

Pendragon: Character Creation Process

- 1 Dice Rolls**

Roll 3d6 for each Personality Trait in the left hand column
Roll 2d6+6 for the Passion Loyalty (Lord)
Roll 2d6+6 -[#Son -1] for the Passion Love (Family) if not Irish, no modifiers for daughter number
Roll 3d6 for the Passion Hospitality
Roll 2d6+3 for the Passion Honour
Roll as follows for the statistics: SIZ is 2d6+6, DEX, STR, CON and APP are all 3d6. Max is 18, Min is 5
Player may transfer up to the number rolled on a d6 from any one stat into any other.
- 2 Personal Data**

Region & Culture Where you grew up and what your culture is, roll on the Region Tables (or choose)
Religion Determine Religion, underline the selected traits on the character sheet and make note of the religious bonus
Father's Class Roll on the Father's Class table for the appropriate Region
Your Lord Roll on the Lord table for the appropriate Region and make note of your Lord
- 3 Modifiers**

Consult the Culture chart and apply modifiers, then set the adolescent skill base values
Add +3 to all values which were underlined as part of the religion
Consult the Father's Class chart and modify traits and passions accordingly,
Distribute the bonus skill points around the skills section, no skill may be increased past 15 at this point
No skill listed as (0) or skills listed as non-knightly may be increased
NOTE: Directed traits (*) begin at 2d6
- 4 Consolidation**

Reduce all personality traits over 19 to 19. Calculate right hand column traits as 20 -Left column
Reduce all Passions over 18 to 18
- 5 Previous Experience**

The character is now 15, to be knighted they must be between 21 and 25
Select the age when the character is to be knighted (or roll a d6: 1-2=21, 3=22, 4=23, 5=24, 6=25)
For each year of age increased either increase a Statistic, Trait or Passion by 1, or gain d6 skill points
Maximums listed above still apply, however SIZ can not increase after the age of 21
For each year of age over 21 reduce starting glory by 50, to a minimum of 6d6
- 6 Knighthood**

If the character qualifies for knighthood (see table) they are knighted (p34) and gain +1000 glory
- 7 Other Information**

Starting Glory Varies by Culture
Joust Score For amusement only
Horses Varies by Outfit
Squire The youngest knights are given the youngest squires, 15-16 year olds
Equipment Personal Gear, Travelling Gear and War Gear
Luck Benefits Roll on the appropriate table for Culture
- 8 More information**

History Record year born, year knighted, if the leap was made, etc
Family Characteristic If this is the first character of a family Roll and apply the family characteristic, this may take skills past 15
Else add +1 to any skill which the father had at 16+ at the time of the child's 15th birthday (+2 for 21+)
And add +1 to any stat of [16+racial modifier]
Holdings Characters personal holdings, if any
Equipment at Home Equipment not carried
Family Army Roll for family army and flesh out family details
Father's Status Roll to see if the Father still lives, and name him

Father's Status	
01-13	Living
14-17	Deceased
18-19	Bedridden*
20	Missing (2d6 yrs)

Character Creation Step 8: Starting Equipment

Footsoldier's Outfit	Armour:: Leather(4)	Weapons:: Great Spear, Cultural Weapon, Dagger	Clothing:: 80d
Cymric Warrior's Outfit	Armour:: Leather(4), Shield	Weapons:: Spear, Sword, Dagger	Clothing:: 120d
Pictish Warrior's Outfit	Armour:: None	Weapons:: 2x Great Spear, 5x Javelin, Great Axe, Dagger	Clothing:: 10d
Irish Warrior's Outfit	Armour:: Leather(4), Shield	Weapons:: 2x Spear, Sword, Dagger	Clothing:: 60d
Saxon Warrior's Outfit	Armour:: Cuirboul(6)	Weapons:: 2x Spear, Great Axe, Sword, 3x Javelin, Dagger	Clothing:: 60d
Knight's Outfit #1	Armour:: Cuirboul(6), Shield Horse:: 2x Rouncey	Weapons:: Spear, Sword, Dagger	Clothing:: 120d
Knight's Outfit #2	Armour:: Chainmail(10), Shield Horse:: 2x Rouncey, Charger	Weapons:: 2x Spear, Sword, 5x Lance, Dagger	Clothing:: £1
Knight's Outfit #3	Armour:: Rein.Chainmail(12), Shield Horse:: Rouncey, Palfrey, Charger	Weapons:: 2x Spear, Sword, 5x Lance, Another weapon, Dagger Squires:: 1	Clothing:: £2 Money:: £1(240d)
Knight's Outfit #4	Armour:: Rein.Chainmail(12), Shield Horse:: 2x Rouncey, Palfrey, Courser, Andalusian Charger	Weapons:: 2x Spear, Sword, 5x Lance, Another weapon, Dagger Squires:: 2	Clothing:: £4 Money:: £2(480d)
Knight's Outfit #5	Armour:: Partial Plate(14), 2x Shield Hunting Armour:: Leather(2) Horse:: Sumpter, Rouncey, Camargue Palfrey, Barb Charger, Destrier	Weapons:: 6x Spear, 2x Sword, 10x Lance, 2x Other weapon, Dagger Squires:: 3	Clothing:: £8 Money:: £2(480d)
Knight's Outfit #6	Armour:: Partial Plate(14), 2x Shield Hunting Armour:: Engraved Leather(2) Horse:: Sumpter, 2x Rouncey, Camargue Palfrey, Andalusian Charger, Frisian Destrier	Weapons:: 6x Spear, 2x Sword, 10x Lance, 4x Other weapon, Dagger Squires:: 4	Clothing:: £10 Money:: £3(720d)

Character Creation Step 2: Personal Data Step 1: Region

Region Table		Religious Bonus	
01-03	Logres Table 1	Arian Christian	<u>Chaste, Honest, Just, Merciful, Temperate</u> +2 Hits, +3 Damage
04-06	Logres Table 2	British Christian	<u>Chaste, Energetic, Generous, Modest, Temperate</u> +3 Hits, +2 Damage
07-09	Logres Table 3	Roman Christian	<u>Chaste, Forgiving, Merciful, Modest, Temperate</u> +6 Hits
10-11	Cambria	British Pagan	<u>Lustful, Energetic, Generous, Honest, Proud</u> +2 Healing Rate
12-13	Cumbria	Germanic Pagan(Wotanic)	<u>Generous, Proud, Worldly, Indulgent, Reckless</u> +d6 Damage
14-15	The North	Byzantine Orthodox	<u>Chaste, Generous, Just, Merciful, Modest</u> +2 Hits, +3 Damage
16	Cornwall	Saracen	<u>Chaste, Just, Merciful, Pious, Temperate</u> +3 Hits, +2 Damage
17	Brittany (NW.France)	Judaic	<u>Chaste, Energetic, Just, Prudent, Temperate</u> +3 Hits, +1 Healing Rate
18	Western Isles	Pict Heathen	<u>Vengeful, Honest, Proud, Arbitrary, Worldly</u> +2 Movement, +1 Healing Rate
19	France (other)	Evil	<u>Vengeful, Selfish, Deceitful, Cruel, Suspicious</u> Varies
20	Gaul (S. France)		

Logres Table 1			
d20	Homeland	People	Religion
01-03	Anglia	Cymric	Arian Christian
04	City of Norwich (Anglia)	Cymric	Arian Christian
05-07	Bedegrain	Cymric	British Christian
08	Brun	Cymric	Pagan
09-12	Clarence	Cymric	British Christian
13	City of Cirencester (Clarence)	Roman	British Christian
14-16	Dorset	Roman	Roman Christian
17	City of Dorchester (Dorset)	Roman	Roman Christian
18	Essex	Occitanian	Roman Christian
19	Essex	Saxon	Wotanic
20	Anglia	Angle (Saxon)	Arian Christian

