

# WITS & CHIVALRY



**MADE WITH LOVE & LASER-FEELINGS**

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A tribute hack of Lasers & Feelings (v1.2)  
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Special thanks to the One Shot Network for introducing us to this amazing game!  
www.oneshotpodcast.com

**YOU ARE THE KNIGHTS OF THE ROUND TABLE.** Arthur, your king, has fallen ill and the kingdom is in despair. The only way to save the land is to find the Holy Grail. Merlin's prophecy said that the grail will only reveal itself to the truest of knights. You knights must quest to help the people of the land and defeat those who threaten it. By completing these heroic quests, you just might prove yourselves worthy of the Holy Grail.

## PLAYERS CREATE KNIGHTS

### "KNIGHT THYSELF!"

- ◆ Choose a name for your knight: (*Sir or Lady...*)
- ◆ Choose a title for your knight: (*The...*)  
The Bold, The Brave, The Beautiful, The Gallant, The Wise, The Fool, The Pure, The Warrior, etc.



### "CREST THYSELF!"

Lion, Bear, Griffin, Fox, Chicken, Falcon, Stag, Wolf, Fish, Unicorn, Piglet, Ram, etc.



### "EQUIP THYSELF!"

A sword, armor, tunic and shield  
A cherished favor, heirloom or holy symbol



### "RATE THYSELF!"

- ◆ Choose your number, from 2 to 5.  
A high number means you're better at **WITS** (Logic; reason; rationality; calm, precise action)
- A low number means you're better at **CHIVALRY** (Intuition; charm; emotion; wild, passionate action)

## PLAYER GOAL:

Get your knight involved in the quest, get in character and try to make the best of it and have fun!

## KNIGHT GOAL:

Defeat injustice, protect the innocent, be the best knight, write a song of your greatness, slay something epic, etc.

## PLAYERS CREATE COMPANIONS

Players will play a second role as a companion to another player's knight. You will not know what knight you will serve until the adventure begins. When one party plays their knights, the other will play companions.

- ◆ Roll for the type of companion you shall play
- ◆ Give them a name and personality
- ◆ Rate them between 2 and 5. (*like you did with your knight*)



COMPANION TYPES	
1 A young squire	4 A chiding priest
2 An old squire	5 A young rogue
3 A merry minstrel	6 A meddlesome ghost

## ROLL THY DICE

When you do something risky, roll **1D6** to find out how it goes. Add **1D6** if you're prepared and another **1D6** if you're an expert. (The GM has the final say.) Roll your dice and compare each die result to your number.

- ◆ Using **WITS**? You want to roll **under** your number.
- ◆ Using **CHIVALRY**? You want to roll **over** your number.

## ACCENTS!

If you want to add an extra **1D6** to you roll, all you need to do is describe the action or interact with the scene using your best, medieval European accent. **"It's just a flesh wound!"**

## OUTCOME

- 0** If none of your dice succeed, it goes wrong. The GM says how things get worse somehow.
- 1** If one die succeeds, you barely manage it. The GM inflicts a complication, harm, or cost.
- 2** If two dice succeed, you do it well. Good job! Describe what that looked like.
- 3** If three dice succeed, you get a critical success! The GM tells you some extra effect you get.
- !** If any dice land on your number exactly, you hear the **VOICE OF GOD** and gain special insight into what's really going on. You may ask God one question and they'll answer honestly. After hearing it, you can change your action if you like and reroll all the dice.

### Some good questions might be:

- ◆ "Is there a better way?"
- ◆ "How could I get them to \_\_\_?"
- ◆ "What should I be looking for?"
- ◆ "What's really going on here?"
- ◆ "What is the meaning of life?"



Icons made by multiple designers from <http://game-icons.net>

## ACT 1. "KNIGHTS TRAVEL..."

- ◆ The GM groups up knights and determines what group goes first
- ◆ The GM assigns each knight their companion (or companions)
- ◆ Each group must make it passed their own initial challenge

MAKE IT PASSED...	TO REACH...
1 An angry mob	1 The castle
2 Some very rude soldiers	2 The cave
3 A broken bridge	3 The forest
4 A band of outlaws	4 Merlin's tower
5 A difficult hermit	5 The monastery
6 Oppressed common folk	6 The village

## ACT 2. "KNIGHTS FACE THEIR TRIAL..."

- ◆ The knights meet up and work together to complete their quest
- ◆ The companions can be there, but more in the background
- ◆ The knights must complete their quest and face their trial

WHERE YOU SHALL...	AND FACE...
1 Retrieve a magical weapon	1 The Black Knight
2 Deliver a sealed letter	2 A mythical beast
3 Protect a holy relic	3 An evil witch or wizard
4 Rescue someone	4 Saxon raiders
5 Retrieve Merlin's book	5 The Grim Reaper
6 Find a "lost" knight	6 Themselves...?

## ACT 3. "KNIGHTS RETURN HOME FOR TEA..."

- ◆ The knights return the roundtable to reflect on their quest
- ◆ Merlin asks each knight to say how it went for them



## RUNNING WITS & CHIVALRY (GMS)

- ◆ The knights begin at the round table and introduce themselves
- ◆ You play as Merlin and set the humorous tone for the game
- ◆ Describe their quest and make sure they know their parts
- ◆ Don't pre-plan outcomes—let the chips fall where they may
- ◆ Call for a roll when the situation is uncertain
- ◆ The situation always changes after a roll, for good or ill
- ◆ Use failures to push the action (and comedy) forward
- ◆ Ask questions to get them engaged & build on the answers



"Tell me. What do you do with witches?"  
"And what do you burn, apart from witches?"