

THE _ _ _ _ _ KNIGHT



YOUR NAME:

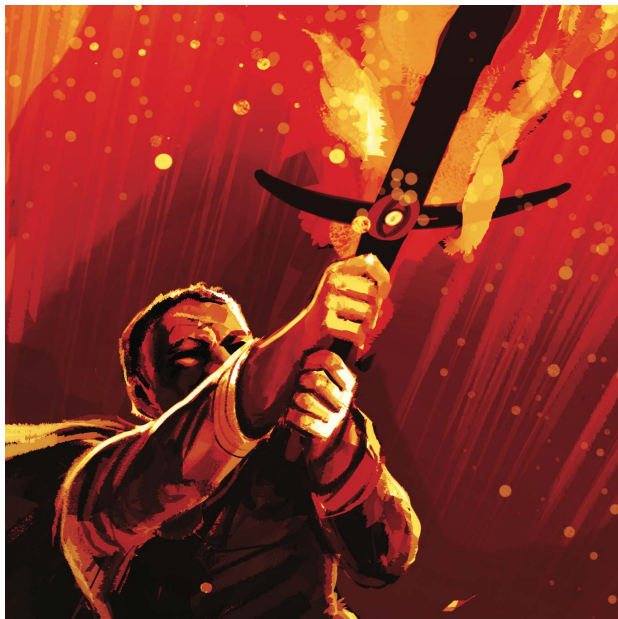
CLASS DICE: D8

These eight orders of Knights are the world's greatest warriors, each devoted to a single emotion. Whether it be joy, hate, or fear: if they feel it, they can use it to fuel the power of their sentient, arcane weapons.

When consumed by their sacred sensation, they are incomparable warriors, capable of miraculous feats. Nothing can stand against their blades - armies, mountains, even ideas. They can defeat anything.

Except the passion which drives them.

DON'T READ THIS BIT ALOUD. Hey, Player. You can make choices as the player or persona or both. No matter what, please select options as the sheet describes.



STATS

Assign to your stats: 4, 4, 3, 3, 2 and 2.

Underlined statistics are the ones most associated with this class.

STRENGTH Physicality, hand-to-hand combat, etc.	DEXTERITY Dodging, ranged combat, initiative, etc.	CONSTITUTION Health, amount of damage you take, etc.
WISDOM Understanding, miracles, willpower, etc	INTELLIGENCE Education, perception, spells, willpower, etc	CHARISMA Personal skills, attractiveness, etc.

EQUIPMENT

You start with:

Your Arcane weapon (see next page).

In addition, choose one of the following:

- ☐ Chainmail (Defence 2)
- ☐ Leather Armour (Armour 1), and a normal, non-magical Ranged Weapon of your choice (bow, crossbow, throwing knives). The latter includes ammunition.

YOUR LOOK

Choose one of the following:

- ☐ Worn leather, a long cloak and a scowl
- ☐ Gladiator gear, all skin, spikes and black leather
- ☐ Covered head to foot, with a full helm showing only your eyes
- ☐ Your own idea:

DEFENSIVE STATS

GUARD Guard = Dexterity RESETS AT START OF COMBAT	HEALTH Health = Constitution LOSE GUARD BEFORE HEALTH
DEFENCE Set from Equipment DIFFICULTY TO BE HIT	WILLPOWER Wisdom + Intelligence EMOTIONAL RESILIENCE

CORE MECHANIC REDUX

- Roll a number of normal D6 equal to your statistic plus (if directed) your class dice.
- Each 4+ is a success.
- If the number of successes match or exceed the set difficulty you fully succeed.
- Each 6+ can also activate a single relevant **Special**. These abilities are marked on your sheet with a bold **Special**.

COMBAT

- Generate Initiative: roll Dexterity Dice Pool. Characters with most successes act first.
- Combat Round: in initiative order, everyone does an action.

For more see Cheat Sheet or ask GM.

THE EMOTION KNIGHT IN BRIEF

If you're experiencing your iconic emotion, you gain powers. Spend some of that emotion to fuel other powers. Use up all the emotion in a single burst to do really awesome stuff.

YOUR SACRED EMOTION

Your powers are driven by you feeling an emotion. Look at the Emotion Wheel on the third page.

Select the word that best fits your emotion (from the main coloured spokes only). It can be the one most related to your persona, or the one you think is most interesting to explore. Talk to your GM if you want to know more about what "interesting" may mean.

