



PLAYER: _____

Personal Data

Name _____
 Age _____ Son Number _____
 Homeland _____
 Culture _____ Religion _____
 Lord _____
 Current Class _____
 Current Home _____

Personality Traits

Chivalry Bonus [•] (total=80+) _____
 Religious Bonus (underlined traits all 16+) _____

- | | |
|--|---|
| <input type="checkbox"/> Chaste _____ / _____ | <input type="checkbox"/> Lustful _____ |
| <input type="checkbox"/> Energetic _____ / _____ | <input type="checkbox"/> Lazy _____ |
| <input type="checkbox"/> Forgiving _____ / _____ | <input type="checkbox"/> Vengeful _____ |
| <input type="checkbox"/> Generous _____ / _____ | <input type="checkbox"/> Selfish _____ |
| <input type="checkbox"/> Honest _____ / _____ | <input type="checkbox"/> Deceitful _____ |
| <input type="checkbox"/> Just _____ / _____ | <input type="checkbox"/> Arbitrary _____ |
| <input type="checkbox"/> Merciful _____ / _____ | <input type="checkbox"/> Cruel _____ |
| <input type="checkbox"/> Modest _____ / _____ | <input type="checkbox"/> Proud _____ |
| <input type="checkbox"/> Prudent _____ / _____ | <input type="checkbox"/> Reckless _____ |
| <input type="checkbox"/> Spiritual _____ / _____ | <input type="checkbox"/> Worldly _____ |
| <input type="checkbox"/> Temperate _____ / _____ | <input type="checkbox"/> Indulgent _____ |
| <input type="checkbox"/> Trusting _____ / _____ | <input type="checkbox"/> Suspicious _____ |
| <input type="checkbox"/> Valorous _____ / _____ | <input type="checkbox"/> Cowardly _____ |

Directed Trait _____
 Directed Trait _____

Passions

Loyalty (Lord) (15) _____
 Love (Family) (15) _____
 Hospitality (15) _____
 Honor (15) _____

Equipment Carried

Armor Type [___ Points] _____
 Clothing [___ Libra Value] _____
 Personal Gear [On horse# _____]
 Travel Gear [On horse# _____]
 War Gear [On horse# _____]

Attributes

SIZ _____ (Knockdown)
 DEX _____
 STR _____
 CON (+3) _____ (Major Wound)
 APP _____
 Damage [(STR+SIZ)/6] _____ d6
 Healing Rate [(STR+CON)/10] _____
 Movement Rate [(STR+DEX)/10] _____
 Total Hit Points (SIZ+CON) _____
 Unconscious (HP/4) _____

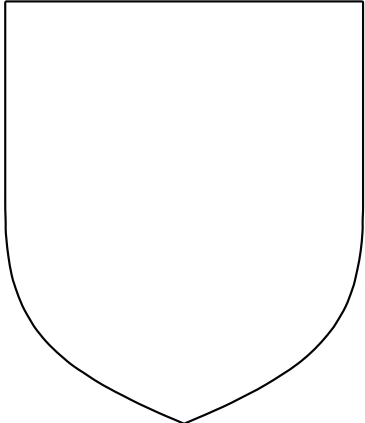
Distinctive Features

Skills

Awareness (5) _____
 Boating (1) _____
 Compose (1) _____
 Courtesy (3) _____
 Dancing (2) _____
 Faerie Lore (1) _____
 Falconry (3) _____
 First Aid (10) _____
 Flirting (3) _____
 Folk Lore (2) _____
 Gaming (3) _____
 Heraldry (3) _____
 Hunting (2) _____
 Intrigue (3) _____
 Orate (3) _____
 Play (_____) (3) _____
 Read (_____) (0) _____
 Recognize (3) _____
 Religion (_____) (2) _____
 Romance (2) _____
 Singing (2) _____
 Stewardship (2) _____
 Swimming (2) _____
 Tourney (2) _____

Squire

Name _____
 Age _____
 First Aid (6) _____
 Battle (1) _____
 Horsemanship (6) _____



Glory

This Game _____ Total _____

Current Hit Points

Wounds _____

Chirurgery Needed

Combat Skills

Battle (10) _____
 Horsemanship (10) _____
WEAPON SKILLS
 Sword (10) _____
 Lance (10) _____
 Spear (6) _____
 Dagger (5) _____

Joust Score

Wins _____ Losses _____

Horses

BEST WARHORSE (#1)
 Type _____
 Damage _____ Move _____
 Armor _____ HP _____
 SIZ _____ CON _____ DEX _____
 Breed _____

OTHER HORSES
 Riding (#2) _____ Move _____
 Squire's (#3) _____ Move _____
 (#4) _____ Move _____
 (#5) _____ Move _____



PLAYER: _____

Personal Data

Name _____
 Age _____ Daughter Number _____
 Homeland _____
 Culture _____ Religion _____
 Lord _____
 Current Class _____
 Current Home _____

Personality Traits

Gentlewoman Bonus [•] (total=80+) _____
 Religious Bonus (underlined traits all 16+) _____

