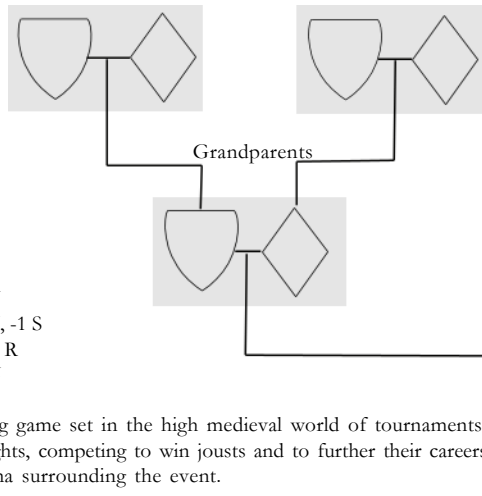
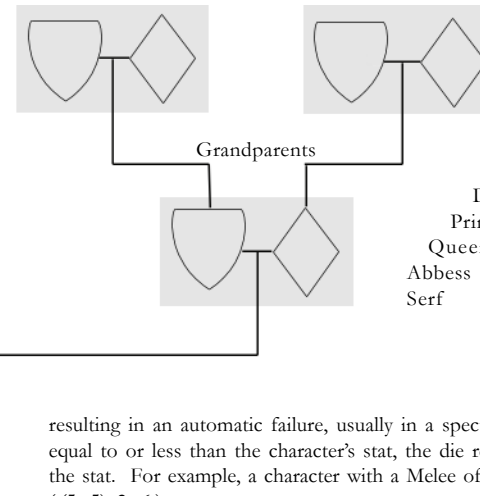


Male Titles	
Serf	+1 M +1 J, +1 S, -2H, -2 W
Goodman	+1 W, -2H
Sir	+2 M, +2 J, -2 W
Lord	+1 S, +1 H, -1 W
Baron	+1 M, +1 S
Marquis	+1 J, +1 S
Earl	+1 S, +1 H
Count	+1 H, +1 W
Duke	+1 H, +2 W, -1 J
Prince	+1 H, +3 W, -1 M, -1 J
King	+2 H, +5 W, -2 M, -2 J, -1 S
Abbot	+1 H, +1 M, +1 W, -1 R
Bishop	+1 H, +1 S, +2 W, -2 J



## Letter of Patent

Nationalities	
Spanish	+1 W
Byzantine	+1 W
English	+1 S
Scots	+1 M
Imperial	+1 J
French	+1 H
Italian	+1 R
Exotic	+1 M, +1 S, -1 H



Female Titles	
Lady	+1 S, +1 R, -1 W
Baroness	+1 R, +1 S
Countess	+1 R, +1 W
Goodwmn	+1 R, +1 W, -3 H
Dame	+1 M, +1 J, +2 S, -2 W
Duchess	+1 R, +1 W, +1 S, -1 M
Princess	+1 R, +2 W, +1 S, -1 M, -1 J
Queen	+2 R, +3 W, -2 M, -2 J, -1 S
Abess	+2 R, +1 W, -1 H
Serf	+1 R, +1 M, +1 S, -2 H, -2 W

**Letter of Patent** is a roleplaying game set in the high medieval world of tournaments. Players take on the roles of knights, competing to win jousts and to further their careers and ambitions in the social arena surrounding the event.

LoP uses six stats: **Melee** (used to attack while on foot), **Joust** (used to attack while on horseback), **Shield** (used to defend, either on foot or on horse), **Romance** (used for influencing women), **Honor** (used for interactions with men), and **Wealth** (a measure of the character's fortunes). Each are abbreviated with their first letter.

**Character Generation:** Characters are built by creating a family tree for them. Name each of the character's ancestors and give them a title from the list. Each title increases or decreases the value of the character's various stats (which start at 0). After all 14 ancestors have been named, give the knight a nationality and apply that stat modifier. No stat may be above 9 or be under 2. For each point of Wealth, the character can have one piece of equipment from the list. Knights can choose not to spend all of their Wealth in order to spend it during play. Record these personal items and the character is complete.

