

# PALADIN

## CAROLINGIAN LEGENDS

Player:  
Game master:

### Personal Data

Name:  
Age:                      Son number:  
Blessing:  
Homeland:              Home:  
Culture:                Lineage:  
Liege Lord:  
Father's class:        Personal class:

### Personality Traits

†	♥	<input type="checkbox"/>	Chaste	/	Lustful	<input type="checkbox"/>
*		<input type="checkbox"/>	Energetic	/	Lazy	<input type="checkbox"/>
†	♥	<input type="checkbox"/>	Forgiving	/	Vengeful	<input type="checkbox"/>
*	♥	<input type="checkbox"/>	Generous	/	Selfish	<input type="checkbox"/>
	♥	<input type="checkbox"/>	Honest	/	Deceitful	<input type="checkbox"/>
*		<input type="checkbox"/>	Just	/	Arbitrary	<input type="checkbox"/>
*	†	<input type="checkbox"/>	Merciful	/	Cruel	<input type="checkbox"/>
*	†	<input type="checkbox"/>	Modest	/	Proud	<input type="checkbox"/>
	♥	<input type="checkbox"/>	Prudent	/	Reckless	<input type="checkbox"/>
†		<input type="checkbox"/>	Temperate	/	Indulgent	<input type="checkbox"/>
†	♥	<input type="checkbox"/>	Trusting	/	Suspicious	<input type="checkbox"/>
*		<input type="checkbox"/>	Valorous	/	Cowardly	<input type="checkbox"/>

Directed trait:   
Directed trait:   
Directed trait:

\* **Chivalrous character**: yes / no  
Conditions: 90 points in \* traits, Honor 16  
Bonus: +3 armor, x2 Inspiration bonus for Honor

† **Pious character**: yes / no  
Conditions: 90 points in † traits, Love (God) 16  
Bonus: +5 to all Prayers

♥ **Romantic character**: yes / no  
Conditions: 90 points in ♥ traits, Amor 16  
Bonus: reroll die 1x/adv., x2 Inspi bonus for Amor

### Passions & Attitudes

Passions	Attitudes
Love (Charlemagne) <input type="checkbox"/>	Charlemagne <input type="checkbox"/>
Honor <input type="checkbox"/>	Lord <input type="checkbox"/>
Love (family) <input type="checkbox"/>	Family <input type="checkbox"/>
Love (God) <input type="checkbox"/>	Retinue <input type="checkbox"/>
	Church <input type="checkbox"/>
	Commoners <input type="checkbox"/>
	<input type="checkbox"/>

### Equipment

Armor & shield (    points):  
Clothing (value £):  
Travel gear (on horse \* ):  
Personal gear (on horse \* ):  
War gear (on horse \* ):  
  
Possessions (at home):

### Attributes

SIZ:                      (Knockdown)  
DEX:  
STR:  
CON:                      (Major wound)  
APP:  
  
Damage ((SIZ+STR)/6):    d6  
Healing Rate ((STR+CON)/10):  
Movement ((STR+DEX)/10):  
Total Hit Points (SIZ+CON):

### Appearance



### General Skills

#### Common Skills

Awareness   
Chirurgery   
Faerie Lore   
First Aid   
Folk Lore   
Horsemanship   
Hunting   
Industry   
\*Recognize   
Religion   
Stewardship   
Swimming   
  
\* +1 bonus per 1000 Glory of target

#### Courtesy Skills

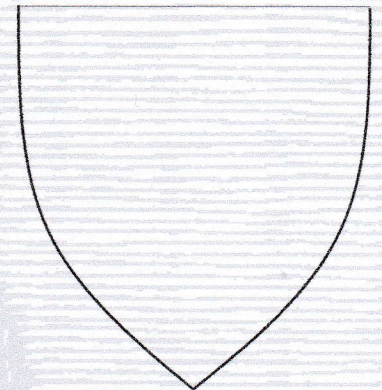
o Courtesy   
o Dancing   
o Eloquence   
Falconry   
Gaming   
\* Heraldry   
Intrigue   
Languages   
Play Instruments   
Reading / Writing   
Romance   
Singing   
  
o +1 bonus per 1000 Glory  
\* +1 bonus per 1000 Glory of target

### Squire

Name:  
Age:                      Horse:  
  
Size:                      (Knockdown)  
Dexterity:  
Strength:  
Constitution:              (Major wound)  
  
Battle:   
First aid:   
Horsemanship:   
Weapon (    ):

### Glory

This game:              Total:



### Current hp

Hit points left:  
Wounds:  
0 hp:                      → -5 to actions  
0 1/2 hp:                      → -10 to actions  
0 hp:                      → unconscious  
0 Chirurgery needed!

### Combat Skills

#### Tactics

Battle   
Siege

#### Melee

Axe   
Bludgeon   
Dagger   
Spear / Polearm   
Sword   
Unarmed

#### Mounted

Lance

#### Missiles

Bow   
Crossbow   
Thrown weapon

### Horses

#### Best warhorse #1

Type:                      Breed:  
Damage:                      Move:  
Armor:                      HP:  
SIZ:                      DEX:  
STR:                      CON:

#### Other horses

# 2                      Move:  
# 3                      Move:  
# 4                      Move:  
# 5                      Move:  
# 6                      Move: