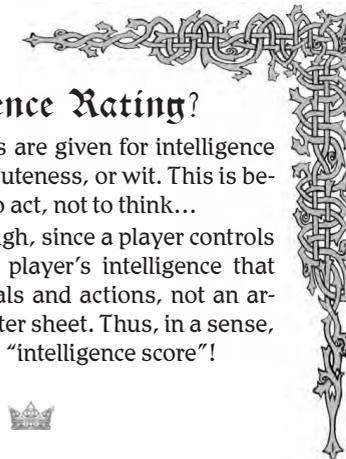
overland rates and forced march. See Chapter 5 for more information on movement.

Movement Rate = (STR + DEX)/10

Total Hit Points: Total Hit Points are used in combat to determine how much damage a character may sustain before going unconscious or being killed.

Total Hit Points = CON + SIZ

Unconscious: This value is a threshold below which a character falls unconscious. Every time any character's current hit points fall below this value, that character drops to the ground, senseless and out of play. In many cases, this might save his life.

Unconscious = Total Hit Points/4

DISTINCTIVE FEATURES

A character's APP measures his or her relative appearance, determining whether a character is handsome, beautiful, or ugly. Higher APP attributes indicate a more attractive character, while numbers below 5 indicate unattractiveness and possibly physical deformity.

Distinctive Features allow for objective differences between characters with the same numerical value. A Distinctive Feature is not always a negative quality, even for a character with low APP, though you may wish to make it so. The following suggestions include ideas for both positive and negative features.

The number of features your character receives is determined by his APP, cross-indexed on the table below.

APP Value	No. of Features
5–6	3
7–9	2
10–12	1
13–16	2
17+	3

Once the number of Distinctive Features is derived, players are free to choose the specific details that best fit their character (the table below offers some ideas and suggestions). However, the player might wish to simply roll on the Distinctive Feature Detail table.

d6 Result	Feature Detail
1	Hair (very long, curly, red, crew cut, blond, excessively hairy, huge beard, prematurely gray, glossy, balding, a particular cut, etc.)
2	Body (slouched, barrel-chested, hunchback, fine-haired, tall, thin, broad-shouldered, high-shouldered, very muscular, burly, squat, smooth skin, etc.)
3	Facial Expression (bright-eyed, proud, sneering, haughty, nice smile, hidden by beard, straight teeth, dour, cheerful, squint, piercing glance, etc.)
4	Speech (lisp, stutter, charming accent, basso, sharp, nasal, shrill, squeaky, musical, loud, soft, strong, thick accent, etc.)
5	Facial Feature (patrician nose, scarred, darkly tanned, black eyes, bushy eyebrows, deep-set eyes, high cheekbones, red and weather-beaten skin, braided beard, big ears, long mustache, small nose, facial blemishes, birthmark, etc.)
6	Limbs (short legs, bulging biceps, one arm longer than the other, rough hands, long nails, hairy arms and hands, bow-legged, flabby, big feet, long fingers, etc.)

SKILLS

Skills in *Pendragon* define those activities which characters commonly perform during game play. The numerical value of both standard skills and combat skills reflects the chance of successfully completing any action related to that skill during the game; higher numbers mean better chances of success. As a result of different personal experience, though, not all characters have equal ability in these skills. Nonetheless, characters who have matured within the same culture show certain similarities in their abilities.

The values for each character's skills are derived from three sources: his culture, his social class, and the individual choices of the player. Once these determinations are complete, your character has the skills of a 21-year-old (or slightly older) squire who is ready to be knighted.

BEGINNING VALUES

A character's beginning skill and combat skill values are shaped by his environment, especially his culture and his father's social class. In standard character generation, all characters are of the Cymric culture and are the sons of an established knight.

The character sheet has all of the skills entered, so you need merely introduce the numerical values for each ability. (Use a pencil!) The beginning skill values for Cymric sons of knights are as follows:

Awareness 5, Boating 1, Compose 1, Courtesy 3, Dancing 2, Faerie Lore 1, Falconry 3, First Aid 10, Flirting 3, Folklore 2, Gaming 3, Heraldry 3, Hunting 2, Intrigue 3, Orate 3, Play [harp] 3, Read [Latin] 0, Recognize 3, Religion [choose one] 2, Romance 2, Singing 2, Stewardship 2, Swimming 2, Tourney 2.

The beginning combat skills for Cymric sons of knights are as follows:

Battle 10, Horsemanship 10, Sword 10, Lance 10, Spear 6, Dagger 5

INDIVIDUAL SKILL CHOICES

During his youth, each squire discovers those things that interest him most, and he spends as much time as possible in doing those things. The following process lets the player pick the things that interested his character most as a youth.

There are a few limitations, as follows:

• No skill or combat skill may ever be raised above 15 by this process.

• No stat may ever be raised above your character's standard racial limits. A character's SIZ may not be increased after he reaches age 21.

• No trait may be raised above 19 and no passion may be raised above 20.

• No Non-Knightly skill may be augmented (see Chapter 4). Hence, for example, no player knight can have the Chirurgery skill before starting play.

• Individual skills can be augmented by any of the several steps shown below. For instance, Hunting normally starts at 2, but at Step 3 it can be raised to 7, and then at Step 4 can receive 8 more points, to raise it to 15.

The process for personalizing a starting character's skills is as follows:

1. Choose any one Knightly skill at which you excel. Make it 15. The Sword skill is a popular and useful choice.

2. Choose any 3 non-combat skills other than First Aid. Make each of them 10.

3. Heighten any four unique statistics chosen from among the following: attribute scores, traits, passions, or skills. Heightening a skill (or combat skill) increases it by up to 5 points, while heightening an attribute, trait, or passion increases it by 1 point. Thus, for example, a character could increase (i) his SIZ, STR, and DEX by 1 point each and his Axe skill by up to 5 points; or (ii) his Energetic trait and his Love (family) passion by 1 point each and his Horsemanship and Hunting skills by up to 5 each. Any combination of four increases is allowed, within the restrictions given above.

4. Add 10 more points (again keeping in mind the limitations given above) divided among any number of combat or non-combat skills of your choice.

5. All other skills start at the value listed above under Beginning Values.

PREVIOUS EXPERIENCE

Thus far, your character is 21 years old and has already gained the reputation, connections, and minimum skills needed for knighthood. You may wish to add some years to your character's age before play, allowing him to gain some further pre-play experience.

Each additional year of age provides a character with any *two* of the following benefits; you may not choose the same benefit twice for the same year. (*Note:* These benefits are similar to, but not the same as those gained in the Winter Phase of the game — see Chapter 5.)

• Distribute 1d6 points among the character's skills. No non-weapon skills with a starting value of 0 may be augmented, and no skill may be raised above 15.

• Add 1 point to any trait (to a maximum of 19) or passion (maximum 20).

• Add 1 point to STR, DEX, CON, or APP. No stat can be raised to a value greater than the maximum possible for a character of that culture.

Note: You may not age your character more than 5 additional years. Remember to note on your character sheet that your character is one year older each time you take the Previous Experience option!

OTHER INFORMATION

You do not have to write down everything that affects or happens to your character, but you *should*. You lose much of the long-term impact of playing this game if you don't. *Pendragon* is a long-term game, with knights staking their lives for glory. Their game-lives are worth the minor effort of a simple word or two or even a one-line synopsis for each of their adventures.

GLORY

This space is provided to display your character's accumulated Glory. Characters gain Glory through family ties:

Every son receives Glory equal to 1/10th of his father's Glory (whether the father still lives or not), determined when the character begins play.

Assuming you do not plan to use the "Salisbury Family History" (see Chapter 3), determine this amount now for your starting character, as shown below.

Base Starting Glory: 6d6+150

If you use the "Salisbury Family History," then your starting Glory is instead determined by that history.

When your character is knighted, he will gain 1,000 Glory points. (If your Gamemaster practices the custom of the Leap — see "The Knighting Ceremony" elsewhere in this chapter — then your character might have jumped successfully onto his horse after being knighted, and his Glory would then be increased by 10 more.)

Glory This Game: The "Glory This Game" notation on your character sheet, just beneath the actual Glory banner, is provided to keep track of new Glory gained during game play, but which has not yet been applied to your Glory score because the Winter Phase has not yet arrived in game time. See Chapter 5 for more information on gaining Glory.

