

Pendragon Year Workflow

1. Spring Court
 - a. Allows Knights to attend to business and conversation with other characters
 - b. Knights can also request something of their lords
 - c. See GPC for Year and Court Details
2. Pentecost Court
 - a. Available only with Arthur as King
3. Vassal Duty to Liege Lord
 - a. See GPC Campaign
 - b. Determine supplies, personnel, and other belongings on trip
4. Return Tasks
 - a. Check for ESTATE EVENT
 - b. Roll for Yearly Event (YEARLY EVENTS AND SOLO)
5. Sandbox: Other Events or Feasts (Weddings, Celebratory Feasts, Visiting City GPC 14, etc.)
6. Christmas Court
 - a. Allows Knights to attend to business and conversation with other characters
 - b. Knights can also request something of their lords
 - c. Royal Court vs Salisbury Court decision
 - d. See GPC for Year and Court Details
7. Winter Turn

Battle

1. Print Players' Battle Record (BOOK OF BATTLE, 132).
2. Fill out battle info on top.
3. First Round Charge
 - a. Player's Army Commander makes an opposed roll against the Enemy Army Commander
 - i. Ignore Unit Intensity
 - ii. Fill out "Charge" for Commander's Orders
 - iii. Spears negate the first charge bonus.
 - iv. If Player's Army Commander wins, they get first charge bonus (+5)
 - v. If tie, no bonus occurs
 - vi. If Enemy Commander wins, they get first charge bonus (+5)
 - b. Determine Enemy in Army (BOOK OF BATTLE 92-99) and fill out "Enemy"
 - c. Player Rolls Lance vs Enemy
 - d. Records outcome on sheet
 - e. Gamemaster determines unit results (random roll or outcome of Player Knight's rolls)
 - i. Random = 1d6 +1 or -1 for knight's result. 6+ crush, 4+ win, 3- loss, 0- crush
 - f. Make any necessary squire rolls or follower rolls
4. Player's Turn
 - a. Commander's Maneuver
 - i. Based on Unit Results above, Players or Gamemaster choose the Commander's Maneuver (BOOK OF ARMIES, 33).
 - b. Gamemaster Determines Enemy this Round

- i. Roll 1d20 on (BOOK OF BATTLE, 94-99)
 - ii. Players and Gamemaster record this on their the row of battle
 - c. Players roll an opposed Melee Roll, against this round's enemy.
 - i. Be sure to remember all combat modifiers (mounted vs unmounted, etc).
 - d. Melee Results
 - i. Critical or Higher Success: Player rolls damage like normal (critical is x2)
 - 1. Player gets glory for this round dependent on enemy
 - 2. If player causes Major Wound (MW) they get double glory OR can ransom enemy
 - ii. Lower Success: Player takes damage minus shield value and armor value
 - iii. Tie: Combat is indecisive.
 - iv. Failure or Fumble: Player takes damage minus armor value
 - v. On odd results, lance breaks
 - vi. Player fumble equals dropped weapon
 - e. Records outcome on sheet
 - f. Round Glory, based on Player Results
 - i. Critical Success: Glory x2
 - ii. Success: Glory x1
 - iii. Failure: Glory x 0.5
 - iv. Commander's Orders were Defense Tactic: Glory x 0.5
 - g. Gamemaster determines unit results (random roll or outcome of Player Knight's rolls)
 - i. Random = 1d6 +1 or -1 for knight's result. 6+ crush, 4+ win, 3- loss, 0- crush
 - ii. Gamemaster records changes to intensity and battle based on unit result (BOOK OF BATTLE many pages)
 - h. Make any necessary squire rolls or follower rolls
- 5. Finishing Round
 - a. Finish anything else
 - b. Repeat at step 4 until battle is over
- 6. Ending the Battle
 - a. Determine Victor Glory Mods (GPC, OR BOOK OF ARMIES, 80)
 - i. Decisive Victory: x2 glory
 - ii. Indecisive Victory: x1 glory
 - iii. Decisive Defeat: x.5 glory
 - b. Determine Battle Size Glory Mods
 - i. Huge x3 Glory
 - ii. Large x2 Glory
 - iii. Small or Medium x1 glory
 - c. Add Leader Glory
 - d. Determine Glory (follow equation on Player's Battle Record)
 - e. Determine Loot (GPC)

