

AGE

Squires and ladies begin play at age 15. The skill ranks listed for the various cultural groups are those gained at age 15. Knights are usually 21 years of age or older.

HOMELAND

Determine which time period you are using for your Pendragon campaign. Then roll a d20 to determine which region your character is from and which Homeland Table you will use to determine your homeland.

REGION	TIME PERIOD						
	Uther 485-495	Anarchy 496-509	Boy King 510-518	Conquest 519-530	Romance 531-539	Tournament 540-553	Grail Quest & Twilight 554-557 & 558-566
Logres (Homelands Table I)	01-14	01-16	01-16	01-11	01-09	01-06	01-09
British Saxon (Homelands Table I)	-	-	-	-	10	07-08	10
Cambria (Homelands Table I)	15-16	17-18	17-18	12-13	11-12	09-10	11-12
Cumbria (Homelands Table I)	17-18	-	-	14-15	13-14	11-12	13-14
The North (Homelands Table II)	-	-	-	16-17	15	13-14	15
Cornwall & Brittany (Homelands Table II)	19	19	19	18-19	16-17	15-16	16
Ireland (Homelands Table II)	-	-	-	-	18	17	17
Gaul (Homelands Table II)	20	20	20	20	19	18-19	18-19
France (Homelands Table II)	-	-	-	-	20	20	20

Homeland (d%)	HOMELANDS, TABLE I							
	LOGRES			BRITISH SAXONS	CAMBRIA		CUMBRIA	
	Uther & Anarchy	Boy King	Conquest & Later	Romance & Later	All except Boy King	Boy King	Uther	Conquest & Later
Bedegraine	1-5	1-5	1-6	-	-	-	-	-
Brecklands	6-9	-	6-9	-	-	-	-	-
Broadlands	10-15	-	10-13	-	-	-	-	-
Brun	-	-	14-16	-	-	-	-	-
Caercolun	16-24	-	-	-	-	-	-	-
Cambenet	-	-	-	-	-	-	-	1-15
Cameliard	-	-	-	-	1-25	1-30	-	-
Cheshire	-	-	-	-	26-46	-	-	-
Clarence	25-31	6-11	17-24	-	-	-	-	-
Deira	-	-	-	01-15	-	-	-	16-25
Dorset	32-35	12-15	25-33	-	-	-	-	-
Escavalon	-	-	-	-	46-66	31-63	-	-
Essex	-	-	34-35	16-32	-	-	-	-
Estregales	-	-	-	-	67-72	-	-	-
Gloucester	-	-	-	-	73-95	64-00	-	-
Hampshire	36-43	-	36-41	32-35	-	-	-	-
Hertford	44-48	16-22	42-46	-	-	-	-	-
Huntington	49-50	-	47-51	-	-	-	-	-
Isle of Wight	51	23	-	36-38	-	-	-	-
Kent	-	-	52	39-50	-	-	-	-
Lambor	52-53	24-27	-	-	-	-	-	-
Lindsey	54-57	28-35	53-56	51-57	-	-	-	-
Lonazep	58-59	36-39	57-59	-	-	-	-	-
London	60-61	40-45	60-63	-	-	-	-	-
Malahaut	-	-	-	58-69	-	-	1-85	26-70
Maris	-	-	-	-	-	-	86-93	-
Marlborough	62-65	46-51	-	-	-	-	-	-
Nohaut	-	-	-	70-83	-	-	-	71-80
Rheged	-	-	-	-	-	-	-	81-90
Roestoc	-	-	-	-	-	-	94-00	91-00 [■]
Rydychan	-	-	64	-	-	-	-	-
Salisbury	66-91	52-74	65-89	-	-	-	-	-
Silchester	92-96	75-84	90-94 [*]	-	-	-	-	-
Somerset	97	85	95	-	-	-	-	-
Sorestan (Lindsey)	-	-	-	84-85	-	-	-	-
Stafford	-	-	-	-	-	-	-	-
Sugales (Powys)	-	-	-	-	96-00 [†]	-	-	-
Surrey	98	86-92	96	-	-	-	-	-
Sussex	-	-	97	86-00	-	-	-	-
Tribuit	-	-	98	-	-	-	-	-
Wuerensis	99-00	93-00	99-00	-	-	-	-	-

*during the Conquest era, a roll of 90-94% indicates that the player is from Salisbury, due to Silchester's rebellion.

■ after the Conquest era, a roll of 00% indicates that the player is from Malahaut.

† before the Conquest era, a roll of 96-00% indicates that the player is from Gloucester.

HOMELANDS, TABLE I
(LOGRES SUBTABLE)

Homeland (d6)	Bedegraine	Caercolun or Essex	Clarence	Dorset	Hampshire	Hertford	Huntingdon	Jagent	Kent	Lambor	Lindsey	Lonazep	London	Marlborough	Rydychan	Salisbury	Silchester	Surrey	Wuerensis
Bedegraine	14	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Bedegraine (City Of)	5-6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Caercolun or Essex	-	1-3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Caistor	-	-	-	-	-	-	-	-	-	-	1	-	-	-	-	-	-	-	-
Cambridge	-	-	-	-	-	-	1-2	-	-	-	-	-	-	-	-	-	-	-	-
Chichester	-	-	-	-	1	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Cirencester	-	-	1-2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Clarence	-	-	3-6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Colchester (Camulodunum)	-	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Dorchester (Durnovaria)	-	-	-	1-2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Dorset (Durotriges)	-	-	-	3-6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Dover	-	-	-	-	-	-	-	-	1-2	-	-	-	-	-	-	-	-	-	-
Hampshire	-	-	-	-	2-3	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hantonne	-	-	-	-	4	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Hertford	-	-	-	-	-	1-4	-	-	-	-	-	-	-	-	-	-	-	-	-
Huntingdon	-	-	-	-	-	-	3-6	-	-	-	-	-	-	-	-	-	-	-	-
Ilchester (Lindinis)	-	-	-	-	-	-	-	1-2	-	-	-	-	-	-	-	-	-	-	-
Jagent (Lendinieses)	-	-	-	-	-	-	-	3-6	-	-	-	-	-	-	-	-	-	-	-
Kent	-	-	-	-	-	-	-	-	3-6	-	-	-	-	-	-	-	-	-	-
Lambor	-	-	-	-	-	-	-	-	-	1-4	-	-	-	-	-	-	-	-	-
Leicester (Ratae Coritanorum)	-	-	-	-	-	-	-	-	-	5-6	-	-	-	-	-	-	-	-	-
Levcomagus	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1	-	-
Lincoln (Lindum)	-	-	-	-	-	-	-	-	-	-	2-3	-	-	-	-	-	-	-	-
Lindsey	-	-	-	-	-	-	-	-	-	-	4-6	-	-	-	-	-	-	-	-
Lonazep	-	-	-	-	-	-	-	-	-	-	-	1-5	-	-	-	-	-	-	-
London	-	-	-	-	-	-	-	-	-	-	-	-	1-3	-	-	-	-	-	-
Marlborough	-	-	-	-	-	-	-	-	-	-	-	-	-	1-4	-	-	-	-	-
Norwich (Venta Icenorum)	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Oxford	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1-2	-	-	-	-
Peterborough	-	-	-	-	-	-	-	-	-	-	-	6	-	-	-	-	-	-	-
Portchester	-	-	-	-	5	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Rydychan	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3-6	-	-	-	-
Salisbury	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1-4	-	-	-
Sarum	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5-6	-	-	-
Silchester	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	2-4	-	-
Silchester (Calleva Atrebatum)	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	5-6	-	-
St. Albans (Verulamium)	-	-	-	-	-	5-6	-	-	-	-	-	-	-	-	-	-	-	-	-
Staines	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1-2	-
Surrey	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3-6	-
Thamesmouth	-	-	-	-	-	-	-	-	-	-	-	-	4-6	-	-	-	-	-	-
Wandborough	-	-	-	-	-	-	-	-	-	-	-	-	-	5-6	-	-	-	-	-
Warwick	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	1-2
Winchester (Venta Belgarum)	-	-	-	-	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Wuerensis	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3-6
Yarmouth	-	6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

