



Mount & Blade

WELCOME TO CALRADIA!

It is a land once united under a single Empire and is now split into six lands and factions, each with a unique culture, a ruler, a claimant, and a collection of fiefs and vassals.

Nobles and kings lead war parties across Calradia, attending tournaments, feasts and collecting taxes from their fiefs.

When at war they sweep across enemy lands with their armies, conquering the castles and lands of opposing factions and plundering their villages.

It is a land of varying climates, from snowy tundra to harsh desert, and many find that there is little justice to be had amongst the nobles and petty kings.

Calradia seems to be begging for a just and strong individual to unify it once more.

YOU HAVE 1000 CP

HISTORIES

Choose a History to dictate your past and memories.

Roll 1d8+16 to determine your age.

You may change gender for 50 CP.

DROP-IN

+No new, confusing set of memories.

- No friends or place in this world.

The light dazzles you slightly as you wake up on the floor in the middle of the town square of your starting location. A guard looks at you suspiciously and you decide to move off before people start asking questions.

SQUIRE

+Education in arts of war, comfortable in noble courts.

- Used to the finer things in life.

You were a page at a nobleman's court and grew up to be a squire. Although not formally knighted, you grew tired of saddling horses and polishing armour and decided to try to make it as a mercenary. You have a martial education in fighting and leading men.

POACHER

+A useful skillset, good with a bow.

- Nobles may be suspicious of you.

You grew up in a village that was subjected to frequent raids and to feed your family you had no choice but to start poaching. Luckily, you were an exceptionally good shot and were sharp enough to not get caught. Now you're going (sort of) legit and have decided to use your bow to more lucrative ends.

STUDENT

+Good support abilities, educated well...

- ...to medieval standards.

You were a bright child in a family just rich enough to send you to university. You picked up trade easily and likely a few other disciplines as well. While your use on the battlefield may not be instantly apparent, you are likely to be a credit to any army in other ways.

LOCATION

Your starting location. Roll 1d8 to determine where you begin your journey. You may choose any starting location for 50 CP.

1: PRAVEN, KINGDOM OF SWADIA



The Kingdom of Swadia, ruled by King Harlaus and his Counts. Home to mostly average troops but boasts truly formidable knights that little can withstand the charge of. Their land is temperate and central.

2: JELKALA, KINGDOM OF RHODOKS



The Kingdom of Rhodoks, ruled by King Graveth and his Counts. They rely on their skilled and well-equipped polearm and crossbow militia to hold the line and defend their mountainous home. In the South-West.

3: SARGOTH, KINGDOM OF NORDS



The Kingdom of Nords, ruled by King Ragnar and his Jarls. Lacks cavalry entirely and has mediocre archers but uses incredibly strong and fast infantry to devastating effect. Great access to the sea and positioned to the North-West.

4: REYVADIN, KINGDOM OF VAGEIRS



The Kingdom of Vageirs, ruled by King Yaroglek and his Boyars. They field large but undisciplined armies with exemplary archers. They live in the snowy and mountainous North-East.

5: TULGA, KHERGIT KHANATE



The Khergit Khanate, ruled by Sanjar Khan and his Noyans. While almost completely lacking in infantry they boast superb horse archers that dominate their home in the steppes. Their home lies to the East.

6: SHARIZ, SARRANID SULTANATE



The Sarranid Sultanate, ruled by Sultan Hakim and his Emirs. They generally field lightly armoured troops but their Mamelukes are some of the best heavy cavalry around. Positioned in the desert to the South-East

7 AND 8:

You may choose to begin anywhere in Calradia.



SKILLS

The skills, proficiencies and abilities that will help you make a lasting mark on Calradia.

RIDING

You can saddle, mount and ride even the most ornery of horses.

Free

INVENTORY MANAGEMENT

You are incredibly skilled at organising things to optimise the space you have. It's downright unnatural the amount you can pack into a given area.

50 CP

FEASTMASTER

You throw one mean feast. You find that people will drop practically anything in order to attend due to how great they tend to be.

