

Yearly event	
YEARLY EVENTS (1d20)	
1-5	Good fortune ³⁴
6-7	Friend ³⁵
7-12	Relations ³⁶
13	Saga event ³⁷
14-15	Enemy ³⁸
16-20	Bad Fortune ³⁹
GOOD FORTUNE (1d20) 34	
+5 for knight, +10 for landed	
1	Roll [Valorous] = ⊕ Fumble= 1d6 goods Fail= Loot ⁹ Success=Toll gift 2£pa Critical=Toll grant 2£pa
2	Gift of a courser
3	Gift of a chainmail
4	Trial=honor & valor +1
5	Inherit claim on manor
6	Gain Loot ⁹ with plunder
7	Cure all family frail
8	Find a mentor for, 2d6 years ⊕ in a court skill
9	Find a master, 2d6 years ⊕ in a weapon skill
10	Start new skill 2d6+
11	Roll [Loyalty lord] = ⊕ Fumble= Guest ¹⁶ Fail=Gift of a charger Success=Allowance +2£ Critical=Gift of a manor
12	Gain a Companion ²⁷
13	Roll twice, select one
14	Toll gift of 1£/yearly
15	Gift from liege, roll Luck
16	Bless +1 until Christmas
17	Wise hermit 6* trait ⊕
18	Roll 3 kin events select 1
19	Start a new passion
20	Gift of 5 free servants
21	Roll [hospitality] = ⊕ Fumble= 1d6 goods Fail= hunting courser Pass= free named squire Crit=1d6 Companions ²⁷
22	Your tale becomes a popular song +500 glory
23	Find 1d6£ in coins
24	Wed: Wife allowance +2£ Unwed: Courting ⁴¹ status+5
25	Liege's bastard as squire get an allowance of 2£
26	Roll [Honor] = ⊕ Fumble= Get 3d6£ goods Fail= Get Loot ⁹ Pass=Gift of journeyman Critical= Gift of master
27	Get five infantry & the farms to pay for them
28	Get £10 for project
29	Pay 1£ to get 1 pop
30	Larger demesne +1d6£

+2 for knight, +4 for landed 35	
1d6	Friend Benefit
1	The cook +1 stat
2	Maid Gossip
3	Rider Named
4	Mentor ⊕ per year
5	Mercenary 3 favors
6	Companion ²⁷ -
7	Master Burgher
8	Knight Named
9	Liege's son 1d6 order
10	Neighbor Pact
RELATIONS 36	
If wed roll [Chaste] or [Love wife]	
Fumble	Tragedy ⁵¹
Fail	Flirt ⁴⁴
Success	Joy ⁴⁵
Critical	Bliss ⁴⁸
If unwed roll [Lustful]	
Fumble	Courting ⁴¹
Fail	Woo ⁴⁰
Success	Flirt ⁴⁴
Critical	Affair ⁴⁶
SAGA EVENT (1d20) 37	
+5 for knight, +10 for landed	
1	If a lord knights you he will die horribly
2	If knighted, a miracle
3	Warning: Eye for an eye
4	Prediction: own land
5	You will lose all you own
6	Your child gets a "godmother" gift
7	Your child gets a "godmother" curse
8	You have the fairy sign
9	You will betray your lord
10	Passion will save the day
11	Warning: do not fight
12	Your horse is intelligent
13	Make penance or die
14	Prediction: Go pilgrimage
15	Warning: watch the wife
16	Sign from the divine
17	Warning: son will die if he become a knight
18	Highest trait will change from defeat to victory
19	Prediction: die alone
20	An object of destiny
21	Next war will see you fall
22	Trust fate in next battle
23	Your kin will deny you
24	Your squire to be a hero
25	A friend will deny you three times in need
26	10 year peace in the land
27	Warning: a future famine
28	Build a chapel, to enrich the land and get a boon
29	All clergy will flee the fief
30	Your land will become a place of pilgrimage

ENEMY (1d6) 38	
1	Romantic rival
2	Ambition rival
3	Revenge a deed done
4	Slighted high passion
5	Family enemy/feud
6	Ex-friend,lover,companion
1d6 Enemy status/power	
1	Servant/burgher
2-3	Lower than you
4-5	Equal to you
6	Higher than you
1d6 Where?	
