

Escutcheon



Heraldry: Purpure, a chi-ro gules on a quarter argent

Motto: *The eagle and the lamb*

SIR α STERIUS

Age: 21

Culture: Greek

Religion: Christian

Homeland: Syria

Distinctive Features: Charming accent, dark eyes, clean-shaven

Family Characteristic: Well-Bred



orn in the city of Aleppo, you
squired at the golden courts
of Constantinople, where you
learned about the world. Upon
achieving knighthood, the Emperor dispatched
you to far-distant Britannia with orders to
observe and report on the people there. Hav-
ing arrived in this dismal, war-torn land, you
are beginning to suspect this may have been
intended more as a punishment for some imag-
ined slight rather than the plum assignment
you took it to be at first...

*Pick this knight if: You enjoy playing strangers
in a strange land.*

Sír Asteríus



History & Events

CURRENT GAME YEAR

[illegible]

KNIGHTLY EVENT	Year
BORN	489
SQUIRED	503
KNIGHTED	509
LANDED	
ROUND TABLE	
ENNOBLED	
DIED	

Passive Glory

SOURCE	AMOUNT
IDEALS	
FAIR APPEAL	
TRAITS & PASSIONS	
ESTATE GLORY	
TOTAL GLORY	

Characteristics

SIZ	DEX	STR	CON	APP
11	13	12	14	15

ATTACKS

WEAPON	SKILL	VALUE	DAMAGE
<i>Two-handed Lance</i>	<i>Charge</i>	15	8D6
Dagger	Brawling	10	2D6+4
Arming Sword	Sword	15	4D6

HEALTH

Statistic	Value
Hit Points	25
Knockdown	11
Major Wound	14
Unconscious	6

OTHER

Statistic	Value
Movement	18
Armor Points	10+6
Current Glory	2,200
Healing Rate	3

Sir Asterius

Lord: Emperor Anastasius Class: Household Knight

SKILLS

☐ Awareness.....8	☐ Gaming.....5
☐ Chirurgery.....0	☐ Hunting.....8
☐ Compose.....5	☐ Intrigue.....13
☐ Courtesy.....12	☐ Literacy.....3
☐ Dancing.....7	☐ Orate.....12
☐ Falconry.....5	☐ Play (Instrument).....7
☐ Fashion.....0	☐ Recognize.....5
☐ First Aid.....7	☐ Religion (any).....6
☐ Flirting.....10	☐ Sing.....5
☐ Folklore.....10	☐ Stewardship.....5

Combat Skills

■ Battle	8
■ Bow.....	0
■ Brawling.....	10
■ Charge	15
■ Crossbow.....	0
■ Hafted	7
■ Two-Handed Hafted	10
■ Horsemanship.....	15
■ Spear.....	14
■ Sword.....	15
■ Thrown Weapon.....	0

Horses

WARHORSE (CHARGER)

ARMOR	5 (Natural)	SIZ	40
MOVE	16	DEX	13
DAMAGE	6D6	STR	32
HP	55	CON	15

OTHER HORSES

Araby courser & 2 Sumpters

JOUSTING SCORE

WINS LOSSES

EQUESTRIAN NOTES

Equipment

Weapons: Arming Sword, Two-handed Lance, Dagger

Armor: Scale hauberk, aketon, nasal helm + targe shield

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

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: £ID6 in Roman gold

KONTOS (TWO-HANDED LANCE)

Weapon Skill	Mounted/ Unmounted	Damage	Advantage	Disadvantage
Charge	Mounted	Horse +2D6	Gain a +5 bonus against anyone not armed with a kontos (including all other lances!).	Requires two hands; breaks on any odd Damage roll; the kontos is useless in against any Melee Action made at closer than Long distance, giving the opponent an unopposed roll.

Traits

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

Passions

☐ Honor	15
☐ Homage (Lord)	15
☐ Love (Family)	10
☐ Devotion (God)	10
☐ Station.....	15
☐ Hospitality	10

Squire

NAME			
AGE		SKILL	14

SESSION GLORY