HOMELANDS, TABLE I
(CAMBRIA SUBTABLE)

Homeland (d6)	Cameliard	Cheshire	Escavalon	Estregales	Gloucester
Caerwent	-	-	2	-	-
Cameliard	1-5	-	-	-	-
Carlion	-	-	1	-	-
Carmarthen	-	-	-	1	-
Cheshire	-	1-5	-	-	-
City of Legions	-	6	-	-	-
Estregales	-	-	-	2-6	-
Escavalon	-	-	3-6	-	-
Glevum	-	-	-	-	1-2
Gloucester	-	-	-	-	3-6
Stafford	6	-	-	-	-

HOMELANDS, TABLE I
(CUMBRIA SUBTABLE)

Homeland (d6)	Cambenet	Malahaut
Brigantia	-	1
Cambenet	1-4	-
Carduel	5-6	-
Catterick	-	2
Deira	-	3*
Eburacum	-	4
Richmond	-	5
Ripon	-	6

* change to Eburacum before the Romance time period.

HOMELANDS, TABLE II							
Homeland (d%)	THE NORTH	CORNWALL & BRITTANY			IRELAND	GAUL	FRANCE
	Conquest & Later	Uther & Anarchy	Boy King & Conquest	Romance & Later	Romance & Later	All Time Periods	Romance & Later
Ailech†	-	-	-	-	1-5	-	-
Austrasia	-	-	-	-	-	-	1-25
Barcelona	-	-	-	-	-	1-5	-
Benoic	1-11	-	-	-	-	-	-
Benoit	-	-	-	-	-	6-27*	-
Carcassone	-	-	-	-	-	28-32	-
Catalonia	-	-	-	-	-	33-37□	-
Connacht†	-	-	-	-	6-10	-	-
Cornouailles	-	-	1-5	1-10	-	-	-
Dal Araide	-	-	-	-	11-25	-	-
Dal Riada	-	-	-	-	26-40	-	-
Delfinat	-	-	-	-	-	38-42□	-
Devon	-	1-40	-	11-29	-	-	-
Domnonie	-	-	6-10	30-49	-	-	-
Escoce	12-24	-	-	-	-	-	-
Ganis	-	-	-	-	-	43-66*	-
Garloth	25-40	-	-	-	-	-	-
Gorre	41-55	-	-	-	-	-	-
Jagent	-	41-85	11-60	50-69	-	-	-
Languedoc	-	-	-	-	-	66-70□	-
Leinster (Pale)	-	-	-	-	41-75*	-	-
Leon	-	86-90	61-65	70-79	-	-	-
Long Isles	56-60*	-	-	-	-	-	-
Lothian	61-85	-	-	-	-	-	-
Lyons	-	-	-	-	-	71-75	-
Marsielles	-	-	-	-	-	76-80	-
Meath†	-	-	-	-	76-80	-	-
Munster†	-	-	-	-	81-86	-	-
Narbonne	-	-	-	-	-	81-85□	-
Neustria	-	-	-	-	-	-	26-66
Oriel†	-	-	-	-	86-90	-	-
Orléans	-	-	-	-	-	-	66-00
Pale	-	-	-	-	-	-	-
Pomitain	-	-	-	-	91-00	-	-
Provence	-	-	-	-	-	86-90□	-
Strangorre	86-00	-	-	-	-	-	-
Tintagel	-	91-00	-	-	-	-	-
Toulouse‡	-	-	-	-	-	91-00*	-
Vannetais	-	-	66-00	80-00	-	-	-

* vassals of the French during the Conquest & Romance periods.
□ vassals of the Italians from 511-526.
‡ 2 in 6 knights from Toulouse are from the City of Toulouse.
† knights coming from these kingdoms, which are at war with Britain, are always exiles

HOMELANDS, TABLE II (THE NORTH SUBTABLE)				
Homeland (d6)	Escoce	Gorre	Lothian	Strangorre
Alclud	-	-	-	1
Castle of Maidens (Edinburgh)	-	-	1*	-
Edinburgh	-	-	2	-
Escoce	1-5	-	-	-
Gorre	-	1-5	-	-
Inverness	6	-	-	-
Lothian	-	-	3-5	-
The Orkneys	-	-	6	-
Surluse	-	6	-	-
Strangorre	-	-	-	2-6

* treat a roll of "1" as Lothian before the Romance period.

HOMELANDS, TABLE II (CORNWALL & BRITTANY SUBTABLE)						
Homeland (d6)	Cornouailles	Domnonie	Devon	Leon	Tintagel	Vannetais
Brest	-	-	-	1-2	-	-
Carhaix (City of)	1	-	-	-	-	-
Cornouailles	2-5	-	-	-	-	-
Devon	-	-	1-5	-	-	-
Dol	-	1	-	-	-	-
Domnonie	-	2-5	-	-	-	-
Exeter	-	-	6	-	-	-
Leon	-	-	-	3-6	-	-
Nantes	-	-	-	-	-	1
Quimper (City of)	6	-	-	-	-	-
Rennes	-	-	-	-	-	2
St. Brienc	-	6	-	-	-	-
Tintagel	-	-	-	-	1-4	-
Totnes	-	-	-	-	5-6	-
Vannes	-	-	-	-	-	3
Vannetais	-	-	-	-	-	4-6

HOMELANDS TABLE III
(CULTURE & RELIGION BY HOMELAND)