Logres Table 2			
d20	Homeland	People	Religion
01-02	Hampshire	Cymric	Roman Christian
03	Hampshire	Saxon	Wotanic
04-05	Hertford	Cymric	British Christian
06-07	Huntington	Cymric	British Christian
08-10	Jagent	Cymric	British Christian
11-12	Kent	Cymric	Roman Christian
13	Kent	Saxon	Wotanic
14	Lambor	Occitanian	British Christian
15-18	Lindsey	Cymric	Arian Christian
19	City of Leicester (Lindsey)	Roman	British Christian
20	City of Lincoln (Lindsey)	Roman	Arian Christian

Logres Table 3			
d20	Homeland	People	Religion
01-02	Lonazep	Cymric	Arian Christian
03-05	Rydychan	Cymric	British Christian
06-08	Salisbury	Cymric	British Christian
09-10	Silchester	Roman	Roman Christian
11	Silchester	Saxon	Wotanic
12	City of Silchester (Silchester)	Roman	Roman Christian
13	Southports	Occitanian	Roman Christian
14	Isle of Wight	Saxon	Wotanic
15	Sussex	Cymric	Roman Christian
16	Sussex	Saxon	Wotanic
17	Tribruit	Cymric	British Christian
18	Wuerensis	Cymric	British Christian
19-20	Wuerensis	Cymric	Pagan

Cambria			
d20	Homeland	People	Religion
01-04	Cameliard	Cymric	British Christian
05-07	Escavalon	Cymric	Roman Christian
08	City of Caerwent	Roman	Roman Christian
09-11	Gloucester	Cymric	Roman Christian
12	City of Gloucester	Roman	Roman Christian
13-16	Estregales	Irish	Roman Christian
17-20	Sugales	Cymric	Pagan

Cumbria			
d20	Homeland	People	Religion
01-04	Cambenet	Cymric	British Christian
05-06	City of Catterick (Malahaut)	Cymric	British Christian
07-08	Deira	Saxon	Wotanic
09-14	Malahaut	Cymric	British Christian
15-16	City of Eburacum (Malahaut)	Roman	British Christian
17-20	Nohaut	Saxon	Wotanic

Cornwall			
d20	Homeland	People	Religion
01-04	Devon	Cymric	Roman Christian
05-06	City of Exeter (Devon)	Roman	Roman Christian
07-10	Lyonesse	Cymric	Pagan
11-16	Tintagel	Cymric	Roman Christian
17-20	Totnes	Cymric	Roman Christian

The Western Isles			
d20	Homeland	People	Religion
01	Ailech (eire)	Irish	Pagan
02-03	Connacht (eire)	Irish	Pagan
04-05	Dal Araide (eire)	Pict	Roman Christian
06-07	Dal Riada (eire)	Irish	Roman Christian
08-10	Leinster (eire)	Irish	Roman Christian
11-12	The Long Isles	Irish	Roman Christian
13-14	Meath (eire)	Irish	Roman Christian
15-16	Munster (eire)	Irish	Pagan
17-18	Oriel (eire)	Irish	Pagan
19-20	Pomitain (isle of Mann)	Manx (Irish)	Pagan

Brittany			
d20	Homeland	People	Religion
01-02	Leon	Cymric	Roman Christian
03	City of Brest (Leon)	Cymric	Roman Christian
04-07	Cornouailles	Cymric	Roman Christian
08	City of Carhaix	Cymric	Roman Christian
09	City of Quimper	Cymric	Roman Christian
10-11	Domnonie	Cymric	Roman Christian
12-17	Vannetais	Cymric	Roman Christian
18	City of Rennes	Roman	Roman Christian
19	City of Nantes	Roman	Roman Christian
20	City of Vannes	Roman	Roman Christian

The North			
d20	Homeland	People	Religion
01-03	Benoic	Pict	Arian Christian
04-06	Escoce	Pict	Pagan
07-08	Garloth	Cymric	Pagan
09-13	Gorre	Cymric	Pagan
14-15	Lothian	Cymric	Pagan
16-19	Strangorre	Cymric	Pagan
20	Surluse	Irish	Roman Christian

Gaul			
d20	Homeland	People	Religion
01-05	Ganis	Occitanian	Roman Christian
06-10	Ganis Exile (Roll a Logres Region)	Occitanian	Roman Christian
11-12	Languedoc	Occitanian	Roman Christian
13	Narbonne	Occitanian	Jewish
14-16	Provence	Roman	Roman Christian
17-20	Toulouse	Occitanian	Roman Christian

France			
d20	Homeland	People	Religion
01-04	Anjou	French	Roman Christian
05-09	Champagne	French	Roman Christian
10-13	Flandre	French	Roman Christian
14-17	Normandie	French	Roman Christian
18-20	Poitou	French	Roman Christian

Culture Stat Modifiers Chart	
People	Modifier
Cymric	+3 CON
Irish	+3 CON
Pict	-3 SIZ, +3 DEX, -3 APP
Roman	+1 DEX, +2 APP
Saxon	+3 SIZ, -3 DEX, +3 STR
French	+1 DEX, +1 STR, +1 CON
Occitanian	+1 DEX, +1 CON, +1 APP

Character Creation Step 2: Personal Data Step 2: Father's Class

LOGRES: Heartland of the High King Christian Father's Class 01 A Lord (roll on Office table) 02-03 Banneret Knight 04-08 Vassal Knight 09-12 Bachelor Knight 13-14 Mercenary Knight 15-20 Squire Pagan Father's Class 01 Banneret Knight 02-06 Vassal Knight 07-10 Bachelor Knight 11-12 Mercenary Knight 13-20 Squire Roman Father's Class 01-03 A Lord (roll on Office table) 04-05 Banneret Knight 06-10 Vassal Knight 11-14 Bachelor Knight 15-16 Mercenary Knight 17-20 Squire Wotanic Father's Class 01-03 Clan Chieftain 04-07 Family Chieftain 08-09 Baresark 10-20 Warrior Office Table 01 The Lord 02 Seneshal 03 Butler 04 Marshal 05 Castellan 06 Justicar 07-08 Constable 09-10 Reeve 11-20 Recognized Illegitimate (Treat as Bachelor Knight)	CAMBRIA: The Savage mountains Christian Father's Class 01 Banneret Knight 02-04 Vassal Knight 05-09 Bachelor Knight 10-11 Mercenary Knight 12-15 Squire 16-20 Warrior Pagan Father's Class 01 Tribe Chieftain 02-03 Family Chieftain 04-15 Warrior 16-20 Mercenary Knight CUMBRIA: The Perilous Frontier Christian Father's Class 01 A Lord (roll on Office table) 02-03 Banneret Knight 04-08 Vassal Knight 09-12 Bachelor Knight 13-14 Mercenary Knight 15-20 Squire Wotanic Father's Class 01-03 Clan Chieftain 04-07 Family Chieftain 08-09 Baresark 10-20 Warrior Office Table 01-03 The Lord 04-06 Seneshal 06-07 Butler 08-09 Marshal 10-11 Castellan 12-13 Justicar 14 Constable 15 Reeve 16-20 Recognized Illegitimate (Treat as Bachelor Knight)	THE WESTERN ISLES East Eire & Pomitain Father's Class 01 Banneret Knight 02-03 Vassal Knight 04-06 Bachelor Knight 07-12 Mercenary Knight 13-15 Squire 16-20 Warrior Dal Riada, The long Isles & Leinster 01 Clan Chieftain 02-03 Family Chieftain 04-20 Warrior CORNWALL: The Independant Cornish Father's Class (all religions) 01 Banneret Knight 02-05 Vassal Knight 06-12 Bachelor Knight 13-15 Mercenary Knight 16-18 Squire 19-20 Warrior FRANCE: The Old Imperium French Father's Class 01 A Lord (roll on Office table) 02-03 Banneret Knight 04-06 Vassal Knight 07-12 Bachelor Knight 13-15 Mercenary Knight 16-20 Squire Office Table 01-13 The Lord 14 Seneshal 15 Butler 16 Marshal 17 Castellan 18 Justicar 19 Constable 20 Reeve	THE NORTH: Beyond the Wall Christian Father's Class 01 Banneret Knight 02-03 Vassal Knight 04-06 Bachelor Knight 07-12 Mercenary Knight 13-15 Squire 16-20 Warrior Pagan Father's Class 01 Clan Chieftain 02-03 Family Chieftain 04-10 Warrior 11-20 Mercenary Knight BRITTANY: Vassal of Cornwall Christian Father's Class 01 Banneret Knight 02-05 Vassal Knight 06-12 Bachelor Knight 13-15 Mercenary Knight 16-18 Squire 19-20 Warrior GAUL: The Occitanian Lands Gaul Father's Class 01-02 Free Holding Knight 03 A Lord (roll on Office table) 04-05 Banneret Knight 06-09 Vassal Knight 10-14 Bachelor Knight 15-20 Squire Office Table 01-07 The Lord 07-08 Seneshal 09-11 Butler 12-13 Marshal 14-15 Castellan 16-17 Justicar 19 Constable 20 Reeve
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Character Creation Step 2: Personal Data Step 2: Irish Father's Clan

