



## THE KNIGHTS TEMPLAR CAMPAIGN

Legends speak of a dark time in history where magic and monsters were real, and the fate of a Kingdom rested on the shoulders of a few heroes. Will you be the heroes of legend that shapes the future of your Kingdom?

### Introduction & Character Background

You are entering a fantasy game of heroic mortals where your deeds and exploits may be told by historians and bards for eons. The characters will be heroic mortals of an alternate Earth. In order to originate a character history, each player needs to develop a character background based on the following:

- The period is during the medieval “dark ages”. The campaign will start in the year 1117 A.D.
- It’s highly recommended to read the *Campaign Background* handout.
- All characters will originate from the British Isles within three days travel from Durham. It is immaterial to the campaign, but you can originate where you were raised if desired.
- Your characters will know each other before the start of the campaign. You were each identified as being “Blessed by God”. You were taken from your family and housed at the Monastery in the capital city of Durham for the last four years. You have been at the monastery learning about religion, martial skills, history, Latin, and your skills.
- Based on your background, your character may know additional NPC’s and have additional relationships before the start of the game.
- In your background, please specify what is commonly known about your character considering you have grown up with the other characters.

- Your character starts the campaign at the age of 17. The age of majority is 18 years old. The expected life span is 45 to 60 years. What marks all of you as somewhat special is that you were all born on January 1<sup>st</sup>, 1100. A.D.
- Consider the following questions when developing your background and personality:
  - How does your character handle a helpless robber that ambushed you on the road?
  - Are you a hero? Why or Why not? Are you cowardly, foolish, greedy, merciful?
  - Who are your parents? How did you grow-up? Do you have any siblings? Who are they?
  - Are you religious or just pretend?
- Character changes will be allowed during the first two game sessions.

### Character Creation

1. We will be using the Godbound rules for heroic mortals (page 188) as modified with D&D 5E mechanics as noted below.
  - D&D 5E combat tactics and movement
  - D&D 5E attribute modifiers. Thus, a 16 Strength is a +3 modifier and so on
  - Armor Class will be per D&D 5E
  - Advantage & Disadvantage rules will be used
2. Your character will be a heroic human. (You will not be divine.)
3. **Concept:** Players should originate a description that explains their

characters' powers/vocation/role. Examples include: Wandering Sword Master, Unstoppable Barbarian General, Militant Rebel Leader, Arrogant High Patriarch, Mysterious Sorcerer, Wandering Outcaste Healer, Rogue Ninja, Famous Bard Singer, etc.

4. Even though this is campaign is titled "Knights Templar", you need not be a knight, or even a warrior. You will be given this title and training due to your blessing from god. Please feel free to explore alternate character ideas other than a "Paladin" type character. Ideas such as a hunter/ranger, merchant, cobbler, sailor, or even rogue will work in this campaign.
5. **Statistics:** You have the following statistics to put into the six attributes of your choice: 16, 14, 13, 12, 10, 8
6. You will have one (1) **Effort** to start. See Effort per GB rules for Heroic Mortals page 189 #5
7. **Consuming Temptation** will be used. Please see page 215 of the Godbound book. This can also be a weakness or driving force, or primary motivation for the character. You need to not commit to a consuming temptation at character creation but be prepared to do so after the second or third game session.
8. **Hit Points:** You will be a mortal. As such, your maximum hit points are 4 + your Constitution modifier. Each level after 1<sup>st</sup>, you will gain one additional hit point and half your Constitution modifier (round up).
9. **Facts:** Your character will start with four facts. Your education fact has already been determine. (See the character sheet). This leaves three remaining facts for you to assign: 1) Your profession / class / concept which will shape your powers and skills. 2) Your origin and home community. This background fact can include apprentice training or family profession. IE: "Father was a fisherman, and I learned the family trade." 3) Some unusual personal talent, relationship or training. This can substituted for two additional skills if desired (within your concept.) (See page 8 and 189 (#2), of the Godbound book.)
10. **Talents:** Your character will have a single Mortal Talent. Select one at character creation from the list of *Mortal Talents* provided later in this document. Consider your character concept when selecting this Talent as opposed to a

purely mechanical advantage. In addition, you receive one Heroic Talent at first level. See the second chart below. Each time you gain a level you will have the choice to receive one additional *Talent* (either kind) of your choice.

