

Knights of Camelot RPG Rules

Created by Jacob Vaughn

Knights of Camelot is a card-based tabletop rpg. Other rpgs like Dungeons and Dragons have all the expensive books and materials that you need to have to play. Not KOC. When I was thinking of an rpg to create I thought to myself, what games do I like? Well KOC might not be a super famous rpg like D&D, but it is still an awesome adventure that you can get with only a few bucks. It may be cheap to buy, but it is not cheaply made. I have devoted endless hours thinking about the features of this game. Well, I hope you enjoy this majestic game.

Thank You,

Jacob Vaughn

Materials needed to play

- Pencil
- Rules
- Notebook
- Friends
- Imagination

Creating a Character

Statistics

In KOC there are five "statistics" (also known as stats or even attributes) which every player character has. These are:

- **Body** - this represents the toughness, endurance, stamina, and strength of the character. A character with a high Body will have greater resistance to poison, starvation, and physical damage. It does not necessarily imply physical bulk. Many crafts are covered here.
- **Dexterity**- the characters hand-eye co-ordination, agility, balance, and speed of reaction. In short, anything physical that is not covered by Body.
- **Knowledge**- how much the character knows, both general knowledge and specific. Usually, but not necessarily, implies a measure of intelligence.
- **Aura** - the strength of the character's will and personality. Characters with high aura can be commanding, charming, intimidating, any / all of the above. Used in

many social situations.

- **Weapon Skill** - the characters general ability in combat, be it close-combat, unarmed or accuracy with a ranged weapon.

You choose your stats by dividing 20 points between them. All stats must be at least 2 and no more than 6.

<http://web.archive.org/web/20021015223758/>

Skills

In KOC, stats like Body, Dexterity, Knowledge, Aura, and Weapon Skill have skills that govern them like under Body you would have Strength. Skills are one of the most important things in the game, so choose wisely.

To decide upon your skills, you have 20 points again, **divide your stats in the same way**. You cannot spend more than half (round up) your points for any stat on a single skill.

A suggested list of skills is:

- Body - Strength, Endurance, Sailing, Swimming, Running, Throwing, Climbing, and many outdoor crafts such as stonemasonry and mining
- Dexterity - Dancing, Riding, Rope use, Juggling, Tightrope walking, and the many "thief skills": acrobatics, forgery, locks, traps, set snares, escape bonds, stealth, pickpockets
- Knowledge - Etiquette, lip-reading, healing, lore skills (too many to list) such as engineering lore, city lore (for a specific city), tracker lore, baking lore, animal lore. Languages.
- Aura - Pacify, Seduce, Charm, Preaching, Bribe, Bargain, Con, Disguise, Singing, Intimidation, Information gathering, Torture
- Weapon Skill - Individual weapons, e.g. Longsword, Axe, Bow. See below, under combat
- Using A Skill

To use a skill, the skill must have at least one point in it. Then the GM picks a card from the deck. If the card is below 7, then the skill did not work. If it is higher than or equal to seven the skill worked. Example- *John decides to use his juggling skill to juggle some rocks. He tells the GM and the GM picks a card from the deck. It is an eight of hearts. John gets to juggle some rocks!!!*

Other Things

Your character needs a name. He also should have a drawing of what he looks like.

Optional-You could also add some background info for your character. Also you should have a race for him.

Health- Each character starts with 50 health. When you run out of health you die.

Coins- Each player starts with 100 coins. Coins can be used to buy skill training or items and can be used for bribery.

Experience - Each player starts with 0 experience. Experience is earned during fights.

Combat

Combat is almost the same as using a skill, but instead of having to be 7 or higher, the card picked must be under or equal to the amount of points for that skill. If the card is not than it is a miss. The skills for attacking are the weapons that you put under Weapon Skills. Also you can choose to block. If you choose to block an enemies's attack, you must pick a card from the deck. If the card is equal to or above the enemy's attack points, than the attack is successfully blocked. If the card is lower than the attack points you lose health points equal to how much under the card was.

Monsters

The GM can create monsters from their imagination. Here are some examples to get you started:

Giant Tentacle- A giant tentacle that erupts violently from the ground.

Life- 25

Attack-10

Leech Cloud- Swarm of floating leeches that drain health on contact.

Life- 20

Attack- 15

Campaigns

I am not including any sample campaigns in this rule book. The GM will just have to create their own. I already have some monsters for you. Campaigns are for you to create. C'mon use your imagination.

The End

Author Notes

This game is dedicated to my Aunt B, my grandpa, and my parents. No matter what I will always love you guys.