Homeland (roll a d6 and read across)	Cymric, British Christian	Cymric, British Pagan	Cymric, Roman Christian	French, Roman Christian	Irish, British Christian	Irish, British Pagan	Occitanian, Arian Christian	Occitanian, Jewish	Pictish, British Christian	Pictish, Heathen	Roman, Roman Christian	Saxon, British Christian	Saxon, Germanic Pagan
Silchester	1-6	-	-	-	-	-	-	-	-	-	-	-	-
Silchester (Calleva Atrebatum)	1-3	-	-	-	-	-	-	-	-	-	4-6	-	-
Soissons (Noviodunum)	-	-	-	1-6*	-	-	-	-	-	-	-	-	-
Somerset	1-5	6	-	-	-	-	-	-	-	-	-	-	-
Sorestan (Lindsey)	-	-	-	-	-	-	-	-	-	-	-	-	1-6
St. Albans (Verulamium)	1-6	-	-	-	-	-	-	-	-	-	-	-	-
St. Brienc	1-6	-	-	-	-	-	-	-	-	-	-	-	-
Stafford	1-6	-	-	-	-	-	-	-	-	-	-	-	-
Staines	1-4	-	-	-	-	-	-	-	-	-	-	5-6	-
Strangorre	-	1-6	-	-	-	-	-	-	-	-	-	-	-
Sugales (Powys)	-	1-6	-	-	-	-	-	-	-	-	-	-	-
Surluse	-	1-2	-	-	-	3-6	-	-	-	-	-	-	-
Surrey	-	-	-	-	-	-	-	-	-	-	-	1-3	4-6
Sussex	1-3	-	-	-	-	-	-	-	-	-	-	4	5-6
Thamesmouth	-	-	1-6	-	-	-	-	-	-	-	-	-	-
Tintagel	1-4	5-6	-	-	-	-	-	-	-	-	-	-	-
Totnes	1-4	5-6	-	-	-	-	-	-	-	-	-	-	-
Toulouse	-	-	-	-	-	-	1-6	-	-	-	-	-	-
Toulouse (Palladia Tolosa)	-	-	-	-	-	-	1-2	-	-	-	3-6	-	-
Trebes	-	-	-	-	-	-	1-6	-	-	-	-	-	-
Tribuit	1-6	-	-	-	-	-	-	-	-	-	-	-	-
Vannes	1-3	-	-	-	-	-	-	-	-	-	4-6	-	-
Vannetais	1-5	-	-	-	-	-	-	-	-	-	6	-	-
Wandborough	1-6	-	-	-	-	-	-	-	-	-	-	-	-
Warwick	1-6	-	-	-	-	-	-	-	-	-	-	-	-
Winchester (Venta Belgarum or Camelot)	1-3	-	-	-	-	-	-	-	-	-	4-6	-	-
Wuerensis	1-3	4-6	-	-	-	-	-	-	-	-	-	-	-
Yarmouth	-	-	1-6	-	-	-	-	-	-	-	-	-	-

*the French were Germanic pagans until the conversion of King Clovis to Roman Christianity in 497

GENERATING STATISTICS

MALE CHARACTERS

SIZ = 2d6+6, DEX = 3d6, STR = 3d6, CON = 3d6, APP = 3d6

FEMALE CHARACTERS

SIZ = 2d6+3, DEX = 2d6+6, STR = 2d6+2, CON = 3d6, APP = 4d6

DERIVED STATISTICS

Total Hit Points = CON+SIZ

Unconscious = Total Hit Points/4

Movement Rate = (STR+DEX)/10

Damage = (SIZ+STR)/6

Healing Rate = (CON+STR)/10

Round fractions normally

CULTURAL STATISTIC MODIFIERS

Cymric: +3 CON

French: +1 DEX, +1 STR, +1 CON

Irish: +3 CON

Pict: -3 SIZ, +3 DEX, -3 APP

Roman: +1 DEX, +2 APP

Saxon: +3 SIZ, -3 DEX, +3 STR

Occitanian: +1 DEX, +1 CON, +1 APP

DISTINCTIVE FEATURES

Characters with an average appearance (10-12) have 1 distinctive feature. Those that are particularly handsome or unattractive have more than 1 distinctive feature, as detailed below.

Appearance Value	Number of Distinctive Features
Up to 6	3
7-9	2
10-12	1
13-16	2
17+	3

d6 roll	Distinctive Feature
1	Hair: very long, curly, red, crewcut, blond, hairy, huge beard, bald, prematurely gray, etc.
2	Body: slouched, barrel-chested, hunchback, tall, thin, broad-shouldered, burly, squat, etc.
3	Expression: bright-eyed, proud, sneering, nice smile, dour, cheerful, piercing glance, etc.
4	Speech: lisp, stutter, accent, deep, nasal, shrill, squeaky, musical, loud, soft, strong, etc.
5	Facial feature: noble nose, scarred, bushy eyebrows, high cheekbones, weathered, ruddy, etc.
6	Limbs: short legs, muscular arms, rough hands, big feet, long fingers, bow-legged, etc.

GENERATING TRAITS

Roll 3d6 to determine each trait in the left-hand column. The right-hand column trait is determined by subtracting the left-hand trait from 20. Add any cultural, religious or familial modifiers to the relevant traits, to a maximum of 19 and minimum of 1.

After all of the traits have been determined, you may distribute 6 points to whatever traits you wish.

GENERATING PASSIONS

Loyalty (Lord) = 2d6+6, plus modifiers

Love (Family) = 2d6+6. The eldest son and all daughters use this value. Each subsequent son subtract one from this value, unless he is from a family that retains and supplies him.

Hospitality = 3d6, plus modifiers

Honor = 2d6+3, plus modifiers

Cultural Trait & Passion Modifiers:

French		Roman	
<i>Traits:</i>	Proud +2, Reckless +2, Valorous +2	<i>Traits:</i>	Deceitful +2, Worldly +2, Proud +2
<i>Directed Trait:</i>	Indulgent (wine)	<i>Directed Trait:</i>	Suspicious (non-Romans)
<i>Passions:</i>	Loyalty (lord) +1d6, Honor +1	<i>Passions:</i>	Loyalty (City) or (Emperor) 3d6
Irish		Saxon	
<i>Traits:</i>	Vengeful +2, Indulgent +2, Reckless +1	<i>Traits:</i>	Arbitrary +2, Cruel +1, Honest +2, Energetic +1, Valorous +1
<i>Passions:</i>	Loyalty (lord) -1d6, Love (family) +1d6, Honor -1	<i>Passions:</i>	Loyalty (Lord) +1d6, Honor -1
Pict			
<i>Traits:</i>	Pious +2, Suspicious +2, Cruel +1		
<i>Passions:</i>	Love (family) +2, Hospitality +1, Honor -2		
Occitanian			
<i>Traits:</i>	Vengeful +2, Indulgent +2, Proud +2, Worldly +2		
<i>Directed Trait:</i>	Suspicious (religious fanatics)		
<i>Passions:</i>	Loyalty (lord) -2, Honor +1		

