**Character**

**Personal Data**

- **Player**
- **Homeland**
- **Culture**
- **Religion**
- **Father’s Name**
- **Father’s Class**
- **Son Number**
- **Lord**
- **Current Class**
- **Current Home**
- **Age**
- **Birthdate**

**Personality Traits**

- **Chivalry Bonus [*] (total = 80+)**
  - Chaste
  - Energetic
  - Forgiving
  - Generous
  - Honest
  - Just
  - Merciful
  - Modest
  - Pious
  - Prudent
  - Temperate
  - Trusting
  - Valorous

- **Directed Trait**
- **Directed Trait**

**Passions**

- Loyalty (lord)
- Love (family)
- Hospitality
- Honor

**Statistics**

- **SIZ** (Knockdown)
- **DEX**
- **STR**
- **CON** (Major Wound)
- **APP**
- **Damage** (STR+SIZ/6)
  - d6
- **Heal Rate** (STR+CON/10)
- **Movement Rate** (STR+DEX/10)
- **Total Hit Points** (SIZ+CON)
- **Unconscious** (HP/4)

**Combat Skills**

- **Battle (10)**
- **Horsemanship (10)**

**Weapon Skills**

- **sword (10)**
- **Lance (10)**
- **Spear (6)**
- **Dagger (5)**

**Jousting Score**

- **Wins**
- **Losses**

**Horses**

- **Best Warhorse (#1)**
- **Type**
- **Damage**
- **Move**
- **Armor**
- **HP**
- **SIZ**
- **CON**
- **DEX**
- **Breed**
- **Attack Skill**

**Other Horses**

- **Own Riding (#2)**
- **Squire’s (#3)**
- **Move**
- **Move**
- **Move**

**Armor Value**

<table>
<thead>
<tr>
<th>Armor Value</th>
<th>Chirurgery Needed</th>
</tr>
</thead>
</table>

---

*Chirurgery Needed*: A checkmark indicates that chirurgery is needed.

*Chaste*: A checkmark indicates that this trait is selected.

*Other Horses*: The moves indicate the order of the horses.
### Personal Data

**Player:**

**Homeland:**

**Culture:** Religion:

**Father’s Name:** Father’s Class:

**Lord:**

**Current Class:**

**Current Home:**

**Age:** Birthdate:

### Personality Traits

**Chivalry Bonus [•] (total = 80+):**

**Religious Bonus** (undeclared traits all 16+)

- [ ] Chaste [•] Lustful [•]
- [ ] Energetic [•] Lazy [•]
- [ ] Forgiving [•] Vengeful [•]
- [ ] Generous [•] Selfish [•]
- [ ] Honest [•] Deceitful [•]
- [ ] Just [•] Arbitrary [•]
- [ ] Merciful [•] Cruel [•]
- [ ] Modest [•] Proud [•]
- [ ] Pious [•] Worldly [•]
- [ ] Prudent [•] Reckless [•]
- [ ] Temperate [•] Indulgent [•]
- [ ] Trusting [•] Suspicious [•]
- [ ] Valorous [•] Cowardly [•]

**Directed Trait**

**Directed Trait**

### Passions

**Loyalty (lord):**

**Love (family):**

**Hospitality:**

**Honor:**

---

### Statistics

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<tr>
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<tr>
<td>CON</td>
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<td>APP</td>
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</tr>
<tr>
<td>Damage</td>
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<tr>
<td>Heal Rate</td>
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</tr>
<tr>
<td>Movement Rate</td>
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<tr>
<td>Total Hit Points</td>
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<tr>
<td>Unconscious</td>
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**Armor Value:**

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### Current Hit Points

- [ ] Hit Points
- [ ] Chirurgery Needed

---

### Combat Skills

**Battle:**

- [ ] Horsemanship

### Weapon Skills

**Dagger:**

---

### Women’s Gift

---

### Horses

**Best Horse (#1):**

- **Type:**
- **Damage:**
- **Move:**
- **Armors:**
- **HP:**

**Horse:**

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<thead>
<tr>
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<th>Damage</th>
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**SIZ** | **CON** | **DEX** |
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**Breed:**

- **Attack Skill:**

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### Other Horses

**Own Riding (#2):**

**Servant’s (#3):**

**(#4):**

---

### Other Horses

**Move:**

- [ ] Move
- [ ] Move
- [ ] Move
- [ ] Move
## Magician Sheet

### Personal Data

**Player**

**Homeland**

**Culture**

**Religion**

**Father’s Name**

**Tradition**

**Parent’s Class**

**Lord**

**Current Class**

**Age**

**Current Home**

**Birthdate**

### Personality Traits

**Magic Limit** (sum of underlined traits)

**Personal Life Force** (sum of underlined traits/20)

**Magical Defense** (sum of underlined traits)

**Religious Bonus** (underlined traits all 16+)

- Chaste
- Energetic
- Forgiving
- Generous
- Honest
- Just
- Merciful
- Modest
- Pious
- Prudent
- Temperate
- Trusting
- Valorous

**Directed Trait**

**Directed Trait**

### Passions

- Loyalty (lord)
- Love (family)
- Hospitality
- Honor

### Statistics

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<td>STR</td>
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<td>(Major Wound)</td>
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<td>APP</td>
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<td>Damage</td>
<td>(STR+SIZ/6)</td>
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### Combat Skills

**Battle**

**Horsemanship**

### Magical Talents/Talismans

### Horse

**Type**

**Damage**

**Move**

**Armor**

**HP**

**SIZ**

**CON**

**DEX**

**Breed**

**Attack Skill**
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