COAT OF ARMS

A coat of arms is the design worn by a knight on the outer surface of his shield. This design serves to identify the knight (and often his lineage) when he wears full armor and is not otherwise recognizable. The skill that allows the identification of a coat of arms is called Heraldry. A group of people, called heralds, spends all their lives mastering this skill.

A knight is entitled to bear his own unique coat of arms. If your character does not have a ready-made coat of arms and you cannot make one up on the spot, he may apply for provisional arms and ride for a year with a blank shield. Additionally, a squire may reserve his design ahead of time by checking with the Royal Herald (i.e., the Gamemaster).

Draw the coat of arms you want or trace a design from the nearby pages of *charges* (pictorial elements) and *ordinaries* (geometrical background designs). You can combine charges and ordinaries within the same coat of arms. The background part of a coat of arms upon which a charge is set is called a *field*.

Normally a coat of arms includes a chromatic color and a metallic color. Colors available are red, green, blue, purple, and black. Metals include silver (white) and gold (yellow). "Furs" are also possible. For the sake of readability, do not use a metal charge with a metal field. For example, if you chose a Lorraine cross as your charge and Barry as your field, the Barry stripes could be silver and blue, with a black cross, but not black and blue with a silver cross, or silver and gold, with a blue cross.

Label each section with the desired color, or, if you wish, fill it in with colored pencils. Be sure you do not use the same color scheme and arms as recorded for someone else who is listed in this book. Each coat of arms must be unique, or it is not fulfilling its purpose of identifying an individual. The Royal Herald will inform you if you have inadvertently chosen a design already taken by someone else.

Feel free to invent, alter, and otherwise be creative in your heraldic devices. Remember that the Gamemaster has the final say about your design. Simplicity is the key of heraldic design. The symbol should be easily recognizable from a distance or it has not achieved its purpose.

Joust Score

This space is provided to record the results of every joust resolved during game play. You start with a 0 in each category. Add 1 point to the Wins column every time that your character wins a joust, and add 1 point to the Losses column every time he loses a joust.

These tallies are mainly for the amusement of the players, and do not directly affect the game unless the Gamemaster wishes them to.

Horse

In this space you keep track of your most important horses. Your character starts with four horses, and luck may give you another. Eventually you may accumulate an entire stable.

You begin play with the following horses:

• #1. One charger (your warhorse).

• #2 and #3. Two rouncys (a rouncy is a small horse for riding; also carries some equipment), one for the knight and one for the squire.

• #4. One sumpter (a pack horse for carrying equipment and provisions).

List each horse's type and selected statistics under the appropriate number. Characters usually ride a rouncy, in order to keep their warhorse fresh to use in a fight.

See Appendix 2 for standard statistics for each type of horse.

Squire

After being knighted, characters are assigned a squire by their lord. For more information, see the "Squire" section later in this chapter.

Equipment Carried

New characters start with standardized possessions. Write the items and values listed here in the spaces provided on the character sheet.

• Chainmail and shield

• 2 spears, sword, dagger

• Fine clothing (worth 1 £.)

• Personal gear, travel gear, war gear (see "Starting Equipment" in Chapter 8)

• 4 horses (as noted above)

This list assumes that your knight begins with typical economic resources; if you and your Gamemaster decide, for whatever reason, that you are more or less wealthy than the typical vassal knight, then see Chapter 8.

No player knight should start play in the Impoverished or Superlative categories of wealth.

Additional Belongings

Each beginning character may roll once on Table 2–2 to find one additional valuable, colorful possession. Make up the where and why of this, if necessary. A number of the entries are simply money, which can be used to purchase additional equipment (see Chapter 8) if the player wishes.

Table 2–2: Additional Belongings

d20 Result	Possession
01	Money (3d20 *d.*)
02–03	Money (3d20+100 *d.*)
04–06	Money (£1)
07	Money (£1d6)
08	Heirloom — sacred Christian relic (Roll 1d6: 1 finger, 2 tears, 3–4 hair, 5 bone fragment, 6 blood); if you are pagan, re-roll
09	Heirloom — ancient bronze sword, worth £2 (+1 modifier to Sword skill when used; breaks in combat as if it was not a sword)
10	Heirloom — blessed lance, worth 25 *d.* (+1 modifier to Lance skill until it breaks)
11	Heirloom — decorated saddle, worth £1
12	Heirloom — engraved ring, roll 1d6 for value: 1–4 silver, worth 120 *d.*; 5–6 gold, worth £2
13	Heirloom — arm band, roll 1d6 for value: 1–5 silver, worth £1; 6 gold, worth £8
14	Heirloom — valuable cloak, worth £1 (roll 1d6 for origin: 1–2 Byzantium, 3 Germany, 4–5 Spain, 6 Rome)
15	A magic healing potion, priceless (cures 1d6 damage, once)
16–17	An extra rouncy
18	A second charger
19	A courser (a fast horse; see Appendix 2)
20	Roll twice more, re-rolling further results of 20

Heirlooms: For heirlooms, you can make up a story of how such an object came into your family's possession. Note that it might be from your mother's side of the family, a gift from a grateful lord, a war trophy, and so on.

Selected Events

Use this box on the back of your character sheet to record the dates upon which these seven critical events of a character's life occur:

Born: Your character's birth date.

Squired: Birth date plus 15 years, and to whom squired, if part of the campaign.

Knighted: The year in which your character is knighted, and by whom. *Starting characters are about to be knighted.*

Titled: The year in which your character receives a lord's title (if ever).

Landed: The year in which a household knight becomes a vassal knight. Your character, being the eldest son of a deceased vassal knight, will be landed at the same time he is knighted.

Member of the Round Table: The year in which your knight is accepted at the Round Table — a rare honor!

Died: The year in which your character died. Useful if you created a family for your character.

Family

Record your family information in the spaces provided on the back of your character sheet.

Year Wed: The year in which your character marries, if ever.

Spouse Name: The name of your character's wife. No knights start the game married. However, marriage is

an important part of the *Pendragon* story, and most player knights should wish to be married. See Chapters 6 and 7 for more information about marriage and your character.

Will: Write here the name or relationship of the person whom your character has designated as heir to his property. (Writing "Family" here is usually sufficient.) Note that only *granted* property is transferred — gifts from one's lord return to him upon the recipient's death. If nothing is written here, then everything goes to the lord.

Children Born: The date of birth and name of any children your character may have. Mortality rates in children are fairly high, so one or more of your children might well not survive to age of majority.

FAMILY CHARACTERISTIC

A Family Characteristic is some unusual feature gained by everyone in your father's family. Roll on the table below (this is decided randomly, even though other components of your character were yours to choose), then turn the character sheet over and add the value to the appropriate skill. This bonus can violate the rules previously established for limitations; thus it might raise a skill above 15, or perhaps even above 20.

The Family Characteristic is transferred through the male line, and is given to all male children of this bloodline. Thus your brothers and sons also have this characteristic. (Your sisters and daughters have their own women's gifts from their mothers' side of the family, as shown later in this chapter.)

TABLE 2–3: FAMILY CHARACTERISTICS

d20 Result	Characteristic
1–2	Good with horses (+5 Horsemanship)
3	Excellent voice (+10 Singing)
4–7	Keen senses (+5 Awareness)
8	Nature-craft (+5 Hunting)
9	Light-footed (+10 Dancing)
10	Natural healer (+5 First Aid)
11	Naturally lovable (+10 Flirting)
12	Never forgets a face (+10 Recognize)
13	Remarkably deductive (+5 Intrigue)
14	Like an otter (+10 Swimming)
15	Natural speaker (+10 Orate)
16	Natural musician (+15 Play (choose instrument))
17	Good with words (+15 Compose)
18	Love for arms (+10 Heraldry)
19	Good with birds (+15 Falconry)
20	Clever (+10 Gaming)

HOLDINGS

Your character begins as the eldest son of a deceased landholding knight. List the name of his future holding here — it is the same as his Current Home. If he acquires more land as the game progresses, list each manor or larger holding by name. List the number of manors in any larger holding.

EQUIPMENT AT HOME

Knights often accumulate *denarii*, *libra*, extra weapons, addition mounts, sumptuous goods, and so forth. If your character does not carry these things everywhere he goes, list them here.

ARMY

One of the most important factors in the game is how many knights you can potentially call to your aid in a crisis.

Family Knights: Your relatives who are knights, whether uncles, brothers, or other relations. These are noted as being either old (over age 55), middle-aged (35–55), or young (20–35 or so). Only the numbers of each type are needed now, not their individual names or other information.

