

BRETONNIAN KNIGHT

Human (Bretonnian)

WS	BS	S	T	I	Agi	Dex	Int	WP	Fel
									

Career Path

Knight Errant – Silver 2

Skills: Lore (Heraldry), Melee (Calvary), Ride (Horse), Athletics, Charm Animal, Outdoor Survival, Heal, Dodge

Talents: Virtue of Chivalry, Roughrider, Sturdy, Warrior Born

Trappings: Mail Shirt, Riding Horse with Saddle and Tack, Shield, Mail Coif,, Leather Jack, Helmet, Hand Weapon, Shield

Knight of the Realm – Silver 4

Skills: Charm, Cool, Endurance, Melee (Any), Leadership, Consume Alcohol

Talents: Virtue of Knighthood (Any), Strike Mighty Blow, Strike to Injure, Shieldsman

Trappings: Bretonnian Charger with Saddle and Tack, Melee Weapon (Any), Plate Armour, Tunic with Heraldry, icon of the Lady of the Lake, Household Position with a Bretonnian Noble or Bretonnian Fief

Questing Knight – Gold 1

Skills: Language (Any), Lore (Warfare), Perception, Intuition

Talents: Fearless (Any), Stout-hearted, Seasoned Traveller, Virtue of the Quest

Trappings: Plate Armour, Shield, Icon of the Lady of the Lake, Bretonnian Charger with Saddle and Harness

Grail Knight – Gold 3

Skills: Language (Battle Tongue), Gossip

Talents: Grail Virtue (the one that matches the character's Virtue of Knighthood), Inspiring, Frightening, Iron Will

Trappings: Plate Armour, Shield, Icon of the Lady of the Lake, Bretonnian Charter with Saddle and Harness, Sip from the Grail

Virtues of Knighthood

Virtue of Chivalry

Max:

Description: You may call upon the Lady of the Lake and gain her blessings, as described in **The Gifts of the Lady** on page @@. Only Bretonnian knights may take this talent, which is only useful to characters with Fortune Points.

Before going into combat, the knight takes a few moments (at least 12 combat rounds) to pray to the Lady, asking for a boon. He then spends a Fortune Point and chooses the blessing he wants. Sometimes, the lady grants a different blessing if it would benefit the knight. Thus if the knight is facing-nonmagical opponents with poisoned weapons, she might grant protection from poison even though the knight asked for protection from magic.

Gifts of the Lady:

- **Grail Draught:** The knight gains +20% bonus to all tests to resist poison.
- **Lady's Mantle:** The knight gains +1 Armour Point on all locations. This adds to the value of any armour actually worn, to a maximum of 6 Aps per location.
- **Might of Purity:** On a successful hit, add the result of the units of die to the attack role to any Damage caused.
- **Stout Heart:** The knight gains +20% bonus to all tests to resist fear, whether mundane or magical.
- **Ward of Light:** The knight seems slightly brighter than his surroundings and gains a +10% bonus to all tests to resist harmful magic.

Virtue of Audacity

Agilgar of Parravon was a master of turning a foe's strength back on him.

Description: If an opponent's Strength Bonus is higher than yours, use its value in place of your own for the purpose of dealing damage

Virtue of Confidence

Carleond of Couronne would challenge any foe to single combat, such was his confidence in his prowess.

Description: Whilst engaged in combat, you may take a Full Action to issue a Challenge to a single opponent. Most targets of the Challenge are not obligated to accept the Challenge (though many do); Knights with the Virtue of Chivalry Talent must accept. For the duration of the combat, you gain a +2 bonus on damage rolls in melee combat. Whilst engaged in a Challenge, you may not Challenge a new opponent in that combat until the first is defeated or has fled the battle.

Virtue of Discipline

Marcus of Bordeleaux took the field against any odds-, ever undaunted

Description: It is no easier to attack when you are outnumbered. With this Talent, you negate any bonuses to your opponents' Weapon Skill that are gained as a result of superior numbers. This Talent does not negate any other circumstantial bonuses.

Virtue of Duty

Thierulf of Lyonesse was the most loyal of the Companions, always fighting at the side of his liege

Description: You may pledge your loyalty to up to three other characters. When you fight alongside those characters, they each gain a +5% bonus to their Weapon Skill characters. If any of them are not present in a battle, you take a -10% penalty to your Weapon Skill characteristic.

Virtue of Empathy

Martrud of Montford always championed the peasants and was loved by them in return.

Description: When you succeed a Fellowship Test when dealing with Bretonnian peasants, you succeed it by number of levels equal to your Fellowship Bonus. Other knights do not think less of you for talking with your social inferiors. (They may think less of you for choosing this path in the first place, however).

Virtue of the Ideal

Landuin of Mousillon was the peerless knight, pure in heart, skilled in arm, and wise in mind. Alas, Mousillon has fallen far.

Description: You may make another attack in exchange for a Fortune Point.

Virtue of the Impetuous Knight

Balduin of Brionne was always in the forefront of battle, first to engage his enemies

Description: Charge attack grants you +2 Advantage tokens.

Virtue of the Joust

Folgar of Artois was unmatched in his skill with the lance.

Description: You gain a +10% to WS when using a lance.

Virtue of Knightly Temper

Beren of Gisoreux was ever swift to deal death to his foes, striking twice before they could respond.