- | | |
|--|---|
| <input type="checkbox"/> Chaste _____ / _____ | <input type="checkbox"/> Lustful _____ |
| <input type="checkbox"/> Energetic _____ / _____ | <input type="checkbox"/> Lazy _____ |
| <input type="checkbox"/> Forgiving _____ / _____ | <input type="checkbox"/> Vengeful _____ |
| <input type="checkbox"/> Generous _____ / _____ | <input type="checkbox"/> Selfish _____ |
| <input type="checkbox"/> Honest _____ / _____ | <input type="checkbox"/> Deceitful _____ |
| <input type="checkbox"/> Just _____ / _____ | <input type="checkbox"/> Arbitrary _____ |
| <input type="checkbox"/> Merciful _____ / _____ | <input type="checkbox"/> Cruel _____ |
| <input type="checkbox"/> Modest _____ / _____ | <input type="checkbox"/> Proud _____ |
| <input type="checkbox"/> Spiritual _____ / _____ | <input type="checkbox"/> Worldly _____ |
| <input type="checkbox"/> Prudent _____ / _____ | <input type="checkbox"/> Reckless _____ |
| <input type="checkbox"/> Temperate _____ / _____ | <input type="checkbox"/> Indulgent _____ |
| <input type="checkbox"/> Trusting _____ / _____ | <input type="checkbox"/> Suspicious _____ |
| <input type="checkbox"/> Valorous _____ / _____ | <input type="checkbox"/> Cowardly _____ |

Directed Trait _____
 Directed Trait _____

Passions

Loyalty (Lord) (15) _____
 Love (Family) (15) _____
 Hospitality (15) _____
 Honor (15) _____

Equipment Carried

Clothing [_____ Libra Value] _____
 Personal Gear [On horse# _____] _____
 Travel Gear [On horse# _____] _____

Attributes

SIZ _____ (Knockdown)
 DEX _____
 STR _____
 CON (+3) _____ (Major Wound)
 APP _____
 Damage [(STR+SIZ)/6] _____ d6
 Healing Rate [(STR+CON)/10] _____
 Movement Rate [(STR+DEX)/10] _____
 Total Hit Points (SIZ+CON) _____
 Unconscious (HP/4) _____

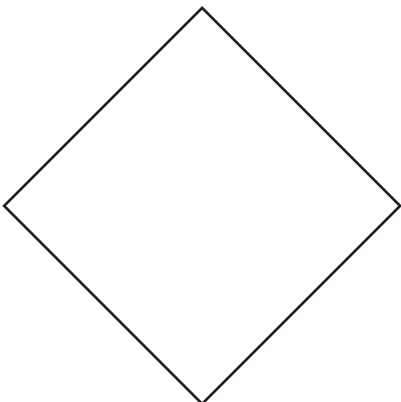
Distinctive Features

Skills

- | | |
|------------------------------|--------------------------|
| Awareness (2) _____ | <input type="checkbox"/> |
| Chirurgery (10) _____ | <input type="checkbox"/> |
| Compose (1) _____ | <input type="checkbox"/> |
| Courtesy (5) _____ | <input type="checkbox"/> |
| Dancing (2) _____ | <input type="checkbox"/> |
| Faerie Lore (3) _____ | <input type="checkbox"/> |
| Falconry (2) _____ | <input type="checkbox"/> |
| Fashion (2) _____ | <input type="checkbox"/> |
| First Aid (10) _____ | <input type="checkbox"/> |
| Flirting (5) _____ | <input type="checkbox"/> |
| Folk Lore (2) _____ | <input type="checkbox"/> |
| Gaming (3) _____ | <input type="checkbox"/> |
| Heraldry (1) _____ | <input type="checkbox"/> |
| Industry (5) _____ | <input type="checkbox"/> |
| Intrigue (2) _____ | <input type="checkbox"/> |
| Orate (2) _____ | <input type="checkbox"/> |
| Play (_____) (3) _____ | <input type="checkbox"/> |
| Read (_____) (1) _____ | <input type="checkbox"/> |
| Recognize (2) _____ | <input type="checkbox"/> |
| Religion (_____) (2) _____ | <input type="checkbox"/> |
| Romance (2) _____ | <input type="checkbox"/> |
| Singing (3) _____ | <input type="checkbox"/> |
| Stewardship (5) _____ | <input type="checkbox"/> |
| Swimming (1) _____ | <input type="checkbox"/> |
| Tourney (1) _____ | <input type="checkbox"/> |
| _____ | <input type="checkbox"/> |
| _____ | <input type="checkbox"/> |
| _____ | <input type="checkbox"/> |

Servant

Name _____
 Age _____



Glory

This Game _____ Total _____

Current Hit Points

Wounds _____

Chirurgery Needed

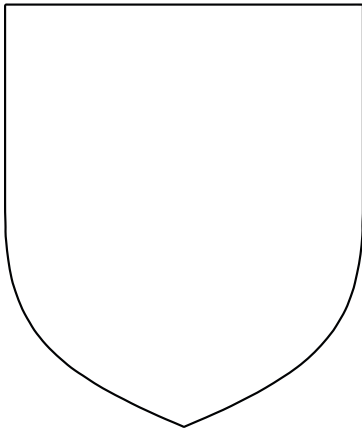
Combat Skills

Battle (1) _____
 Horsemanship (3) _____
WEAPON SKILLS
 Dagger (5) _____

Women's Gift

Horses

BEST HORSE (#1)
 Type _____
 Damage _____ Move _____
 Armor _____ HP _____
 SIZ _____ CON _____ DEX _____
 Breed _____
OTHER HORSES
 Riding (#2) _____ Move _____
 Servant's (#3) _____ Move _____
 (#4) _____ Move _____
 (#5) _____ Move _____



Annual Glory Rewards

Traits
Holdings
Passions
Religion
Total

Holdings

Equipment at Home

Denarii
Libra

Household Treasures

Character History

Table with columns: Date, Important Event, New, Total. Multiple rows for recording events.

Glory

Family History and Events

Born
Landed Titled Wed Died
Father's Name Class Glory to Sons
Family Characteristic
Spouse
Lover
Children
Will