

# ***Knights of Valour***

## ***Days of Thunder***

### ***Character Creation***

#### **# Introduction**

In Knights of Valour (“KoV”) a group of players work together as descendants of an Ancient Order of Knights, *The Knights of Valour*, who are tasked with completing Quests dictated by their Order.

#### **# The Judge**

The Judge is the Player that is currently controlling the Campaign Narrative and all the encounters at a specific Location.

The Judge is in possession of the *Staff of Justice*, a prop/token held in the possession of the Judge.

Players may collaborate to design a Campaign, with each Player providing a Location with all its encounters.

When the Players enter a new Location the *Staff of Justice* is handed to the Player that designed the Location, who becomes the Judge.

If the Judge has a character in the Campaign, control of the Judge’s character’s is given to another player when entering a new Location.

#### **# Character Creation**

##### **# Background**

The Judge will describe, in general, what the over-arching Lore & Goals are for Players.

Within these constraints the Players are free to create any character background that they wish.

Players are also encouraged to create custom Items, Buffs & Spells for their characters within the Campaign context, which they do by group agreement at the start of Play.

## # Pick a Race

The Player should first choose one of the Races available in the Campaign, by consultation with the Judge.

There are no Racial Stat modifiers in KoV - all Races are created equal.

The default Player Races are:

### ## Men

Men speak *Westron*, more commonly known as “Common Speech”.

### ## Dragonborn

Dragonborn speak *Draconic*.

When choosing to role-play as a Dragonborn you must choose your Draconic Ancestry, which enables you to use a breath-weapon in Combat:

Draconic Ancestry			
Dragon	Breath Type	Range	Saving Throw
Black	Acid	5" x 30" Line	Agility
Blue	Lightning	5" x 30" Line	Agility
Brass	Fire	5" x 30" Line	Agility
Bronze	Lightning	5" x 30" Line	Agility
Copper	Acid	5" x 30" Line	Agility
Cold	Fire	15" Cone	Agility
Green	Poison	15" Cone	Health
Red	Fire	15" Cone	Agility
Silver	Cold	15" Cone	Health
White	Cold	15" Cone	Health

You can use your Draconic Breath Weapon once per Rest.

### ## Dwarves

Dwarves whose background includes a lifetime spent mining underground have 60" Night vision.

All Dwarves converse in the native Dwarvish *Khuzdul* tongue.

### ## Elves

All Elves have superior daylight vision, and can identify objects on the distant horizon with clarity.

Elves whose background includes a lifetime spent roaming forests at night also have 60" night vision.

The Elvish Race is sub-divided into *Grey Elves* and *High Elves*. Grey Elves speak *Sindarin*, and High Elves speak *Quenya*.

## **## Hobbits**

Hobbits speak the *Common Speech* of Men.

## **# Additional Languages**

All Races speak the Common Speech of Men.

Based on your character's background, in addition to the default racial language spoken by your character, and Common Speech, you can assign your character additional languages, at the discretion of the Judge.

## **# Size Stat**

This Stat defines how tall a character is with respect to an average human:

- Short – e.g. Dwarf, Hobbit
- Average – e.g. Human, Dragonborn, Elf, Orc
- Tall – e.g. Troll, Ent

When rolling a new character the Player first chooses a Size: Short, Average or Tall. Each Race has a default Size that the Player can choose to override.

❖ Record your Size on your Character Sheet in the box labelled "Size".

e.g. the Default Stature for a Dwarf is Short, but a Player can role-play a Tall Dwarf, by agreement with the Judge, if they so choose.

## **# Pick a Role**

Next, the Player chooses a Role from the Roles available in the Campaign, by consultation with the Judge.

There is a Rules Appendix for each Role that outlines any Role-specific character creation steps.

Every Role has a Primary Physical Stat Requirement. In order to play a character of the chosen Role, during the initial Physical Stat assignment, detailed below, you must assign the minimum number of Stat Points required by the Role to the corresponding Physical Stat.

e.g. The Primary Physical Stat Requirement for a Thief is +2 Agility. Thus, when assigning Physical Stats for a Thief you must ensure that you assign at least +2 to the Agility Physical Stat.

Role	Primary Physical Stat Requirement
Fighter	+2 Strength or +2 Agility
Wizard	+2 Wisdom
Ranger	+2 Health
Thief	+2 Agility
Bard	+2 Empathy
Monk	+2 Wisdom

Your Role in the party determines what type of Armor you can use, whether you can carry a Shield, and which types of Weapon that you can use. Your Role also determines which Buffs you have access to as you progress your character.