Description: If you successfully wound an opponent at the end of a Charge Attack, you may immediately take another free attack against the same opponent. This attack costs no action but is otherwise the same as a Standard Attack. You are not required to make this attack (for example, if your opponent is already dead). The +10% bonus to Weapon Skill bonus from the Charge does not apply to this additional attack.

Virtue of the Penitent

Corduin of L'Anguille ever mourned the loss of his believed to the curse of the hag, yet he fought bravely when summoned.

Description: You may not use magic items or ride steeds other than a horse. Any weapon you wield counts as magical and the Critical Value of any Critical Hit made against you is reduced by one. A Critical Hit with a value of 0 has no effect.

Virtue of Purity

Rademund of Quenelles was the most virtuous champion of the Lady, upholding her honour in every battle.

Description: You may invoke the Gifts of the Lady without taking time to pray. In addition, you gain one bonus Fortune point every day.

Virtue of Stoicism

Lambard of Carcassonne stood firm in the face of fear, and his bravery steeled those around him.

Description: You may re-roll any failed Fear or Terror Test, or any failed Test to resist Intimidation. If the re-roll succeeds, ignore the first failure. You may have a party member be granted a re-roll on this test as well instead.

Virtue of the Quest

This Talent has a number of effects, but they only apply whilst the character is in the career of the Questing Knight. If he completes the career and moves on or abandons it to take up a different career, the effects of the Talent lapse. If the character completes the career and becomes a Grail Knight, the Talent is lost altogether, though the experience points spent to buy it are not regained. If he simply abandoned the career, he retains the Talent, and if he re-enters the Questing Knight career its effects apply once more.

Description: You take a -50% penalty to your Weapon Skill characteristic if you use a lance. Questing Knights renounce the use of that weapon, and those with the Virtue of the Quest find it hard to break that pledge.

You receive visions that direct your quest. The visions lead you to the place where you should be, which normally means that they lead you into danger.

At any time, you may call upon your strength of purpose to give you succour. As a half action, you may spend a Fortune Point to heal 1d10 of your wounds. This cannot be taken above your normal maximum.

The Grail Virtues

Grail Virtue of Audacity

Description: Whenever you are engaged in melee with one or more opponents, you increase your Toughness Bonus Characteristic by +4. The bonus applies to melee attacks made by opponents engaged with you. This bonus lasts until you successfully test Weapon Skill and inflict at least 1 Wound against adjacent foe or if, at any

time, you choose not to make a melee attack while so engaged. After the bonus is expended, you cannot use the Grail Virtue of Audacity for the duration of the encounter.

Grail Virtue of Confidence

Description: Whilst you are involved in a Challenge, all other opponents must succeed a **Impossible (-40%) Weapon Skill Tests** to hit you. You take this penalty to any attacks you make against opponents other than the one you challenged, so long as the opponent still stands. Also, you gain a +10% bonus to your Toughness characteristic against any attack that hits you.

Grail Virtue of Discipline

Description: When outnumbered at least 2 to 1, you may make another attack in addition to your standard attack.

Grail Virtue of Duty

Description: If you fight with those to whom you are pledged, they gain a free attack at the cost of an Advantage Token and +10% bonus to their Strength characteristics during the Battle. If any of those to whom you are pledged are absent, you take a -10% penalty to your Strength and Toughness characteristics.

Grail Virtue of Empathy

Description: When you lead Bretonnian peasants, you make any Fear or Terror tests first. If you succeed, the peasants do not need to check. If you fail, the peasants must make their own tests, as normal. In addition, you may spend two Fortune Points when seeking the Gifts from the Lady to extend the Gift to the peasants under your command. You may command a number of peasants equal to your Will Power characteristic.

Grail Virtue of Heroism

Description: If you inflict damage on an opponent, you do an additional number of Wounds equal to the opponent's Armour Points on that location. That is, if the opponent's Toughness Bonus and Armour are enough to reduce the damage you do to zero, you do no damage, but if you do any damage at all, armor has no effect.

Grail Virtue of the Ideal

Description: You gain a permanent +5% bonus to Weapon Skill and Strength Characteristics. Update your starting profile to reflect these changes.

Grail Virtue of the Impetuous Knight

Description: You may take two Charge Actions in a single round. This over-rides the normal limit on only being able to take a single attack action in one round. The normal limits on Charge Attacks still apply.

Grail Virtue of the Joust

Description: In your hands, all lances count as magic weapons and do an additional +2 Damage. They also lose the Tiring quality. If you wield a magical lance, its damage is increased by +1, and it loses the Tiring quality if it has it.

Grail Virtue of Knightly Temper

Description: When you make a Charge Attack, you deal SBx2 damage. All attacks made in the Charge Attack benefit from the +10% bonus to Weapon Skill. The Virtue of Knightly Temper applies to all these attacks.

Grail Virtue of Noble Disdain

Description: Any roll on the Critical Table will have +25 added to the result against opponents who have used missile weapons against you or your allies.

Grail Virtue of the Penitent

Description: You may reverse the Critical Hit roll made against you. Thus, if your opponent rolls a 82, you may reverse it to a 28 for a less severe result on the Critical Menu.

Grail Virtue of Purity

Description: You do not need to spend Fortune Points to invoke the Gifts of the Lady and may do so automatically before every combat.

Grail Virtue of Stoicism

Description: You are immune to Fear and Terror and cannot be Intimidated. You gain a +20% bonus to all Tests made to resist magic that affects your mind.