Determine your family knights by rolling as follows, and then enter the numbers on the character sheet back.

Old Knights: 1d6–5

Middle-Aged Knights: 1d6–2

Young Knights: 1d6+1

Add all three numbers together, plus 1 more young knight (your character), to find the total number of family knights.

Vassals: Starting characters are never lords holding other knights as vassals; leave this space blank for now. If your character acquires vassals during the campaign, list them here; these knights are obliged to come to battle if summoned, and are probably close associates of yours as well.

Other Lineage Men: Other men of your family, not themselves knights, can still be useful in a fight. They are never well armed, and are generally unskilled at fighting, but at least they won't run away immediately upon being attacked. As family members, they have much to gain in any family victory.

Total Number = 3d6+5

Levy: The levy calls forth every able-bodied man of your holding(s). Though the total population of your starting manor is around 420 people, this includes only 100 or fewer able-bodied men other than knights and squires. Not all of these peasants can be called upon to fight.

For ease's sake, this is the number of levies anticipated per manor. If your character gains more manors, roll again for each new manor and write the combined total down here. A knight with many manors can call upon a large levy!

Your Gamemaster decides how effective the men of your levy are in combat, but in general they are poor soldiers. (Appendix 2 gives sample game stats for an adult male peasant.)

Total Number = 5d20

ANNUAL GLORY REWARDS

Each Winter Phase, your knight receives Glory for exceptional traits and passions, for being suitably chivalrous and/or religious, and for holding land. This area helps you keep track of that annual Glory reward.

See Chapter 5 for more on Glory and the Winter Phase.

HISTORY

Use this area to record various events of import in your character's life. Begin each entry with the date. (The year designation is usually enough, as opposed to day and month, since most characters engage in only one adventure per year.) At the end of each line is a column for listing any new Glory gained in the adventure for each event, plus a column to list the total Glory earned by your character at that point in the game.

After experiencing several adventures with a number of characters, you will begin to sense the history and movement that pervades the Arthurian saga, and your characters will grow into the story.

Conclusion

If you have followed instructions so far in this chapter, you now have a character ready to play. The character is a squire, 21 or more years old, possessing the connections, skills, and reputation necessary to become a knight immediately once play begins.

The actual events leading to knighthood, and especially the ceremony, are best played out during the game.

The Importance of Knighthood

Knighthood is an extraordinary and rare honor, too important to be conferred automatically on characters. Instead, the ceremony should be part of the game, in which each player speaks the part of his or her character in taking the oath of knighthood. If this is a player's first knight, the oath may be the first words they speak "in character." (The oath appears in a text box nearby.)

Beginning knights receive a full 1,000 Glory points as soon as they are knighted; they are thereafter entitled to use the honorific "Sir" before their name, and also qualify for a heraldic coat of arms.

Note that new characters are assumed to have contacts at court who sponsor them properly, and it is further assumed that their lord needs another knight.

New Campaigns

If you, as the Gamemaster, are just beginning a campaign, you should familiarize yourself with the scenarios in Appendix 3 and conduct the "Introductory Scenario" once all of the characters are completed. At the appropriate point, perform the knighthood ceremony for all the characters in the campaign, who will then have the same lord and homeland, and thus an important bond between them.

Ongoing Campaigns

If your new character is entering an ongoing campaign in which the other characters are already knights, then as soon as you've finished your character, the Gamemaster should announce a court session and conduct the ceremony of knighthood, with the other player knights as witnesses.

If the other player knights are in the middle of an adventure elsewhere and cannot come to court, the Gamemaster should interrupt the action long enough to conduct the knighthood ceremony, with non-player characters as witnesses.

Introducing Your Knight

Once the characters have been knighted but before the first adventure begins, everyone usually introduces their character. Here are two such descriptions, using two sample knights that appear throughout this book in examples of play. They are young Sir Ambrut (a new player character) and his lord, Sir Yvane (an experienced player character).

The Knighting Ceremony

Initiation into knighthood is a solemn occasion that occurs only once for each knight. Several squires are often knighted at the same time; the order in which they are called forth depends upon the importance of their fathers. The Gamemaster determines precedence.

The ceremony is always done with full panoply. This means the lord sits upon his high seat or throne, banners are displayed, courtiers are present in their best clothes, and heralds make announcements.

For first characters, the NOBLE is the Earl of Salisbury.

HERALD: [NAME OF CANDIDATE], come forth and kneel before the throne.

(*Servant places sword, armor, shield, and spurs nearby.*)

HERALD (*reads*): Be it known to all men that I, [NAME OF NOBLE] am minded to raise [NAME OF CANDIDATE] by virtue of his honor, loyalty, valor, and skill at arms, to the high rank of knighthood.

HERALD: [NAME OF CANDIDATE], do you swear and acknowledge [NOBLE] to be your true and lawful liege?

CANDIDATE: I do so swear.

HERALD: Do you also swear fealty to Uther Pendragon, to defend and obey him until he depart the throne, or death shall take you?

CANDIDATE: I so swear.

(NOBLE *rises, goes to* CANDIDATE.)

NOBLE: Let this be the last blow you receive without just recourse.

(NOBLE *delivers the* coulee, *striking* CANDIDATE *across the face or on the shoulder, sometimes hard enough to knock him down.* CANDIDATE *then kneels before his liege, placing his hands palm-to-palm and upraised.* NOBLE *places his hands over the knight's.*)

HERALD (*to* CANDIDATE): Repeat after me: "I, [NAME OF CANDIDATE], do solemnly swear and pledge my sword to [NOBLE], my liege, to defend and obey him until he depart his demesnes or death shall take me, and to uphold the honor of knighthood."

CANDIDATE: (*Repeats the above.*)

NOBLE: And I, for my part, do swear to defend and honor [NAME OF CANDIDATE] as befits a true knight. (NOBLE *then receives the sword and taps* CANDIDATE *lightly on both shoulders with the sword.*) I dub thee Sir [NAME OF CANDIDATE]. Receive now your spurs (*receives spurs*), your right to suitable arms (*receives shield*), and take this, my sword (*girds on sword*), to your side to serve and defend me well. Arise, Sir Knight.

Ceremonial Flourishes

In addition to the standard knighthood ceremony, there are sometimes additional ceremonies that may be added by regional custom or by the desires of the lord.

Beforehand: Vigil

Religious lords may use a more elaborate ceremony. Typically, the knight spends the night preceding his ceremony in a vigil of prayer and contemplation. The sword, armor, coat of arms, and spurs he is to wear as a knight are placed upon the altar to receive a blessing from God or the knight's favorite saint. A priest or bishop bestows blessings, and the knight makes further oaths to support the church.

In this ritual, the candidate may be dressed in special clothing that symbolizes his future as a knight. In such cases, his white over-tunic symbolizes purity; his black tunic, hose, and shoes denote death; his red cloak indicates blood (both that which may be shed and that which runs in a nobleman's veins); and his white belt denotes the chastity of a good Christian man.

The Gamemaster might have the player make rolls on Energetic (to see if the squire stays awake) and Pious (to see if he prays adequately.)

Afterwards: The Leap

Many lands follow an informal ritual held immediately after the knighting ceremony is concluded. The new knight, armed and armored, dashes outside and leaps into the saddle. If he makes it into the saddle, the knight is praised and honored, but if he misses, everyone laughs. No other meaning is attached to the rite.

In *Pendragon* some lords follow this custom. To see if your character is successful, roll d20. If the number rolled is equal to or less than your character's DEX, he is successful and earns an additional 10 points of Glory.

Short Ceremony

Knighting may also occur without the pomp and ceremony given above. This ceremony, for instance, might be used on a battlefield to promote someone instantly.

NOBLE: Kneel before me, [NAME OF CANDIDATE]. (CANDIDATE *kneels.*) Do you acknowledge me as your true and rightful liege?

CANDIDATE: I so swear.

NOBLE: Do you pledge fealty to me, and swear your sword to me, to be forever at my service?

CANDIDATE: I so swear.

HERALD: Repeat after me: "I, [NAME OF CANDIDATE], do solemnly swear and pledge my sword to [NOBLE], my liege, to defend and obey him until he depart his demesnes or death shall take me, and to uphold the honor of knighthood."

CANDIDATE: (*Repeats the above.*)

NOBLE (*taking sword from* CANDIDATE): Then I dub thee Sir [NAME OF CANDIDATE], and return this, my sword, to you to be wielded in my name. Arise, Sir Knight.