All knights are assumed to have basic armor and weapons, clothes and traveling kit. The following other gear is available: **Fancy Clothes** (+1 R), **Warhorse** (Required to Joust), **Andalusian Warhorse** (+1 J), **Ancestral Blade** (+1 M), **Relic** (Allows 1 re-roll per session), **Fancy Gift** (Expendable. When given to a lady gives +2 R), **Masterwork Armor** (+1 S), **Lady's Favor** (Must be freely given by a lady. +1 M, +1 J), **Squire** (Required to Joust), **Personal Herald** (+1 H), **Large Pavillion** (looks impressive), **Personal Chiurgeon** (Can once per night attend the knight's wounds. On a roll of 4+ on a d10 the knight heals 2 points of damage), **Healing Waters** (Expendable. Instantly heals one point of damage). Items listed as Expendable lower Wealth by 1 for two sessions after they are used.

**Die Rolls:** The basic rolling mechanism of LoP is to roll 2d10 and add the stat in question ('0' is always counted as '10'). After this sum is determined, divide it by five (round down) to get the number of 'hits.' Whenever the character wants to do perform a dangerous or risky action that does not involve another PC or an NPC, the GM should set a target number of hits the character must roll in order to be successful. Melee can be used for feats of strength, Joust for horsemanship, etc.

If both of the 2d10 show the same number, doubles have been rolled and a special event has occurred. If the number of the doubles is above the character's stat, it is a fumble

resulting in an automatic failure, usually in a spectacular fashion. If the doubles are equal to or less than the character's stat, the die result is doubled and then added to the stat. For example, a character with a Melee of 6 rolls two 5s. The result is a 26 ((5+5)x2+6).

**The Joust:** The knight with the most broken lances after five passes is the victor. If they are tied, the match continues on foot. If a knight is thrown from his horse he loses, unless his opponent is thrown as well, in which case they continue on foot.

For each pass, both knights make Joust and Shield rolls. Compare the number of Joust hits to the opponent's number of shield hits. Do this for both knights.

If Joust hits are greater than Shield hits, the difference is done in damage

If Joust hits equal or are less than Shield hits no damage is done

If there are 3 or more Joust hits, the lance has broken

If any damage is done, the knight must make a Joust check to remain on the horse. The target number is damage +1.

**The Melee:** Foot combat is done in the same fashion, with each knight making simultaneous Melee and Shield rolls. Combat continues until one knight yields, falls unconscious, or breaks a bone.

**Damage:** Each hit of damage reduces *every* stat by one. When any stat is reduced to 0, it is said to be in crisis and a roll must be made on the Crisis Table. Damage heals at the rate of one point per night of rest.

**Personal Interactions:** When a knight tries to influence or impress another person at the tournament, be it a lady, a herald or another knight, both parties roll versus Honor or Romance. If they tie for number of hits, they are at an empass. If the player knight gets more hits, they have impressed the other and will either get what they want, or at least get closer to convincing them. If the other party gets more hits, they are steadfast, and could be insulted by the knight.

**Winning:** Most tournaments will last one week. Each day a knight can participate in two events, the joust and the melee. On the first day, opponents will be easy, but each successive day they will get more difficult. Contests are single elimination, with the finals on the seventh day. Each night there will be opportunities for partying, dancing, friendships and alliances. Each tournament will have two winners, one for each event. The winners of each event can get +1 to the stat of their choice.

Name	
Nationality	
Melee	Romance
Joust	Honor
Shield	Wealth

### Crisis Table (roll 1d10)

- 1 *Melee:* Knight falls unconscious.
- 2 *Joust:* Horse Injured (treat as Melee if the damage received was not while on horseback).
- 3 *Shield:* Broken bone (arm or leg). Won't heal until after the tournament (but before the next one).
- 4 *Romance:* The knight has embarrassed himself before the ladies in attendance.
- 5 *Honor:* The knight has insulted another knight in attendance.
- 6 *Wealth:* The knight has broken a piece of equipment. He cannot use it and his Wealth is lowered by 1 for two sessions.
- 7-10 Whichever stat caused the Crisis