Irish Clans							
Region	Clan	Region	Clan	Region	Clan	Region	Clan
Ailech	McGrath		O'Grady	Meath	O'Cullen	Oriel	McCarthy Reagh
	McNelis		O'Madden		O'Dempsey		McSweeney
	McRoarty		O'Nihil		O'Doyle		O'Brien Arra
	O'Dever		O'Quinn		O'Duff		O'Callaghan
	O'Duffy	Dal Ariade	McAlister		O'Dunn		O'Conor Kerry
	O'Farren		O'Lavery		O'Hartley		O'Fogarty
	O'Kenny		O'Lynn		O'Larkin		O'Kennedy
	O'Mulligan		O'Neill Clanaboy		O'Ronan		O'Long
	Connacht	Dal Riada & The Long Isles	McCleary		O'Shea		O'Meagher
			McDonnell		O'Toole		O'Mulrain
			McKeown	Munster	McAuley		O'Noonan
			McNeill		McGee		O'Shelly
		Leinster	McQuillan		O'Casey		O'Sullivan Beare
			O'Hara		O'Coffey		O'Sullivan Mor
			O'Hood		O'Connolly		McArdle
			O'Quinn		O'Curry		McGorman
			McGilpatrick		O'Kelly		McMahon
			McMorrough		O'Mulecddy		McNally
			O'Byrne		O'Reilly		O'Breslin
			O'Conor Faly		McCarthy Muskerry		O'Hagan
							O'Hanlon
							O'Neill

Character Creation Step 8: Family Characteristics: Distinctive Features

#	Appearance Trait	Distinctive features for Appearance 9 or less	Examples of Distinctive features for Appearance 10 or more
3	5 - 6	Hair Prematurely Grey, Premature Balding,	Hair Long, Straight, Curly, Red, Blonde, Glossy,
2	7 - 9	Unmanageable, Alopecia, Excessive hair	Particular style, Bushy beard, Long Beard
1	10 - 12	Body Slouched, Hunchback, Rough Skin,	Body Barrel-chested, Tall, Broad-shouldered, Burly,
2	13 - 16	Squat, Out of Proportion, Thin, High-shouldered	Very muscular, Toned, Lythe, Smooth skin
3	17+	Expression Crooked teeth, Dour, Squint,	Expression Bright-eyed, Proud, Nice smile, Straight teeth,
roll	Distinctive Features Detail	Sneering, Haughty, Hidden behind beard	Cheerful, Piercing glance
1	Hair	Speech Lisp, Stutter, Sharp, Nasal, Shrill,	Speech Basso, Musical, Commanding voice, Soft voice,
2	Body	Squeaky, Loud, Accented	Accented
3	Expression	Facial Feature Scarred, Bushy eyebrows,	Facial Feature Noble nose, Tanned, Unusual eye colour,
4	Speech	Sunken eyes, Ruddy skin, Big Ears, Birthmark, Blemishes	High cheekbones, Braided beard, Button nose
5	Facial Feature	Limbs Short legs, Arms of different length,	Limbs Bulging biceps, Long nails, Big feet,
6	Limbs	Rough hands, Hairy arms and hands, Bow legs, Limp	Long fingers, Powerful legs

Character Creation Step 2: Personal Data Step 2: Magic Users Father's Class

LOGRES: Heartland of the High King General Father's Class 01 A Lord (roll on Office table) 02 Banneret Knight 03 Vassal Knight 04-05 Bachelor Knight 06-07 Squire 08-15 Magic User 16-20 Peasant Wotanic Father's Class 01-03 Clan Chieftain 04-07 Family Chieftain 08-15 Magic User 16-20 Peasant Office Table 01 The Lord 02 Seneshal 03 Butler 04 Marshal 05 Castellan 06 Justicar 07-08 Constable 09-10 Reeve 11-20 Recognized Illegitimate (Treat as Bachelor Knight)	CUMBRIA: The Perilous Frontier General Father's Class 01 A Lord (roll on Office table) 02 Banneret Knight 03 Vassal Knight 04-05 Bachelor Knight 06-07 Squire 08-15 Magic User 16-20 Peasant Wotanic Father's Class 01-03 Clan Chieftain 04-07 Family Chieftain 08-15 Magic User 16-20 Peasant Office Table 01-03 The Lord 04-06 Seneshal 06-07 Butler 08-09 Marshal 10-11 Castellan 12-13 Justicar 14 Constable 15 Reeve 16-20 Recognized Illegitimate (Treat as Bachelor Knight)	CORNWALL: The Independent Cornish Father's Class (all religions) 01 Banneret Knight 02 Vassal Knight 03 Bachelor Knight 04-05 Squire 06-07 Warrior 08-15 Magic User 16-20 Peasant BRITTANY: Vassal of Cornwall Christian Father's Class 01 Banneret Knight 02 Vassal Knight 03 Bachelor Knight 04-05 Squire 06-07 Warrior 08-15 Magic User 16-20 Peasant THE WESTERN ISLES East Eire & Pomitain Father's Class 01 Banneret Knight 02 Vassal Knight 03 Bachelor Knight 04-05 Squire 06-07 Warrior 08-15 Magic User 16-20 Peasant Dal Riada, The long Isles & Leinster 01 Clan Chieftain 02-03 Family Chieftain 04-07 Warrior 08-15 Magic User 16-20 Peasant	FRANCE: The Old Imperium French Father's Class 01 A Lord (roll on Office table) 02 Banneret Knight 03 Vassal Knight 04-05 Bachelor Knight 06-07 Squire 08-15 Magic User 16-20 Peasant Office Table 01-13 The Lord 14 Seneshal 15 Butler 16 Marshal 17 Castellan 18 Justicar 19 Constable 20 Reeve GAUL: The Occitanian Lands Gaul Father's Class 01 Free Holding Knight 02 A Lord (roll on Office table) 03 Banneret Knight 04 Vassal Knight 05 Bachelor Knight 06-07 Squire 08-15 Magic User 16-20 Peasant Office Table 01-07 The Lord 07-08 Seneshal 09-11 Butler 12-13 Marshal 14-15 Castellan 16-17 Justicar 19 Constable 20 Reeve
CAMBRIA: The Savage mountains Christian Father's Class 01 Banneret Knight 02 Vassal Knight 03 Bachelor Knight 04-05 Squire 06-07 Warrior 08-15 Magic User 16-20 Peasant Pagan Father's Class 01 Tribe Chieftain 02-03 Family Chieftain 04-07 Warrior 08-15 Magic User 16-20 Peasant	THE NORTH: Beyond the Wall Christian Father's Class 01 Banneret Knight 02 Vassal Knight 03 Bachelor Knight 04-05 Squire 06-07 Warrior 08-15 Magic User 16-20 Peasant Pagan Father's Class 01 Tribe Chieftain 02-03 Family Chieftain 04-07 Warrior 08-15 Magic User 16-20 Peasant		