1	Your household
2-3	Liege's court
4	King's court
5	Foreign court (random)
6	Barbarian court
1d6 Who is angry?	
1-3	They hate you
4-6	You hate each other
1d6 How angry?	
1	To the death right now
2	Death at the right time
3	Open hate, thwart at all given opportunities
4	Hidden hate, will plot for years and years
5	Backstab indirectly
6	Righteous animosity
BAD FORTUNE (1d20) 39	
+5 for knight, +10 for landed	
1	Lost your knight's sword [Energetic] or Insulted ¹³
2	Gamble away 2d6*10d
3	Rot, all horse frail +2
4	Forget 1d6 skill points
5	Lose friend/companion
6	Debt = Maintenance
7	Sickness family frail+1
8	Accident -1 App
9	No training this year
10	Disease -1 CON
11	[Wed] rumor of Lover ⁵⁰ [Unwed] lose love/amour
12	Disease -1 STR
13	-1 curse until Christmas
14	Rats halve cloth value
15	Stricken ⁸ after calamity
16	Hurt ⁷ in accident
17	Main horse breaks a leg
18	Lose family heirloom
19	A horse dies in accident
20	Companion/servant dies
21	Owes a Jew 1d6£ @ 20%
22	Rusting armor -1 point
23	All horses frail +1d6
24	Pay 1d6£ or lose armor
25	Pay 1d6£ or lose horse
26	This years loss +1d6£
27	Fight ¹⁹ or 2d6£ loss
28	Fortification/demesne -1
29	Fire in demesne -1d6£
30	Neighbor blood feud

WOO 40	
If already courting go to Deed ⁴²	
[Loyalty][Honour][Courtesy]	
Success= ⊕,crit=+25G, Fumble ⁶	
0	Your presumptions has gained you an Enemy ³⁸
1	Your lord asks if you wish to marry a commoner 1d3£
2	Her brother test you, win Challenge ²⁸ = Courting ⁴¹
3	You are deemed worthy and may start Courting ⁴¹
COURTING 41	
You may court her until rejected multiples only by GM choice	
If already courting go to Deed ⁴²	
1d20 Status - first time only	
1	Commoner, named
2-3	Lower status
4-6	Lower status, named
7-10	Same status
11-14	Same status, named
15-17	Higher status
18-19	Higher status, named
20	Real lady, named
[Flirting] +-App +-Status	
Fumble	Outright rejected
Fail	May continue below
Success	-"- with +5
Critical	-"- with +10
[Romance] +-App +-Status	
Fumble	Fumble ⁶ & Dejection ⁴⁷
Fail	Gain Devotion 3d6
Success	Joint Devotion 2d6+6
Critical	-"- & roll again below
[Chaste]	
Fumble	Lustful+1 & forced to marry, no dowry
Fail	Directed trait: jealous
Success	Proposal ⁴³
Critical	Love at first sight, you are wed this year
<i>Continue in the rule book as well</i>	
DEED (roll 1d6) 42	
Successful deed= Proposal ⁴³	
Failed deed= Dejection ⁴⁷	
1	Win a Tournament ²⁵
2	Win a Challenge ²⁸
3-4	Select three to pass: [Romance][Dance][Orate][Play][Singing][Compose]
5	Roll your [Devotion] or -"-
6	Give gift of 1d6£ worth
PROPOSAL 43	
[Devotion][Honour][Romance]	
Success= ⊕,crit=+25G, Fumble ⁶	
0	Rejected, she weds another
1	Try again, any Devotion +1
2	Her family accepts the offer any Devotion is gone
3	With happy tears she accepts your proposal any Devotion become Love

FLIRT, wed 44	
[Flirt][App][Dance/Play/Sing]	
Pass=⊕,Crit=10G,Fbl= Insulted ¹³	
0	[Honor] +1 lustful, fail= Challenged ²⁸ , peasant rape
1	Bastard ⁴⁹
2	Affair ⁴⁶