11. **Words:** You are mortal and as such will not have access to *Words* or *Miracles*.
12. **Equipment:** All characters have basic clothing to start the game. In addition, they have their choice of a single weapon and up to medium armor of their choice. See page 149 D&D 5E Player's Handbook for armor and weapon ideas. Use the Godbound weapon statistics on page 13 of the Godbound book.  
The character has also twelve (12) silver pennies they have saved. You may pool your money with other characters to purchase more expensive items before the game starts.
13. **Armor Class:** Note your total AC per D&D 5E rules (see page 145) as modified with Godbound mechanics as shown here:
  1. Light or no armor – no additional penalties
  2. Medium armor imposes a -2 to Dexterity Checks & Saving Throws
  3. Heavy armor imposes a -4 to Dexterity Checks & Saving Throws
  4. A shield adds +1 to AC without any Check penalties
14. **Weapons:** Use the weapons table per the Godbound book page 13. The D&D 5E weapons tables (page 149) can be used for inspiration and description but the mechanics will be per the Godbound rules. Note your weapon details on your character sheet for easy reference.
15. **Pick 5 skills.** You can perform those skills on a normal roll. If you do not have the referenced skill, you can make a check at *Disadvantage*. A relevant fact grants you two additional skills:

<b>Strength</b>	Athletics				
<b>Dexterity</b>	Acrobatics, Sleight of Hand, Stealth				
<b>Intelligence</b>	Lore, Investigation, Nature, Religion				
<b>Wisdom</b>	Handle Animal, Insight, Medicine, Perception, Survival				
<b>Charisma</b>	Deception, Intimidation, Performance, Persuasion				

Above all else, have fun! Good Luck!

## House Rules

- **Equipment:** It's assumed a character doesn't go adventuring without the proper equipment like food, a blanket, rope, and other normal camping gear. Therefore, it's not necessary to record every piece of equipment on the character sheet. Note any unusual or special piece of equipment possessed. If there is doubt whether a character brought along a specific piece of equipment, they must make a Wisdom check to determine possession. A character cannot make a check for an unusual piece of equipment and then sell it as a way to generate income. The purpose of assumed equipment is to lessen the administrative burden on the Player.
- **Basic Attack Bonus (BAB):** Starting at 1<sup>st</sup> level, a heroic character gains +1 BAB every other level (1<sup>st</sup>, 3<sup>rd</sup>, 5<sup>th</sup>, etc.)
- **Maximum Bonus:** The maximum bonus to all rolls from any and all combined sources is 4 +1 per 2 levels (round down). Thus, the maximum bonus goes to +5 at 2<sup>nd</sup> level, +6 at 4<sup>th</sup> level, and so on. Since you are starting at first level, your maximum bonus is +4.
- **Character death** occurs in 1d6 rounds after reaching 0 or less HP. Only another character can stabilize the dying character with a successful *medicine* roll or any amount of magical healing. A mental or physical scar remains after the trauma of being near death.
- **Healing:** Regain 1 HP after 8 hours of rest. Gain 1 HP + your Con modifier for each 24 hours of rest.
- **Training Time:** Will not be used. A character will go up a level at the direction of the referee.
- **Languages:** All characters start knowing how to read and write English and Latin. You may know more languages depending on your concept/archetype. Additional possible languages include Egyptian, Greek, and Norse. (A *Fact* will grant you three additional languages.)
- **Economy:** We will use a Silver Penny (\$SP) as the standard economic unit. For simplicity, we will assume one D&D gold piece equal one \$SP.
- **Used Equipment:** There is a market for used equipment. Selling of used equipment yields 25% of its retail price. Purchasing used equipment is 50% of the retail price. However, used

equipment will be damaged or sub-standard. In all those cases, these items function at a -1 penalty (when appropriate).