Combat

1. Determination Phase
 - a. Knights and Enemies determine what they want to do this round

- b. If knights are engaged with enemies, rolls are opposed
 - c. If knights are disengaged with enemies, rolls are unopposed
- 2. Resolution Phase
 - a. Roll the dice
- 3. Winner's Phase
 - a. Winner usually deals damage (double if critical success), or is successful
- 4. Loser's Phase
 - a. Loser usually takes damage and checks for special results (knockdown, etc.)
 - b. If both losers, nothing of note occurs this turn
 - c. If loser succeeded, but lower, their shield armor reduction is added to their regular armor reduction
- 5. Movement Phase
 - a. Characters move in yards equal to their movement
 - b. Any knight within a yard of an enemy is considered engaged

Skirmish Rules

- 6. Determine total followers brought into battle
 - a. See Tactics Modifier Table PENDRAGON RULES page 129
- 7. Have leader roll battle skill.
- 8. Result using table 6-3 is applied to combat rounds
- 9. Combat rounds occur as individual combat (see previous section)
- 10. Leader rolls Awareness check each round. If success, they take stock of their follower's fate
 - a. See Follower's Fate Table PENDRAGON RULES page 130
- 11. Roll battle skill. Apply modifier from table 6-3.
- 12. See result on table 6-4.
- 13. Game Master determines if fight is over. If not, Knight can determine to flee if necessary.

Courts, Feasts, Weddings, and Other Celebrations Workflow

- 4. Identify reason for gathering (Spring Court, Wedding, etc.)
- 5. Identify Seating – Roll Appearance (+1 for each Lira of Jewelry worn) (+ Geniality).
 - a. Critical Success: Seated Above the Salt at high table. +2 Geniality per round of feast, cannot draw feast cards. Access to lords and ladies at high table.
 - b. Success: Near the Salt. +1 Geniality per round of feast. Possible access to lords and ladies at high table.
 - c. Failure: Below the Salt. No geniality bonus or access to high table.
 - d. Fumble: Maybe a mistake in seating. Reroll, with fumble equaling failure. You sit one spot lower than the second results roll. -1 Geniality per round of feast (-2 if APP roll is fumbled). This is embarrassing.
- 6. More on Seating
 - a. Knights in adjacent areas can converse during feast
 - b. Any knight seated below someone who has less glory than they do must roll vs. Modest. Failure means loss of 1 honor.
 - c. Fumbled APP rolls also lose 1 honor, and if 16 or higher Proud, 1 Proud
 - d. Knights can Cede their spot and move lower (BOOK OF FEASTS, 6)