3	A rich widow tries for 1d6 years to get your attention
FLIRT, unwed	
[Flirt][Appearance][Dance]	
Pass=⊕,Crit=10G,Fbl= Insulted ¹³	
0	Insulted ¹³ by rival
1	1d3 children in village
2	Bastard ⁴⁹
3	[1-3] Affair ⁴⁶ [4-5] Woo ⁴⁰ [6] Courting ⁴¹ a rich widow
JOY 45	
If you have a Love(wife) roll on table below, if you don't gain it	
Fumble	Wife +1 Appearance
Fail	Healthy Pregnancy
Pass	⊕ If she loves you +1 and 1d6 skill points if not then she does now
Critical	+1, Roll on Bliss ⁴⁸
AFFAIR, wed 46	
[Intrigue][Deceitful][Prudent]	
Success= ⊕, fail= -⊕, Fumble ⁶	
0	Caught, former friend/ally become your Enemy ³⁸
1	Caught, Tragedy ⁵¹ & Loss ¹⁴
2	You have a discreet affair with a lady, 500 glory
3	You are the paramour of a high lady, 1000G & Luck
AFFAIR, unwed	
[Intrigue][Deceitful][Prudent]	
Success= ⊕, fail= -⊕, Fumble ⁶	
0	Caught & challenged ²⁸ by enemy ³⁸ , she takes poison, -1 honor, -1 hospitality
1	You are Challenged ²⁸ fail and proven guilty
2	She births a child, which will look like you, 250G
3	You are the paramour of a high lady, 500G & roll once a year: [12] Luck [34] affair continues [56] affair ends
DEJECTION 47	
[Devotion][Chaste][Modest]	
Success= ⊕,crit=+10G, Fumble ⁶	
0	Damn her, +1 lustful and proud, any Devotion is lost, gain Hate(her family)
1	Forget her, failed roll effect: Chaste fail = Bastard ⁴⁹ Modest fail = Enemy ³⁸
2	You will be back, Gain 3d6 Devotion or gain +2
3	You fall in love with her gain a passion for her

BLISS 48	
+2 for Love, +4 for mutual love	
1d6	Happily married
1	Roll [Romance] Fumble=she arranges a concubine for you Fail= you love her (or+1) Pass=She Loves you (or+1) Crit= mutual Love(or+1)
2	Both +3 chaste max 18
3	Wife appearance +1d6
4	Gain 5 free servants
5	Inspires a song +250 glory
6	Last child is blessed
7	Wife gain 2d6 skill points
8	Heir gets Good fortune ³⁴
9	3 family rerolls
10	Roll [Love wife] Fumble= wife +1 fertility Fail= investment of 1d6£ Success=for 3 years no children health rolls Critical=Young again, for 3 years no age or frail
BASTARD 49	
[Honest][Just][Family]	
Success= ⊕, fail= -⊕	
0	Unwed =child and Loss ¹⁴ Wed = child and Tragedy ⁵¹
1	You refuse the child and in 20 years get an Enemy ³⁸
2	Recognize the child as yours it comes into your care
3	Sire a child with a maiden Unwed = marriage, Wed = 250G, child, concubine, Loss ¹⁴ and Enemy ³⁸
LOVER, rumored 50	
[Chaste][Trusting][Forgiving]	
0	You kill her in a jealous rage
1	Must be true, get divorce
2	Why would she? Family ⊕
3	Defend her through arms Challenge ²⁸ Love Family +1
TRAGEDY 51	
1d6	You betrayed her so
1	She becomes a nun, each year roll d[20] = dies, until then you remain married
2	Rumors of a Lover ⁵⁰
3	She takes poison & dies, her kin as 1d3 Enemies ³⁸
4	Her love becomes hate
5	She runs away & is gone
6	Divorce ⁵²
DIVORCE 52	
You have failed her so much that your liege/church grants your wife divorce. Together with the GM you should sort out what happens and what passions to change.	