Player One: "Sir Ambrut is a household knight of Sir Yvane le Cour, a baron who serves the King of Listeneisse. Ambrut is 22 years old, dresses very well, and has pale skin and a deep voice. He is not notably pious, but holds to the Christian virtues. He has the Glory of an Ordinary knight. He is proud of the fact that he is the oldest of the four brothers who make up the leaders of his family clan. His father, the famous Sir Ambrut of the White Hawk, died heroically some years ago at the battle of the River Tribuit."

Player Two: "I am playing Sir Yvane le Cour, a Baron of Listeneisse, age 29. He has blond hair, a shining smile, and a braided beard. He is a pious pagan, but keeps his religion to himself. He is noted for his great courage. He has the Glory of a Praiseworthy knight."

A Second Character

Every player should have a second character ready to play. Sometimes it happens that the primary character is incapacitated and unable to continue the adventure. In such a case, the second character comes into play, being found nearby or riding up from the rear in time to join the expedition and avenge his kinsman's incapacitation.

Because the game places such importance on your character's family, this second character should be from the same family as the first. Thus, the coat of arms and history are similar, and the new character knows the things that the first one knew.

In the next chapter, the families of player knights are examined more closely. If you used only this chapter in making your first character, you might consider trying the next chapter in creating this secondary character. That way, the new character should have some variance from the primary one, perhaps being religious instead of chivalrous, more loyal to his family than to his liege, or whatever suits the player's fancy. He might also be younger or older, and so start the game with more or less experience, glory, and skills.

Sometimes the secondary character piques a player's interest more than the initial one, and Gamemasters ought to allow the change. After all, the point is to have fun.

Preconstructed Characters

To produce an instant character, copy the information from the pre-generated knight of your choice onto a photocopy of the character sheet provided elsewhere in this book. Note that these characters have only basic equipment, with no additional belongings such as heirlooms or bonus money.

Preconstructed characters all have the following data, which is similar for any starting knight:

Homeland: Salisbury
Culture: Cymric
Father's Class: Vassal knight
Lord: Roderick, Earl of Salisbury
Current Home: Court
Age: 21
Year Born: 464
Glory: 175
Squire
    Name: Player's choice

Age: 15
First Aid: 6
Battle: 1
Horsemanship: 6
One other skill: 5
Equipment
    Armor Type: 10 points
    Clothing: 1 £ value
    Personal gear
    Travel gear
    War gear
    5 jousting lances
Horses
    Charger
    2 rouncys
    Sumpter

Note that "Current Class" is left blank because these characters will all soon become knights.

An Average Knight

This young man — like most of his family, the de Falts (!!) — is average in all ways for his homeland and culture. As the eldest son of the family (like all first characters), he will hold the very ordinary Falt manor to the southeast of Sarum as soon as he is knighted. Young de Falt is well known for his Temperance, but otherwise unremarkable in reputation; he has only an average dislike of the Saxons. Being quite average as starting characters go, he also benefits from having no major flaws or weaknesses. Like many experienced squires, de Falt has chosen to concentrate on his Sword skill.

Choose this character if you wish to start the game simply and learn the rules without receiving any surprises from your character.

Chapter Three: Family and Fatherland

It is always fun to know what your character's family did in the past, and this knowledge also helps to set the stage for your first character's life. It is suggested that the Gamemaster lead the players through this part of the game during character generation.

This section provides four major benefits:

1. Some background history to help you understand past events of the region and the nation.

2. Knowledge of your family's participation in the events surrounding the rise of the Pendragons.

3. Likely acquisition of at least one family passion or directed trait handed down from father to son. (These may be gained from some of the more dramatic and sanguinary historical events and battles.)

4. Glory inherited from your ancestors, based on a knowledge of their actual achievements in life. This replaces the standard starting Glory (i.e., 6d6+150) indicated in Chapter 2.

SALISBURY FAMILY HISTORY

The tables and information in the following section are based on the presumption that you are entering the game as a knight at age 21, in the year 485 A.D. Your father died one or more years ago, and, as play begins, you are made a vassal knight, taking over from your father as head of the family.

If you chose to take the Previous Experience option during character generation (see Chapter 2), assume that your additional experience was gained during extra years spent as a squire, so that the current year is still 485; you are thus a little older than the text assumes, but this presents no problem.

Your family history is determined year by year, as indicated by the series of tables throughout this chapter. The first year, 439 A.D., includes a detailed explanation (in italicized text) of the method to be used for both your grandfather's and father's histories.

To use this history, read the opening entry for each year to get its basic information, and then go to that year's Event Table. Roll d20 to determine your ancestor's part, if any, in the year's events. For example, in 443 your grandfather might have fought in the great battle against the Picts. On the other hand, he might have died of natural causes

(or in a hunting accident, or by drowning, etc.) without having achieved anything notable that year.

You may be told to check for a passion or trait at the end of a year's entries; do this before you go on to the next year. If the ancestor is dead, the son gains the same passion after hearing his father's last words.

Use a pencil and paper (perhaps your character sheet) to keep track of these details as you go. You can write down each year's event, if any, but be sure to track any Glory and any passions or directed traits gained by your ancestor.

When your grandfather dies, determine 1/10th of his final Glory and add 1,000 points: This is your father's starting Glory (the extra 1,000 is for being knighted). Note any traits and passions (including the numerical value you rolled for them) gained by your grandfather; assign one or more of these (player's choice) to your father, using the same numerical value your grandfather had. For example, if your grandfather had Hate (Saxons) 15 and you wish your father to have that passion, then his starting Hate (Saxons) value must also be 15.

Follow the same procedure for your father once he reaches the age of knighthood. If he becomes a knight while your grandfather still lives, you should continue to track both of their histories. However, for this calculation, your grandfather's Glory does not affect your father's Glory after the latter reaches knighthood. (You might still wish to know your grandfather's total Glory when he died, though, for your own interest.)

When your father finally dies, the sequence is over. Take 1/10th of his final Glory as your own starting Glory. (You gain another 1,000 Glory points when knighted, as noted elsewhere.) You also may pick any passions or traits from your father, as you wish; write down the same value that he had for that statistic.

YOUR GRANDFATHER'S HISTORY

Grandpa was born in 410 A.D., the last year that Britain was part of the Roman Empire. Irish raiders from the west, Picts from the north, and Saxons from the east were ruthlessly harrying the island. The nobles sent a letter to their emperor to ask for imperial help, preferably in the form of legions to fight off the invaders. However, Emperor Honorius had no armies to spare, and instead he sent only a return letter with the now-famous line, "look to your own

defenses." From that moment forward, no Briton considered his land to be a part of the Roman Empire.

The high council of Briton nobles, called the Supreme Collegium, debated and at last chose a leader, struggling to raise an army of their own. The man they chose, named Constantin, a Briton of wealth and renown, then chose one man in a thousand to be a military leader — an *equites* as they say in Latin, or in our tongue, a knight.

Among those first native knights was your great-grandfather. His first son, your grandfather, grew up in a dangerous land studying the ways of weapons and of warfare. Your grandfather was knighted in 431 by Count Reginald of Salisbury and proudly took his place in the army of King Constantin.

For the first several years, your grandfather witnessed vicious religious debates as Saint Germanus worked unsuccessfully to stamp out the British Christian Church. Barbarian raids, against which he fought, continued along the borders of Britain, and on the European Continent great hordes of Germanic tribes swept over the failing Roman Empire.

Choose a name for your great-grandfather and his son, your grandfather, from among the names in the Character Generation chapter, or from appropriate literary sources. Also choose your family's traditional religious faith — Roman Christian, British Christian, or pagan.

Starting Glory

Your great-grandfather died some time shortly before your grandfather was knighted. At the time of his death, his Glory was as follows: 1,000 for being knighted, plus 1d20x100 for the work of his life.

Next, calculate your grandfather's Glory as of the year 439 A.D.: He begins with 1/10th of this father's Glory, plus 2d20 for his own actions as a knight thus far.

Year 439 (Sample Year)

This is a typical year for its era: The Saxons raid heavily but are driven off by the noble knights of Briton. Of special note is the fact that an heir is born into your family some time during this year — your father, eldest son of your grandfather.

Throughout this chapter, italicized notes like this are included to explain the nearby text, if necessary. A sentence or two, like those above, always introduce events for the year. For each event, roll a d20 and refer to the subsequent table for the event that occurs that year.

