

Character Angelin di Tortellini

Played by Anna

Campaign/Module Johannes' Medieval Mash

Year of Birth 1307

Marital Status Single

Faith Catholic

Appearance \_\_\_\_\_

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**Artillery**

**Bladed Weapon**

**Blunt Weapon**

**Bow**

**Connections**

**Crossbow**

**Defence**

**Etiquette**

**Hand Cannon**

**Health**

**Manipulation**

**Manoeuvre**

**Perception**

**Secrecy**

**Supply**

**Weariness**

**Salvation**



**Ruhm | Glory | Honneur**

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S O U D A R D



**Coins** 0



**Experience Points** 0



**Notoriety** 1

**SAVOY**

I Home

You are a child of the Alps and in the Duchy, you have repeatedly had to experience the special location and role of the Duchy in the center of Europe that the mountains play.

*Only Character Creation:*  
Anchored when acquired.

*Only Character Creation:* 2|2|1 to  
Manoeuvre | Defence | Bow

† ±0 4 Section Stress Clock

**DOVE**

I Personality

Your simple mind makes it easy for you to quickly become a part of any community. You're like everyone else, busy with the easy things in life and all the hard things that make others annoyed.

*Only Character Creation:*  
Anchored when acquired.

*Only Character Creation:* 2|2|1 to  
Manoeuvre | Connections | Supplyen

† ±0 4 Section Stress Clock

**NOBLE**

I Ambition

- +3 EP per title level (see Ranks of Nobility)
- Each level +1 risk when dealing with people of lower status, +1 luck with people of higher status
- Resignation upon appointment as Baron

*Only Character Creation:*  
Anchored when acquired.

† -1 4 Section Stress Clock

Name \_\_\_\_\_

Era \_\_\_\_\_ Type \_\_\_\_\_

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Name \_\_\_\_\_

Era \_\_\_\_\_ Type \_\_\_\_\_

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Character Roger the Landless

Played by Michael

Campaign/Module Johannes' Medieval Mash

Year of Birth 1312

Marital Status Single

Faith Catholic

Appearance \_\_\_\_\_

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Artillery

Bladed Weapon

Blunt Weapon

Bow

Connections

Crossbow

Defence

Etiquette

Hand Cannon

Health

Manipulation

Manoeuvre

Perception

Secrecy

Supply

Weariness

Salvation



Ruhm | Glory | Honneur

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S O U D A R D



Coins 0



Experience Points 0



Notoriety 1

**NORMANDY**

I Home

The country, populated by Celts and Normans, which once produced Guillaume Le Batard, the later English King William I, has long seen itself as independent despite its chains to England.

*Only Character Creation:*  
Anchored when acquired.

*Only Character Creation:* 2|2|1 to  
Bladed Weapons | Crossbow | Manoeuvre

† ±0 4 Section Stress Clock

**CROW**

I Personality

You're certainly not a food eater, and many people simply live too well. But you're also happy to help find another niche for yourself. Because somehow you'll still come along. Because you know **how** and you get through it yourself.

*Only Character Creation:*  
Anchored when acquired.

*Only Character Creation:* 2|2|1 to  
Bladed Weapons | Supply | Health

† ±0 4 Section Stress Clock

**RICH**

I Ambition

- +1 EP for every 5 new coins during Timeskip
- Once accumulated, coins may no longer be spent. Your greed forbids it.
- Must not be squandered
- Instead, over time, removes stress equal to the number of newly acquired coins
- Resigns once 50+ coins are in your possession

*Only Character Creation:*  
Anchored when acquired.

† ±0 4 Section Stress Clock

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Character Ser Thierry  
Played by Theo  
Campaign/Module Johannes' Medieval Mash  
Year of Birth 1301  
Marital Status Single  
Faith Catholic

Appearance \_\_\_\_\_  
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Artillery

Bladed Weapon

Blunt Weapon

Bow

Connections

Crossbow

Defence

Etiquette

Hand Cannon

Health

Manipulation

Manoeuvre

Perception

Secrecy

Supply

Weariness

Salvation

**Ruhm | Glory | Honneur**  
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S U D A R D

**Coins** 0

**Experience Points** 0

**Notoriety** 1

### FRENCH TEMPLAR

I Home

You are the final representative of the Templar Order, which was destroyed in 1317, and you must keep your home and your connection secret to ensure your survival.

*Only Character Creation:*  
Anchored when acquired  
Forces Starting Age 40 or higher  
Stress Clock 8 with Ambition > Rehabilitation  
Only in Era I & max. 1\* per Player Group  
2|2|1 to Secrecy | Connections | Manipulation

Salvation -2 in France

†  $\pm 0$  (-2) 4 Section (8 Section) Stress Clock

### LION

I Personality

Pride, honor and position. You are or belong at the top, you are sure of that. And if you look great for it, even better. Life is there to be lived!