Summer Solo	
GM SELECT SOLO or roll 1d6	
1 Generic ⁵ at home	
2 Vassal duty ¹	
3 Liege court ²	
4 Adventure ³	
5 Unwed= Love ¹⁰ , Wed=chose Adventure ³ or Questing ⁴	
6 Player select one above	
VASSAL DUTY (roll 1d6) +2 for knight/rider +4 for landed knight	1
1 [Aware] Bandits ¹¹ fail= Chore ¹²	
2 Generic ⁵ serve a knight	
3 [Horse] Patrol ²⁴ fail= Chore ¹²	
4 Generic ⁵ bout and Loot ⁹	
5 [Valor] Garrison ¹⁸ fail= Generic ⁵	
6 Generic ⁵ guard duty	
7 Select: Conflict ¹⁵ or Generic ⁵	
8 Generic ⁵ fight barbarians	
9 Muster ²³ (roll kin survival)	
10 Generic ⁵ and Enemy ³⁸	
LIEGE COURT (roll 1d6) +2 for knight/rider +4 for landed knight	2
1 1d6+ in a <10 courtly skill	
2 Generic ⁵ Help the servants	
3 [Court] Amuse ¹⁷ fail= Chore ¹²	
4 Generic ⁵ gain gift of Luck	
5 [Lord] Guest ¹⁶ fail= Generic ⁵	
6 Generic ⁵ entertain the lord	
7 Select Amuse ¹⁷ / Garrison ¹⁸	
8 Generic ⁵ feast (no combat)	
9 Select Conflict ¹⁵ / Patrol ²⁴	
10 Generic ⁵ demesne +1£	
ADVENTURE (roll 1d6) +2 for knight/rider +4 for landed knight	3
1 Select Bandits ¹¹ / Patrol ²⁴	
2 Generic ⁵ helping a knight	
3 Select Hideout ²⁰ , Garrison ¹⁸	
4 Generic ⁵ duel + Relations ³⁶	
5 [Court] Hunt ²⁶ fail= Generic ⁵	
6 Generic ⁵ religious trial	
7 Liege holds Tournament ²⁵	
8 Generic ⁵ making it right	
9 Questing ⁴ roll below	
10 Generic ⁵ & Companion ²⁷	
QUESTING (roll 1d6) Fail= Age +2 for knight, +4 of table round	4
1 Quest of Knighthood ²⁹	
2 Generic ⁵ for Guenevere	
3 Quest of Challenge ²⁸	
4 Generic ⁵ & Good fortune ³⁴	
5 Quest of Chivalry ³¹	
6 Generic ⁵ for the King +25G	
7 Quest of Tournament ²⁵	
8 Generic ⁵ for Arthur +100G	
9 Quest of Victory ³²	
10 Generic ⁵ for Arthur +500G	

Winter Solo	
Chosen, select a summer solo but travel cost 1£/rider, horse get +1 frail and rider get no stewardship or any healing.	