Events Table: 439

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar). (*This means your grandfather died outside of battle. The* Cause of Death (Male) *table, in the noted sidebar, determines the exact cause. Once your grandfather dies, whether here or in a later event, simply calculate his Glory and proceed to year 460, where your father's personal history begins.*)
2–6	Nothing significant occurred.
7–20	Fought at the Battle of Carlion. Roll below. (*Whenever an entry indicates that an ancestor fought in a battle, a separate table concerning that event follows. Roll a d20 on this table to find your ancestor's fate in that battle.*)
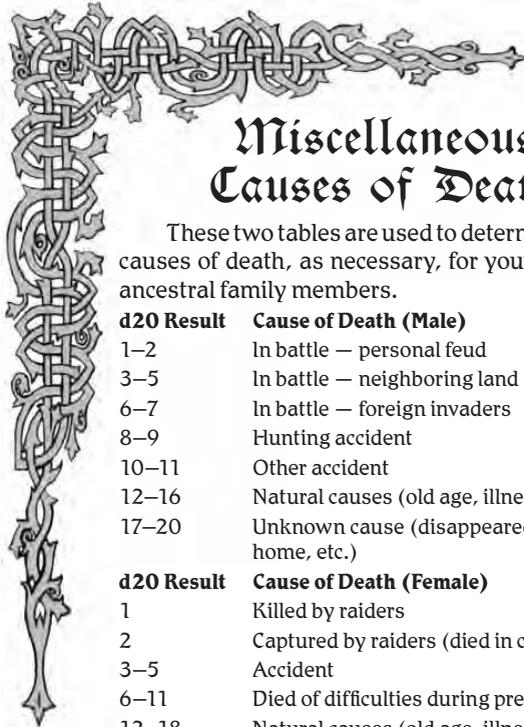
Miscellaneous Causes of Death

These two tables are used to determine random causes of death, as necessary, for your character's ancestral family members.

d20 Result	Cause of Death (Male)
1–2	In battle — personal feud
3–5	In battle — neighboring land
6–7	In battle — foreign invaders
8–9	Hunting accident
10–11	Other accident
12–16	Natural causes (old age, illness, etc.)
17–20	Unknown cause (disappeared, never came home, etc.)

d20 Result	Cause of Death (Female)
1	Killed by raiders
2	Captured by raiders (died in captivity)
3–5	Accident
6–11	Died of difficulties during pregnancy
12–18	Natural causes (old age, illness, etc.)
19–20	Unknown cause (disappeared, never came home, etc.)

The numbers in parentheses beside the table's header, below, show the amount of Glory your ancestor gains simply by taking part in the event. The first number, in this case 15, is based on the size of the battle; the second, generally expressed as a die roll, shows the number of battle rounds over which the battle took place; and the third is a variable dependent upon victory conditions. (For more information about these values, see Appendix 4.)

Multiply these values together and record the result under your ancestor's running Glory total. Thus, by taking part in this battle, your grandfather gains from 15 to 90 points of Glory.

Battle of Carlion (15 x 1d6 x 1)

d20 Result	Consequence
1	Died gloriously in battle (+1,000 Glory); end personal history for this ancestor, but roll for passion. (*Whenever an entry indicates that your ancestor should check for a passion or trait, a separate table concerning that event follows, like the one below. Make another d20 roll and consult that table to see if your family gains the passion or directed trait listed as a result of this experience.*)
2	Died in battle. End personal history, but roll for passion.
3–20	Survived. Continue history; roll for passion.

Passion Table: 439

d20 Result	Consequence
1–15	No passion gained.
16–20	Gain passion: Hate (Irish) 3d6 ["Damned Irish! They don't fight like real men."] (*The result of the 3d6 roll determines the value of your ancestor's passion. The quotation in brackets is more or less what people remember your ancestor saying about this particular battle, if he survived it, or as his last words, if he died there.*)

Note that your ancestors may later receive duplicate passions. Do not add these values, but use the higher of the two. For example, if your father gains Hate (Irish) 13 from *his* father and then later gains Hate (Irish) 9 from another event in his own life, he uses the higher value (13).

This ends the explanatory year. The remaining years follow the same pattern.

Year 440

During this year, King Constantin is murdered by one of his own guards.

Events Table: 440

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–9	Served garrison duty; killed by Pictish raiders. Gain 20 Glory. End history.
10–18	Served garrison duty; survived Pictish raiding. Gain 10 Glory.
19	Present at Constantin's murder, but unable to protect his king. Roll for passion.
20	Died trying to protect Constantin. Gain 1,000 Glory. End of history. Roll for passion, with a +8 modifier.

Passion Table: 440

d20 Result	Consequence
1–10	No passion gained.
11–20	Gain passion: Mistrust (Silchester knights) 1d6+6 ["I always said those damned Silchester men can't be trusted!"]

Years 441–442

At the urging of Duke Vortigern of the Gewessi, the High Council chooses Constans, the young son of Constantin, as king. Constans is a young, bookish type, however, so he relies on his uncle, Duke Vortigern, for advice.

Events Table: 441–42

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–6	Served garrison duty; killed by raiders. Gain 20 Glory. End history.
7–20	Served garrison duty; survived raiding. Gain 20 Glory.

Year 443

Young King Constans is murdered by his Pictish bodyguards. After much debate, Duke Vortigern is selected to be the next King of the Britons. The younger brothers of King Constans are taken away to Brittany in secret.

Also this year, a prelate from the pope, the saintly Germanus, comes to Britain to condemn and combat British Christianity. Your grandfather either resists or supports this, depending upon the family's choice of religion.

Events Table: 443

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–10	Served garrison duty; killed by raiders. Gain 20 Glory. End history.
11–18	Served garrison duty; survived raiding. Gain 20 Glory.
19	Present at Constans' murder, but unable to protect his king. Roll for passion.
20	Died trying to protect Constans. Gain 1,000 Glory. End of history. Roll for passion, with a +5 modifier.

Passion Table: 443

d20 Result	Consequence
1–10	No passion gained.
11–20	Gain passion: Hate (Picts) 1d6+6 ["You have to be a fool to trust a Pict!"]

Years 444–445

The Picts stage a massive invasion, with their armies occupying much of the north and bands of raiders penetrating all the way into Logres. Rather than risk a great loss, King Vortigern orders his armies to dig in and garrison their homes and holdings.

Events Table: 444–45

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2	Served garrison duty; killed by raiders. Gain 10 Glory. End history.
3–16	Served garrison duty and survived; defended well. Gain 10 Glory.
17–20	Served garrison duty and survived; saw little or no combat.

Year 446

King Vortigern realizes that he needs assistance against the furious Picts and, in good Roman fashion, hires new barbarians to fight the old barbarians. The Saxon kings Hengest and Horsa come from the Continent with their bands of warriors to join Vortigern's army. Thus reinforced, the Briton army marches north against the Picts. Battle is met near the city of Lincoln, and it is a great victory for the British.

Events Table: 446

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–5	Served garrison duty and survived; saw little or no combat.
6–20	Fought at the Battle of Lincoln. Roll below.

Battle of Lincoln (30 x 1d6 x 2)

d20 Result	Consequence
1	Died gloriously in battle (+1,000 Glory); end personal history, but roll on Passion Table 443.
2–3	Died in battle. End personal history, but roll on Passion Table 443.
4–20	Survived. Continue history; roll for passion.

Years 447–449

During this time, King Vortigern spares his own army, using the Saxons to drive the Picts out of the north. More Saxons come to Britain, including many families, and Hengest's daughter Rowena becomes a favorite at Vortigern's court.

News from the Continent is persistent in saying that new foes, the Huns, are defeating the German tribes right and left. These savages are thought to be half demon, half horse.

Events Table: 447–49

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–20	Nothing significant occurred.

Year 450

Vortigern, impressed with the battle prowess of the Saxons and even more so with the talents of Rowena, the daughter of the Saxon chief Hengest, marries her this year in a lavish celebration.

Events Table: 450

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–5	Nothing significant occurred.
6–18	Attended the wedding of Vortigern and Rowena. Gain 5 Glory.
19–20	Attended the wedding of Vortigern and Rowena. Noticed she was pregnant. Gain 10 Glory.

Years 451–453

News comes from the continent that the Huns, led by their king, Attila, reached the walls of Rome itself but were unable to storm or besiege it. Some say the Huns were stopped because they lacked siege engines, others that they failed because of the pope's piety.