50 CP

UNBALANCED DIET

You no longer seem to have dietary requirements to survive past the basic need for food. Peculiarly enough, neither does anyone in your service. They might not like eating endless bags of grain but it won't do them any harm either.

100 CP

POWER THROW

You're amazingly good at throwing. You could take out five fully armoured knights charging at you from across a field with nothing more than five good stones.

100 CP

KNOCKOUT

You seem to have the incredible knack of rendering someone harmless with melee weapons (or your fists) without killing them or causing any lasting harm.

100 CP

DRINK FROM YOUR SKULL!

You are a naturally intimidating presence when you want to be. As well as this you always know exactly what to say (or shout) to unnerve an opponent before you start a fight.

200 CP

HONOUR

Unless you do something that seriously suggests the contrary in their presence, people will consider you an honourable and upright person and appreciate you for it. Truly honourable men will generally rather like you.

300 CP

VOLUNTEERS

As long as they are not your enemy, you can go into basically any town or village and come out with a substantial number of fresh recruits for your army. As well as this, drives for recruits within your territory will always be successful.

300 CP

LOOTING

You always seem to find an unusually large amount of useful, rare or valuable goods on the bodies of your defeated enemies and people will generally not resent your checking the pockets of the recently deceased.

300 CP

WELL-EQUIPPED

Your forces seem to constantly find better arms and armour as they fight for you. All but the most well equipped 20% will slowly improve their equipment as they gain experience and will eventually reach the standard of equipment of an average member of the top 20%.

600 CP

RIGHT TO RULE

You will nearly always have what appears to be a legitimate claim to a given area as its rightful ruler. Some will not much care about your legal rights but just men will flock to your banners if you decide to press your claim.

600 CP

Discounted skills cost 50% of their full price.

STRENGTH You are fit and damn near as strong as it is possible for a normal man to be. 100 CP, Free Drop-In	POWER STRIKE You know where to hit people where it hurts and frequently do so. You just have a tendency to know where a weak spot on an enemy is. 100 CP, Free Squire	POWER DRAW You have the skill and strength to use a bow as well as anybody and get the most accuracy and range out of them as you possibly can. 100 CP, Free Poacher	TRADE You have an understanding of trade routes and how to squeeze the most gold out of them. You're also particularly adept at haggling. 100 CP, Free Student
AGILITY You are extremely agile allowing for impressive feats of agility and a great aptitude for dodging. 200 CP, Discount Drop-In	TACTICS You are an extremely skilled tactician in the field and can usually use the environment and terrain to your advantage. 200 CP, Discount Squire	TRACKING You know how to track animals and men quickly, silently and well. You are also generally much better finding the things you're looking for. 200 CP, Discount Poacher	ENGINEER You have great expertise in the manufacture of castles and siege weapons. You also find that your projects of construction often finish early and under budget. 200 CP, Discount Student
CHARISMA People just like you. This may not mean you have their respect but strangers will warm up to you quickly, your friends will cherish you all the more and your enemies may wish things could have been different. 400 CP, Discount Drop-In	WEAPON MASTERY It takes a bizarrely short time for you to truly master a weapon. While fighting, you seem to constantly pick up and excel at new techniques. 400 CP, Discount Squire	PATH-FINDING You can always find the quickest route from point A to point B. More noticeably, this seems to make any army of yours move quicker than any one average unit could alone. 400 CP, Discount Poacher	WOUND TREATMENT Wounds sustained in battle on your behalf seem to always heal cleanly and extremely quickly as long as your men have time to rest. 400 CP, Discount Student
INTELLIGENCE Your thought process is significantly quicker than it used to be. While this comes with no knowledge, it does make it easier to learn things and stay quick on your feet. 600 CP, Discount Drop-In	LEADERSHIP Men respect you, you will find your men do not desert or disobey your orders and your army can grow exceedingly large without sacrificing discipline. 600 CP, Discount Squire	SPOTTING You seem to have a sixth sense for when enemies come within a mile of you or your allies. You also find yourself incredibly observant and aware of your surroundings. 600 CP, Discount Poacher	SURGERY There is a 40% chance that when a healthy member of your party/army is struck down fatally, they will instead be left merely wounded and unconscious. 600 CP, Discount Student

INVENTORY

Your weapons, horses, companions and supplies.
Replenishing foods do not accumulate if left.