- **Strifes** need not be weaponless martial arts. If your character concept can incorporate a weapon type into a strife, then these will be allowed depending on the concept.
- **Magic Items:** will be rare but can be used by the characters.
- **Attribute Skill Checks & Saving Throws** will be based on 23 less the attribute score. (Instead of the Godbound base of 21.)
- **Saving Throws** – we will use attribute checks as Saving Throws. Thus, there are no separate Saving Throws for this game.
- A “**Critical Hit**” (a natural roll of a “20”) is an automatic hit and does maximum weapon damage before conversion.
- **Influence** will not be used by the characters. **Domain** may be introduced later in the campaign.
- You must attune a magical artifact before it can be used. (As per D&D 5E rules.) **Attunement** commits one life point for the first item, two life points for the 2<sup>nd</sup> artifact, three life points for the 3<sup>rd</sup> artifact, and etc. Magical items created by the heroes are automatically attuned and do not have this cost.
- In an attempt to simulate the fast-chaotic nature of combat, all Players must state their character's intent within 10 seconds during their combat round. Failure to do so will result in the character “freezing” under pressure and giving up their combat round.
- Since we are gaming in a remote environment, we will speed up combat by using a new distance measurement method for combat. Your character will be in one of three locations for combat: *Melee, Near, Far*. You can move from one range to another during your movement phase. It will take two movements to go from Far to Melee range. All other combat modifiers still apply.



## Meta-Gaming Notes

- **Tone:** this is supposed to be a serious game with the gritty feel medieval life. However, this is also supposed to be a heroic swashbuckling game. So, exiting stunting is encouraged.
- All characters start at 1<sup>st</sup> level. Expect to remain at 2<sup>nd</sup> level for a long time so it is recommended to tune your character for 2<sup>nd</sup> level.
- All characters must be willing to cooperate with the other characters and go on missions for their superiors. They cannot be “evil”, but they can take a cynical approach to life if desired.
- This will eventually become a sandbox campaign. At times, you will have to be self-motivated to find adventures. In some cases, the adventure will find you.
- There will be typical “quests” as well as political intrigue.
- Replacement characters will use the same character generation as original characters and will come into the campaign at the same level as the rest of the characters.
- It's assumed any needed replacement characters are traveling with the rest of the party. They will be introduced when needed.
- This campaign will take place over many game-years of time. Expect the character to age in the campaign.
- Stunting is greatly appreciated. (If done well, you can gain bonuses.)
- Please create a **name** for your character that is appropriate for the period and setting. No joke or pun names.
- Magic items will be scarce. Please adjust your treasure expectations.
- During the campaign, it is expected that characters will take **leadership roles** and help build a new kingdom. Please ensure your character has such aspirations and has appropriate goals for this type of campaign. You can think in terms of the D&D Birthright campaign

setting. Possible roles include Ruler/King, Councilor, General, Grand Diplomat, High Priest, Marshal, Royal Assassin, Spy Master, Treasurer, Warden, and anything else that seems appropriate for a leadership role.

- You are agents of the church and the Duke of Durham at the start of the game. You are not independent citizens. You were trained by the church and owe them your loyalty and service.

## Character Niche Ideas

It is best for each character to be unique. Noted below are some ideas:

Fighter w/exotic weapon	Merchant
Brew Master	Priest
Thief / Rogue	Military
Enlightened Merchant	Treasure seeker
Philosopher	Boxer
Crafter	Hunter / Ranger
Paladin	Bard
Alchemist	Monk (clergy)
Artist – seeking inspiration	Ninja



## Talents

The powers noted below are just ideas. Please consult with the referee to develop new powers/abilities that fit your character concept. Think in terms of D&D feats, spells, and some super-powers.