7. Determine Feast Size (BOOK OF FEASTS, 7)
8. Determine Feast Attendees and Location (dependent)
9. Serve Food (BOOK OF FEASTS, 18)
10. Possible Random Events
 - a. Guest Carver (Hunting Skill. Critical 20 Glory. Success 10 Glory. Fumble -1 Honor.
 - b. Requested to lead a Carol (song for dance). (Singing Skill. Critical 10 Glory, Success 5 Glory).
 - c. Asked to join a dance. (Dancing Skill. Critical 10 Glory, Success 5 Glory).
 - d. Requested instrument song (Play Skill. Critical 10 Glory, Success 5 Glory).
 - e. "Passing of the Harp" (Play Skill. Critical 10 Glory, Success 5 Glory).
 - f. Group Carols. (Singing Skill. Critical 10 Glory, Success 5 Glory).
 - g. Story Request (Or "Finish the Story"). (Orate Skill. Critical 10 Glory, Success 5 Glory).
11. Start of Round: Choose Action (Successful roll on anything but cards = +1 Geniality).
 - a. Draw Feast Cards, and choose one. (must not be seated above the salt, and must have glory 1000 or more) (CARD DECK). 1k Glory = 1 card, 2k Glory = 2 cards, 4k Glory = 3 cards, 8k Glory = 4 cards, 16k Glory = 5 cards, 32k Glory = 6 cards.
 - b. Gossip, Including Intrigue.
 - i. Success = check in skill, and getting info you seek.
 - c. Indulge (Indulge of 16 or more must succeed temperament or choose this first)
 - i. Success = check in trait, possibly favor of host
 - ii. Failure = Drinking Too Much (BOOK OF FEASTS, 22)
 - d. Flirt (Lustful of 16 or more must succeed chaste or choose this first)
 - i. Success = 10 Glory (if in same area, possible conversation or romance)
 - ii. Or...Fool around with server, have server roll chaste/lust. If Lust wins, they miss round of feast for enjoying physical company of one another
 - e. Game (Opposed Game skill roll). No Glory for success, unless stakes are unusually high
 - i. Critical Win: Winner wins quickly and handedly.
 - ii. Success: Winner defeats his opponent.
 - iii. Tie: No Winner
 - iv. Lose: Loser is defeated by opponent.
 - v. Fumble: Loser suffers humiliating loss, by speed or clever play.
 - vi. Cheating can occur in gambling (d20, high wins), with a successful Deceit roll.
 1. Critical = +5 to gambling
 2. Success = +2 to gambling
 3. Failure = Caught
 - vii. Drinking Games – See Indulge Roll (Opposed for Winner)
 - f. Leave Feast Early (Courtesy Check)
 - i. Critical or Success = Good excuse, gain 10 Glory
 - ii. Failure = Excuses waved away, still at feast
 - iii. Fumble = Leaves feast without proper excuse, lose 1 Glory and host thinks ill
12. End of Round:
 - a. Intoxication: Roll for Indulgent (unless Temperate is 16 or higher)
 - i. Modifiers: +2 when Mead served, +5 when Wine served (higher for exotic), -5 when feasting with enemies, -2 after 5th round.

- ii. Critical Success: Roaring Drunk. +10 Lust, Reckless, Indulgent, Valorous. -10 else.
 - iii. Success: Drunk. +5 Flirting, Orate, Lustful, Reckless, Indulgent, Valorous. -5 else.
 - iv. Failure: Sober. No modifiers.
 - v. Fumble: Sober. No further indulgent modifiers need to be rolled.
 - b. Passing Out: Roll for Energy (unless Energy is 16 or higher) if Drunk (-5) or Roaring Drunk (-10)
 - i. Critical Success: Sober up. no more intoxication modifiers
 - ii. Success: Drunk. Apply drunk modifiers.
 - iii. Failure: Pass Out. Out of feast unless forcibly wakened – if so, -10 to all skills. Roll CON next day. If failure, -5 to all skills.
 - iv. Fumble: Comatose. Does not wake until next morning. Roll CON next day. If failure, -5 to all skills.
 - c. Repeat for start actions and end indulgence for next round until, feast ends.
- 13. End of Feast Glory
 - a. Most Geniality gained gets Glory = Geniality x 10
 - i. Other characters get Glory = Geniality
 - b. If Royal Feast, all attendees get +100 Glory
 - i. If sat Above the Salt at Royal Feast, characters get another +100 Glory

Getting Married, or Hosting a Wedding

1. Getting Married Rules (PENDRAGON RULES, 110)
2. Determine location and season (date)
3. Determine Feast Size (Examples below Scale)
 - a. 10 Lira: 300 Nobles or 3000 Commoners. Check Generous, Gain 10 Glory.
 - b. 10 Lira: 30 Nobles, only serving imported meals. Check Worldly, Gain 10 Glory.
 - c. 50 Lira: 30 Nobles, only serving spices. Check Indulgent, Gain 100 Glory.
4. Determine the following:
 - a. Guest List
 - b. Food Options (BOOK OF FEASTS, 18)
 - c. Entertainment
 - i. Singers
 - ii. Dancers
 - iii. Instrumentalists
 - iv. Guest and Group Musical Activities
 - v. Jesters
 - vi. Acrobats/Tumblers
 - vii. Conjurers (Time and Location Specific)
 - viii. Trained Animals
 - ix. Subtlety (Fancy food that contains a surprise. Edible gold eggs, bird in pie, etc.)
 - x. Storytellers
 - d. Expand List, read rest of Book of Feasts for Ideas
5. For planning, roll Hospitality. If success, check Hospitality. If critical success, gain 20 Glory.
6. For preparing, roll Stewardship. If failed, roll for Determine Hardships (if fumble, roll twice).
 - a. You misplaced seating of an important guest. Roll Courtesy. If failure, lose 1 Honor.
 - b. More ideas...