Now write that emotion into the blank space at the top of p1, to denote what the type of Knight you will be.

Now you've picked, fill in the other blanks on the third sheet. All three of these words are aspects of your **Sacred Emotion**.

If you are unsure what emotion to pick, "Rage" is a simple one to play.

THE ARCANES WEAPON

All the Emotion Knight's special abilities are channeled via their arcane weapon. All arcane weapons, whatever their form, are sentient and can communicate with its owner (both audibly or with short range telepathy) and share a bond with its owner. It is also able to sense strong sources of its emotion in its vicinity.

Your weapon is... (choose one of the following):

- ☐ **Sword**
- ☐ **Hammer**
- ☐ **Trident**
- ☐ Your idea: _____

Your weapon's main attribute is... (choose one):

- ☐ **Brutal (Special:** if this removes a Health from your opponent, remove two Health instead.)
- ☐ **Fast (Special:** when removing a Guard from your opponent, remove two Guard instead of one.)
- ☐ **Incredibly Elegant** (Uses Dexterity instead of Strength for its dice pool. **Special:** recover two Guard.)

Your weapon's personality is... (choose one):

- ☐ **Aggressive**
- ☐ **Sarcastic**
- ☐ **Cutsie**
- ☐ Your idea: _____

THE EMOTIONAL SCALE

Look at the Emotional Scale on the third page. Place your D8 at zero. Depending how intensely your character is feeling this emotion, the D8 will move up or down the scale. The further up the scale it is, the more intensely a character feels this, and the more likely it will be nearly impossible to do something unconnected to this emotion.

To stress: the emotion is generated from events in the fiction. For example, if you are a Terror Knight surprised by a monster, you are likely to be scared, which means your D8 will move up the scale.

EMOTIONALLY ENGAGED

When your d8 is above zero on the Emotional Scale, you gain **Advantage** on any attack the weapon makes. Your **Lesser Ability** is also activated. Your **Lesser Ability** is... (choose one):

- ☐ **Defensive Bonus** (+1 Defence.)
- ☐ **Ranged Attack** (You can attack with your magical weapon at a range equivalent to a Bow.)
- ☐ **Riposte** (Any opponent whose attack fails to hit you gives you a free attack back at them.)

If you activate your **Greater Ability** your D8 moves one step down the emotional scale. Your **Greater Ability** is (choose one):

- ☐ **Decapitation Strike** (This attack bypasses Guard. This attack can only target one individual.)
- ☐ **Combat Frenzy** (Apply the results of this attack to all enemies within 2m of the knight's position.)
- ☐ **Duel** (Choose one opponent. They cannot attack anyone else until you choose.)

Feel free to describe how these abilities manifest.

CREATIVE VIOLENCE

If a player has two or more of an emotion they can expend it all to achieve an incredible feat. They pick up the D8 and hold it towards the centre of the table. Describe what you're trying to do. You can defeat anything which fits one of the nouns on your current level, or below. (So for example, if you are level 3 you can defeat an army.) You are encouraged to interpret "defeat" poetically. This ability is about **creative** violence.

Then roll the D8. If you roll your emotion level or beneath, you suffer that number of wounds in achieving your goal. Replace the dice at the zero point on the scale.

EMOTION DRAINING

Emotion Knights can siphon their Sacred Emotion from a target character. If the character resists, this requires a Charisma roll with a difficulty of 1. If the character does not resist, the difficulty is zero. For a success, and each success above it, a level of emotion is transferred from the target to the Knight. NB if a player is not experiencing that emotion, an Emotion Knight cannot siphon it.

A critical failure means the target can never feel emotion towards that source ever again. (For example, a peasant is petrified of a dragon. A Fear Knight tries to drain the peasant's fear, but critically fails. The Peasant will never be scared of dragons again.) However, the Knight gets all the emotion the target feels.