Character Creation Step 2: Personal Data Notes: Magic Users Father's Class

	Starting Insight	Base Outfit*	Skill Points	Bonuses
Christian Priest	6d6	General Outfit	10	Chirurgery +5, First Aid +5, Folk Lore +5, Read(latin) +5, Religion(christianity) +5
Christian Priest (alternate)	6d6	General Outfit	20	Chirurgery +3, First Aid +3, Read(latin) +3, Religion(christianity) +3
Monk, Nun or Friar	6d6	General Outfit	15	Chirurgery +3, First Aid +3, Folk Lore +3, Read(latin) +3, Religion(christianity) +3
Enchanter (British Druid)	6d6	General Outfit	20	Chirurgery +3, Faerie Lore +3, First Aid +3, Folk Lore +3, Orate +3, Religion(paganism) +3, Read(ogham) +3 or if pictish, Read(glyphs) +3
Enchantress	6d6	General Outfit	20	Chirurgery +3, Faerie Lore +3, First Aid +3, Folk Lore +3, Religion(paganism) +3
Bard	3d6	General Outfit	15	Compose +3, Dancing +3, Sing +3, Play(instrument) +3
Witch/ Warlock	3d6	General Outfit	15	Folk Lore +5, Faerie Lore +3, First Aid +3, Religion(paganism) +3
Peasant	10x 3d6	Peasant's Outfit	15	STR +1, CON +2, Loyalty Lord (2d6)

Character Creation Step 8: Starting Equipment

Noble's Outfit (for Magic Users)	Armour::none Horse::Rouncey	Weapons::Dagger Gear::All except War	Clothing:: £1 Money:: 120d
General Outfit (for Magic Users)	Armour::none Horse::Rouncey	Weapons::Knife Gear::Personal Gear only	Clothing:: 60d Money:: 60d
Peasant's Outfit (for Magic Users)	Armour::none Horse::Rouncey	Weapons::none Gear::Basic and simple camping gear only	Clothing:: 20d Money:: 0d

Character Creation Step 8: Magical Stats

Record Magic Limit	Sum of all Religious Traits, double if all these traits are 16+
Record Personal Life Force	Sum of all Religious Traits / 20 (rounding up if value is 0.5 or higher)
Record Magic Protection	Sum of all Religious Traits

Character Creation Step 5: Previous Experience

The character is now around 16 and is initiated into their order
Select the age when the character qualifies (or roll a d6: 1=16, 2=17, 3=18, 4=19, 5=20, 6=21)
When the Initiate has completed their training they must qualify as a magic user, they gain a Talisman and 1000 Insight (see qualification p273 4th-ed)
For each year of age increased either increase a Statistic, Trait or Passion by 1, or gain d6 skill points
Maximums listed above still apply, however SIZ can not increase after the age of 21
For each year of age over 21 reduce starting insight by 50, to a minimum of 0
Select whether you have divine patronage (see p272 4th-ed)

Character Creation Step 2: Personal Data Notes: Father's Class

Father's Class	Starting Glory	Base Outfit*	Skill Points	Bonuses
Squire				
Cymric	6d6	#1	20	Energetic +d3, Modest +d3, Prudent +d3, Valorous +d6 Loyalty(lord) +3
French	6d6 +50	#1		
Occitanian	6d6 +25	#1		
Irish	5d6	Footsoldier's		
Pict	2d6 +50	Footsoldier's		
Roman	3d6	#1		
Saxon	6d6 +50	#1		
Mercenary Knight				
Cymric	6d6 +100	#2	20	Valorous +d3, Cruel +d6 Sword Skill +3, Another Weapon Skill +3
French	6d6 +250	#2		
Occitanian	6d6 +200	#2		
Irish	6d6 +200	#2		
Pict	6d6 +120	#2		
Roman	10x 3d6	#3		
Saxon	6d6 +150	#2		
Bachelor/Household Knight				
Cymric	6d6 +250	#3	26	Valorous +1 Loyalty(lord) +3, Honour +1
French	6d6 +250	#2		
Occitanian	6d6 +200	#3		
Irish	6d6 +200	#2		
Pict	6d6 +120	#2		
Roman	10x 3d6	#3		
Saxon	6d6 +150	#2		
Vassal Knight				
Cymric	6d6 +250	#3	30	Valorous +2 Loyalty(lord) +4, Honour +1
French	6d6 +250	#2		
Occitanian	6d6 +200	#3		
Irish	6d6 +200	#2		
Pict	6d6 +120	#2		
Roman	10x 3d6	#3		
Saxon	6d6 +150	#2		
Banneret Knight				
Cymric	6d6 +250	#3	32	Valorous +3 Loyalty(lord) +5, Honour +d3 Roll twice more on the appropriate luck table
French	6d6 +250	#2		
Occitanian	6d6 +200	#3		
Irish	6d6 +200	#3		
Pict	6d6 +120	#2		
Roman	10x 3d6	#3		
Saxon	6d6 +150	#2		
Court Officer				
Cymric	6d6 +300	#4	28	Valorous +1 Loyalty(lord) +4, Honour +d3 Other benefits see officer father's table
French	6d6 +300	#3		
Occitanian	6d6 +200	#4		
Roman	10x 3d6 +150	#4		
Saxon	6d6 +150	#2		
Lord				
Cymric	6d6 +350	#4	32	Proud +d3, Valorous +d3 Loyalty(lord) +6, Honour +3 Courtesy +2, Heraldry +2, Intrigue +2 Battle +2, Sword +3, Spear +2 Roll three times more on the appropriate luck table
French	6d6 +500	#4		
Occitanian	6d6 +400	#4		
Roman	10x 3d6 +150	#4		
Saxon	6d6 +250	#3		
Warrior				
Cymric	6d6 +50	Cymric Warrior	24	Proud +1, Reckless +d3, Valorous +d3+2 Loyalty(lord) +3, Honour +d6 Awareness +2, Spear +2, Cultural Weapon +3
Irish	6d6 +100	Irish Warrior		
Pict	4d6 +50	Pictish Warrior		
Saxon	6d6 +50	Saxon Warrior		
Family Chieftain				
Cymric	6d6 +250	Cymric Warrior	28	Valorous +d3 Love(family) +d3, Loyalty(lord) +d3+3, Honour +d3 Cultural Weapon +2
Irish	6d6 +250	Irish Warrior		
Pict	6d6 +120	Pictish Warrior		
Clan Chieftain				
Cymric	6d6 +250	Cymric Warrior	30	Valorous +d3 Loyalty(clan) 2d6+6, Honour +d6 Cultural Weapon +3
Irish	6d6 +250	Irish Warrior		
Pict	6d6 +120	Pictish Warrior		

Officer Father's Table	
Seneshal (Steward)	Stewardship +5, Intrigue +3, Hospitality +d3
Marshal	Battle +5, Valorous +d3
Butler	Courtesy +2, Generous +3
Chamberlain	Heraldry +3, Read(Latin) +5
Constable	Horsemanship +2, Tourney +5,
Forester	Awareness +d6, Hunting +5, Falconry +2
Castellan	Battle +2, Courtesy +2, Stewardship +2

* - illegitimate sons deduct 1 from outfit level, minimum is outfit #1

Character Creation Step 2: Personal Data Step 2b: Your Character's Lord

LOGRES: Heartland of the High King		
Lord Table	Pagan Lord Table	Distant Lord table
01-02 Distant Lord (roll on table)	01-07 A Banneret of your homeland's lord	01-04 Cambria
03 A Banneret of the High King	08-14 Your Homeland's Lord	05-06 Cumbria
04-10 A Banneret of your homeland's lord	15 The High King	07-08 The North
11-17 Your Homeland's Lord	16-20 The nearest Abbot (Churchland)	09-20 Elsewhere in Logres
18 The High King		
19-20 The nearest Abbot (Churchland)		

CAMBRIA: The Savage mountains	
Lord Table	Pagan Lord Table
01-14 Your Homeland's Lord	01-20 Your Homeland's Lord
15-16 A Banneret of your homeland's lord	
17-18 A Neighbouring King (roll on Region)	
19-20 A Banneret of the High King	