GENERIC 5	5
1d6 Roll or GM select	
1 ⊕ 3 skill 3 trait 3 passion	
2 ⊕ 6 skill 2 trait 1 passion	
3 10 glory ⊕ 6 skill 2 trait	
4 25 glory ⊕ 5 skill 2 trait	
5 50 glory ⊕ 4 skill 3 trait	
6 75 glory ⊕ 3 skill 4 trait	
FUMBLE ROLL 1D6 6	6
1 Common mistake	
2 Ordinary failure	
3 Comical failure	
4 Pain -1 HP	
5 Insulted ¹³ , end solo	
6 Roll again below	
1 End solo shame Modest ⊕	
2 End solo shame Pious ⊕	
3 End solo shame Vengeful ⊕	
4 End solo shame Honor -⊕	
5 End solo shame Arbitrary ⊕	
6 Roll again below	
1 Directed 1d6 negative trait	
2 Disheartened -3 to skill	
3 Misery -1 to Passion	
4 Aging roll	
5 Loss of honor (-1)	
6 Hurt ⁷ or Stricken ⁸	
HURT (physical) 7	7
1 Major wound	
2 Scarred 1d6+ HP & -1 APP	
3 -1 DEX	
4 -1 CON	
5 -1 STR	
6 Age roll	
STRICKEN (emotional) 8	8
1 Passion -2	
2 -3 APP	
3 Re-roll a fitting trait 3d6	
4 Insanity for 1d6+ months	
5 Lazy, Cruel, Vengeful +1	
6 Age roll	
LOOT 1d6£ goods, if possible plunder then +1 each for ⊕ in Cruel,Selfish,Vengeful,Wordly If roll is ≥6 then roll again below keep the bonus for trait checks	9
1 +1*4 opposing traits above	
2 +1*2 opposing traits above	
3 Courser, tack & gear	
4 Palfrey, tack & gear	
5 Luck roll	
6 Prisoner (roll Companion ²⁷)	
7 Roll twice keep bonus	
8 +1d6£ goods	
9 +1d6£ coins	
10 +2d6£ goods +1d6£ coins	

LOVE 10	10
If not courting roll for [Lustful]	
Fumble ⊕ Generic ⁵ & Courting ⁴¹	
Fail -⊕ Generic ⁵ & Woo ⁴⁰	
Pass ⊕, Generic ⁵ & Flirt ⁴⁴	
Critical ⊕, Generic ⁵ & Affair ⁴⁶	
If courting [Devotion][Chaste]	
Fumble ⊕ Fumble ⁶ + Dejection ⁴⁷	
Fail*2 -⊕ Generic ⁵ & Flirt ⁴⁴	
Pass*1 ⊕ Generic ⁵ & Deed ⁴²	
Pass*2 ⊕ Generic ⁵ & Proposal ⁴³	
Critical ⊕ Generic ⁵ & Proposal ⁴³	
BANDITS 11	11
[Aware][Hunting][Recognize]	
Success= ⊕,crit=+10G, Fumble ⁶	
0 Generic ⁵ failure	
1 Generic ⁵ didn't catch all	
2 Fight ¹⁹ (to catch them)	
3 Select Fight ¹⁹ or Hideout ²⁰	
CHORE 12	12
[Horse][Energetic][First aid]	
Pass=⊕,Crit=10G,Fbl= Insulted ¹³	
0 You keep away Lazy +1	
1 Humble=⊕, +1 in roll	
2 ⊕ 3 skill 2 trait 1 passion	
3 Generic ⁵ duties, no glory	
INSULTED 13	13
[Honor][Temperate][Valorous]	
Success= ⊕,crit=+10G, Fumble ⁶	
0 It is the truth -1 Honor	
1 -⊕ Honor [Proud] Enemy ³⁸	
2 Integrity gives ⊕ Honor	
3 [Energetic] gain Friend ³⁵	
LOSS 14	14
[Honest][Loyalty Lord][Just]	
Success= ⊕, critical=+10 Glory	
0 Loyalty -1	
1 -1 in one of the above	
2 Owe damages 1d6£	
3 You are forgiven +25 Glory	
CONFLICT 15	15
Roll against [Honor] Pass=⊕	
Fumble Chore ¹²	
Fail Garrison ¹⁸	
Success win Skirmish ²¹ = Loot ⁹	
Critical Conquest ²²	
GUEST 16	16
[Hospital][Valor][Honor]=glory	
Success= ⊕,crit=+10G, Fumble ⁶	
0 Hospitality -1 & Insulted ¹³	
1 30 Glory and join a Hunt ²⁶	
2 50G & join a Tournament ²⁵	
3 Generic ⁵ & Good fortune ³⁴	
AMUSE 17	17
[Play][Sing][Game]=Glory	
Success= ⊕,crit=+10G, Fumble ⁶	