As your character progresses you can spend Valour Points to purchase Buffs associated with your Role.

Refer to the “Character Creation” Section in the corresponding Role document for additional Role-specific Character Creation steps.

## # Physical Stats

There are 6 Stats that describe your character’s Physical Abilities, each expressed as a value from -10 (worst) to +10 (best)

- Agility
- Strength
- Health
- Intelligence
- Empathy
- Wisdom

During character creation the allocates points for Agility, Strength, Health, Intelligence, Empathy & Wisdom.

For each Stat, choose a number from -3 to +3. This value will modify certain dice rolls related to the Stat, outlined below, and detailed in the “Combat Rules” Appendix.

The Total Value of all 6 Stats must equal Zero, so you will have to assign negative values to some Stats in order to assign positive values to other Stats.

❖ Record each Physical Stat in the corresponding box on your Character Sheet.

## **## Strength - Physical Stat**

This Stat describes a characters Physical Strength. A characters Strength impacts the characters Maximum Weight allowance, their Melee Attack Roll, and Damage with any Strength-based Weapon (e.g. Sword, Long Bow).

### **### Strength & Melee Attack Roll**

Add your Strength Stat to your D20 Melee Attack Dice Roll.

### **### Strength & Melee Damage Roll**

Add your Strength Stat to your Melee Weapon Damage Dice Roll.

### **### Strength & Ranged Damage Roll**

Add your Strength Stat to your Ranged Weapon Damage Dice Roll.

## **## Agility - Physical Stat**

This Stat describes a characters Physical Agility (Dexterity). Agility impacts a characters Defence, Movement, Initiative, and their Ranged Attack Roll modifier.

### **### Agility & Ranged Attack Roll**

Add your Agility Stat to your D20 Ranged Attack Dice Roll.

### **### Agility & Defence Modifier**

Add your Agility Stat to your Defence Value.

### **### Determine your Movement Value**

This is a Combination of the Base Movement Value, which is derived from your Size, combined with an Agility-based Modifier.

Size	Base Movement (feet)
Short	25"
Average	30"
Tall	35"

Movement = Base Movement + (Agility Stat \* 5").

e.g. A Player with a Size of Average (Base Movement: 30") & an Agility Physical Stat of +3 has a Movement Value of 30" + (+3)\*5" = 45".

- ❖ Record this Value on your Character Sheet in the Box labelled “**Movement**”.

### # Maximum Weight allowance – how much *Stuff* you can carry

Your character’s Size & Strength dictates the Maximum Weight that your character can carry Maximum.

Size	Base Max. Weight
Short	60
Average	70
Tall	80

Maximum Weight = Base Max. Weight + (Strength Stat \* 5)

e.g. A Tall character with a Strength Stat of +3 has a Maximum Weight of  $80 + (+3 * 5) = 95$ .

- ❖ Calculate the Maximum Weight for your Size & Strength, and record it on your character sheet in the “**Max Weight**” box.

### ### Initiative

Your Agility Stat is also used as your Initiative, which determines the Order in which you take Actions relative to other Players and/or Monsters.

Refer to the “KoV Combat Rules” document for details on Combat and Initiative.

### ## Health – Physical Stat

This Stat describes a characters physical stamina, endurance and overall health.

### ### Damage Points : D.P.

Damage Points, derived from your Health Physical Stat, represent how much damage you can take before you become unconscious, or die.

The Maximum Damage Points for you character are calculated as follows:

Maximum D.P. =  $5 + (\text{Health Stat} * 3)$

Calculate your character’s Maximum D.P.

- ❖ Record your Maximum D.P. it on your Character Sheet in the box labelled “**Max D.P.**”.
- ❖ Record the same value in the box labelled “**D.P.**” – this latter value will be reduced every time you take Damage.

You lose Damage Points as a result of wounds inflicted in combat, damage from spells, falling damage etc.

If your current D.P. is reduced to exactly Zero, you fall unconscious, but can be revived.

If your current D.P. ever becomes negative, then your character Dies. If this ever happens then the other party members can loot your body, and you can roll a new character and re-join the party at the next opportunity dictated by the Judge.

You regain lost Damage Points by Resting, Eating, or as a result of certain D.P. Restoration Spells & Salves.

Increasing your Health Stat, by spending Valour Points on the Physical Health Stat Buff, immediately increases your Maximum Damage Points and current Damage Points by 3 Damage Points, per the above calculation.