CUMBRIA: The Perilous Frontier	
Lord Table	Pagan Lord Table
01 A Banneret of the High King	01-05 A Banneret of the king of Malahaut
02-08 A Banneret of the king of Malahaut	06-15 A Banneret of your homeland's lord
09-18 A Banneret of your homeland's lord	16-20 The nearest Abbot (Churchland)
19-20 The nearest Abbot (Churchland)	

THE NORTH: Beyond the Wall	
Lord Table	
01-13 Your Homeland's Lord	
14-17 A Neighbouring King (roll on Region)	
18-20 The High King	

CORNWALL: The Independant	
Lord Table	
01-02 The King of Cornwall	
14-17 Your Homeland's Lord	
18-20 A Banneret of your homeland's lord	

BRITTANY: Vassal of Cornwall	
Lord Table	
01-10 Your Homeland's Lord	
11-13 A Banneret of your homeland's lord	
14-20 The nearest Abbot (Churchland)	

THE WESTERN ISLES	
Lord Table	Pagan Lord Table
01 The nearest Abbot (Churchland)	01-14 Your Homeland's Lord
02-15 Your Homeland's Lord	15-20 A Clan Chieftain
16-20 A Clan Chieftain	

FRANCE: The Old Imperium	
Lord Table	Distant Lord table
01-03 Distant Lord (roll on table)	01-10 A Neighbouring King (roll on Region)
04-16 Your Homeland's Lord	11-20 The nearest Abbot (Churchland)
17-20 A Banneret of your homeland's lord	

GAUL: The Occitanian Lands	
Lord Table	Distant Lord table
01 Distant Lord (roll on table)	01-10 A Neighbouring Count (roll on Region)
02-10 Your Homeland's Lord	11-15 A Neighbouring Lord (roll on Region)
11 The King of the Franks	16-20 The nearest Abbot (Churchland)
12-20 A Banneret of your homeland's lord	

Character Creation Step 3: Culture Modifiers part 1: Region Modifiers

Logres	Cymric	Just +2, Trusting +2, Energetic +1, Valorous +1
	Occitanian	Indulgent +2, Worldly +2, Generous +2, Lazy +2
	Roman	Deceitful +2, Worldly +2, Proud +2, Loyalty(emperor) 3d6
	Saxons	Arbitrary +2, Cruel +1, Honest +2, Energetic +1, Valorous +1
Cambria	Cymric	Arbitrary +2, Suspicious +2, Prudent +1, Temperate +1
	Roman	Deceitful +2, Worldly +2, Proud +2, Loyalty(emperor) 3d6
Cumbria	Cymric	Pious +2, Honest +1, Loyalty (any Cumbrian lords) +1d6, Loyalty (all non-Cumbrian lords) -1d6
	Roman	Deceitful +2, Worldly +2, Proud +2, Loyalty(emperor) 3d6
	Saxons	Arbitrary +2, Cruel +1, Honest +2, Energetic +1, Valorous +1
The North	Cymric	Prudent +2, Selfish +2, Pious +1, Temperate +1, Love (Family) +1d3
	Pict	Pious +2, Suspicious +2, Cruel +1, Love(Family) +2
Cornwall	Cymric	Arbitrary +2, Suspicious +2, Cowardly +2
Brittany	Cymric	Energetic +1, Modest +2, Prudent +2, Valorous +1
	Roman	Deceitful +2, Worldly +2, Proud +2, Loyalty(emperor) 3d6
France	French	Proud +2, Reckless +2, Valorous +2, Loyalty(lord) +d6, Honour +1
Gaul	Occitanian	Indulgent +2, Worldly +2, Generous +2, Lazy +2
	Roman	Deceitful +2, Worldly +2, Proud +2, Loyalty(emperor) 3d6
The Western Isles	Irish	Vengeful +2, Indulgent +2, Reckless +1, Loyalty(Lord -d6), Love(Family) +d6
	Pict	Pious +2, Suspicious +2, Cruel +1, Love(Family) +2

Character Creation Step 3: Culture Modifiers part 2: Homeland Modifiers

Logres	Any	Occitanian	2d6 (Ganis Exile) *Suspicious(religious fanatics)
	Anglia	Cymric	2d6 Hate (Saxons)
		Angle (Saxon)	2d6 Hate(Duke Hervis)
	Bedegraine	Cymric	2d6 Hate (Norgales)
Brun	Cymric	Cymric	2d6 *Suspicious (People from Hertford)
		Cymric	2d6 Hate (People from Gloucester)
Clarence	Cymric	2d6	Hate (People from Gloucester)
Clarence(Cirencester)	Roman	2d6	*Suspicious(non-Romans), Loyalty(Cirencester) 10+d6
Dorset	Roman	2d6	*Suspicious(non-Romans), Loyalty(Dorset) 10+d6
Dorset(Dorchester)	Roman	2d6	*Suspicious(non-Romans), Loyalty(Dorchester) 10+d6
Essex	Occitanian	2d6	*Suspicious(religious fanatics)
	Saxons	2d6	*Indulgent(alcohol)
Hampshire	Cymric	2d6	*Merciful (Saxons)
	Saxons	2d6	Loyal(Pendragon)
Hertford	Cymric	2d6	*Selfish (Food)
Huntington	Cymric	2d6	Hate (Saxons)
Isle of Wight	Saxons	2d6	*Valorous(when at Sea) -separate from valorous gained from other sources
Jagent	Cymric	2d6	Hate (People from Cornwall)
Kent	Cymric	2d6	Hate (Danes)
	Saxons	2d6	Hate (Danes)
Lambor	Cymric	2d6	*Suspicious (People from Lindsey)
	Occitanian	2d6	*Suspicious(religious fanatics)
Lindsey	Cymric	2d6	*Suspicious (The Pendragon Family)
Lindsey(Leicester)	Roman	2d6	*Suspicious(Cymri), Loyalty(Leicester) 10+d6
Lindsey(Lincoln)	Roman	2d6	*Suspicious(non-Romans), Loyalty(Lincoln) 10+d6
Lonazep	Cymric	2d6	Fear (Marsh Monsters)
Maris	Cymric	2d6	Hate (Trolls)
Rydychan	Cymric	2d6	*Suspicious (Foreigners)
Salisbury	Cymric	2d6	Hate (Saxons)
Silchester	Roman	2d6	Hate(Saxons), *Suspicious(non-Romans), Loyalty(Silchester) 10+d6
	Saxons	2d6	Fear(Romans)
Silchester(Silchester City)	Roman	2d6	Hate(Saxons), *Suspicious(non-Romans), Loyalty(Silchester City) 10+d6
Somerset	Cymric	2d6	Fear (Faeries)
Southport	Occitanian	2d6	*Suspicious(religious fanatics)
Sussex	Cymric	2d6	Merciful (Saxons)
	Saxons	2d6	*Indulgent(alcohol)
Tribuit	Cymric	2d6	*Worldly (Fine Clothes)
Wuerensis	Cymric	2d6	*Suspicious (Religious People)