Regional Trait & Passion Modifiers:

Britanny		Ireland	
<i>Traits:</i>	Energetic +1, Modest +2, Prudent +2, Valorous +1	<i>Traits:</i>	Lustful +1, Energetic +1, Honest +2, Indulgent +2
Cambria		Logres	
<i>Traits:</i>	Arbitrary +2, Suspicious +2, Prudent +1, Temperate +1	<i>Traits:</i>	Energetic +1, Forgiving +1, Honest +1, Just +1, Trusting +1, Valorous +1
Cumbria		The North	
<i>Traits:</i>	Pious +2, Honest +1	<i>Traits:</i>	Prudent +2, Selfish +2, Pious +1, Temperate +1
<i>Passions:</i>	Loyalty (Cumbrian lord): +1d6, Loyalty (non-Cumbrian lord): -1d6	<i>Passions:</i>	Love (family) +1d3
Cornwall			
<i>Traits:</i>	Arbitrary +2, Suspicious +2, Prudent +2		

Regional Directed Traits:

+1d6 to the listed trait

Bedegraine (Logres):	Suspicious of Lindsey (all time periods)
Benoic (Gaul):	Suspicious Cymri (Uther & Anarchy), Suspicious of pagans (all time periods)
Benoit (Gaul):	Suspicious Franks (Uther & Anarchy)
Brun (Logres):	Suspicious of Hertford (Uther & Anarchy), Suspicious of faeries (Boy King & later)
Cambenet (Cumbria):	Trusting of Logres knights (Romance & later)
Caercolun (Logres):	Vengeful of Saxons (Uther & Anarchy)
Carhaix (Brittany):	Suspicious of all Bretons (all time periods)
Colchester (Logres):	Vengeful of Saxons (Uther & Anarchy)
Dal Riada (Ireland):	Proud of Dal Riada (all time periods)
Dorset (Logres):	Suspicious of non-Romans (Uther, Anarchy & Boy King)
Dumnonie (Brittany):	Suspicious of Vannetais (Boy King & later)
Escavalon Cambria):	Suspicious of Estregales (Uther & Anarchy), Proud of Escavalon (all time periods)
Essex (Logres):	Indulgent of alcohol (all time periods)
Estregales (Cambria):	Suspicious of Gomeret (Boy King & later)
Ganis (Gaul):	Suspicious of French (all time periods)
Gomeret (Cambria):	Suspicious of Pendragon (Boy King & later)
Gorre (North):	Trusting of pagans (all time periods), Trusting of witches (Romance & later)
Hampshire (Logres):	Merciful of Saxons (Romance & later)
Hertford (Logres):	Selfish with food (all time periods)
Huntington (Logres):	Suspicious Saxons (Uther & Anarchy)
Isle of Wight:	Prudent at sea (all time periods), Valorous at sea (all time periods)

Jagent (Logres):	Suspicious of Cornwall (Boy King & later)
Lambor (Logres):	Suspicious of Lindsey (all time periods except Tournament, Grail Quest & Twilight)
Leicester (Logres):	Suspicious of of Cymri (all time periods)
Leon (Brittany):	Trusting of paying customers (all time periods)
Lindsey (Logres):	Suspicious of Pendragon (all time periods)
Lonazep (Logres):	Cowardly with marsh monsters (all time periods)
London (Logres):	Suspicious of Saxons (Boy King, Conquest & Romance)
Long Isles (North):	Suspicious of Cymri (all time periods)
Lothian (North):	Suspicious of Pendragon (all time periods except Tournament, Grail Quest & Twilight)
Malahaut (Cumbria):	Suspicious of Pendragon (all time periods except Tournament, Grail Quest & Twilight)
Munster (Ireland):	Trusting of Estregales (all time periods)
Nohaut (Cumbria):	Suspicious of Malahaut (all time periods)
Oriel (Ireland):	Suspicious of Pendragon (Romance & later)
Pomitain (Ireland):	Valorous at sea (all time periods)
Rydychan (Logres):	Suspicious of Cambrians (all time periods except Tournament, Grail Quest & Twilight)
Salisbury (Logres):	Suspicious of Silchester (all time periods except Tournament, Grail Quest & Twilight)
Somerset (Logres):	Cowardly of faeries (all time periods)
Sugales (Cambria):	Trusting of druids (all time periods)
Surluse (North):	Proud of Irish ways (all time periods)
Sussex (Logres):	Indulgent of alcohol (all time periods)
Thamesmouth:	Suspicious of Saxons (Boy King, Conquest & Romance)
Tintagel (Cornwall):	Trusting of Morgan le Fay (Boy King & later)
Tribuit (Logres):	Cowardly of Faeries (Boy King & later), Indulgent of fine clothes (Conquest & later)
Winchester (Logres):	Proud of Belgae (Uther & Anarchy)
Wuerensis (Logres):	Suspicious of religious fanatics (all time periods)

Regional Passions:

Roll 3d6 to determine the regional Passion score

Ailech (Ireland):	Hate Oriemen (all time periods)
Bedegraine (Logres):	Hate Norgales knights (Romance & later)
Caercolun (Logres):	Hate Angles (Uther, Anarchy & Boy King)
Cambenet (Cumbria):	Hate Irish (Uther & Anarchy)
Cameliard (Cambria):	Hate Norgales knights (Uther & Anarchy), Amor (Guenever) (Romance & later)
Clarence (Logres):	Hate Gloucestermen (all time periods except Tournament, Grail Quest & Twilight)
Connacht (Ireland):	Love Hunting
Cornouailles (Brittany):	Loyalty to the King of Cornwall (all time periods)
Devon (Cornwall):	Hate Irish (all time periods)
Dumnonie (Brittany):	Hate Vannetais (Uther & Anarchy)
Escoce (North):	Hate Irish (all time periods)
Garloth (North):	Hate Danes (Uther & Anarchy), Hate Saracens (Romance & later)
Gorre (North):	Hate Irish (Uther & Anarchy)
Gloucester (Cambria):	Hate Clarence (all time periods except Tournament, Grail Quest & Twilight)
Hampshire (Logres):	Hate Saxons (Uther & Anarchy)
Hertford (Logres):	Hate Saxons (Uther & Anarchy)
Huntington (Logres):	Hate Saxons (Uther & Anarchy)
Jagent (Logres):	Hate Cornishmen (Uther & Anarchy)
Kent (Logres):	Hate Danes (all time periods)
Leinster (Ireland):	Hate Irish Pagans (Boy King & later)
London:	Hate Saxons (Uther & Anarchy)
Lothian (North):	Hate Pendragon (Tournament & later)
Lyonesse (Cornwall):	Hate Irish (all time periods except Tournament, Grail Quest & Twilight)
Malahaut (Cumbria):	Hate Angles (Uther & Anarchy)
Maris (Logres):	Hate Angles (Uther & Anarchy), Hate trolls (all time periods)
Meath (Ireland):	Hate Pagans (all time periods)
Nohaut (North):	Hate Malahaut (Uther, Anarchy, Boy King & Conquest)
Salisbury (Logres):	Hate Saxons (Uther, Anarchy & Boy King)