### **# Initial Weapon Proficiency**

The number of Weapons that you are Proficient in when you first create your character is described in the Role-specific Appendices - either 1 or 2 Weapons, depending on your chosen Role.

You can only make Attacks in Combat with Weapons that you are Proficient in. As you progress your character you can spend V.P. to improve your Proficiency in a specific Weapon Type, which increases your chances of making a successful Attack and increases the Damage inflicted by the Attack.

Refer to the "Combat Rules" Appendix for details on Weapon Proficiency & Combat.

### **# Armor & Shield use**

The types of Armor that you can use and Shield-use is Role-specific.

Refer to the Role-specific Appendix for details.

### **# Skill Checks**

Some Buffs dictate that a specific *Skill Check* be made, if so this is indicated on the Buff Card.

e.g. the Thief's *Pick Lock* Buff requires a Dexterity Skill Check.

In certain situations the Judge may also require a character to make an ad-hoc *Skill Check*, to deal with a situation that is not related to using a specific Buff.

The Judge will have assigned a Difficulty Rating to the Skill Check - a number from 1 to 20. The Judge can choose to reveal this specific number to the player making the Skill Check, or be vague e.g. “Easy” or “Very Challenging”.

Skill Check Rating	Difficulty Class
Easy	5
Medium	10
Hard	15
Very Challenging	20

e.g. A Thief attempting to Pick a lock in low-lighting conditions make it impossible for the Thief to accurately assess just how challenging using the Skill is going to be, so the Judge determines that this is “Very Challenging”, requiring a successful dice roll against a D.C. 20 Agility Skill Check.

### ## Determining which Physical Stat to use for a given Skill Check

The KoV Character sheet lists 4 common definitions of Skills that relate to each Stat, as follows:

Agility	Strength	Health	Intelligence	Empathy	Wisdom
❖ <i>Dexterity</i>	❖ <i>Muscularity</i>	❖ <i>Survival</i>	❖ <i>Cognition</i>	❖ <i>Assistance</i>	❖ <i>Inspiration</i>
❖ <i>Initiative</i>	❖ <i>Athleticism</i>	❖ <i>Bush-craft</i>	❖ <i>Science</i>	❖ <i>Persuasion</i>	❖ <i>Perception</i>
❖ <i>Nimbleness</i>	❖ <i>Combat</i>	❖ <i>Resilience</i>	❖ <i>Nature</i>	❖ <i>Intimidation</i>	❖ <i>History</i>
❖ <i>Speed</i>	❖ <i>Damage</i>	❖ <i>Scout</i>	❖ <i>Reasoning</i>	❖ <i>Deception</i>	❖ <i>Religion</i>

To resolve the Skill Check the Player first determines the most appropriate Physical Stat associated with the Skill Check.

e.g. A player announces that they are attempting to Persuade an enemy to do their bidding – which would be an Empathy Skill Check.

Once the Player, with the input of the Judge, has determined which Physical Stat is most relevant to the Skill Check, they roll a D20 and add the relevant Physical Stat Modifier to the dice Roll.

If the Player’s Skill Check Roll equals or exceeds the Judge-assigned Difficulty Rating, the player succeeds in the Skill check.

The Judge determines any consequences of failure e.g. failing a Climb Wall Skill Check may result in a fall that leads to the character taking Fall Damage.



## # Valour Points (V.P.)

There are no character Levels in KoV, instead Players develop their character by spending V.P. to increase Physical Stats, gain Buffs, or Role-specific Attributes e.g. Spells for the Wizard Role.

Players earn Valour Points by defeating enemies or by virtue of cunning role-playing, and then develop their Character by spending V.P. to increase their Physical Stats, or purchase Buffs and Spells while Resting in the vicinity of a Power Point.

## # Buffs

Every Buff has an associated Level attribute.

To determine the V.P. Cost to acquire a Buff, note the Level indicated on the associated Buff Card & refer to the following table to determine the V.P. Cost:

Buff Level	V.P.
1	500
2	1000
3	2000
4	4000
5	8000
6	14000
7	23000
8	34000
9	48000
10	64000

You can gain new Buffs for your character when Resting within 10" of a Power Point. You can purchase any number of Buffs if you have sufficient V.P. to do so.

The use of some Wizard Role Buffs can be enhanced by spending Mana Points. If Mana expenditure is required to use a Buff, then the Buff card indicates the M.P. Cost.

The use of some Monk Role Buffs can be enhanced by spending Chi Points. If Chi expenditure is required to use a Buff, then the Buff card indicates the C.P. Cost.