Character Creation Step 3: Culture Modifiers part 2: Homeland Modifiers

Cambria	Cameliard	Cymric	2d6 Amor (Guenever)
	Escavalon	Cymric	2d6 *Proud (Escavalon)
	Escavalon(Caerwent)	Roman	2d6 *Suspicious(non-Romans), Loyalty(Caerwent) 10+d6
	Estragales	Irish	2d6 Hate(Gomeret, Cambria)
	Gloucester	Cymric	2d6 Hate (People from Clarence)
	Gloucester(Gloucester City)	Roman	2d6 *Suspicious(non-Romans), Loyalty(Gloucester City)) 10+d6
	Sugales	Cymric	2d6 *Trust (Druids)
Cumbria	Cambenet	Cymric	2d6 *Trust (Logres Knights)
	Diera	Saxons	2d6 *Suspicious(Malahaut)
	Garloth	Cymric	2d6 Hate (Saracens)
	Malahaut	Cymric	2d6 *Suspicious (The Pendragon Family)
	Malahaut(Eburacum)	Roman	2d6 *Suspicious(non-Romans), Loyalty(Eburacum) 10+d6
	Nohaut	Cymric	2d6 *Suspicious (People from Malahaut))
		Saxons	2d6 *Suspicious(Malahaut)
	Surluse	Irish	2d6 *Proud(Irish Ways)
The North	Benoic	Pict	2d6 *Suspicious(Pagans)
	Escoce	Pict	2d6 Hate(Irish)
	Gorre	Cymric	2d6 *Trust (Witches)
	Lothian	Cymric	2d6 *Trust (Picts)
	Strangorre	Cymric	2d6 Hate (People from Eire)
Cornwall	Devon	Cymric	2d6 Hate (Saxons)
	Devin(Exeter)	Roman	2d6 *Suspicious(non-Romans), Loyalty(Exeter) 10+d6
	Lyonesse	Cymric	2d6 *Suspicious (Sea Beings)
	Tintagel	Cymric	2d6 From 496-? *Trust (Morgan leFay) else Loyalty(King of Cornwall)
	Totnes	Cymric	2d6 *Hate (Giants)
Brittany	City of Carhaix	Cymric	2d6 *Suspicious (All Bretons)
	Cornouailles	Cymric	2d6 Loyalty (King Mark of Cornwall, and descendants)
	Domnonie	Cymric	2d6 *Suspicious (People from Vannetais)
	Leon	Cymric	2d6 *Trust (Paying Customers)
	Vannetais	Cymric	2d6 Hate (People from Anjou)
	Vannetais(Rennes)	Roman	2d6 *Suspicious(non-Romans), Loyalty(Rennes) 10+d6
	Vannetais(Nantes)	Roman	2d6 *Suspicious(non-Romans), Loyalty(Nantes) 10+d6
	Vannetais(Vannes)	Roman	2d6 *Suspicious(non-Romans), Loyalty(Vannes) 10+d6
France	Anjou	French	2d6 Indulgence(wine)
	Chanpagne	French	2d6 Indulgence(wine)
	Flandre	French	2d6 Indulgence(wine)
	Normandie	French	2d6 Indulgence(wine)
	Poitou	French	2d6 Indulgence(wine)
Gaul	Ganis	Occitanian	2d6 *Suspicious(religious fanatics)
	Languedoc	Occitanian	2d6 *Suspicious(religious fanatics)
	Narbonne	Occitanian	2d6 *Suspicious(religious fanatics)
	Provence	Roman	2d6 *Suspicious(non-Romans), Loyalty(Provence) 10+d6
	Toulouse	Occitanian	2d6 *Suspicious(religious fanatics)
The Western Isles	Ailech (eire)	Irish	2d6 Hate(Orielmen)
	Connacht (eire)	Irish	2d6 Love(hunting)
	Dal Ariada (eire)	Pictish	+3 Loyalty(Lord)
	Dal Riada (eire)	Irish	2d6 *Proud(Dal Riada)
	Leinster (eire)	Irish	2d6 Hate(High King of Eire)
	The Long Isles	Irish	2d6 *Suspicious(Cymri)
	Meath (eire)	Irish	2d6 Hate(Pagans)
	Munster (eire)	Irish	2d6 *Trust(Estregales)
	Oriel (eire)	Irish	2d6 *Suspicious(Pendragon)
	Pomitain	Manx	2d6 *Valorous(when at Sea) -separate from valorous gained from other sources

Character Creation Step 3: Culture Modifiers part 2: Base Skills

	Non Knightly	Cymric	French	Occitanian	Irish	Pictish	Roman	Saxon
Awareness		5	5	5	5	10	5	5
Boating		1	0	0	5	1	0	10
Chirurgery	◆	0	0	0	0	5	5	0
Compose		0	0	5	3	0	0	2
Courtesy		3	5	8	2	1	5	5
Dancing		2	2	2	3	2	2	2
Faerie Lore		1	2	2	2	10	2	2
Falconry		3	8	2	1	0	2	2
First Aid		10	2	2	2	5	2	2
Flirting		3	2	4	3	1	2	2
Folk Lore		2	2	2	5	5	2	2
Gaming		3	2	2	2	2	2	3
Heraldry		3	5	3	1	0	5	2
Hunting		2	8	2	2	5	2	3
Industry	◆	0	0	0	0	0	0	0
Intrigue		3	4	2	2	0	4	2
Orate		3	2	2	10	1	2	3
Play (see note)	◆?	3	2(harp)	2(harp)	5(harp)	0	2(harp)	0
Read (see note)		0	0	2(lat)	0	2(gly)	4(lat)	0
Recognise		3	2	2	2	2	2	2
Religion (see note)		2	2	1	2	2	2(chr)	2
Romance		2	2	5	2	0	5	2
Singing		2	2	2	2	2	2	3
Stewardship	◆	2	2	2	2	2	2	2
Swimming		2	2	2	2	5	2	5
Tourney		5	2	4	1	2	2	2
Fashion (ladies only)	◆	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Battle		3	4	2	3	3	4	3
Horsemanship		4	5	4	2	1	3	3
Sword		7	3	4	5	4	4	4
Lance		2	7	7	1	1	3	1
Spear		2	1	2	7	1	2	1
Dagger		3	1	2	3	1	5	1
Great Spear		0	0	0	0	7	0	0
Axe		0	0	0	0	0	0	1
Great Axe		0	0	0	0	1	0	7
Bow		0	0	0	0	0	0	0
X-Bow	◆	0	0	0	0	0	0	0
Grapple		0	0	0	0	0	0	0
Javelin		0	0	0	0	2	0	0
Mace		0	0	0	0	0	0	0

NOTE: Musical Instruments; only the Lute and the Harp are knightly skills, Pipes, Drums, Flutes, Horns and other instruments are Non-Knightly

NOTE: Reading; for Christians this is Latin, for Wotronics this is Runes, for Pagans this is Ogham and for Pictish Pagans this is Glyphs

NOTE: Religion; the skill is always the same as the religion the character follows

Character Creation Step 3: Culture Modifiers part 2: Base Skills for Ladies

	Non Knightly	Cymric	French	Occitanian	Irish	Pictish	Roman	Saxon
Awareness		2	4	2	4	5	3	4
Boating		0	0	0	0	1	0	0
Chirurgery	◆	10	10	10	10	10	10	10
Compose		1	0	3	2	0	0	2
Courtesy		5	5	5	2	1	5	4
Dancing		2	2	2	2	2	2	2
Faerie Lore		3	2	1	2	10	2	2
Falconry		2	2	2	1	0	0	2
First Aid		10	10	10	10	10	10	10
Flirting		5	2	3	4	1	2	3
Folk Lore		2	2	1	4	5	2	2
Gaming		3	2	2	2	1	2	2
Heraldry		1	5	3	1	0	2	2
Hunting		2	1	1	1	5	0	2
Industry	◆	5	5	5	4	5	5	5
Intrigue		2	3	2	2	0	5	3
Orate		2	2	2	2	1	2	2
Play (see note)	◆?	3	2(harp)	2(harp)	4(harp)	0	0	0
Read (see note)		1	0	2(lat)	0	3(gly)	2(lat)	0
Recognise		2	4	2	4	5	4	3
Religion (see note)		2	2	1	2	5	2(chr)	2
Romance		2	2	7	2	1	4	3
Singing		3	2	2	4	5	2	2
Stewardship	◆	5	5	4	4	2	5	3
Swimming		1	2	1	2	2	2	3
Tourney		1	2	2	1	1	3	2
Fashion (ladies only)	◆	0	0	0	0	0	0	0
Battle		1	1	1	2	2	2	2
Horsemanship		3	4	3	1	1	2	2
Sword		0	0	0	0	0	0	0
Lance		0	0	0	0	0	0	0
Spear		0	0	0	0	1	0	0
Dagger		3	2	3	3	2	5	2
Great Spear		0	0	0	0	0	0	0
Axe		0	0	0	0	0	0	0
Great Axe		0	0	0	0	0	0	0
Bow		0	0	0	0	0	0	0
X-Bow	◆	0	0	0	0	0	0	0
Grapple		0	0	0	0	0	0	0
Javelin		0	0	0	0	0	0	0
Mace		0	0	0	0	0	0	0