SADDLE HORSE A cheap but well behaved horse. Free	BASIC WEAPON A basic weapon, perhaps a hunting bow, chipped sword, simple lance, hand-axe or club. Free	COURSER An extremely fast and loyal horse. Not particularly durable but you won't find many quicker. 50 CP	BALANCED WEAPON A well-made example of practically any medieval weapon. 50 CP
LORDLY PLATE ARMOUR The finest armour that can be acquired in Calradia. Kings would be jealous. 100 CP	CHAMPION CHARGER The heaviest, hardiest and most well-bred horse in Calradia. You could charge over a whole bunch of peasants and not feel it. 100 CP	MASTERWORK WEAPON A beautifully well-made example of any medieval weapon. Clearly and noticeably superior to even well-made examples of the same 100 CP	GRAIN A large sack of grain that simply doesn't seem to empty. 100 CP
BREAD Several varied loaves of well-made bread. More loaves appear regularly. 100 CP	BUTTER A large pot of replenishing and extremely delicious butter. 100 CP	BEEF Various cuts of premium quality beef in a box. Cuts appear at random. Replenishes. 100 CP	SPICES A few pots of various spices, once emptied a different spice may appear. Replenishes. 100 CP
HEROES A single companion for 50 CP, 100 for 4 or 200 for up to 8. Either new bosom friends or old imported ones. Each receives an appropriate form, a past, and memories of their lives in Calradia or the nearby regions the details of all of which you may decide on. Each receives a History of your choice as well as the free Skill associated with that History and 400 CP each to spend on further Skills. 50, 100, 200 CP			
			

DRAWBACKS

You may take **Drawbacks** for extra CP.

You may take up to 600 CP worth of **Drawbacks**,

CLAIMANT

There is man who claims any lands, titles or belongings you possess. He cannot be killed, is highly persuasive and will likely form armies to take that which he thinks he has a right to.

+100 CP

ROTTEN

Your food and that of your allies goes rotten insanely quickly. You'll bite into something foul and maggoty by accident at least a few times during your time here.

+100 CP

LAME

Your horses always seem to go lame. On top of this your legs will occasionally just stop working resulting in you dramatically and embarrassingly falling to the floor.

+100 CP

BANDITS

Bandit encampments and groups seem to pop up all over the place. For some reason nobody else will get rid of them and they're all your responsibility. Everyone will be furious/killed if you don't.

+200 CP



BICKERING

Your allies and companions simply do not get on. They will bicker constantly, work poorly together and without your mediation will get so frustrated they leave. The bickering is constant and mind-numbingly petty.

+200 CP

LADY

Even if you're not a lady you'll get treated like one. People will not understand why you're fighting rather than sewing and will ask about it constantly. Everyone will assume you're highly incompetent, nobody will follow you into battle and lords will try to marry you.

+300 CP

KINGSMAN

You are entirely loyal and dedicated to the leader of your starting location. You will utilise all the resources you have to ensure that their vision for Calradia comes to light.

+300 CP

ENVY

Everyone wants everything you've got. Every lord will go for a castle you own and every soldier will want the sword in your hand. Your closest friends may not kill you for it but they will try to pinch it when you're not looking.

+300 CP

FUTURE

After 10 years in Calradia you will be given a choice.
Regardless of your decision you will keep all your Inventory and
your Skills but any Drawbacks will leave you.

GO HOME

You wake up in your own bedroom in
your own home. Your horse is peering
at you from behind the door.

STAY

You choose to stay in Calradia for the
rest of your life.

RIDE FORTH

You decide to move on to the next
world.

NOTES

- . You can choose any terrestrial grain if you purchase **Grain**. The default is Wheat.
- . Cool cats don't trip.