*Only Character Creation:*  
Anchored when acquired.

*Only Character Creation:* 2|2|1 to Bladed Weapons | Manoeuvre | Manipulation

†  $\pm 0$  4 Section Stress Clock

### PARAGON

I Ambition

- Must choose one of three honour types
- No longer selectable from Era IV onwards
- +1 EP per first point of honor chosen
- With +Honour +1 risk against dishonourable for every 3 points started
- With -honor +1 risk against nobles and honorable people for every 3 points started
- Retire at Honor +9 or -9

*Only Character Creation:*  
Anchored when acquired.

†  $\pm 0$  4 Section Stress Clock

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Character Severin from Brabant

Played by Tina

Campaign/Module Johannes' Medieval Mash

Year of Birth 1320

Marital Status Single

Faith Catholic

Appearance \_\_\_\_\_

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**Artillery** ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

**Bladed Weapon** ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

**Blunt Weapon** ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

**Bow** ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

**Connections** ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

**Crossbow** ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

**Defence** ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

**Etiquette** ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

**Hand Cannon** ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

**Health** ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

**Manipulation** ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

**Manoeuvre** ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

**Perception** ◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆◆

**Secrecy** ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

**Supply** ◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇◇

**Weariness** ○○○○○○●

**Salvation** † ③○○○○○①③



**Ruhm | Glory | Honneur**

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S O U D A R D



**Coins** 0



**Experience Points** 0



**Notoriety** 1

**BRABANT**

I Home

Historically rich by the sea as a center of North Sea trade and Flemish art, the Duchy with Antwerp is certainly one of the hubs for educated & hardworking souls.

*Only Character Creation:*  
Anchored when acquired.

*Only Character Creation:* 2|2|1 to  
Hand Cannon | Connections | Manipulation

† ±0 4 Section Stress Clock

**CRICKET**

I Personality

You don't actually live for tomorrow, rather for today. You live for the outside, the experience, the wind in your hair and the sun on your fur. And if it comes with a hearty little song, all the better.

*Only Character Creation:*  
Anchored when acquired.

*Only Character Creation:* 2|2|1 to  
Bow | Manoeuvre | Connections

† ±0 4 Section Stress Clock

**NOTORIETY**

I Ambition

- +2 EP for each point of notoriety
- Starting at Notoriety 4 [+1 risk] against everyone with a lower notoriety, from Notoriety 7 [+2 risk] instead
- Resignation if notoriety reaches 9 or more.

*Only Character Creation:*  
Anchored when acquired.

† ±0 4 Section Stress Clock

Name \_\_\_\_\_

Era \_\_\_\_\_ Type \_\_\_\_\_

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Era \_\_\_\_\_ Type \_\_\_\_\_

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Company Deaths' Shield  
 Founding Times Old  
 Origin The Crusades

 Chests of Coin 2

 Luxury 2  
 Food 2

# S O U D A R D

Campaign/Module \_\_\_\_\_  
 Colours Black & Red



**Captain** Angelin di Tortellini



**Paymaster** Roger the Landless



**Quartermaster** Ser Thiery



**Marechal** Severin from Brabant



**Standard Bearer** \_\_\_\_\_

Company 1  
**RANK** = ø of all Squad Ranks

$$\text{Squad-Rank} = \frac{[\text{Era} + \text{Rank}]}{5}$$

RANK <u>1,2</u>	RANK _____	RANK _____
<p><b>MEN-AT-ARMS</b></p> <p>I Squad</p> <ul style="list-style-type: none"> <li>Skilled and mostly trained troops with experience in fighting and popular as bodyguards and guards for many nobles. The classic heavy infantry.</li> <li>Infantry; Halberd, leather or chain</li> <li>Rank +3</li> <li>Cost: 3 C   1 F   1 L</li> </ul> <p>† ±0 6 Section Stress Clock <input type="checkbox"/></p>	<p>Name _____</p> <p>Era _____ Type _____</p> <p>Squad _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>† ±0 <input type="checkbox"/></p>	<p>Name _____</p> <p>Era _____ Type _____</p> <p>Squad _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>† ±0 <input type="checkbox"/></p>
<p><b>LIKE A BEAR</b></p> <p>I Characteristic</p> <ul style="list-style-type: none"> <li>Some anger comes slowly and yours is a terrible scene when it flares up because it takes a lot to lure it but then it bursts out like a dam broken.</li> <li>Rank +1</li> </ul> <p>† ±0 6 Section Stress Clock <input type="checkbox"/></p>	<p>Name _____</p> <p>Era _____ Type _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>† ±0 <input type="checkbox"/></p>	<p>Name _____</p> <p>Era _____ Type _____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>_____</p> <p>† ±0 <input type="checkbox"/></p>
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**Promise of Debt**   
 +1 Risk for each Promise;  
 6th Promise → **MUTINY**