0 Generic ⁵ boring the lord	
1 Lets go Hunting ²⁶ instead	
2 Join as their Guest ¹⁶	
3 Generic ⁵ & gift of Luck	

GARRISON (3 times 1d6) 18	18
Success= ⊕, critical=+10 Glory	
1 Lordly visit [Hospitality]	
Pass [Play][Orate][Court]=Glory	
If all three= Guest ¹⁶	
Fail [Proud] to get Challenged ²⁸	
2 Guard duty [Energetic]	
Pass Spot trouble one Patrol ²⁴	
Fail 3*[Weapon] or d6 HP	
3 Administer justice [Just]	
Pass [Prude][Forgive][Mercy]=G	
If all three= Companion ²⁷	
Fail [Honor] +1 or if fail=1d6£	
4 Attend feast [Courtesy]	
Pass [Modest] to join Hunt ²⁶	
[Lustful] for Flirt ⁴⁴	
Fail [Indulgent] get Insulted ¹³	
5 Foreigners [Trusting]	
Pass Gain 2d6 Suspicious(vs X)	
Fight ¹⁹ fail= Loss ¹⁴	
Fail +20 Glory Bandits ¹¹	
6 Thieves [Awareness]	
Pass [Honor] +1 or fail= Loot ⁹	
Fail [Energetic] for Bandits ¹¹	
[Lazy] for Loss ¹⁴	
FIGHT 19	19
[Valour][Weapon][Horse]	
Success= ⊕,crit=+10G, Fumble ⁶	
0 Fail 5*[Weapon] or d6hp	
1 Draw 3*[Weapon] or d6hp	
2 Win 25g and 1d6 goods	
3 Victory 50g and Loot ⁹	
HIDEOUT 20	20
[Prudent][Valour][Siege]	
Success= ⊕,crit=+50G, Fumble ⁶	
0 Hurt ⁷ or -1 honor	
1 Fail 3*[Weapon] or d6+hp	
2 Win 50g 3*⊕ d6hp & Loot ⁹	
3 Win 75g 6*⊕ d6hp	
select Loot ⁹ or Luck	
SKIRMISH 21	21
[Lance/Spear][Valour][Battle]	
Success= ⊕,crit=+25G, Fumble ⁶	
0 You are taken prisoner	
1 Fail 3*[Weapon] or d6+hp	
2 Win 30g, d6hp and 4*⊕	
3 Win 50g, d6hp and 6*⊕	
select Companion ²⁷ / Luck	
CONQUEST 22	22
Roll against [Loyalty Lord]	
Fumble Chore ¹²	
Fail Win Fight ¹⁹ = Luck	
Success Win Skirmish ²¹ = Loot ⁹	
Critical Win Hideout ²⁰ =Manor	
MUSTER 23	23
[Loyalty][Valour][Honor]	
Success= ⊕,crit=+25G, Fumble ⁶	
0 Chore ¹²	
1 Garrison ¹⁸	
2 Select Fight ¹⁹ / Skirmish ²¹	
3 Select Conquest ²² / Patrol ²⁴	

PATROL (3 times 1d6) 24	24
Success= ⊕, critical=+10 Glory	
1 Visit manor [Temperate]	
Pass [Honor][Valor][Humble]=G	
If all three= gain a Friend ³⁵	
Fail [Selfish] = Insulted ¹³	
[Suspicious] = Enemy ³⁸	
2 What is that? [Aware]	
Pass Select Bandits ¹¹ / Hideout ²⁰	
Fail [Energetic] Fight ¹⁹ fail= Loss ¹⁴	
3 Find spoor [Hunt]	
Pass [Horse][Spear/bow][Aware]	
For each gain 1£ goods	
Fail [Valor] 1d6hp fail= Loss ¹⁴	
4 Barbarians [Prudent]	
Pass Fight ¹⁹	
Fail Win Skirmish ²¹ = Loot ⁹	
5 Talk to an old lady [Fairy]	
Pass [Merciful] Good fortune ³⁴	
fail = Loot ⁹	
Fail [Pious][Generous]	
if both fail= Bad fortune ³⁹	
6 Enemies [Battle]	
Pass if win Skirmish ²¹ = Loot ⁹	
Fail [Valor] Skirmish ²¹ fail= Loss ¹⁴	
TOURNAMENT (small) 25	25
If you do no enter = Generic ⁵	
[Valour][Horse][Tourney]=Glory	
Success= ⊕,crit=+30G, Fumble ⁶	
0 You leave Insulted ¹³	
1 for 1£ enter the Tilt	
2 for 1£ enter the Tilt +3	
3 Select Tilt +3 &/ Melee	
TILT [Lance] -difficulty 1d6+	
Fumble You lose & Fumble ⁶	
Fail You lose	
Success =Glory & re-roll +3	
Critical You win the day!	