7. The day has come. Each round (based on size of feast), roll 1d6 to determine which of the below actions you are engaged in with one or more of your guests. Keep track of each successful roll you make (critical success counts as 2). Any fumble removes all successes you have tracked so far (though you can start over in counting successes).
 - i. Draw a Feast Card (must be seated above the salt and have glory 1000 or more) (CARD DECK)
 - ii. Gossip, Including Intrigue (BOOK OF FEASTS, 9)
 - iii. Indulge (Indulge of 16 or more must succeed temperament or choose this first) (BOOK OF FEASTS, 9)
 - iv. Flirt (Lustful of 16 or more must succeed chaste or choose this first) (BOOK OF FEASTS, 11)
 - v. Game (BOOK OF FEASTS, 11)
 - vi. Reroll twice on this list.
- b. For each hardship, roll one skill, passion, or trait that can fix the hardship. Each failed roll removes a previous success from keeping track. A fumble removes all previous successes.
8. Repeat step five for each round of the feast.
9. End of Feast Glory
 - a. Update Geniality if applicable
 - b. +10 Glory for each successful roll before and during feast
 - c. Add any other Glory you achieved
10. Marriage Inheritance and Glory
 - a. Gain glory equal to 50% person you are marrying
 - b. Gain any holdings from person you are marrying
 - c. Gain dowry from person you are marrying (PENDRAGON RULES, 110)
11. Create Lady Character Sheet. Roll and fill out all values from PREGENERATED CHARACTER STATS.

Knighting

1. Page 34 of PENDRAGON RULES

Healing

Healing can occur in 3 ways:

- Naturally, using the healing rate per week.
- With First Aid (3d6 rounds to administer). Success = 1d3 health, Critical = 1d3+3 health
- Chirurgery: See States of Health (PENDRAGON RULES, 127)

Hunt

- Determine total segments (6 winter, 8 spring/autumn, 10 summer)
- Roll Hunting skill. If successful, on track for right prey. If failed, on track for wrong prey.
 - Local guides, dogs, hunting in known area (like estate or home region) or huntsmen can be added for +5 modifiers each
- Divide prey's avoidance by 2. This is how many successful hunting rolls are needed to find prey.
- For each daily segment, make a hunting roll vs prey's avoidance, using modifiers.

- Critical Success: Will find prey at end of day
- Success: Add 1 success towards finding prey
- Partial Success: No successes added or removed towards finding prey
- Failure: Remove 1 success towards finding prey
- Fumble: Remove all successes towards finding prey
- If total successes needed are met before daily segments run out, prey is found! Otherwise, hunt must continue another day.

Tournaments

- See page 17 of GPC

Inspiration

1. Determine which trait or passion you want to be inspired by, and how it applies in this situation
2. Roll for Trait or Passion
 - a. Critical Success: Character is inspired, and acts accordingly. Immediately gain 1 in trait or passion. Check trait or passion. Gain +20 (or double the trait/passion, if higher) for roll.
 - b. Success: Character is inspired, and acts accordingly. Gain +10 for roll.
 - c. Failure: Character is disheartened. Loses 1 point in trait or passion. Gets -5 to roll. After the situation passes, becomes sad (for roleplaying purposes).
 - d. Fumble: Character is maddened. Lose 1 point in trait/passion. (PENDRAGON RULES, 75).
3. Make the Roll
 - a. Fumble: Character goes into shock, rolls on aging table (PENDRAGON RULES, 107).

Lance Charge

1. Horse must be able to move 6 yards forward unimpeded.
2. Opposed Roll like normal combat
 - a. If enemy is not on a horse, doesn't have a spear, and is not a giant, the knight gets +5.
3. If success (or critical) roll damage based on horse
 - b. Odd damage breaks lance

Ranged Combat

- Being Attacked: Enemy's roll is unopposed. If Knight has shield, acts as cover (-5 to enemy skill).
- Individual: Roll unopposed (improvised weapon uses DEX). Only get 10% of Glory. Considered dishonorable by knights in battle.
- In Battle: 10% of arrows shot hit their target (best estimate). An average archer would have 50% chance to hit their target in battle. Each round knight is in battle, roll d20. If the roll is 1, the knight is targeted. Roll the archer's unopposed attack as normal.