### **Mortal Talents**

<b>Arctic Adaptation</b>	Ignore environmental cold damage
<b>Blessed Luck</b>	Once per day, auto-succeed on a saving throw you've just failed.
<b>Cleave</b>	If you kill an opponent in combat, take another attack on a new worthy opponent within range.
<b>Desert Adaptation</b>	Ignore environmental heat and ignore flames smaller than a bonfire.
<b>Desperate Strike</b>	Commit Effort for the day to automatically hit with an attack on anything but a natural 1.
<b>Diehard</b>	Keep fighting for a 1-6 rounds after losing all your hit points. Take longer to bleed out afterwards.
<b>Expert Thief</b>	You have Advantage for stealth and thieving activities
<b>Extra Effort</b>	You gain one additional maximum Effort.
<b>Flurry of Blows</b>	When you take an attack action, you get two attack rolls. You must be 4th level to take this Talent.
<b>Hardened Combatant</b>	Instead of being +0 on attacks (for mortals), or +1 per two level (for heros), your base attack bonus is equal to your level.
<b>Inherited Prowess</b>	Increase an attribute by two (2) points or two attributes by one (1) point each
<b>Know the Type</b>	Pick a social class or profession; you can always find a friendly one of them where they congregate.
<b>Lay on Hands</b>	Heal 1 point of damage on yourself and allies immediately after combat. (Takes 10 minutes)
<b>Lesser Old-School Ability</b>	Pick a class ability from a character class in an old-school game and gain it at your level.
<b>Lesser Strife Training</b>	Gain one level of a lesser Strife: Initiate or Disciple. The prior levels must be learned first.
<b>Low Magic Training</b>	Gain one level of a low magic tradition: apprentice, adept, or master. You can't be an archmage.
<b>Lucky</b>	Re-roll any die for any reason, once per game session
<b>Nine Lives</b>	Once per day, block or evade a physical attack that would reduce you to zero hit points.
<b>Point Blank Shot</b>	If you are within <i>Near</i> range, you can shoot into melee combat without taking Disadvantage
<b>Professional Expertise</b>	Pick a profession. All attribute checks are rolled at Advantage
<b>Quick Movement</b>	Gain an additional 10' of land movement for each move action taken
<b>Storm of Blows</b>	As Flurry of Blows, but it grants two additional attacks for a total of three attack a round. You must be 7th level and have Flurry of Blows.
<b>Survivor</b>	Gain one (1) additional hit point and automatically stabilize if reduced to zero or less hit points
<b>Tough Hide</b>	Your natural armor class is 13. You benefit from shields, but not from light or medium armor.
<b>Toughness</b>	Common mortals get 1 bonus hit point every odd-numbered level. Heroic ones get one each level.
<b>Water Adaptation</b>	You can breathe, see, move freely in water, and ignore the sea's cold and pressure, for 1d6 x10 minutes a day.
<b>Weapon Expertise</b>	Pick a specific weapon. Your attacks count as magical attacks and are +1 to hit and damage. However, you are -2 to with all other weapons

## Heroic Talents

<b>Dark Vision</b>	You can see in normal (non-magical) darkness
<b>Heroic Flurry of Blows</b>	You get an extra attack roll at 10th level. You must have Storm of Blows to take this Talent
<b>Heroic Old-School Ability</b>	With the GM's permission, pick an ability from another old-school class, taking one from any level.
<b>Innate Gift</b>	You may pick a lesser gift that fits your Facts. You can take this talent once per three levels, rounded up (1st, 4th, 7th). Some gifts are too powerful for this game and will not be allowed or will be heavily modified. See the GM
<b>Lesser Strife Mastery</b>	You gain Mastery of a lesser Strife. You must first learn the Initiate and Disciple levels before taking this Talent
<b>Lethal Presence</b>	You gain a 1d6 Fray die which you can use against lesser foes.
<b>Low Magic Archmage</b>	You're an archmage of a low magic tradition. You must be a master of it before you can take this.
<b>Magic Resistance</b>	Once per day, resist a magical compulsion or damage from one source
<b>Natural Defenses</b>	Your base armor class is 16. You benefit from shields, but not from armor.
<b>Slayer</b>	You are accurate with your weapon attacks. A natural roll of a 19 and 20 is a Critical Hit (automatic hit and maximum damage before conversion).
<b>True Strife Training</b>	You have one Gift point to spend on learning a True Strife. You must master its lesser Strife first.



**LET THE CRUSADE BEGIN**