THE KNIGHT

Character

Name

Background

A noble protector with a tragic past.

As a child of two members of the Queen's Guard, you grew up with a strong sense of right and wrong. Your parents taught you the values of heroism, courage, and gallantry, that a life well led is one that serves the greater good. However, one dark night on the eve of your fifteenth birthday, your city was invaded by a neighbouring country. Many lives were lost that night, including those of your parents. Upon claiming the throne, the new ruler also preached the values of acting for the greater good. Hearing the message your parents taught you come from the mouth of your enemy shook your values to the core.

You escaped the city with a group of orphans, and became a strong and noble protector of the weaker ones. Since then, you have come to realise that there is no such thing as a greater good, only the weak and the strong. You have vowed to use your strength to protect the weak, and you harbour a deep resentment of those who use their might to oppress.

Abilities

TOUGHNESS	3	SMARTS	2
AGILITY	2	WITS	1
HEALTH	17	RESOLVE	8

Drives

- **PROTECTIVE:** Defend vulnerable people.
- **COURAGEOUS:** Perform daring acts of bravery.
- **STRONG:** Help the weak by using your strength.
- _____
- _____

Gear

RESPLENDENT ARMOUR

A finely crafted suit of armour, made of the strongest steel and intricately decorated.

After an opponent makes a successful Attack against you, you may spend 1 Resolve to reduce the Damage by 2.

Notes

© 2022 Rebellion Unplugged Ltd. All rights reserved.