NOTE: Musical Instruments; only the Lute and the Harp are knightly skills, Pipes, Drums, Flutes, Horns and other instruments are Non-Knightly

NOTE: Reading; for Christians this is Latin, for Wotronics this is Runes, for Pagans this is Ogham and for Pictish Pagans this is Glyphs

NOTE: Religion; the skill is always the same as the religion the character follows

Character Creation Step 3: Culture Modifiers part 2: Base Skill Modifiers for Magical Classes

	Non Knighthly	Pagan Enchanter	Pagan Bard	Pagan Enchantress	Pagan Witch	Christian Priest	Friar / Nun
Awareness							
Boating							
Chirurgery	◆						+5
Compose			+3				
Courtesy			+3				
Dancing							
Faerie Lore		+3	+2	+3	+3		
Falconry							
First Aid							+5
Flirting							
Folk Lore		+3		+2	+5		+3
Gaming							
Heraldry							
Hunting							
Industry	◆						
Intrigue							
Orate			+3			+3	
Play (see note)	◆?		+2				
Read (see note)		+2(og)				+2(lat)	
Recognise							
Religion (see note)				+4(pa)	+4(chr)	+2(chr)	
Romance							
Singing			+3				
Stewardship	◆						
Swimming							
Tourney							
Fashion (ladies only)	◆	n/a	n/a		?	n/a	
Weapon Skills		*** Battle and Horsemanship only ***					
Celestial Lore	◆	3	0	3	3	0	0
Geomantic Lore	◆	3	0	2	2	0	0
Sight	◆	4	2	3	4	3	3

	Magic						
Animal Friend	✱	0	0	0	1	0	0
Banish	✱	0	0	0	0	3	2
Bless	✱	0	3	0	4	2	3
Control Faerie Creature	✱	0	0	3	0	xx	xx
Curse	✱	0	3	0	3	2	3
Demonise	✱	xx	xx	xx	xx	3	3
Dispel	✱	0	2	1	0	1	3
Divination	✱	3	0	1	2	0	0
Divine Miracle	✱	xx	xx	xx	xx	4	2
Emotion	✱	0	5	0	0	0	0
Glamour	✱	2	0	4	0	0	0
Heal	✱	1	0	1	2	0	4
Lampoon	✱	xx	0	xx	xx	xx	xx
Protect	✱	0	1	0	0	1	0
Sacred Space	✱	3	0	2	2	1	0
Shapeshift	✱	2	0	0	0	xx	xx
Summon Faerie Creature	✱	0	0	2	0	xx	xx
Travel	✱	2	0	0	0	0	0
Weather Control	✱	3	0	0	2	0	0

NOTE: All these classes gain Insight instead of Glory (p264 Ed-4), as with glory every 1000 gains them a bonus just like Glory provides

Pagan Enchanter:	British Pagan men only, Just +3, Love(deity) 3d6
Pagan Bard:	Pagan men only, Love(deity) 3d6, Immunity from the wrath of all Lords(by tradition)
Pagan Enchantress:	British Pagan Women only, Love(deity 3d6)
Pagan Witch:	aka wicca/wicce(saxon-m/f), gwrach(cymric). $\frac{3}{4}$ of all witches are women, $\frac{1}{4}$ are male warlocks. Love(deity) 3d6
Christian Priest	Christian men only, Loyalty(Archbishop of Canterbury) 3d6, Love(God) 3d6
Friar	Christian men only, Love(God) 3d6
Monk/Hermit	As Friar
Nun	Christian women only, Love(God) 3d6

Character Creation Step 7: Luck Bonus

Unless additional rolls are gained elsewhere all characters have one roll on the appropriate table for their culture

Roll	Cymric
1	Money:: 3d20 denarii
2	
3	Money:: 3d20 +100 denarii
4	
5	Money:: 1 Librum(£)
6	
7	Money:: d6 Librum(£)
8	Family Heirloom:: Religious Relic. d6=1 finger, 2 tears, 3-4 hair, 5 bone, 6 blood
9	Family Heirloom:: Ancient Bronze Sword. +1 sword skill while used, will break if parried by a sword (value £2)
10	Family Heirloom:: Blessed Lance. +1 lance skill while used (value 25d)
11	Family Heirloom:: Decorated Saddle. (value £1)
12	Family Heirloom:: Ring. d6=1-4 silver (120d), 5-6 gold (£2)
13	Family Heirloom:: Armband. d6=1-5 silver (£1), 6 gold (£8)
14	Family Heirloom:: Fine Cloak (£1). d6=1-2 byzantium, 3 germania, 4-5 spain, 6 rome
15	Healing Potion:: Heals d6 hits, or removes a major wound
16	
17	Upgrade outfit by 1 rank
18	
19	Horse::Gain a charger
20	Roll twice more

Roll	French
1	Money:: 3d20 denarii
2	
3	Money:: 1 Librum(£)
4	
5	Money:: d6 Librum(£)
6	Father Died a heroic death +100 Glory
7	
8	Family Heirloom:: Brooch/Cloak Clasp. d6=1-3 silver (£1), 4-5 gold (£3), silver inlaid with a diamond (£5)
9	
10	
11	
12	Horse:: Gain a Sumpter
13	
14	
15	Horse:: Gain a Rouncey
16	Horse:: Gain an Andalusian Charger
17	Horse:: Gain a Frisian Destrier
18	Healing Potion:: Heals d6 hits, or removes a major wound
19	Upgrade outfit by 1 rank
20	Roll twice more

Roll	Occitanian
1	Money:: 5d20 denarii
2	
3	Money:: d3 Librum(£)
4	
5	Money:: d6+1 Librum(£)
6	Father Died a heroic death +100 Glory
7	
8	Descended from a Visigothic King (d6 +2 generations ago). +6d6 +100 glory and a jewelled heirloom sword (£ d3)
9	
10	
11	Horse:: Gain a Sumpter
12	
13	
14	Horse:: Gain a Camargue Courser
15	
16	Horse:: Gain an Andalusian Charger
17	Horse:: Gain a Frisian Destrier
18	Horse:: Gain a Barb Courser
19	Upgrade outfit by 1 rank
20	Roll twice more

Roll	Pict
1	
2	Money:: 3d20 denarii
3	
4	Father Died a heroic death +100 Glory
5	Horse:: Gain a Rouncey
6	
7	
8	Magical Tattoos:: +2 Armour
9	
10	
11	Horse:: Gain a Magical Charger. Move +1, d3 Armour
12	Healing Potion:: d3 potions each Heals d6+6 hits, or removes a major wound
13	Faerie Gift:: Magical Great Spear. +2 spear skill when used, will break as normal. +100 Glory
14	Healing Potion:: d6 potions each Heals d6 hits, or removes a major wound
15	
16	Other Potion:: d3 Love Potions
17	
18	Healing Potion:: d3 potions each Heals 6 hits, and removes one major wound
19	
20	Roll twice more

Roll	Irish
1	Money:: 3d20 denarii
2	Money:: 1 Librum(£)
3	
4	Father Died a heroic death +100 Glory
5	Horse:: Gain a Connacht Rouncey
6	
7	
8	Horse:: Gain a Charger
9	
10	
11	Horse:: Gain an Irish Courser
12	
13	
14	Descended from an Irish King (d6 +2 generations ago). +150 glory
15	
16	
17	Healing Potion:: 2 potions each Heals d6 hits, or removes a major wound
18	Other Potion:: Love Potion
19	Upgrade outfit by 1 rank
20	Roll twice more