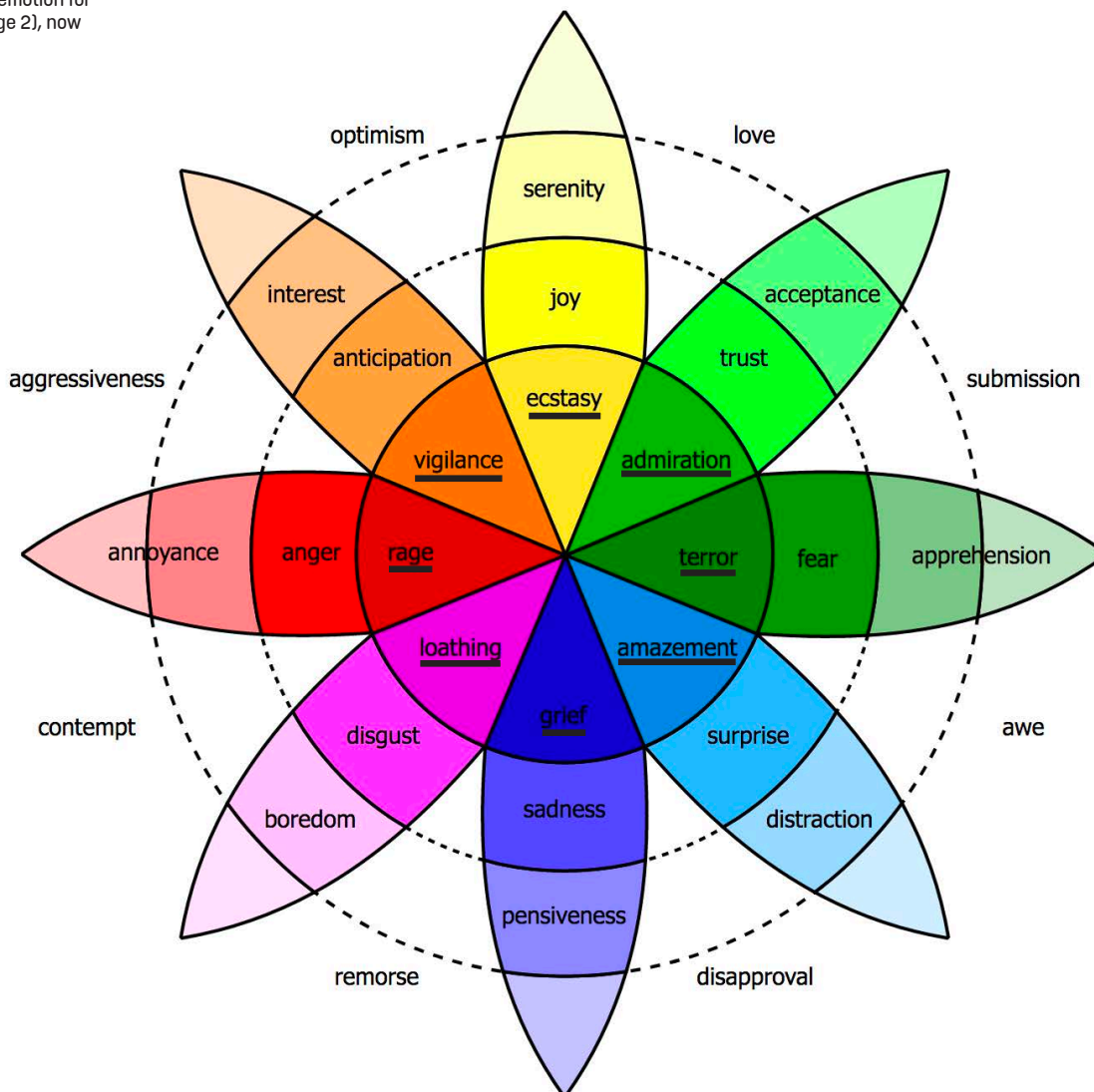
THE EMOTION WHEEL

Once you have chosen the core emotion for your Knight (as described on page 2), now fill in the following:

Great: _____
(The closest to the center)

Medium: _____
(The middle one in the spoke)

Minor: _____
(The furthest from the center)



THE KNIGHT'S EMOTIONAL SCALE

Level 6+: Inhuman You can defeat: a god, hope, yourself.	
Level 5: Consumed You can defeat: a country, a religion.	
Level 4: Lost You can defeat: a city, despair, someone you truly love.	
Level 3: _____ You could defeat: an army, a mountain range, a town.	
Level 2: _____ You could defeat: a mob, a blockage, a village, a weakness.	
Level 1: _____ Greater and lesser abilities available. Gain advantage on attacks with your weapon.	
Level 0: Nothing	

(The Wheel of Emotions was created by Professor Robert Plutchik in 1980. This Wheel is from Wikipedia's entry on the Wheel of Emotions, which is public domain. Hurrah for Wikipedia! We're working on our own version at the moment.)