Silchester (Logres):	Hate Saxons (Anarchy & later)
Somerset (Logres):	Hate Irish (Uther & Anarchy)
Strangorre (North):	Hate Irish (all time periods)
Surrey (Logres):	Hate (Other) Saxons (Uther, Anarchy & Boy King)
Thamesmouth:	Hate Saxons (Uther & Anarchy)
Tintagel (Cornwall):	Hate Irish (Uther & Anarchy)
Totnes (Cornwall):	Hate Giants (all time periods), Hate Irish (Uther & Anarchy)
Vannetais (Brittany):	Hate French (all time periods), Hate Brittany (Tournament & Twilight)
Wuerensis (Logres):	Hate Cambrians (Uther & Anarchy)

Religious Virtues (Bonuses):

Christian, Arian:	Chaste, Honest, Just, Merciful, Temperate (+2 Hit Points, +3 to Damage)
Christian, British:	Chaste, Energetic, Generous, Modest, Temperate (+3 Hit Points, +2 to Damage)
Christian, Roman:	Chaste, Forgiving, Merciful, Modest, Temperate (+6 Hit Points)
Heathen:	Vengeful, Honest, Proud, Arbitrary, Worldly (+2 Movement, +1 Healing)
Judaism:	Chaste, Energetic, Just, Prudent, Temperate (+3 Hit Points, +1 Healing)
Pagan, British:	Lustful, Energetic, Generous, Honest, Proud (+2 Healing)
Pagan, Germanic:	Generous, Proud, Worldly, Reckless, Indulgent (+1d6 Damage)

FATHER'S CLASS

FATHER'S CLASS														
<i>(Left Column: Uther – Boy King, Right Column: Later Periods)</i>														
Class (d20)	Cambria* (Non-Roman)		Cumbria (Non-Roman)		Cambria & Cumbria (Roman)		Logres (Cymric)		Logres (Roman)		Logres (Saxon)		The North (Cymric)	
Free holding knight	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Lord or Officer	-	-	01	01	01	01	01	01	01	01-03	-	-	-	-
Tribal or clan chieftain	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Family chieftain	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Banneret Knight	01	01	02	02-03	02	02-03	02	02-03	02	04-05	-	-	-	01
Vassal Knight	02-03	02-04	03-08	04-08	03-04	04-07	03-08	04-08	03-04	06-10	-	-	-	02-03
Bachelor Knight	04-07	05-09	09-10	09-12	05-08	08-11	09-10	09-12	05-08	11-14	-	-	-	04-06
Mercenary Knight	08-10	10-11	11-13	13-14	09-12	12-15	11-13	13-14	09-13	15-16	-	01-03	-	07-12
Squire	11-14	12-15	14-16	15-20	13-16	16-20	14-16	15-20	14-17	17-20	-	04-07	-	13-15
Warrior	15-20	16-20	17-20	-	-	-	17-20	-	-	-	-	08-09	-	16-20
Legionnarius	-	-	-	-	17-20	-	-	-	-	18-20	-	-	10-20	-

* Cymri from Sugales use **The North** (Pict/Irish) column in all time periods.

Class (d20)	The North (Pict/Irish)	Cornwall	Brittany	France	Gaul	Ireland (Irish Christians) †	Ireland (Irish Pagans, Manx & Picts)
Free holding knight	-	-	-	-	-	01-02	01-02
Lord or Officer	-	-	-	-	01	03	-
Tribal or clan chieftain	-	01	-	-	-	-	01
Family chieftain	-	02-03	-	-	-	-	02-03
Banneret Knight	-	-	01	01	01	-	01
Vassal Knight	-	-	02-04	02-05	02-04	02-05	-
Bachelor Knight	-	-	05-10	06-12	05-10	06-12	-
Mercenary Knight	-	04-12	11-13	13-15	11-13	13-15	-
Squire	-	-	14-17	16-18	14-17	16-18	-
Warrior	-	13-20	18-20	19-20	18-20	19-20	-
Legionnarius	-	-	-	-	-	-	-

† Irish Christians from Meath use the table for Irish Pagans

LORD OR OFFICER SUBTABLE													
<i>(Left Column: Uther – Boy King, Right Column: Conquest - Twilight)</i>													
Class (d20)	Cumbria		Logres (Cymric)		Logres (Roman)		Logres (Saxon)		France		Gaul		
The local lord	01-03	01-04	01	01	01-03	01-03	-	-	-	01-17	01-10	01-10	
Steward	04-06	05-06	02	02	04-06	04-05	-	01	-	18	11-13	11-13	
Butler	07-08	07-08	03	03	07-09	06-08	-	02	-	19	14-17	14-17	
Marshal	09-11	09-10	04-06	04	10-11	09-10	-	03	-	20	28-30	28-30	
Castellan	12-14	11-15	07-10	05-10	12-14	11-12	-	04	-	-	-	-	
Illegitimate	15-20	16-20	11-20	11-20	15-20	13-20	-	05-20	-	-	-	-	

SIBLINGS

Roll 1d6 to determine where your character falls in terms of birth order. Roll another d6 and add this to the first d6 result to determine the number of children in the character's immediate family. For example, if a player rolls a "2" on the first die roll and a "3" on the second die roll the player's character is the 2nd born of 5 children. Finally roll a d6 for each sibling to determine the gender of each sibling: even numbers = male and odd numbers = female.

FAMILY MEMBERS' SURVIVAL TABLE

d20 roll	Father	d20 roll	Family Knights & Other Lineage Men*	d20 roll	Female Relatives* & Siblings
01-13	Father alive	01	missing	01-02	missing
14-17	Father deceased	02-14	alive	03-16	alive
18-19	Father alive, but bedridden	15-16	alive, but bedridden	17-18	alive, but bedridden
20	Father missing	17-20	dead	19-20	dead

* add 3 to the die roll for the middle-aged or older relatives

FAMILY ARMY

Family Knights: Old Knights (1d6-5), Middle-Aged Knights (1d6-2), Young Knights (1d6+1)

Other Lineage Men: 3d6+5

Family knights and lineage men are married 50% of the time. Roll a d6: even numbers = married, odd numbers=unmarried

Family Knights' Relation to the Character

d20 roll	Old Knights, if applicable	d20 roll	Middle-Aged Knights, if applicable	d20 roll	Young Knights
01-15	Your grandfather's younger brother	01-13	Your father's younger brother	01-08	Your brother*
16-20	Your grandfather's illegitimate brother	14-17	Your mother's brother	09-14	A first cousin on your father's side
		18-20	Your father's illegitimate brother	15	Your brother-in-law*
				16-17	A first cousin on your mother's side
				18	An illegitimate brother, older
				19-20	An illegitimate brother, younger
				* if this is not possible, this result indicates a cousin or young uncle.	

