

To resolve the test, the character compares the value to a difficulty set by the Game Master. If the value is equal to or higher to the difficulty, than the test has succeeded. If not, the test has failed.

After playing cards from your hand, draw back up to your hand size. Place your played cards in a discard pile. After your deck has been completely exhausted, shuffle the discard pile to create a new deck and continue as normal.

ACES act as critical successes, automatically succeeding in the test. Playing an ace also allows the character to choose an additional effect, or create an aspect in the situation. For example, if an ace is played in combat, a suitable additional effect would be to disarm the opponent. Aces are critical successes in combat, unless both combatants play an ace.

JOKERS act as critical failures, with some additional effect other than just failure. Because of this, Jokers are a thorn in the side and hinder a character's deck. Find the right time to play a Joker and cleanse your deck.

COMBAT AND WOUNDS

COMBAT is swift, deadly and brutal. Combat begins with all combatants playing a card and adding their Martial modifier to determine their initiative. Combatants take turns from highest initiative to lowest. Ties are broken by playing new cards. On a combatant's turn, they may make a single action, such as moving around, drawing a weapon, or most importantly, attacking and manoeuvring.

To attack another character, make a Swordsmanship, Archery, Brawling or Jousting skill test, with the difficulty of the test equal to the defender's Swordsmanship, Shieldbearing, Brawling, Jousting or Evade test. Both combatants play their cards at the same time. When successful hits are landed, damage is dealt to the defender.

DAMAGE is dealt to the character in many situations. When a character takes damage, they first decrease the amount by their armour rating, determined by what armour they are wearing. They then compare the damage taken to the table below to see if they take a wound. Damage of less than zero is completely deflected.

WOUNDS are a measure of how much damage and trauma a character can take. Wounds are split into three different types:

DIFFICULTY	
SIMPLE	6
EASY	9
AVERAGE	12
CHALLENGING	15
HARD	18
DIFFICULT	21
LEGENDARY	24

MINOR WOUND	1-2
MAJOR WOUND	3-4
MORTAL WOUND	5+

- **MINOR WOUNDS** are small injuries a character may suffer, such as a heavy bruise or light abrasion, usually having no additional effect. Every minor wound a character has increases the amount of damage they take by one.
- **MAJOR WOUNDS** are heavy injuries a character may suffer, such as a broken limb or savage mauling, always having an additional effect decided by the Game Master. Every major wound a character has increases the amount of damage they take by two.
- **MORTAL WOUNDS** are incredible injuries a character may suffer, from which they may not recover, such as internal damage or a brutal concussion. Adrenaline sustains a character for a short time, but they will die quickly.

INTRIGUE AND DECEPTION

INTRIGUE is an important part in the medieval court. When a player wishes to make an action in secret, that other characters cannot observe, they may write their action down on a piece of paper and hand it to the Game Master. If the actions require any tests, the Game Master may call upon the character to make the tests, unobserved by other players.

Intrigue actions may include administering poisons, stealth and sleight of hand, as well as purchasing equipment or travelling somewhere in secret.

AMBITIONS AND PRESTIGE

AMBITIONS are a character's goals and motivations. When a character succeeds in one of their Ambitions, they gain an amount of Prestige decided by the Game Master depending on the difficulty of the ambition. In the character creation phase, players should work together to decide relationships and traits for their characters, and thus create ambitions. Ambitions are usually better if they involve another character, such as a *wanting to end a blood feud* or *exacting vengeance for an old crime*. Characters do not have to reveal their ambitions to anyone except the Game Master.

PRESTIGE is a character's honour and score, and makes Kingdom Come a competitive roleplaying game. Characters receive Prestige for succeeding in their Ambitions and in certain cases decided by the Game Master. Characters can lose Prestige by committing dishonourable actions and having their plots exposed. When the game of Kingdom Come is over, the game is won by the character with the most prestige, or by the house with the largest combined prestige.

WEALTH is a character's worth and riches. Wealth may be spent on equipment from an appropriate source, and can be used to trade and bribe between characters. Wealth can be also be acquired through trade and theft. Characters may spend as much of their wealth as they wish during character creation for starting gear and items.

ROLEPLAYING is the focus of Kingdom Come. Encourage players to act in character and describe their actions and mannerisms, and the Game Master should consider giving prestige and bonuses for good roleplaying. The Game Master should also provide compelling narration to immerse the players into the medieval court.

THE ROYAL HOUSES

THE HOUSE OF HEARTS upholds peace and harmony. Their house skills are Charm, Inspire and Persuade.

THE HOUSE OF CLUBS upholds justice and vengeance. Their house skills are Command, Intimidate and Strategy.

THE HOUSE OF DIAMONDS upholds intellect and willpower. Their house skills are Awareness, Logic and Scholarship.

THE HOUSE OF SPADES upholds deception and secrecy. Their house skills are Conspiracy, Deceive and Stealth.

House skills may be considered as role skills when creating characters.

EQUIPMENT AND GEAR

POISONS		£600
A poison that deals a minor wound and causes sickness. An additional £300 causes a major wound, and another £300 causes a mortal wound.		
ASSASSINS		£800
An assassin employed to murder an opponent. An additional £400 employs a more skilled assassin, and another £400 employs a masterful assassin.		
PLATE ARMOUR	£1200	GREATSWORD £1200
A set of armour with an armour rating of 3, with an initiative penalty of -3.		A two-handed sword that deals 4 damage, while providing no bonus on attempts to parry.
CHAINMAIL ARMOUR	£800	LONGSWORD £900
A set of armour with an armour rating of 2, with an initiative penalty of -2.		A one-handed sword that deals 3 damage, while providing +1 on attempts to parry.
SHIELD	£600	BASTARD SWORD £600
A shield with that provides an armour rating of 2 on successful blocks.		A one-handed sword that deals 2 damage, while providing +2 on attempts to parry.

NAME	ROLE	HOUSE
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MARTIAL INTRIGUE DIPLOMACY KNOWLEDGE	_____	_____	WOUNDS
	_____	_____	_____
	_____	_____	_____
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SKILLS	RANK	AMBITIONS
ARCHERY	MARTIAL ○○○	I
ATHLETICS	MARTIAL ○○○	II
AWARENESS	KNOWLEDGE ○○○	III
BRAWLING	MARTIAL ○○○	IV
CHARM	DIPLOMACY ○○○	V
COMMAND	MARTIAL ○○○	_____
CONSPIRE	INTRIGUE ○○○	_____
DECEIVE	INTRIGUE ○○○	_____
EVADE	MARTIAL ○○○	_____
INQUIRY	DIPLOMACY ○○○	_____
INSIGHT	INTRIGUE ○○○	_____
INSPIRE	DIPLOMACY ○○○	_____
INTIMIDATE	MARTIAL ○○○	_____
JOUSTING	MARTIAL ○○○	_____
LOGIC	KNOWLEDGE ○○○	_____
MEDICINE	KNOWLEDGE ○○○	_____
PERFORMER	DIPLOMACY ○○○	_____
PERSUADE	DIPLOMACY ○○○	_____
SCHOLARSHIP	KNOWLEDGE ○○○	_____
SHILDBEARING	MARTIAL ○○○	_____
SLEIGHT OF HAND	INTRIGUE ○○○	_____
STEALTH	INTRIGUE ○○○	_____
STRATEGY	MARTIAL ○○○	_____
STUDY	KNOWLEDGE ○○○	_____
SWORDSMANSHIP	MARTIAL ○○○	_____

PRESTIGE	_____
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EQUIPMENT	_____
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WEALTH	_____
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