Roll	Roman
1	Money:: 3d20 denarii
2	
3	Money:: 1 Librum(£)
4	
5	Money:: d6 Librum(£)
6	
7	
8	Ancestors came from Rome City +100 Glory
9	
10	
11	Horse:: Gain a Charger
12	
13	Horse:: Gain an Andalusian Charger
14	Horse:: Gain a Barb Courser
15	Healing Potion:: Heals 3 hits
16	
17	Healing Potion:: Heals 6 hits, and removes one major wound
18	Healing Potion:: Heals d6 hits, or removes a major wound
19	Upgrade outfit by 1 rank
20	Roll twice more

Roll	Saxon
1	
2	Money:: 3d20 denarii
3	
4	Money:: d3 Librum(£)
5	
6	Descended from Wotan himself +200 Glory
7	
8	
9	Horse:: Gain a Sumpter
10	
11	Horse:: Gain a Rouncey
12	
13	Horse:: Gain a Charger
14	You have a part share in a ship
15	Family Heirloom:: Blessed Great Axe. +1 great axe skill while used, will break as normal. (value £2)
16	
17	Healing Potion:: Heals d6 hits, or removes a major wound
18	
19	Upgrade outfit by 1 rank
20	Roll twice more

Roll	Magic User (roll here first instead)
1	
2	
3	Animal Friend becomes a Natural Talent
4	
5	Shapeshift (pagan) / Divine Miracle (christian) become a Natural Talent
6	
7	
8	Bless becomes a Natural Talent
9	
10	
11	Heal becomes a Natural Talent
12	
13	Control Faerie Creature (pagan) / Divine Miracle (christian) become a Natural Talent
14	
15	Emotional (Generous)
16	
17	Emotional (Merciful)
18	
19	
20	Emotional (Forgiving)

Roll	Initiated Talents Table (not a Luck roll)
1	Animal Friend becomes a Natural Talent
2	Banish becomes a Natural Talent
3	Bless becomes a Natural Talent
4	Control Faerie Creature a Natural Talent
5	Curse becomes a Natural Talent
6	Dispel becomes a Natural Talent
7	Divination becomes a Natural Talent
8	Emotion becomes a Natural Talent
9	Emotion becomes a Natural Talent
10	Glamour becomes a Natural Talent
11	Heal becomes a Natural Talent
12	Heal becomes a Natural Talent
13	Necromancy becomes a Natural Talent
14	Protect becomes a Natural Talent
15	Shapeshift becomes a Natural Talent
16	Summon Faerie Creature a Natural Talent
17	Travel becomes a Natural Talent
18	Weather Control a Natural Talent
19	Born under a special star roll twice more
20	Birth accompanied by omens roll thrice

Character Creation Step 8: Family Characteristic

Male Hereditary Family Traits

d100	Trait Name	Bonus
01-03	Good with horses	+2 Horsemanship
04-06	Excellent voice	+10 Singing
07-09	Keen Senses	+5 Awareness
10-12	Natural Craft	+5 Hunting
13-15	Light Footed	+10 Dancing
16-18	Natural Healer	+5 First Aid
19-21	Naturally Lovable	+10 Flirting
22-24	Never Forgets a Face	+10 Recognise
25-27	Remarkably Deductive	+5 Intrigue
28-30	Like an Otter	+10 Swimming
31-34	Natural Speaker	+10 Orate
35	Natural musician	+15 Play(Harp)
36	Natural musician	+15 Play(Lute)
37-39	Good with words	+10 Compose
40-42	love for Arms	+10 Heraldry
43-45	Good with Birds	+15 Falconry
46-48	Clever	+10 Gaming
49-51	Elmo's Blessing	+10 Boating
52-54	Silver tongued	+10 Courtesy
55-57	The Eye	+5 Faerie Lore
58-60	The Bard's Ear	+5 Folk Lore
61-63	Industriousness	+5 Industry
64-66	Bookworm	+5 Either Read(Ogham) or Read(Latin)
67-69	Devout Believer	+5 Either Religion(Pagan) or Religion(Christian)
70-72	Gentle Soul	+5 Romance
73-75	Meticulous	+5 Stewardship
76-78	Natural Strategist	+2 Battle
79-81	Gift of the Falcon	+2 Bow
82-84	Gift of the Bear	+2 Grapple
85-87	Rule of Lore	+5 Tourney
87-89	Romans hands	+2 Dagger
90-91	Warriors hands	+2 Axe
92-93	Footmans hands	+2 Mace
94-95	Knights hands	+2 Sword
96-97	Warriors arms	+2 Spear
98-99	Knights arms	+2 Lance
00	True Hero	Roll twice more

Female Hereditary Family Traits

d20	2 nd d20	Trait Name	Bonus
1-5	1-2	Natural musician	+5 Compose & Play(Drums)
	3-4	Natural musician	+5 Compose & Play(Horn)
	5-7	Natural musician	+5 Compose & Play(Pipes)
	8-11	Natural musician	+5 Compose & Play(Flute)
	12-16	Natural musician	+5 Compose & Play(Harp)
	17-20	Natural musician	+5 Compose & Play(Lute)
6-7		Natural healer	+5 First aid & Chirurgery
8-9		Good with animals	+5 Falconry & Ride
10-11		Beautiful voice	+5 Orate & Singing
12-13		Nimble fingers	+10 Industry
14-15		Caretaker	+10 Stewardship
16-17		Noble bearing	+5 Courtesy & Fashion
18-19		Pretty	+5 Appearance
20		Beautiful	+10 Appearance

Minimum Requirements for Knighthood

To be considered for the position of squire at age 15 the characters must have:

6	First Aid	5	Any weapon skill
1	Battle	8	Valorous
6	Horsemanship	10	Loyalty(Lord)

To be considered for Knighthood the characters must have:

10	First Aid	10	Lance
10	Battle	10	Any 2 non combat skills
10	Horsemanship	15	Valorous
10	Sword	15	Loyalty(Lord)

1 Healthy combat trained horse

Must be 21 years of age and the son of a Knight

An exception may be made if the prospective knight is heir to an estate and their father is dead

Sometimes knighthood comes from performing a heroic deed in service of a lord, they can be squire, warrior or sergeant. If the lord can not support them they must seek another lord, working as mercenary; knights errant until they do so.

6	First Aid	5	Spear
10	Horsemanship	12	Valorous
10	Lance	15	Loyalty(Lord)
10	Any weapon skill	5	Honour
1	Healthy combat trained horse, and all tack		
1	Suit of Armour		

Minimum requirements for other occupations

Footsoldier	Great Spear 10, Any other weapon 5, Valorous 10, Loyalty(Lord) 10
Warrior	Primary cultural weapon 10, First Aid 6, Valorous 12, Loyalty(Lord) 10, Honour 8
Sergeant	Lance 10, Spear 5, Any other weapon 10, Horsemanship 10, Valorous 10, Loyalty(Lord) 10 A healthy combat trained horse, and all tack. A suit of armour

Character Creation Step 8: Starting Family

Starting Family Army

d6-5	Old Knights	55+ years old	d20 roll: 1-15 = Grandfather's younger brother, 16-20 Grandfather's illegitimate brother
d6-2	Middle-aged Knights	35-54 years old	d20 roll: 1-12 = Father's younger brother, 13-16 Mother's brother, 17-19 Father's illegitimate brother, 20 Mother's illegitimate brother
d6+1	Young Knights	21-35 years old	d20 roll: 1-8 Younger brother, 9-14 First cousin (paternal), 15, sister's husband, 16-17 First cousin (maternal), 18 Older brother (illegitimate), 19-20 younger brother (illegitimate)
3d6+5	Other Men	Various ages	
5d20	Peasant men (Levy)	Various ages	

Note: All characters lose 0-4 points from physical characteristics each year over 34 years old

Note: For young knights results 1-14 and 20 are impossible if the character is only 21

Character's Siblings

The player is always the main heir (son number 1), but has d6 other siblings

Father's Siblings

For each sibling roll another d6 odds are female, evens are male. Age is in order rolled

Mother's Siblings

The players second (back-up) character is the next in line.