

Escutcheon



Heraldry: Party per pale, or in dexter, argent in sinister; an eagle countercharged

Motto: *Vengeance*

DAME LYNELLE

Age: 21

Culture: Irish

Religion: Christian

Homeland: Estregales

Distinctive Features: Golden blonde hair, sparkling eyes

Family Characteristic: Literate



ou are from the Irish kingdom of Estregales, situated in the west of Cambria. You were raised a proper lady, daughter of a banneret and destined for marriage to a great lord.

All that changed when your parents and siblings perished at the hands of Pictish raiders from the north. With your father's faithful esquire, Booth, you escaped and swore revenge. You have spent the last several years training under Booth's expert guidance in the hills of Cambria. As far as anyone knows, you died along with your family. Now, your training complete, you have taken up the guise of your father's arms and armor to seek your fortune...and vengeance against those who wronged you. Your education in the art of war has proven bloody and painful, but you are a fast learner and can hold your own in battle.

Although you bear the arms of a knight, you are not yet formally knighted. You have thus far been able to move amongst the warrior-brotherhood by concealing your true identity, a lie which has forced you to keep constantly on the move. Your dearest wish is to be formally knighted, so that you need no longer live a lie.

Pick this knight if: You wish to play a knight with an unusual set of Skills, a dramatic backstory, and deep secrets yet to reveal.

Dame Lynelle



History & Events

CURRENT GAME YEAR

[illegible]

KNIGHTLY EVENT

YEAR

BORN

489

SQUIRE

505

KNIGHTED

LANDED

ROUND TABLE

ENNOBLED

DIED

Passive Glory

SOURCE

Amount

IDEALS

FAIR APPEAL

TRAITS & PASSIONS

ESTATE GLORY

TOTAL GLORY

Characteristics

SIZDEXSTRCONAPP

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ATTACKS

WEAPON	SKILL	VALUE	DAMAGE
Lance	Charge	15	6D6
Dagger	Brawling	10	2D6+4
Arming Sword	Sword	15	4D6
Spear (4)	Spear	9	4D6

HEALTH

STATISTIC	VALUE
Hit Points	28
Knockdown	10
Major Wound	19
Unconscious	7

OTHER

STATISTIC	VALUE
Movement	17
Armor Points	12+6
Current Glory	975 [†]
Healing Rate	3

HP & Wounds

CURRENT HP

Debilitated? ☐

WOUND	DMG	DESCRIPTION
1		
2		
3		
4		
5		
6		
7		
8		

Aggravation Damage

Deterioration Damage



Dame Lynelle

Lord:

Class: Mercenary Knight

Skills

- ☐ Awareness.....8
- ☐ Chirurgery.....0
- ☐ Compose.....5
- ☐ Courtesy.....10
- ☐ Dancing.....6
- ☐ Falconry.....5
- ☐ Fashion.....0
- ☐ First Aid.....9
- ☐ Flirting.....9
- ☐ Folklore.....12
- ☐ Gaming.....5
- ☐ Hunting.....5
- ☐ Intrigue.....9
- ☐ Literacy.....3
- ☐ Orate.....9
- ☐ Play (Instrument).....6
- ☐ Recognize.....8
- ☐ Religion (any).....5
- ☐ Sing.....8
- ☐ Stewardship.....5

Combat Skills

- ☐ Battle.....5
- ☐ Bow.....0
- ☐ Brawling.....10
- ☐ Charge.....15
- ☐ Crossbow.....0
- ☐ Hafted.....6
- ☐ Two-Handed Hafted.....9
- ☐ Horsemanship.....15
- ☐ Spear.....9
- ☐ Sword.....15
- ☐ Thrown Weapon.....0

Horses

Warhorse (Charger)				Other Horses	
ARMOR	5 (Natural)	SIZ	40	Courser & 2 Sumpters	
MOVE	16	DEX	13		
DAMAGE	6D6	STR	32		
HP	55	CON	15	WINS	LOSSES

Equestrian Notes

Equipment

Weapons: Arming Sword, Lance, 4 Spears, Dagger

Armor: Advanced mail hauberk, aketon, advanced nasal helm + kite shield*

* The kite shield imposes al -2 Weapon Skill penalty for all attacks made from horseback save for mounted charges executed with a couched lance or spear.

Wooden Chest: Comes with a simple lock and key and is used for storing personal goods.

Clothing: Ordinary clothing; nice set of clothing worth £1 for special occasions; cloak for bad weather; wool cloak for cold weather

† Note that your “starting” Glory represents your inherited Glory from your father, and only applies to those who know of your true heritage. To all others, your Glory is functionally zero until you begin earning some on your own! Once your past becomes public knowledge, you may add your inherited Glory to your total.

Travel Gear: Two sleeping blankets and towels; eating and cooking utensils; fire-making kit; bandages; pair of panniers; several sacks with drawstrings to store everything; large canvas tarpaulin; pack frame for sumpter and saddlebags

Horse Gear: Two riding saddles and tack; one war saddle and tack; four horse blankets; feed bag; currying brushes; hobbles; hoof pick; horse towels; rope

Other: 2D6+6 denarii

Traits

15	☐ CHASTE	LUSTFUL	☐ 5
10	☐ ENERGETIC	LAZY	☐ 10
4	☐ FORGIVING	VENGEFUL	☐ 16
10	☐ GENEROUS	SELFISH	☐ 10
6	☐ HONEST	DECEITFUL	☐ 14
10	☐ JUST	ARBITRARY	☐ 10
13	☐ MERCIFUL	CRUEL	☐ 7
13	☐ MODEST	PROUD	☐ 7
10	☐ PRUDENT	RECKLESS	☐ 10
13	☐ SPIRITUAL	WORLDLY	☐ 7
15	☐ TEMPERATE	INDULGENT	☐ 5
10	☐ TRUSTING	SUSPICIOUS	☐ 10
15	☐ VALOROUS	COWARDLY	☐ 5

Passions

- ☐ Honor.....15
- ☐ Fealty (Lynelle is currently not sworn to any lord).....10
- ☐ Love (Family).....10
- ☐ Hate (Picts).....15
- ☐ Devotion (God).....5
- ☐ Station.....15
- ☐ Hospitality.....10

Squire

NAME	
AGE	SKILL14
Session Glory	