

Chivalrous mausritter

DRAFT - WIP

Mausritter goes pendragon

Acknowledgements & Inspiration

- [Pendragon RPG](#)

Key Features of Pendragon

Heritage and lineage, spouses and children

In Pendragon, your character has a lineage and a family. They inherit glory and riches from their ancestors. They seek marriage and children. Their family is renowned for some skill. Their children become squires and then knights.

- Inherit 10% xp from parent
- Family Skills
- Marriage and children

Martial Prowess

Knights are especially versed in the usage of weapons of war like swords, axes, hammers and spears. They also wear armour with much comfort. Also wielding shields is quite important.

- Weapon types and importance of shields
 - Martial weapons (+1 damage)
 - Armour / Shield / Helm Split

You are a trained soldier, capable in arms and Armour. A soldier is used to wearing armour and thus uses the improved armour rules (each slot item grants 1 armour) bringing the default armour value to 2.

You can stress your weapons and shields by marking usage.

Stress axes (chopping) weapons to ignore enemy shields.

Stress hammer (blunt) weapons to ignore armour.

Swords only suffer usage on 5+ after combat.

Mounted Combat

Knights often have a mount. While it can't be there in any situation in an open field they gain a respective advantage against foot soldiers. They also have lance charges and jousting as a form of duel.

- Mounted combat
 - Personal mounts
 - Rabbit / hare (Jump)
 - Toad (Swim)
 - Bird (Fly)

- Beetle (armoured, steadfast)
- Chicken (Beak, protective)
- Lizard (Climb)
- Squirrel (Climb)
- Jousting: Opposing DEX check, damage by mount 2d6 default for combat mount
- Vs unmounted: advantage/disadvantage damage

Values and Passion

Knights lead by example and are expected to act according to the knightly values. Acting in line of those grants Glory and - mechanical wise - inherit armour.

- Chivalrous bonus
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Religious bonus

Not sure how applicable

Courtesy

Hunting big Game

- Single adventure, like froggracle compete in hunting
- Now and then minigame
- Leading Battles (Warbands)
- Stewardship

Kingdoms and factions

- Knightly Factions
- French (proud, courageous, martial) Frogs
- Irish (independent, good natured, emotional, orate)
- Picts (quick, wild, painting, superstitious, faery lore)
- Romans (cultured, devious, practical)
- Saxons (big, simple/direct, violent, boating)

Lineage

Roll for your family trait.

1. Riding (Jousting, Riding)
2. Performance (Singing/Dancing/Orrating)
3. Awareness (Discern Realities)
4. Hunting: bow and traps
5. First Aid (Healing, Bandages, Treatment)
6. Flirting (Charmin, Boozing)
7. Recognize (Social Network)

8. Intrigue (Gossips)
9. Swimming (well, you know)
10. Gaming (Gamble)
11. Feary Lore
12. Folk Lore

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