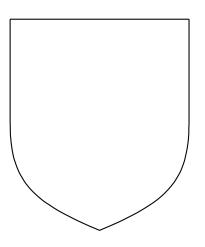


Attributes	<b>\$</b>
SIZ (Knockdow	<b>\$</b>
SIZ(Knockdow	n)
DEX	
STR(Major Woun	
CON(Major Woun	d)
APP	
Damage [(STR+SIZ)/6]	d6
Healing Rate [(STR+CON)/10]	
MovementRate[(STR+DEX)/10]	
TotalHitPoints (SIZ+CON)	
Unconscious (HP/4)	
Distinctive Features	5>
DISTILLING FEATURES	•
	<b>5</b> >
&	<b>\$&gt;</b>
Skills	
Awareness()	<b>&gt;</b>
Awareness ( )	
bouting( )	
Compose ( )	_⊔
Courtesy ( )	
Dancing ( )	
FaerieLore()	
Falconry()	
FirstAid( )	
Folk Lore ( )	
Gaming()	
Heraldry ( )	
Hunting()	_□
Intrigue ( )	
Orate( )	
Play () ( )	_0
Read () ( )	_0
Recognize ( )	_0
Religion () ( )	_0
Recognize ( )	_0
Singing()	_0
Stewardship()	_0
Swimming ( )	_0
Tourney( )	_0
	_ 🗆
<	<b>~</b>
Squire	
* V	<b>&gt;</b>
Name	
Age	
First Aid ( )	
Battle()	
Horsemanship ( )	
1 1	- '



\$ C1
Glory
· · · · · · · · · · · · · · · · · · ·
This Game Total
\$ \\ \tau_{\tau} \\ \
Current Bit Points
< v
**************************************
Wounds
□ Chirurgery Needed
A A
Combat Skille
Battle()
Battle ( ) Horsemanship ( )
WEAPON SKILLS
Sword ( )
Lance( )
Spear ()
Dagger ()
□ <
Joust Score
<
WinsLosses
Horses
Best Warhorse (#1)
Туре
DamageMove
Armor HP
SIZCONDEX
Breed
OTHER HORSES Riding (#2) Move
NICHE C# Z1 /VIOVE

Squire's (#3) Move

(#4)\_\_\_\_\_

Move

Annual Glory Rewards	Chara	acter History	Glory
<	Date	Important Event	New Total
Traits		-	
Chivalry			
Holdings		-	
Passions		·	
Religion			
10000			<del></del>
Holdings		·	
< ***			
			<del></del>
	<u> </u>		
		-	
		-	
<		<del>-</del>	······
Equipment at Home			
Para anti		-	······································
Denarii		-	
Liora			
			<del></del>
		<del></del>	
		-	······
		Family bisto	ory and Events
<b>◆ ♦</b>		•	•
Army		-	Member of the Round Table
<b>⋄</b> • • • • • • • • • • • • • • • • • • •			Died
Old Knights			Glory to Sons
Middle-AgedKnights	-		
Young Knights			
Total Family Knights Vassal Knights			
Other Lineage Men			
T arms	AA 111		