

Glory

Annual Glory Awards

Base annual Award	100 annual Glory per year
Family Glory	Typically 1/10 father's glory (which increases as the father's also increases)
Chivalric Bonus	Chivalric Traits total 80+. Grants +100 Glory per year
Religious Bonus	Religious Traits each 16+. Grants +100 Glory per year
Trait Bonus	Each personality trait of 16+ adds to the annual Glory per year
Passion Bonus	Every Passion of 16+ adds to the annual Glory per year
Property Ownership	Each property owned adds its Glory value annually

Battle Glory Awards

Participating in a Skirmish (<500 points)	0
Participating in a Small Battle (500+ points)	15 / hour
Participating in a Medium Battle (1000+ pts)	30 / hour
Participating in a Large Battle (2500+ pts)	45 / hour
Participating in a Huge Battle (5000+ pts)	60 / hour
Clear Victory	x2
Narrow Victory	x1½
Indecisive	x1
Narrow Defeat	x½
Clear Defeat / your side Routed	x1/10
Clear Victory when Outnumbered 2:1	x3
Narrow Victory when Outnumbered 2:1	x2¼
Indecisive when Outnumbered 2:1	x1½
Narrow Defeat when Outnumbered 2:1	x¾
Clear Defeat when Outnumbered 2:1	x¼
Clear Victory when Outnumbered 5:1	x4
Narrow Victory when Outnumbered 5:1	x3
Indecisive when Outnumbered 5:1	x2
Narrow Defeat when Outnumbered 5:1	x1
Clear Defeat when Outnumbered 5:1	x½

Joust Awards

Participating in a Neighbourhood Tournament (~100 Knights)	10
Participating in a Local Tournament (500-1000 Knights)	10-20
Participating in a Regional Tournament (~2000 Knights)	20-50
Participating in a Royal Tournament (3000+ Knights)	30-70
For every bout participated in	1/10 Normal award for defeating any foes defeated
Winning the Elimination Joust	Joust Award (Neighbourhood=50, Local=100, Regional=200, Royal=300)
Winning the Grand Melee	Joust Award (Neighbourhood=50, Local=100, Regional=200, Royal=300)
Declared Tournament Champion	The champion gets the number of battle points entered in the joust
Tournament Host	Joust Award (Neighbourhood=50, Local=100, Regional=200, Royal=300)

General Awards

Typical Award for a Story	100-200	plus bonuses
Receiving a Title or Honour	var (see Honours, Titles and Ceremonies table)	
Spending Money	1 per £1 spent max 100, 1 per £10 spent thereafter (includes gift giving)	
Marriage	Gain partner's glory, max 1000	
Defeating an Opponent (solo with knightly weapons)	var (see foes stats or Defeating Enemies table)	
Defeating an opponent with no risk of death, eg. A challenge	1/10	
Defeating an Opponent by Ranged means (except Javelin)	1/10	
Minimum award for each scene (per player)	1	
General Award (eg. delivered a message, won a horse race)	10	
Criticallad a non combat Skill Roll at a crucial moment	20	
Heroic deed (eg. Rescuing a damsel from a burning building)	100-250	
Extraordinary deed (eg. Single handedly killing a dragon)	1000	
Success against 3:1 odds	100-250	
An Earl or Duke witnessed the act	+25	
A King or Round Table Knight witnessed the act	+50	
Your Lord witnessed the act	+100	
The High King/Queen witnessed the act	+150 or x2	
Granted Aide to a Heroic Knight/ Round Table Knight	+100	
Displayed extraordinary flourish and show	+10	
Extraordinarily good or entertaining role-playing	+10	
Acting upon personality traits or passions	10	
Acting upon personality traits or passions heroically	100	

Defeating Enemies

Knight(mounted=35, norm=50/notable=100/fame=250/hero=500); Peasant=1, Thief=5, Bandit=10-25, Saxon=35, Pict=20, Witch=25, Ogre=25, Giant=100-250; Animals(Rat=0, Snake=1, Wolf=5, Bear=10, White Bear=100, Lion=250); Faerie Creature(Unicorn=100, Griffin=250, Wyrms=400, Basilisk=500)

Property Ownership

Manor	6/yr
Motte & Bailey	8/yr
Small Castle	26/yr
Medium Castle	36/yr
Large Castle	46+/yr
eg. Tintagel=55, Warwick=66, Camelot=100	

Calculating Battle Points

Count every man from both sides	
Superlative Knights	3 ea
Rich Knights	2 ea
Regular Knights	1 ea
Poor Knights	½ ea
Foot Soldiers	1/5 ea
Commoners & Peasants	1/25 ea

Glory Rankings

Squire/ Damsel	<1000
Knight	1000+
Noteworthy Knight	2000+
Famous Knight	4000+
Heroic Knight	8000+

Honours, Titles and Ceremonies

Knighted	1000
Vassal Knight	50
Banneret Knight	100
Officer to an Earl	35
Officer to a Duke	75
Officer to a King	100
Officer to the High King	250
A Companion of Arthur	100
Earl	350
Duke	750
King	1000
Joined the Round Table	1000