The lands of Britain are relatively quiet. Yet many Britons complain to Vortigern that he is falling away from their noble ways and selling the country to the Saxons. If your grandfather still lives at this point, decide whether he was one of those who complained or not.

Events Table: 451–53

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–20	Nothing significant occurred.

Year 454

After failing to smash or bluff Rome into submission, the Hun army turns to Gaul for pillage and plunder, scouring the land of its wealth, slaughtering as it goes. The commander in Gaul, Aetius, sends for help from all who will send it, and Vortigern sends a small contingent. The allied army meets the Huns at Chalons, where the Huns are defeated and driven from Europe.

If your grandfather complained to Vortigern in Years 451–453, roll on Events Table 454B for this year. If not, roll on 454A.

Events Table: 454A

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–20	Served garrison duty and survived; saw little or no combat.

Events Table: 454B

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–20	Sent to help Aetius in Battle of Chalons. Roll below.

Battle of Chalons (45 x 1d6 x 2)

d20 Result	Consequence
1–2	Died gloriously in battle (+1,000 Glory); end personal history.
3–5	Died in battle. End personal history.
6–20	Survived. The survivors, all of whom were knights dissatisfied with Vortigern's policies, return to Britain with great glory; Vortigern welcomes them with honeyed words, but a bitter heart.

Years 455–456

News arrives that Rome, the center of the civilized world, has been sacked! The tribe of Germans called the Vandals has done the impossible and brought Rome low. The Western Empire is finished.

Events Table: 455–56

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–20	Nothing significant occurred.

Year 457

The eastern Britons rebel, protesting the policies of King Vortigern. The king summons his army, including the Saxons, and marches against them. A great battle ensues at Kent, in which the rebels are crushed. Vortigern gives the great lands of the Kantii tribe to his loyal Saxons. Many Britons pack up and depart the land, moving to Brittany to escape the rule of Vortigern.

Events Table: 457

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–5	Served garrison duty; saw little or no combat.
6–20	Fought under Vortigern at the Battle of Kent. Roll below.

Battle of Kent (30 x 1d6 x 2)

d20 Result	Consequence
1	Died gloriously in battle (+1,000 Glory); end personal history.
2–3	Died in battle. End personal history.
4–20	Survived. Continue history.

Years 458–459

Many dissident Britons depart from the island, moving with their families and possessions to Brittany. Your grandfather, loyal to the Count of Salisbury, remains.

Events Table: 458–59

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–20	Served garrison duty; saw little or no combat.

Year 460

This year begins your father's personal history as a knight. He starts with 1,000 Glory (for being knighted), plus 1/10th of the total current Glory of his father (whether his father still lives or not). From this point forward, any further Glory won by your grandfather (if he still lives) does not accrue to your father.

Events Table: 460

d20 Result	Event
1	Grandfather died (see "Miscellaneous Causes of Death" sidebar, page 45); father served garrison duty, but saw little or no combat.
2–20	Father and grandfather served garrison duty; saw little or no combat.

Year 462

The rule of King Vortigern has proved unwise and very oppressive, often favoring his Saxon mercenaries (and in-laws) over his lawful subjects. Many nobles have talked of rebellion, and when Vortigern's eldest son (by his first marriage) agrees to lead the nobles, general rebellion breaks loose. The Count of Salisbury is among the rebels to fight in the Battle of Cambridge.

Events Table: 462

d20 Result	Event
1	Grandfather died (see "Miscellaneous Causes of Death" sidebar, page 45); father served garrison duty, but saw little or no combat.
2–5	Father and grandfather served garrison duty; saw little or no combat.
6–20	Grandfather fought against Vortigern at the Battle of Cambridge. Roll below.

Battle of Cambridge (30 x 1d6 x 1)

d20 Result	Consequence
1	Grandfather died gloriously in battle (+1,000 Glory); end personal history.
2–3	Grandfather died in battle. End personal history.
4–20	Grandfather survived. Add 10 Glory.

Year 463

Ostensibly to bring peace to all sides, Vortigern and Hengest call a council of all combatants to meet at Stonehenge for a feast of peace. Seeking reconciliation, almost all British knights attend. The Saxons prove their worth through great treachery, though, and the majority of the nobles of Britain are slain in the "Night of Long Knives." In the subsequent confusion, a large part of their armies are dispersed or slain. The Earl of Salisbury is among the dead.

Events Table: 463*

d20 Result	Event
1–20	"Night of Long Knives" treachery: Grandfather murdered. Your family gains Hate (Saxons) passion 3d6+6.

* All further entries on the tables in this section refer to your character's father.

Year 464

In this year, your father marries to procure an heir (rather than for love). He is fortunate in that his own father was favored by the Earl of Salisbury, and that there are many heiresses now, in the wake of the Night of Long Knives, needing protection.

He marries a widow with a manor of her own, who, thanks to her former husband, also has a modicum of Glory before she remarries (which thus accrues to your father).

d20 Result	Bride's Glory
1–4	25
5–7	50
8–17	100
18–19	200
20	350

Year 465

In this year your character is born, assuming the default starting age of 21.

Vortigern, with his Saxons, marches back and forth across Britain, extracting tribute and plunder. Many more Britons flee the land. Your father, a young knight, remains in his lands, tends to his manor, and waits with his lord.

Vortigern escapes from the Saxons and takes refuge in Gomeret, attempting to build a fortress. The youthful Merlin makes his appearance and begins his career here.

Years 466–467

Aurelius Ambrosius, son of the former King Constantin and brother of Constans, lands in Hampshire with an army from Brittany. He carries a great banner with a red dragon upon it. All across the land, discontented nobles muster their armies and join him. Vortigern seeks to escape, but his Saxon allies go back home to Kent, and many other allies desert him.

After besieging a portion of Vortigern's army at Carlion, Aurelius Ambrosius marches through the entire island, accepting the submission of those loyal to Vortigern.

Events Table: 466–67

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–5	Served garrison duty; saw little or no combat.
6–20	Fought at the Siege of Carlion. Roll below.

Siege of Carlion (15 x 1d6 x 1)

d20 Result	Consequence
1	Died gloriously in battle (+1,000 Glory).
2–3	Died in battle.
4–20	Survived.

Year 468

Aurelius Ambrosius and his army pursue Vortigern and besiege him in his new castle on Mount Snowdon. A battle ensues, at which Vortigern is killed and his army scattered.

Aurelius Ambrosius summons the High Council, and they elect him High King. He takes the title of Pendragon ("high dragon" or "head dragon"), derived from his great battle banner.

Events Table: 468

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–5	Served garrison duty; saw little or no combat.
6–20	Fought at the Battle of Snowdon. Roll below.

Siege of Carlion (15 x 1d3 x 2)

d20 Result	Consequence
1	Died gloriously in battle (+1,000 Glory).
2–20	Survived.

Years 469–472

Many Saxons come over from the Continent and settle in Kent under their king, Hengest. High King Aurelius Ambrosius maintains an unsteady peace with the Saxons, Irish, and Picts, despite their raiding. His younger brother, Uther, makes a name for himself as a great warrior in countering these raids and leading picked warriors on raids into enemy territory.

Events Table: 469–72

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–5	Gained 25 Glory in the fighting.
6–10	Gained 50 Glory in the fighting.
11–15	Gained 100 Glory in the fighting.
16–20	Gained 200 Glory in the fighting.

Year 473

The Saxons, confident of victory, march into the Thames Valley. King Aurelius Ambrosius raises an army to resist, but loses the battle in a major Saxon victory.

Events Table: 473

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–10	Served garrison duty; saw little or no combat.
11–20	Fought at the Battle of Windsor. Roll below.

Battle of Windsor (30 x 1d6 x 0.5)

d20 Result	Consequence
1	Died gloriously in battle (+1,000 Glory).
2–10	Died in battle. Gain Hate (Saxons) passion 2d6+6.
11–20	Survived. Gain Hate (Saxons) passion 2d6+6.

Years 474–476

The Saxons of Kent roam and pillage the land. Only fortified places are safe, and the peasants suffer terribly.

Events Table: 474–76

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–4	Died on garrison duty; fought well. Gain 25 Glory.
5–20	Served garrison duty and survived. Gain 25 Glory.

Year 477

Another Saxon king, Ælle, lands in southern Britain with a large army and takes over the area. Many of the peasants flee, but others are captured and enslaved. Ælle renames the land South Saxony, or Sussex.