CAUSES OF FAMILY MEMBERS' DEATHS

d20 roll	Cause, Male	d20 roll	Cause, Female
1-3	in battle with personal feud	1-9	old age or illness
4-6	in battle with neighboring land	10-11	accident
7-8	in battle with foreign invaders	12	killed by local threat
9	went into seclusion*	13	killed by raiders
10-11	hunting accident	14-15	captured by raiders
12-13	other accident	16-18	died in childbirth
14-16	old age or illness	19	went into seclusion*
17-20	went missing, never returned	20	went missing

* can encompass things such as entering a monastery or convent, going off into the woods for years on end, going into hiding etc.

d20 roll	FAMILY CHARACTERISTIC
1	Keen on status: Courtesy +5
2	Spiritual bent: Religion +5
3	Know the commoners: Folklore +5
4	Know the faerie ways: Faerie Lore +5
5	Good with horses: Horsemanship +5
6	Excellent voice: Singing +10
7	Keen-sighted: Awareness +5
8	At home in nature: Hunting +5
9	Sprightly: Dancing +10
10	Natural Healer: First Aid +5
11	Naturally Lovable: Flirting +10
12	Never forgets a face: Recognize +10
13	Surprisingly deductive: Intrigue +5
14	Swims like an otter: Swimming +10
15	Natural storyteller: Orate +10
16	Natural musician: Play (all instruments) +10
17	Good with words: Compose +10
18	Grew up with books: Read (Latin) +5
19	Good with birds: Falconry +10
20	Clever at games: Gaming +10

INHERITED GLORY, SKILLS, TRAITS, PASSIONS & OUTFIT

Legionarius

Glory: 3d6+50

18 skills points, Awareness +1, Spear +1, Sword +1, Grapple +2, Dagger +3

Proud +1, Prudent +1d3, Selfish +1d3+2, Cruel +1d6, Valorous +1, Honor +1d3, Loyalty (Lord) +1

Legionarius Outfit

Squire

Glory: 6d6

20 skill points

Energetic +1d3, Modest +1d3, Prudent +1d3, Valorous +1d6, Loyalty (Lord) +3

Outfit 1 (Footsoldier's Outfit for Irish and Pictish characters)

Mercenary Knight

Glory: 6d6+100

20 skill points, Sword +3, any other weapon +3

Cruel +1d6, Valorous +1d3

Outfit 2 (Outfit 3 for Roman characters)

Warrior

Glory: 6d6+50

24 skill points

Awareness +2, Spear +2, Cultural Weapon +3

Proud +1, Reckless +1d3, Valorous +1d3+2, Honor +1d6, Loyalty (Lord) +3

Cultural Warrior Outfit

Family Chieftain

Glory: 2d6+100

28 skill points, Cultural Weapon +2

Love (family) +1d3, Valorous +1d3, Honor +1d3, Loyalty (Lord) +1d3+3

Cultural Warrior Outfit

Tribal or Clan Chieftain

Glory: 6d6+250

30 skill points, Cultural Weapon +3

Valorous +1d3, Loyalty (Clan) 2d6+6, Honor +1d6

Cultural Warrior Outfit

Bachelor Knight

Glory: 6d6+250

26 skill points

Valorous +1, Loyalty (Lord) +3, Honor +1

Outfit 3 (Outfit 2 for French, Irish, Pictish & Saxon characters)

Vassal Knight

Glory: 6d6+250

30 skill points

Valorous +2, Loyalty (Lord) +4, Honor +1

Outfit 3 (Outfit 2 for French, Irish, Pictish & Saxon characters)

Banneret Knight

Glory: 6d6+250

32 skill points

Valorous +3, Loyalty (Lord) +5, Honor +1d3

Two rolls on the Luck table

Outfit 3 (Outfit 2 for French, Pictish & Saxon characters)

Officer

Glory: 6d6+300

28 skill points

Valorous +1, Loyalty (Lord) +4, Honor +1d3

- *Seneschal*: Stewardship +5, Intrigue +3, Hospitality +1d3
- *Marshal*: Battle +5, Valorous +1d3
- *Butler*: Courtesy +2, Generous +3
- *Chamberlain*: Read (Latin) +5, Heraldry +3 (substitute Recognize in the Uther - Anarchy periods)
- *Constable*: Tourney +5 (Battle +3 in the Uther - Anarchy periods), Horsemanship +2
- *Forester*: Awareness +1d6, Falconry +2, Hunting +5
- *Castellan*: Battle +2, Courtesy +2, Stewardship +2

Outfit 4 (Outfit 3 for French & Saxon characters)

Lord

Glory: 6d6+300

32 skill points, Courtesy +2, Heraldry +2 (substitute Recognize in the Uther - Anarchy periods), Intrigue +2, Battle +2, Sword +3, Spear +2

Proud +1d3, Loyalty (Lord) +6, Honor +3, Valorous +1d3

Three rolls on the Luck table

Outfit 4 (Outfit 3 for Saxon characters)

Free Holding Knight

Glory: 6d6+250

28 skill points, Stewardship +2, Courtesy +2, Intrigue +2, Battle +2, Sword +3

Proud +1d3, Loyalty (Lord) +1d3, Honor +1d3, Valorous +1d3

Two rolls on the Luck table

Outfit 4

INHERITED OUTFITS

UTHERBOY KING PERIOD

Legionarius Outfit:	Leather and open helm (4 pt), spear, legionary shield (9 pt), sword, dagger, clothing worth 60d.
Cymric Warrior's Outfit:	Leather armor (4 pt), spear, shield, sword, clothing worth 90d.
Pictish Warrior's Outfit:	No armor, 2 great spears, 5 javelins, great axe, dagger, clothing worth 10d.
Irish Warrior's Outfit:	Leather armor (4 points), 2 spears, shield, sword, dagger, clothing worth 60d.
Saxon Warrior's Outfit:	Cuirbouilli (6 pt), 2 spears, shield, sword, great axe, 3 javelins, dagger, clothing worth 60d.
Outfit One:	Rouncy, leather armor (4 pt), spear, shield, sword, dagger, clothing worth 90d.
Outfit Two:	Charger, cuirbouilli (6 pt), spear, shield, sword, dagger, clothing worth 120d.
Outfit Three:	Charger, rouncy, Norman chainmail (10 pt), 2 spears, shield, sword, dagger, clothing worth 1L.
Outfit Four:	Charger, palfrey, 2 rouncies, Norma chainmail (10 pt), 2 spears, shield, sword, any one other available weapon, dagger, clothing worth 2L, 120d in money.
Outfit Five:	2 chargers, palfrey, 2 rouncies, Norman chainmail (10 pt), 2 spears, shield, sword, any one other available weapon, dagger, clothing worth 4L, 1L in money.
Outfit Six:	2 chargers, palfrey, 2 rouncies, Norman chainmail (10 pt), 2 spears, shield, sword, any one other available weapon, dagger, clothing worth 2L, 120d in money.