Anarchy Period

1. Roll Rival Action (ANARCHY PERIOD RIVAL ACTIONS)
2. Roll 1d6
 - a. 1: No extra adventure
 - b. 2-3: Adventure opportunity (GPC 94-98)

- c. 4-6: Forest Sauvage opportunity (GPC 99-120)

Winter Phase Synopsis

1. Perform Solo Scenario (if no game session played for the year) (YEARLY EVENTS AND SOLO)
2. Age everyone in family by 1 year
 - a. If you are over 35, see aging rules (PENDRAGON RULES, 108)
 - b. Wife, Squire, Horses, Entourage
3. Roll Steward Skill (Wife or Steward)
 - a. Estate Luck
 - i. If Failure, roll Bad Luck Results (MANOR LUCK EXPANDED)
 - ii. If Success, roll Good Luck Results (MANOR LUCK EXPANDED)
 - b. Harvest Circumstances
 - i. See Determine Starting Bad Weather table GPC pg. 12
 - ii. See Harvest Resolution table GPC pg. 13
 - iii. See Find Economic Modifiers GPC pg. 13
 - iv. You may pay 3 Libre to advance 1 station on the list.
 - v. See table below. If below station, roll vs Generous. Failure means lose 1 Generous. If below station by 2, roll vs Honor and Generous. If below station by 3, automatically lose 1 in both Honor and Generous.
 1. No Manors – Poor
 2. 1 Manor – Ordinary
 3. 2-4 Manors – Rich
 4. 5 + Manors – Superlative
4. Complete Estate Income/Expenses
5. Stable Rolls
 - a. Roll 1d20 for each horse
 - i. Subtract Economic Modifiers
 - ii. Subtract 1 for each year a horse is alive beyond 7 years
 - b. If 3 or more, horse survives, If 2 or less, the horse dies
 - c. Replacing Horses
 - i. You can replace horses through purchases or victory next year
 - ii. You can replace your basic stable needs (1 Charger, 2 Rouncys, 1 Sumpter) by asking your Liege Lord
6. Family Rolls
 - a. You may choose to get married (PENDRAGON RULES, 109)
 - b. If Married, Roll for Children Born (NEW CHILDBIRTH TABLES)
 - c. Roll for Family Survival (BOOK OF THE ESTATE, 22)
 - d. Roll for Kin Event (YEARLY KIN EVENTS)
7. Discretionary Purchasing
 - a. Using discretionary funds, purchase manor, estate, or personal items.
 - i. BOOK OF THE ESTATE, 97
 - ii. PENDRAGON RULES, 165
 - iii. MANOR IMPROVEMENTS
 - iv. MANOR INVESTMENTS

8. Experience Checks
 - a. For each checked trait, passion, and skill, roll d20. If roll is greater than skill total, raise skill by one.
9. Training and Practice
 - a. Choose One
 - i. **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.
 - ii. **Train Skills Up to 15.** Get 1d6+1 skill points.
Restrictions: Raise a skill only to a value of 15.
 - iii. **Train a Skill Up to 20.** Increase one skill over 15 by one point.
Restriction: a maximum value of 20.
10. Compute Glory
 - a. Add up Glory for Solo and Events throughout year
 - b. Add Consumption Glory
 - i. Add 1 Glory for each 1 Libra spent on conspicuous consumption
 - ii. If you were Rich last year, add 10 Glory
 - iii. If you were Superlative last year, add 15 Glory
 - c. Add Annual Glory
 - i. Add Glory from Estate
 - ii. Traits and Passions over 16 gain Glory = their number
 - iii. Religious Knights get 100 Glory
 - iv. Chivalrous Knights get 100 Glory
11. Glory Bonus Point
 - a. If your earned Glory this year is greater than 1000, gain 1 point anywhere on your character sheet.

Other Resources

Printables: <http://www.scruffygrogard.com/pendragon.htm>

Riding Patrol Garrison: (GPC, 670)