Aurelius Ambrosius marches with his army to oppose the foe, who is reinforced at the last moment by the Saxons from Kent. Ambrosius is lucky to escape with his army. The Saxons remain.

Years 478–79

For years, Aurelius Ambrosius has been building a fleet of ships in the ports of his western lands. In this year, he musters his army and sets sail, sweeping around the southern coast, where he destroys the fleets of the Saxons in Britain. Then he sails to the Continent, destroying all the hostile shipping as he goes.

The British army lands in Frisia, doing great damage to the Saxons there, and winning a battle against the barbarians. The Saxons in Britain begin vicious raiding in retaliation.

Events Table: 478–79

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–6	Served garrison duty. Fought in Saxon raids on Salisbury (roll below).
7–20	Sailed with High King's fleet. Gain 25 Glory. Fought at the Battle of Frisia (roll below).

Saxon Raids on Salisbury (20 x 1d6 x 1)

d20 Result	Consequence
1	Died gloriously in battle (+1,000 Glory).
2–5	Died in battle.
6–20	Survived.

Battle of Frisia (15 x 1d6 x 1)

d20 Result	Consequence
1	Died gloriously in battle (+1,000 Glory).
2–5	Died in battle.
6–20	Survived.

Year 480

An army of Saxons sails up the Port River into Salisbury. While planning for the battle, Aurelius Ambrosius is poisoned by a false doctor. Despite his illness, Ambrosius marches with Uther against the enemy, whom they meet at Menevia. Ambrosius confronts the foe while Uther takes his army around to the Saxons' rear and cuts them off from their ships, attacking them with great vigor.

It is a great victory for the British, but Ambrosius is killed in the fighting.

Events Table: 480

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2	Served garrison duty.
3–20	Fought at the Battle of Salisbury (at Menevia). Roll below.

BATTLE OF SALISBURY (45 x 1d6 x 2)

d20 Result	Consequence
1	Died gloriously in battle (+1,000 Glory).
2–5	Died in battle.
6–20	Survived.

If your father survives this year, he attends the funeral of High King Aurelius Ambrosius, who is interred with great ceremony and sorrow in the Giants' Dance (Stonehenge). Afterward, the High Council meets and unanimously elects Uther to be the new Pendragon; your father is present at the coronation. Your father gains 50 Glory for each event (i.e., 100 total).

YEARS 481–483

The Saxons are relatively quiet during this time, with small bands raiding here and there but no armies marching. It is reported that many of their women and children have now settled in their lands.

Events Table: 481–83

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2–4	Served garrison duty; saw some fighting. Gain 25 Glory.
5–20	Served garrison duty and survived; saw little or no combat.

YEAR 484

Another wave of Saxons arrives by boat and settles in the land of Diera. Aided by the Saxons in Britain and some rebellious northern Britons, they attack in the land of Malahaut. Their army defeats the northern defenders, then lays siege to the city of Eburacum. King Uther raises his army and hastens northward to join battle.

However, King Uther, anxious to relieve the sorry inhabitants of Eburacum, is drawn into a trap and fights a desperate battle, from which he barely escapes with great loss.

Events Table: 484

d20 Result	Event
1	Died (see "Miscellaneous Causes of Death" sidebar, page 45).
2	Served garrison duty.
3–20	Fought at the Battle of Eburacum. Roll below.

BATTLE OF EBURACUM (30 x 1d6 x 0.5)

d20 Result	Consequence
1	Died gloriously in battle (+1,000 Glory). Gain Hate (Saxons) passion 1d6+6.
2–15	Died in battle or of wounds received there. Gain Hate (Saxons) passion 1d6+6.
16–20	Escaped and survived. Gain Hate (Saxons) passion 1d6+6.

King Uther refuses to give up. With the battered remnants of his army, he sneaks north under cover of darkness, and falls upon the celebrating Saxons who are drunk on both victory and ale. The Saxons are slaughtered and Uther claims a great victory.

If your father has survived thus far (no small feat!), he fights again this year, but perishes at the Battle of Mt. Damen.

BATTLE OF MT. DAMEN (30 x 1d6 x 2 x 1.5)

d20 Result	Consequence
1	Died gloriously in battle (+1,000 Glory).
2–20	Died in battle or of wounds received there.

YEAR 485

King Uther suffers heavy losses and raises many troops to make up for it. He orders all squires who are ready to muster at Windsor Castle to be knighted.

This is the current year, the start of your *Pendragon* campaign: You are about to be knighted!

FAMILY

A knight's family is his most precious and reliable resource. The family discussed here consists of your closest relatives — those who can be relied upon to help each other out in any circumstances, against any odds. These are the ones who, if they heard you were in mortal danger, would get up from whatever they were doing to come help immediately. You, of course, would do the same for them.

Several reasons exist to have some further knowledge of your family than you have already gained from the character generation. Even if you have no desire to maintain your own dynasty, your roleplaying will be enhanced if you know about your family's past.

As well, a family provides many kinds of protection from enemies. The ultimate expression of this protection is that, in *Pendragon*, your family members are willing to enter mortal combat for your sake, regardless of their own concerns. In game play, one of the most useful functions of the abstracted family is to give player knights a small back-up "army" of their own. (You have already calculated the basic numbers for your private army during Character Generation.) In this chapter you will learn a little more.

HISTORICAL PERSPECTIVE

The extensive Salisbury Family History in the previous section helps you figure out what your character's grandfather and father did. Naturally, both did much more than simple tables can indicate, but the tables nonetheless provide the salient facts to incorporate the family into Arthurian history. Your character gains not only a background with some sense of story, but also a portion of his grandfather's and father's Glory, and one or more inherited traits or passions derived from your ancestors' experiences over the last couple of generations.

THE ROLE OF FAMILY

Pendragon is designed to include long-term events that may take longer than a single character's lifetime to come to an end. Game time advances regularly. Some stories take the whole of King Arthur's reign to complete — enough time for grandchildren of the original character to become knights.

To participate fully in a long-term campaign, every knight should raise a family that can bring a player through the entire saga. The best kind of *Pendragon* history is established when the campaign begins late in Uther's reign and continues

through to the end of Arthur's. Guidelines for this are contained in the forthcoming *Great Pendragon Campaign* book.

BEYOND THE FIRST CHARACTER

The emotional tenor of the game is substantively changed by your character's having a family lineage. With a family, a knight has someone other than himself to live for and to die for. The motivation of a character changes when he has someone to love and for whom he is more than willing to fight.

The Gamemaster should urge development of characters' families to provide this kind of critical motivation. Your character's sons can be given the same family characteristic, traits, passions, equipment, and starting attributes that your previous character had. Thus, in some ways, a character with a strong family never really dies.

Additionally, families allow players to interact in a natural way. When two unrelated character knights marry into the same family, perhaps wedding two sisters, they become connected in a clearly observable way. (This particular device also provides an excuse for the various knights to mingle so trustingly on adventures.) An established family provides a source of rank, power, traditions, knowledge, and even possessions. Thus, the magic sword which your first knight character cherished need not disappear from the game at his death. Instead, along with his coat of arms, title, and other possessions, it goes to his eldest son — your next character.

Further, family histories provide a wonderful source for interaction with old characters in the saga (whether player or Gamemaster characters). When a new character enters the game, the old ones might say, "Why, I was with your father at Badon!" or "Ha! I remember when your father botched the Adventure of the Knight of the Parrot." And your new character, of course, knows the details of the Adventure of the Knight of the Parrot.

Thus, death need not diminish the campaign, which — like the new character — inherits the best elements of the accumulated story as well as the goods and the glory of the deceased.

CONNECTIONS

Relatives may provide opportunities: If someone in a family is well placed, then his relatives benefit as well. However, in this game, the player knight is indisputably the leader of the family. He is an unusual, adventurous, and successful individual from the moment he first becomes a squire. It is to your character that others turn for leadership.

You won't find a rich uncle in *Pendragon* — your character *is* that rich uncle for the other non-played family members. More important are the connections that your family provides between the successive player character knights. Your experience of the game takes on new depth and elegance if most of your own player characters come from a single family.

WHEN A CHARACTER DIES

When a favorite character dies, you should be prepared for a moment of emotion. It may be one of elation at some heroic deed, or it may be dejection over bad dice rolls. Amongst everything else, a touch of sadness is likely. The other players must decide what to do with the body. Your character's suddenly lordless squire might voice his dead lord's concerns and former desires. (See what you wrote on the character sheet back as his living will and testament.)