CONQUEST-TWILIGHT PERIOD

Foorsoldier's Outfit:	Leather armor (4 pt), great spear, sword or other cultural weapon, dagger, clothing worth 80d.
Cymric Warrior's Outfit:	Leather armor (4 pt), spear, shield, sword, dagger, clothing worth 120d.
Pictish Warrior's Outfit:	No armor, 2 great spears, 5 javelins, great axe, dagger, clothing worth 10d.
Irish Warrior's Outfit:	Leather armor (4 points), 2 spears, shield, sword, dagger, clothing worth 60d.
Saxon Warrior's Outfit:	Cuirbouilli (6 pt), 2 spears, shield, sword, great axe, 3 javelins, dagger, clothing worth 60d.
Outfit One:	2 rouncies, cuirbouilli (6 pt), spear, shield, sword, dagger, clothing worth 120d.
Outfit Two:	Charger, 2 rouncies, Norman chainmail (10 pt), 2 spears, shield, sword, 5 jousting lances, dagger, clothing worth 1L.
Outfit Three:	Charger, palfrey, rouncy, reinforced chainmail armor (12 pt), 2 spears, shield, sword, any one other weapon, 5 jousting lances, dagger, clothing worth 2L., 1L in money, 1 squire.
Outfit Four:	1 Andalusian charger, palfrey, courser, 2 rouncies, reinforced chainmail armor (12 pt), 2 spears, shield, sword, any one other weapon, 5 jousting lances, dagger, clothing worth 4L., 2L in money, 2 squires.
Outfit Five:	1 destrier, 1 Barb charger, 1 Camargue palfrey, 1 rouncy, 1 sumpter, partial plate armor (14 pt), leather hunting armor (2 pts), 6 spears, 2 shields, 2 swords, any two other weapons, 10 jousting lances, dagger, clothing worth 8L., 2L in money, 3 squires.
Outfit Six:	1 Frisian destrier, 1 Andalusian chargers, 1 Camargue palfrey, 2 rouncies, 1 sumpter, partial plate armor (14 pt), engraved hunting leather armor (2 pt), 6 spears, 2 shields, 2 swords, any four other weapons, 10 jousting lances, dagger, clothing worth 10L., 3L in money, 4 squires.

LUCK BENEFITS

d20 roll	CYMRIC	d20 roll	OCCITANIAN	d20 roll	FRENCH
01	Money. 3d20 denarii.	01	Money. 3d20 +60 denarii.	01	Money. 3d20 +60 denarii.
02-03	Money. 3d20+120 denarii.	02	Money. 1 Librum (240 denarii).	02-03	Money. 1 Librum (240 denarii).
04-06	Money. 1 Librum (240 denarii).	03-04	Money. 1d3 Librum.	04	Money. 1d3 Librum.
07	Money. 1d3 Librum.	05	Money. 1d6 Librum.	05	Money. 1d6 Librum.
08	Money. 1d6 Librum.	06-07	Your forebear died heroically: +100 Glory.	06	Your forebear died heroically: +100 Glory.
09	Family heirloom: Christian* sacred relic, roll a d6 (1=finger, 2=tears, 3-4=hair, 5=bone fragment, 6=blood)	08-10	Your ancestor was a Visigoth king (1d6+2 generations back): +100 Glory and a jeweled sword worth 1d3 Librum.	07-10	Family heirloom: a brooch. Roll 1d6 for value (1-3 = silver worth 1 L., 4-5 = gold worth 3 L., 6 = silver with diamond worth 5 L.).
10	Family heirloom: Ancient bronze sword (+1 to Sword skill when used). Breaks as a non-sword in combat due to its weak blade. Worth 2L.	11-12	A sumpter	11-13	A magical healing potion that heals 1d6 damage once. Priceless.
11	Family heirloom: Blessed spear (+1 modifier to Spear skill when used, until broken). Worth 120 denarii. Note: Replace with a lance after the Anarchy period	13-15	A rouncy	14-15	A sumpter
12	Family heirloom: Decorated saddle. Worth 1 Librum.	16	A charger	16	A rouncy
13	Family heirloom: Engraved finger ring. Roll 1d6 for value (1-4 = silver ring worth 120 denarii, 5-6 = gold ring worth 2 L.).	17	A Barb courser	17	A charger
14	Family heirloom: Armband. Roll 1d6 for value (1-5 = silver band worth 1 L., 5-6 = gold band worth 8 L.).	18	An Andalusian charger	18	An Andalusian charger
15	Family heirloom: Valuable cloak worth 1 Librum. Roll 1d6 for origin (1-2 = Byzantine, 3=German, 4-5=Spanish, 6=Roman).	19	Upgrade your Outfit by 1	19	Upgrade your Outfit by 1
16	A magical healing potion that heals 1d6 damage once. Priceless.	20	Roll twice more, re-rolling further rolls of "20".	20	Roll twice more, re-rolling further rolls of "20".
17-18	A charger				
19	Upgrade your Outfit by 1				

20	Roll twice more, re-rolling further rolls of "20".
* Pagan Cymri gain 1d6 L. in place of this relic.	

d20 roll	IRISH & MANX	d20 roll	PICT	d20 roll	ROMANS
01	Money. 3d20 +60 denarii.	01-03	Money. 3d20 denarii.	01	Money. 3d20 +60 denarii.
02	Money. 1 Librum (240 denarii).	04	Your forebear died heroically: +100 Glory.	02-03	Money. 1 Librum (240 denarii).
03-04	Your forebear died heroically: +100 Glory.	05	A rouncy	04	Money. 1d3 Librum.
05	A Connacht rouncy.	06-10	You bear a magical tattoo that provides 2 points of armor	05-06	Money. 1d6 Librum.
06-10	A charger	11	You have a magical charger, +1 movement rate and +1d3 armor	07-10	Your ancestors came to Britain from Rome(1d6+2 generations back): +100 Glory.
11	An Irish courser	12	1d3 magical healing potions that heal 1d6 damage. Priceless.	11-12	A charger
12-16	Your are a descendant of a king (1d6+2 generations back): +150 Glory	13	The faeries have gifted you with a magical great spear of impressive power, +2 to Spear skill until broken. +100 Glory. Priceless.	13	An Andalusian charger
17	1d3 magical healing potions that heal 1d6 damage. Priceless.	14-15	1d6 magical healing potions that heal 1d6 damage. Priceless.	14	A Barb courser
18	A love potion. Priceless.	16	1d3 love potions. Priceless.	15-16	A magical healing potion that heals 1d6 damage once. Priceless.
19	Upgrade your Outfit by 1	17-19	1d3 strong healing potions (each heals 6 damage). Priceless.	17-18	A strong healing potion that heals 6 points of damage once. Priceless.
20	Roll twice more, re-rolling further rolls of "20".	20	Roll twice more, re-rolling further rolls of "20".	19	Upgrade your Outfit by 1
				20	Roll twice more, re-rolling further rolls of "20".