+100 Glory 3d6goods	
MELEE [Weapon][Long][Short]	
Critical= Loot ⁹ , Fumble=0	
0 Hurt ⁷ ,Horse,Armor,Ransom	
1 Ouch a 2d6 hp wound	
2 A knight yields 25G & Loot ⁹	
3 Take a prisoner of equal rank 50G	
HUNT 26	26
[Hunt][Horse][Spear/Bow]	
Success= ⊕,crit=+10G, Fumble ⁶	
0 Left behind with the ladies roll on Relations ³⁶ event	
1 Assisted, 5 Glory	
⊕ Awareness, Compose	
2 3 Horn, 1£ goods 10 Glory ⊕	
Awareness, First aid	
3 Did it all, 25 Glory, 1d6£ goods, invited to hunt with the lords roll below	
[Falconry]	
Fumble Fumble ⁶ & Insulted ¹³	
Fail Generic ⁵ feast	
Success -"- and 50 Glory	
Critical -"- and Good fortune ³⁴	

COMPANION 27	27
1-3 Gain named servant	
4-5 Gain named burgher	
6 Roll again below	
1 Gain generic warrior	
2 Gain generic lackey	
3 Gain generic squire	
4 Gain named concubine	
5 Gain generic sergeant	
6 Roll again below	
1 Gain named warrior	
2 Gain named lackey	
3 Gain named squire	
4 Gain named sergeant	
5 Gain Mercenary knight	
6 Knight swears allegiance	
CHALLENGE 28	28
1d6 Skill	
1-2 Player skill -5	
3-5 Player skill -2	
6 Player skill +1d6	
1d6 Challenged to what?	
1 On foot, first knee/blood	
2 On foot, first blood	
3 Unhorsed, blunt arms	
4 Unhorsed, sharp arms	
5 On horse, first blood	
6 To the death, all arms	
1d6 Wager?	
1 Pride	
2 Justice	
3 Select: Armor or Horse	
4 Justice and armor	
5 Armor and Horse	
6 Horse, arms and justice	
KNIGHTHOOD(or Adventure ³) ²⁹	
[Valour][Honour][Just]	
[Lance][Sword][Horse]	
Success= ⊕,crit=+10G, Fumble ⁶	
0 Hurt ⁷ and Stricken ⁸	
1 Stricken ⁸	
2 Hurt ⁷	
3 Failed quest (Age loss roll)	
4 Knight errand (0£)	
5 Household Knight (3£)	
6 Knight (6£)	
Success = 1d6+*100 Glory	
CHIVALRY (or Adventure ³) 31	31
[Energetic][Generous][Just]	
[Merciful][Modest][Valorous]	
Success= ⊕,crit=+10G, Fumble ⁶	
0 Stricken ⁸ and Honor -2	
1 Hurt ⁷ and Honor -1	
2-3 Failed quest (Age loss roll)	
4 With the help of Friend ³⁵	
5 +1 Honor & gift of Luck	
6 +2 Honor & Good fortune ³⁴	
Success = 1d6+*100 Glory	
VICTORY (or Adventure ³) 32	32
Must win each in this order	
Fight-Skirmish-Hideout ²⁰	
Success = 2d6+*100 Glory	