Bookkeeping follows. Check whether he died among people who know where to return the body or at least to bring news of the character's death. Add up the deceased character's final Glory. If he has a son, calculate the 10% of that value that is going to be passed on. Make a list of all equipment to be passed on. Make a list of fiefs. List the traits, directed traits, and passions of 16 or more for later reference. Take a deep breath and reflect for a moment on his part in the story thus far; you might pause to write the one-line epitaph that appears on the headstone of his grave.

Store the character sheet in the "graveyard" (or "cemetery"). Players often want to keep treasured characters in their own graveyard. If they do not care to do so, they should give the sheet to the Gamemaster to keep.

YOUR LIVING FAMILY

Players usually want to know a little bit more about the rest of their family. These tables provide the naked facts for individualized information.

You have already determined the number of knights in your family and their relative ages during Character Generation. (The information is on the back of your character sheet.) Given here are tables to construct the rest of your family based on the number of knights.

OLD KNIGHTS

Old knights are age 55 or more. Whatever their actual relationship to your character, such cherished individuals are likely to be addressed by the honorific "grandfather" during family discussions. They are counted among the elders of the community, for they have survived both years of warfare and the ravages of age and sickness.

d20 Result	Relationship
1–15	Your grandfather's younger brother
16–20	Your grandfather's illegitimate brother

MIDDLE-AGED KNIGHTS

Middle-aged knights are between 36 and 54 years old. (Characters at this age have begun using the Aging table in Chapter 5.) They are usually addressed as "uncle" by younger family knights, whatever their familial status.

d20 Result	Relationship
1–12	Your father's younger brother
13–16	Your mother's brother
17–19	Your father's illegitimate brother
20	Your mother's illegitimate brother

YOUNG KNIGHTS

Younger knights are between 20 and 35 years of age. They do not use the Aging table yet.

d20 Result	Relationship
1–8	Your younger brother*
9–14	Your first cousin (paternal)*
15	Your sister's husband
16–17	Your first cousin (maternal)
18	An illegitimate brother (older)
19–20	An illegitimate brother (younger)*

* If you took the Previous Experience option during character creation and are thus older than the standard starting age, you might have younger brothers or paternal cousins who are already knights. However, if your character is only 21 and has just been knighted, then roll again until you get a result without an asterisk — none of your younger brothers or younger male cousins would be knighted before you.

Other Family Members

When constructing your character's family, proceed from the oldest relevant generation to the youngest. (The oldest "relevant" generation is that of your character's father and mother.) These calculations determine, in every case, legitimate kin only. Illegitimate children, determined on the tables above, do not enter into these calculations, but are added separately onto the family tree at the end of the process.

Note also that these rules cover only adults. Children under the age of fifteen are ignored for this purpose.

Siblings

To determine the number of siblings for your character's mother and father and for your character himself, do the following.

Father: Roll 1d6 to find the total number of your father's siblings. Next, roll 1d6 for each sibling: An even number represents a male sibling, and an odd number is a female. These are your paternal uncles and aunts who lived to the age of majority. Now, match the number of your uncles with the number of your father's brothers whom you know to be family knights.

Mother: Next, to determine your mother's siblings, follow the same process as used for your father's siblings.

Note: If the total number of your father's and mother's brothers is less than the number of middle-aged family knights, add enough brothers to reach the correct number. Roll on the Old Knights table for each of these additional siblings.

Your Character: Again, to determine the number of your character's own siblings, follow the same process as for your father's siblings.

Living or Dead?

The status of the rest of the family (grown women and unknighted men) is determined by rolling on the following table.

Note: All of your family knights, as determined during character generation, are necessarily still alive (or they wouldn't be included as family knights any longer!); when they roll on this table, subtract 6 from the result. Your mother may still be alive, but she might have remarried after your father's death; roll for her, but subtract 3 from the result. Your father is dead, as is your grandfather; both were married, so you need not roll on this table for them.

d20 Result	Relationship
1–7	Alive and married
8–14	Alive and unmarried
15–17	Dead (was married)
18–20	Dead (never married)

For those relatives who are deceased, use the tables in the "Miscellaneous Cause of Death" sidebar (page 45) to find out how they died.

Your Future Family

The selection of a wife is one of the most important points in a knight's life. Your Gamemaster may introduce your character to several female non-player characters of appropriate status for marriage in the course of the campaign. (They may well be related to other player characters.) This is the best way to find a wife. However, the "Winter Phase" section in Chapter 5 includes a family creation segment, with a random marriage table that can be used to generate wives immediately. Of course, you take your chances this way.

Many game possibilities open up for you and the Gamemaster once your character is married. It should be stressed that a legitimate wife is necessary.

Your Heir

Once you have a wife, the Winter Phase system gives you a chance every year of having children. Usually a few years of game time must pass before you produce a male heir. There is no rule for reduction of fertility due to old age or wounds in *Pendragon*, so your character (and, presumably, his wife) may become quite old and still produce a son.

Once he is born, your heir must survive until he reaches age 21, whereupon he qualifies to become a new player character knight. He can then carry on your aged or deceased character's dynastic goals, interests, and even rivalries, while letting you participate in the latest phase of the campaign with a strong, vital young knight as your primary character.

Your new character does not enter into a history constructed from rolling through the Salisbury Family History in this chapter, as did your first character, but rather a history actually constructed by you the player (and his father, your former character). You, the player, still get to make most of the decisions in his makeup, a few of which are dependent on Gamemaster approval.

Underage Heirs

Your main character might die before any son reaches 21 years of age. Your Gamemaster can help you through this situation. First, generate a ward for the child. This should be a close relative of your first character, likely one of the other family knights generated during character generation. This character then becomes the de facto head of the family, whom you play until the young heir reaches majority.

By the time your first character's heir reaches age of majority, you might have grown used to the ward as your active character, or you might choose to have two characters from the same family to play. The Gamemaster and the circumstances of the ongoing campaign should determine whether the youth may be knighted upon reaching majority. (Depending on the story, your heir might have lost his lands, his family connections, or even worse.)

Premature Heir Loss: Sometimes, due to the luck of the dice, a character fails to generate an heir. The frustra-

tion of this fact illustrates one of the unwritten sorrows of the Arthurian legend. May consolation be found comparing the plight to that of King Arthur himself? Perhaps.

Frustration is not the desired end of this process, however. If you fail to conceive a child or if your children continue to die as the years pass, talk to the Gamemaster about the situation. Perhaps one of the young family knights is a cousin who can be discovered as a player character.

Sons as Player Characters

Once a son survives to age of majority, you have an eldest son, a squire who is ready to be knighted and played. Create the character using normal character generation methods, with some modifications.

Check the list of fiefs gained by your heir upon his reaching knighthood. Of course, if the father still lives, then he holds these until he dies, when they are passed to his son. In some cases when the father holds many fiefs, however, he can give one to his son while he yet lives.

Personal Data: This information is derived from the father's. The Year Born has been recorded on the back of the father's character sheet. Calculate the age with careful reference to the campaign date.

Traits and Passions: Players choose whether they wish their characters' heirs to keep the same traits, directed traits, and passions as the father. The heir must start the game with these qualities at the same numerical value as the father, although the Gamemaster must approve of any inherited traits, directed traits, or passions above 20.

Equipment: The heir inherits everything his deceased father owned, as long as it was brought home. If the father lives, then the new knight gets whatever equipment the father deigns to part with.

Attributes: Attributes are calculated as usual, with the standard 60 point distribution. If the player wishes, these stats may be identical to the father's.

Skills: Skills and combat skills are calculated in the usual manner for starting characters.

Coat of Arms: The eldest son's coat of arms is the same as that of the father, with the special heraldic mark (the *difference*, shown below) for the son if the father still lives.
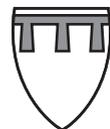
Glory: Initial Glory for the heir is equal to 1/10th of the father's Glory, determined when the knight is made or when the father dies (whichever comes first). Like all characters, the heir gets 1,000 points for being knighted, and perhaps more if other inheritances (such as landholdings) are involved.

Family Characteristic: The heir receives the same Family Characteristic as his father (as do all of the heir's male siblings).

Your Home

Starting characters are, by default, natives of Salisbury, a county in Logres, the most important kingdom in Britain.