d20 roll	SAXON	d20 roll	SAXON
01-03	Money. 3d20 denarii.	14	You have a part-share in a ship. Check with the gamemaster for details.
04	Money. 1d3 Librum.	15	You have a blessed axe. +1 to Great Axe skill when used. Breaks normally. Worth 2 Librum.
05-07	Wotan is your ancestor: +200 Glory	16-18	A magical healing potion that heals 1d6 damage once. Priceless.
08-10	A sumpter	19	Upgrade your Outfit by 1
11	A rouncy	20	Roll twice more, re-rolling further rolls of "20".
12-13	A charger		

LIEGE LORD

Class (d20)	LIEGE LORD											
	(Left Column: Uther – Boy King, Right Column: Later Periods)											
	Cambria*		Cumbria (Christian)		Cumbria (Pagan)		Logres (Christian)		Logres (Pagan)		The North (Non-Picts)	
Foreign lord (see the <i>Foreign Lord</i> table below)	-	-	-	-	-	-	01	01-02	01-05	01-05	-	-
A banneret of the King of Logres	-	-	-	-	-	-	02-03	-	06	-	-	-
A banneret of the High King	-	01-02	-	01	-	01	-	03	-	06	-	-
A banneret of King of Malahaut	-	-	01-08	02-08	01-10	02-11	-	-	-	-	-	-
A banneret of a local lord	01-04	03-04	-	-	-	-	04-10	04-10	07-13	07-13	-	-
The lord of your homeland	05-18	05-18	09-18	09-18	11-20	12-20	12-18	11-17	14-20	14-20	-	01-13
Clan chieftain	-	-	-	-	-	-	-	-	-	-	-	-
King of Cornwall	-	-	-	-	-	-	-	-	-	-	-	-
King of the French	-	-	-	-	-	-	-	-	-	-	-	-
King of Logres	-	-	-	-	-	-	11	-	-	-	-	-
A neighboring king (from within your region)	19-20	19-20	-	-	-	-	-	-	-	-	-	14-17
The High King	-	-	-	-	-	-	-	18	-	-	-	18-20
The Church	-	-	19-20	19-20	-	-	19-20	19-20	-	-	-	-

*Cymri from Sugales always consider the lord of their homeland as their liegelord.

Class (d20)	The North (Picts)		Cornwall		Brittany		France		Gaul		Ireland†	
Foreign lord (see the <i>Foreign Lord</i> table below)	-	-	-	-	-	-	-	01	01	01	-	-
A banneret of the King of Logres	-	-	-	-	-	-	-	-	-	-	-	-
A banneret of the High King	-	-	-	-	-	-	-	-	-	-	-	-
A banneret of King of Malahaut	-	-	-	-	-	-	-	-	-	-	-	-
A banneret of a local lord	-	-	01-03	01-03	01-03	01-03	-	02-05	02-11	02-10	-	-
The lord of your homeland	-	01-15	04-18	04-18	04-13	04-13	-	06-18	12-20	11-19	-	01-14
Clan chieftain	-	16-20	-	-	-	-	-	-	-	-	-	15-19
King of Cornwall	-	-	19-20	19-20	-	-	-	-	-	-	-	-
King of the French	-	-	-	-	-	-	-	19-20	-	20	-	-
King of Logres	-	-	-	-	-	-	-	-	-	-	-	-
A neighboring king (from within your region)	-	-	-	-	-	-	-	-	-	-	-	-
The High King	-	-	-	-	-	-	-	-	-	-	-	-
The Church	-	-	-	-	14-20	14-20	-	-	-	-	-	20

† Irish from Estregales use the Cambria column in all time periods. Pagan Irish subtract 1 from their roll.

Class (d20)	FOREIGN LORD SUBTABLE (All Time Periods)		
	Logres	France	Gaul
A lord in Cambria	01-04	-	-
A lord in Cumbria	05-06	-	-
A lord in the North	07-08	-	-
A lord of Logres	09-20	-	-
A neighboring lord	-	01-10	01-10
The Church	-	11-20	11-15
A minor lord in another kingdom	-	-	16-20

QUALIFYING FOR A CAREER

Footsoldier:	Great Spear (10), Other Weapon (5), Valorous (10), Loyalty: Lord (10)
Warrior:	Cultural Weapon (10), First Aid (6), Valorous (12), Loyalty: Lord (10), Honor (8) The character must possess traditional weapons and equipment for the culture.
Sergeant:	Lance* (10), Spear (5), Other Weapon (10), Horsemanship (10), Valorous (10), Loyalty: Lord (10) The character must own a healthy, combat-trained horse (rouncy, charger, etc.) with all of tack, weapons, and a suit of armor.
Squire:	First Aid (6), Battle (1), Horsemanship (6), One other skill (5), Valorous (8), Loyalty: Lord (10)
Mercenary Knight:	First Aid (6), Sword or Other Weapon (10), Lance* (10), Spear (5), Horsemanship (10), Valorous (12), Loyalty: Lord (15), Honor (5) The character must own a healthy, combat-trained horse (rouncy, charger, etc.) with all of tack, weapons, and a suit of armor.
Knight Errant:	First Aid (6), Sword or Other Weapon (10), Lance* (10), Spear (5), Horsemanship (10), Valorous (12), Loyalty: Lord (15), Honor (5) The character must own a healthy, combat-trained horse (rouncy, charger, etc.) with all of tack, weapons, and a suit of armor.
Bachelor Knight:	First Aid (10), Battle (10), Sword (10), Lance* (10), Horsemanship (10), Any 2 Non-Combat Skills (1), Valorous (15), Loyalty: Lord (15), Honor (5) The character must own a healthy, combat-trained horse (rouncy, charger, etc.) with all of tack, weapons, and a suit of metal armor.
Vassal Knight:	First Aid (10), Battle (10), Sword (10), Lance* (10), Horsemanship (10), Any 2 Non-Combat Skills (1), Valorous (15), Loyalty: Lord (15), Honor (5) The character must own a healthy, combat-trained horse (rouncy, charger, etc.) with all of tack, weapons, and a suit of metal armor. In addition, the character must have hereditary rights to the position or be granted it through play.

LIMITED HORSES

Uther - Boy King Period:

Amblor:	Roman
Carthorse:	Celtic Pony
Charger:	Norman
Courser:	not available
Destrier:	not available
Palfrey:	Roman
Rouncy:	Celtic pony or Roman
Sumpter:	Celtic pony