

Kin events

KIN SIZE / KIN EVENTS

The size of your kin is number of Kin knights + Lineage men

Below 15 is small

15-25 is normal

Above 25 is large

+1 if normal, +2 if large

1d6 Kin events

1-4 Ordinary, no event roll

5-6 Roll for event below

7-8 Roll for two events below

KIN MEMBER, random

If needed then odd=male

If inappropriate go down on list

1d20 Kin member

1-2 Grandparent

3-4 Parent

5-6 Sibling

7-8 Sibling of parent

9-12 Cousin

13-16 Distant cousin

17-20 In laws & half-kin

KIN KNIGHT MUSTER

If conflict in kin region roll once for each knight (or GM decision)

+2 if large, +1/+2 if heavy losses

1d6 Kin Knight muster

1-3 Garrison duty

4-5 Lightly wounded

6 Major wound, roll for surgery or it is mortal

7 Lost, roll 1d6, 5+ prisoner

8 Old =killed

9 Heroic death

10 If middle aged =killed

If inappropriate then go down on list ⊕ = is a check. Even is usually good, odd is usually bad.

+5 for knighted, +5 for landed add this once for you and again for your legitimate father (max +20)

1d20 Kin event

- 1 A knight wish to marry an already betrothed kin daughter, select one; Wed her to the knight=Kin knight, Family & Arbitrary ⊕ Honor -⊕, Wed her to her betrothed=**Enemy**, Just & Honor ⊕
- 2 Your kin has saved up for a chainmail or courser for you
- 3 A lord wants a distant kin for concubine, select one; Family-1 to gain a charger, Honor ⊕ to refuse
- 4 Kin wants to arrange your marriage, Yes = married, No = Selfish ⊕ or Proud ⊕
- 5 Kin needs 60d, select one; Yes = Just ⊕, No = Prudent ⊕, or give 120d for Generous ⊕
- 6 Kin marries roll 1d6, [1-3] +1 Lineage men [4-5] +2 Lineage men [6] +1 young kin knight
- 7 Kin member refuse an arranged marriage, -1 to one ⊕ to the others; Love Family/Love(amor)/Just
- 8 Kin member takes a profession 1d6, 1-2 scribe, 3 herald, 4 healer, 5 priest, 6 steward
- 9 Eldest notable kin dies, if no direct heir then kin leader inherits, roll **Luck** if unknown inheritance
- 10 Lead the way, for each success ⊕ and +1 lineage man; Honor, Valor, Battle and Siege
- 11 Would be in law refuse to marry kin daughter after rumors, select one; add 2£ to dowry=Generous & Humble ⊕, defend her name in a duel=Proud & Honor ⊕, find a new match=Energetic & Love ⊕, find out the truth= Family -⊕ and Just & Honest ⊕, take it to court=½£ Loyalty & Courtesy ⊕
- 12 Arrange a marriage, select one; Selfish ⊕ to gain 2d6£, Prudent ⊕ to gain kin knight, or Honor ⊕
- 13 Disaster when kin is mustered for battle. Roll on **Kin knight muster**
- 14 Kin leader gains a **Luck** roll, this is given by kin for the betterment of the kin
- 15 Kin needs help with dowry, select one; Refuse=Family -⊕, pay 1£=Generous ⊕, pay 3£=Honor ⊕
- 16 Kin become a squire. Each winter roll 1d6, [1] he died in battle [6] he became a knight
- 17 Kin member asks you to claim his bastard as your own, Yes = Love Family ⊕, No = Honor ⊕
- 18 Kin wed above their stature gain one kin knight, [14] young [5] middle aged [6] old
- 19 Roll for Scandal in Kin, if you are knighted you can champion for your kin's good name
- 20 Select kin knight that leaves on quest for 3d6 years, he gets 2£ & 300 glory/year and then return
- 21 Kin needs a champion (Duel) to resolve a dispute after a fight; Yes = Honor ⊕, No = -1 lineage men
- 22 You as warden decides the marriage of a landed widow with only a daughter, select one; selfish+1 to marry her yourself, Love Family ⊕ & Proud ⊕ for kin member, or +1 honor for the right choice
- 23 Roll 1d6 if less than the number of middle aged knights then one is killed, otherwise gain **Loot**
- 24 Underage kin member receive land gift of 3£ per annum, you are warden for 2d6 years
- 25 Shelter from vengeance, select which gets -1 the other get ⊕; Love Family, Honor, or Loyalty Lord
- 26 Kin young show promise, select one; +1 lineage men, take a squire, or for 1£ add 1d6 lineage men
- 27 Youngling in kin asks you to help him become a squire, Yes = Love Family ⊕, No = Temperate ⊕
- 28 Kin widow and orphans need shelter at ½£ per winter, select one; Refuse=Family -1, Arrange her marriage= Pious & Proud ⊕ or Prudent & Selfish ⊕, Shelter her yourself=Generous & Family ⊕ and each winter roll 1d6; [1] the sons become +1d6 lineage men [6] 2£ goods stolen & Suspicious ⊕
- 29 Eldest notable kin dies, if no direct heir then kin leader inherits, roll **Luck** if unknown inheritance
- 30 Inspire your kin, for each success ⊕ and +1 lineage man; Orate, Compose, Sing and Play
- 31 Offending kin member slain without mercy by neighboring knight, roll Love Family vs. Just, if Just> then settle the issue in your lord's court by arms, if family> start a blood feud = every year roll 1d6 on a roll of 1 a kin member dies - on a roll of 6 one of their die (resolve by GM adventure)
- 32 Kin excels at your liege lord's court +1d3 new young knights
- 33 Disaster when kin is mustered for battle. Roll on **Kin knight muster**.
- 34 Distant relatives flee to your lands, you may pay 2£ to gain 1 pop, 1d20 levy and Hospitality ⊕
- 35 Kin knight becomes a raving madman in a fit of passion. Each winter for 1£ roll 1d6, 4+ heals him
- 36 An old kin knight dies and leaves enough inheritance for two of his sons to become young knights
- 37 Kin knight held for ransom, his lord refuse to negotiate with "barbarians"
- 38 Elderly kin knight remarries, joining in a smaller kin with 1d6 knights and a manor
- 39 A newly spurred knight says he is your bastard brother, select one; Settle by arms = Prudent & Just ⊕, Send away = Proud & Suspicious ⊕, Embrace = Trusting & Love Family ⊕ +1 kin knight
- 40 Kin child inherits a manor, you are asked to care for it until he comes of age. (2d6 winters).