

Winter Phase Synopsis

Step 1: Perform Solo

If your character was not played last year, this is especially important.

See

Step 2: Experience

Roll a d20 once for each experience check. If the number rolled is greater than the current value, then add one point to that value. If the value is at 20 or greater, a roll of 20 still boosts it by another one point.

If your primary squire has any checks, roll for each skill normally.

Step 3: Aging

Increase the character's age by one year at this time.

After 35 years of age or more, roll on the Aging Table.

Roll 2d6 and consult the Aging Table

Aging Table

2d6 Statistics Affected

2 4

3 3

4 2

5 1

6-8 0

9 1

10 2

11 3

12 4

Statistics Lost Table

1d6 result blamed affliction

1 SIZ Evil Eye

2 DEX Palsy

3 STR Elf Stroke

4 CON Consumption

5 APP Pox

6 no loss

Step 4: Economics

If needed, to go the YOUR OWN LAND When you know the knight's Wealth Level, find the modifiers to his upcoming Stable, Marriage and Children events.

Impoverished Knights

-15 to Horse Survival and Child Survival; no children born, -1 to armor, make CON roll, where failure = lose 1 CON.

Poor Knights

-3 to Horse Survival and Child Survival, cumulative each poor year;

-5 to Childbirth Table rolls

Ordinary Knights

No special effects

Rich Knights

+1 to Child Survival Table rolls

+3 to Childbirth Table

Superlative Knights

+2 to Horse Survival Table

+3 to Child Survival Table

+5 to Childbirth Table

Step 5: Stable Rolls

Use for special horses. Normal ones are easily replaced.

Horse Survival Table

d20 result

1-2 Horse dies, breaks a leg, loses its wind, etc.

3-20 Horse is healthy

Step 6: Marriage (Optional)

Marriage requires the agreement of the bride's caretaker, whether father, brother or warden. Wealthier heiresses have less freedom than ordinary ones since their fate involves economic opportunities. The woman has no final say in the choice of her husband, save for that granted by familial affections. Love is irrelevant—this is a business agreement between two families.

Marriage below Character's Class

Roll Loyalty (Lord). Success = permission to wed. Dowry = 1d6 £, Glory = 10

Marriage within Character's Class

Roll Courtesy. Success = either: a. Roll on the Random Marriage Table; OR, wait a year, and get +1 on the eventual Random Marriage Table result.

Random Marriage Table

d20	Glory dowry
01-04 10	no holding, 1d3+6 £. goods
05-07 25	1 manor, 1d6 £. goods
08-17 50	1 manor, 1d6+3 £. goods
18-19 100	2 manors, 1d6+6 £. goods
20 250	2 manors, 2d6+6 £. goods

7. Children

Go to New Childbirth Tables

Child Survival Table

d20	result
1-2	Child dies
3-10	Child is sick, but lives
11-20	Child lives

8. Family Events

Family Events Table

d20	result
1-2	death in family*
3-7	marriage in family*
8-12	birth in family
13-15	missing, may be lost
16-18	no event
19-20	scandal in family*

- Indicates roll on Family Member Table (below) to find person affected. If the result is ridiculous, like your mother remarrying when your father is alive, reroll.

Family Member Table

d20	person
1-3	Father
4-6	Mother
7-11	Brother
12-15	Sister
16	Uncle
17	Aunt
18	Grandfather (even on d6) or Grandmother (odd on d6)
19-20	Cousin

Scandal Table

d20	result
1	insulted their lord
2-3	cheated at a tournament
4	badly in debt
5-7	adultery accusations
8	kidnap accusation
9-10	horse stealing accusation
11-16	mess love affair almost proved
17	murder rumored
18	heresy rumored
19	necromancy rumored
20	roll again, rerolling 20s, but this time the event is proved true!

Step 9: Training and Practice

Choose one:

1. **Change a Personality Trait, Statistic, or Passion**

One trait, statistic or passion value may be changed by one point.

Restrictions: Traits cannot be increased over 19. Passions cannot be increased over 20. No statistics can be raised higher than its maximum cultural value, which is usually 15, 18, or 21. SIZ may not be increased after age 21 and no statistics may be increased after age 35.

2. **Train Skills Up to 15**

Get 1d6+1 skill points.

Restrictions: Raise a skill only to a value of 15.

3. **Train a Skill Up to 20**

Increase one skill over 15 by one point.

Restriction: a maximum value of 20.

Step 10: Glory

Glory from Play: Recorded in detail on the back of the sheet with a date attached, equal to the number in the "Glory this Game" box.

Glory from Solo Scenarios: If done.

Glory from One-time Honors: Being knighted, married, appointed to Round Table.

Conspicuous Consumption: For each £ spent last, year, add 1 Glory; for last year: Rich knight = 10 Glory, Superlative knight = 15 Glory; Tournament Sponsorship, see "In the Future" chapter.

Annual Glory: For holdings (Vassal knights get 6 Glory per manor), all Traits and Passions over 16 get Glory equal to their number; Chivalrous knights get 100 points; Religious knights get 100 points.

Step 11: Glory Bonus

If the threshold of 1000 Glory has been passed, add the Bonus Point.