Some Roles have Buffs that require a Physical Stat Skill Check in order to succeed in using the Buff. This is indicated on the Buff Card.

## # Items

### *Item Weight:*

Every Item has an associated Weight. A Player cannot carry more Items on their person than allowed for by their Maximum Weight.

### *Item Crafting:*

Some Items are Craft-able – for such Items the Player must have the Pre-requisite Crafting Items which they use (discard) in order to Craft the new Item.

You can Craft an Item at anytime that you are Resting.

## # Inspiration

Characters can receive Inspiration as a result of noteworthy heroic acts as determined by *The Judge*, using the *Bardic Inspiration* Skill, or using the *Heroic Speech* Skill.

An Inspired character gains an Inspiration Token.

A Player can trade an Inspiration Token in order to re-roll \*any dice roll\*, taking the higher value of the two rolls.

A Player can only have 1 Inspiration Token at a time.

## # Common Role Buffs

Common Role Buffs are role-agnostic Buffs that are used to advance your character.

You pay the V.P. Cost while Resting at a Power Point, and gain a permanent Buff for your character.

### Weapon Proficiency Buff

Cost: 1000 V.P.

- ❖ Pick any Weapon that you currently own that you are not Proficient In (PL:0).
- ❖ You are now Proficient in that Weapon – it is now PL:1.
- ❖ You may now use this Weapon in Combat.

### Enhanced Weapon Proficiency Buff

Cost: 500 V.P. \* Current Weapon P.L.

- ❖ Pick any one Weapon that you are Proficient In (P.L.  $\geq 1$ ).
- ❖ Pay the V.P. Cost, which is 500 V.P. multiplied by the current P.L. of the Weapon.
- ❖ Add 1 to the P.L. for that Weapon, up to a Maximum P.L. of 10.

#### Increase Agility Stat:

Cost: 1000 V.P. \* Current Agility Stat.

- ❖ Pay the V.P. Cost- minimum 1000 V.P.
- ❖ Increase your Agility Stat. by 1 Point, up to a Maximum of 10.

#### Increase Strength Stat:

Cost: 1000 V.P. \* Current Strength Stat.

- ❖ Pay the V.P. Cost - minimum 1000 V.P.
- ❖ Increase your Strength Stat. by 1 Point, up to a Maximum of 10.

#### Increase Health Stat:

Cost: 1000 V.P. \* Current Health Stat

- ❖ Pay the V.P. Cost - minimum 1000 V.P.
- ❖ Increase your Health Stat. by 1 Point, up to a Maximum of 10.
- ❖ Remove all Damage from your Character

#### Increase Intelligence Stat:

Cost: 1000 V.P. \* Current Agility Stat.

- ❖ Pay the V.P. Cost- minimum 1000 V.P.
- ❖ Increase your Intelligence Stat. by 1 Point, up to a Maximum of 10.

#### Increase Empathy Stat:

Cost: 1000 V.P. \* Current Empathy Stat.

- ❖ Pay the V.P. Cost- minimum 1000 V.P.
- ❖ Increase your Empathy Stat. by 1 Point, up to a Maximum of 10.

#### Increase Wisdom Stat:

Cost: 1000 V.P. \* Current Wisdom Stat.

- ❖ Pay the V.P. Cost- minimum 1000 V.P.
- ❖ Increase your Wisdom Stat. by 1 Point, up to a Maximum of 10.

## # Appendix A: Importing D&D5e Items & Monsters

You can use D&D5e Items, Weapons & Monsters with KoV.

### *Items:*

Items can be used as-is, as long as their effect makes sense in KoV.

The Weight (in lb) becomes the Weight for the Item.

### *Weapons:*

The Cost & Damage Stats for a Weapon are used as-is.

The Weight (in lb) becomes the Encumbrance for the Weapon.

The Weapon Properties are identical.

### *Monsters:*

To use a D&D Monster in KoV it's Challenge X.P. stat becomes the number of V.P. points gained by killing the monster.

You can translate the D&D 5e Monster Stats to KoV as follows:

- ❖ D&D5e Dexterity Modifier -> KoV Agility Modifier
- ❖ D&D5e Strength Modifier -> KoV Strength Modifier
- ❖ D&D5e Constitution Modifier -> KoV Health Modifier
- ❖ D&D5e Intelligence Modifier -> KoV Intelligence Modifier
- ❖ D&D5e Charisma Modifier -> KoV Empathy Modifier
- ❖ D&D5e Wisdom Modifier -> KoV Wisdom Modifier