Winter Phase Synopsis

Step 1: Perform Solo
If your character was not played last year, this is especially important.

Step 2: Experience
Roll a d20 once for each experience check. If the number rolled is greater than the current value, then add one point to that value. If the value is at 20 or greater, a roll of 20 still boosts it by another one point.
If your primary squire has any checks, roll for each skill normally.

Step 3: Aging
Increase the character's age by one year at this time.
After 35 years of age or more, roll on the Aging Table.
Roll 2d6 and consult the Aging Table

Aging Table
2d6 Statistics Affected
2 4
3 3
4 2
5 1
6-8 0
9 1
10 2
11 3
12 4

Statistics Lost Table
1d6 result blamed affliction
1 SIZ Evil Eye
2 DEX Palsy
3 STR Elf Stroke
4 CON Consumption
5 APP Pox
6 no loss

Step 4: Economics
If needed, to go the YOUR OWN LAND When you know the knight’s Wealth Level, find the modifiers to his upcoming Stable, Marriage and Children events.

Impoverished Knights
-15 to Horse Survival and Child Survival; no children born, -1 to armor, make CON roll, where failure = lose 1 CON.

Poor Knights
-3 to Horse Survival and Child Survival, cumulative each poor year;
-5 to Childbirth Table rolls

Ordinary Knights
No special effects

Rich Knights
+1 to Child Survival Table rolls
+3 to Childbirth Table

Superlative Knights
+2 to Horse Survival Table
+3 to Child Survival Table
+5 to Childbirth Table

Step 5: Stable Rolls
Use for special horses. Normal ones are easily replaced.

Horse Survival Table
D20 result
1-2 Horse dies, breaks a leg, loses its wind, etc.
3-20 Horse is healthy
**Step 6: Marriage (Optional)**

Marriage requires the agreement of the bride’s caretaker, whether father, brother or warden. Wealthier heiresses have less freedom than ordinary ones since their fate involves economic opportunities. The woman has no final say in the choice of her husband, save for that granted by familial affections. Love is irrelevant—this is a business agreement between two families.

**Marriage below Character’s Class**

Roll Loyalty (Lord). Success = permission to wed. Dowry = 1d6 £, Glory = 10

**Marriage within Character’s Class**

Roll Courtesy. Success = either: a. Roll on the Random Marriage Table; OR, wait a year, and get +1 on the eventual Random Marriage Table result.

### Random Marriage Table

<table>
<thead>
<tr>
<th>d20</th>
<th>Glory dowry</th>
</tr>
</thead>
<tbody>
<tr>
<td>01-04</td>
<td>10 no holding, 1d3+6 £. goods</td>
</tr>
<tr>
<td>05-07</td>
<td>25 1 manor, 1d6 £. goods</td>
</tr>
<tr>
<td>08-17</td>
<td>50 1 manor, 1d6+3 £. goods</td>
</tr>
<tr>
<td>18-19</td>
<td>100 2 manors, 1d6+6 £. goods</td>
</tr>
<tr>
<td>20</td>
<td>250 2 manors, 2d6+6 £. goods</td>
</tr>
</tbody>
</table>

### 7. Children

Go to New Childbirth Tables

### Child Survival Table

<table>
<thead>
<tr>
<th>d20</th>
<th>result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Child dies</td>
</tr>
<tr>
<td>3-10</td>
<td>Child is sick, but lives</td>
</tr>
<tr>
<td>11-20</td>
<td>Child lives</td>
</tr>
</tbody>
</table>

### 8. Family Events

#### Family Events Table

<table>
<thead>
<tr>
<th>d20</th>
<th>result</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>death in family*</td>
</tr>
<tr>
<td>3-7</td>
<td>marriage in family*</td>
</tr>
<tr>
<td>8-12</td>
<td>birth in family</td>
</tr>
<tr>
<td>13-15</td>
<td>missing, may be lost</td>
</tr>
<tr>
<td>16-18</td>
<td>no event</td>
</tr>
<tr>
<td>19-20</td>
<td>scandal in family*</td>
</tr>
</tbody>
</table>

- Indicates roll on Family Member Table (below) to find person affected. If the result is ridiculous, like your mother remarrying when your father is alive, reroll.

#### Family Member Table

<table>
<thead>
<tr>
<th>d20</th>
<th>person</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-3</td>
<td>Father</td>
</tr>
<tr>
<td>4-6</td>
<td>Mother</td>
</tr>
<tr>
<td>7-11</td>
<td>Brother</td>
</tr>
<tr>
<td>12-15</td>
<td>Sister</td>
</tr>
<tr>
<td>16</td>
<td>Uncle</td>
</tr>
<tr>
<td>17</td>
<td>Aunt</td>
</tr>
<tr>
<td>18</td>
<td>Grandfather (even on d6) or Grandmother (odd on d6)</td>
</tr>
<tr>
<td>19-20</td>
<td>Cousin</td>
</tr>
</tbody>
</table>
Scandal Table

d20 result
1 insulted their lord
2-3 cheated at a tournament
4 badly in debt
5-7 adultery accusations
8 kidnap accusation
9-10 horse stealing accusation
11-16 mess love affair almost proved
17 murder rumored
18 heresy rumored
19 necromancy rumored
20 roll again, rerolling 20s, but this time the event is proved true!

Step 9: Training and Practice

Choose one:

1. **Change a Personality Trait, Statistic, or Passion**
   
   One trait, statistic or passion value may be changed by one point.
   
   Restrictions: Traits cannot be increased over 19. Passions cannot be increased over 20. No statistics can be raised higher than its maximum cultural value, which is usually 15, 18, or 21. SIZ may not be increased after age 21 and no statistics may be increased after age 35.

2. **Train Skills Up to 15**
   
   Get 1d6+1 skill points.
   
   Restrictions: Raise a skill only to a value of 15.

3. **Train a Skill Up to 20**
   
   Increase one skill over 15 by one point.
   
   Restriction: a maximum value of 20.

Step 10: Glory

Glory from Play: Recorded in detail on the back of the sheet with a date attached, equal to the number in the “Glory this Game” box.

Glory from Solo Scenarios: If done.

Glory from One-time Honors: Being knighted, married, appointed to Round Table.

Conspicuous Consumption: For each £ spent last year, add 1 Glory; for last year: Rich knight = 10 Glory, Superlative knight = 15 Glory; Tournament Sponsorship, see “In the Future” chapter.

Annual Glory: For holdings (Vassal knights get 6 Glory per manor), all Traits and Passions over 16 get Glory equal to their number; Chivalrous knights get 100 points; Religious knights get 100 points.

Step 11: Glory Bonus

If the threshold of 1000 Glory has been passed, add the Bonus Point.