knight forlorn

Knight Booklet

The Knight

- Build: _____
- Posture: _____
- Armor: _____
- Hair: _____
- Eyes: _____
- Face: _____
- Accessory: _____
- Weapon: _____
- Scars/tattoos: _____

Motivation

- Tormentor: _____
- Reason: _____

Consequences

First Wound. When facing an ADVERSARY or OBSTACLE, the Knight's total card value is reduced by 1. ☐

Second Wound. When facing an ADVERSARY or OBSTACLE, the Knight's total card value is reduced by 2. (Requires and replaces *First Wound*.) ☐

Third Wound. When facing an ADVERSARY or OBSTACLE, the Knight's total card value is reduced by 3. (Requires and replaces *Second Wound*.) ☐

Corruption. The Knight is infested by the Torment; they begin to hear sinister whispers and experience an unsettling physical discord (portrayed by the CHORUS). After three ENCOUNTERS, excluding the current one, the Knight will perish. ☐☐☐ ☐

Death. At the end of the current ENCOUNTER, the Knight will perish. ☐

Discards

♥A ☐	♣A ☐	♦A ☐	♠A ☐
♥2 ☐	♣2 ☐	♦2 ☐	♠2 ☐
♥3 ☐	♣3 ☐	♦3 ☐	♠3 ☐
♥4 ☐	♣4 ☐	♦4 ☐	♠4 ☐
♥5 ☐	♣5 ☐	♦5 ☐	♠5 ☐
♥6 ☐	♣6 ☐	♦6 ☐	♠6 ☐
♥7 ☐	♣7 ☐	♦7 ☐	♠7 ☐
♥8 ☐	♣8 ☐	♦8 ☐	♠8 ☐
♥9 ☐	♣9 ☐	♦9 ☐	♠9 ☐
♥10 ☐	♣10 ☐	♦10 ☐	♠10 ☐
♥J ☐	♣J ☐	♦J ☐	♠J ☐
♥Q ☐	♣Q ☐	♦Q ☐	♠Q ☐
♥K ☐	♣K ☐	♦K ☐	♠K ☐

Inventory

Elixir. Heals the Knight's most severe *Wound*. Remove after use.	☐☐☐☐☐
Charm. When facing an ADVERSARY or OBSTACLE, using a Charm increases the Knight's total card value by 2. Usable once per draw. Remove after use.	☐☐☐☐☐
Blessing. Heals *Corruption*. Remove after use.	☐☐☐☐☐
Ward. When facing an ADVERSARY or OBSTACLE, using the Ward shields the Knight from a CONSEQUENCE. Remove after use.	☐☐☐☐☐
Flame Key. A key to open the Flame Gate.	☐
Serpent Key. A key to open the Serpent Gate.	☐
Crown Key. A key to open the Crown Gate.	☐
Moon Key. A key to open the Moon Gate.	☐
Mirage Veil. The Knight won't suffer any CONSEQUENCE when retreating from a Tormentor.	☐
Radiant Talisman. The Knight will not perish from *Corruption*.	☐
Eternal Ankh. When the Knight perishes, they can sacrifice one of their acquired ABILITIES to rise again.	☐
Warrior's Helmet. When facing an ADVERSARY or OBSTACLE, the LEAD may draw one additional card and discard the worst of their drawn cards.	☐
Champion's Gauntlet. When facing an ADVERSARY or OBSTACLE, the Knight's total card value is increased by 3.	☐
Torment's Bane. When facing an ADVERSARY, the LEAD may draw two cards and add them together.	☐
Scout's Spyglass. When exploring, before the NARRATOR draws the ENCOUNTER card, the LEAD may look at the top two cards and put one back on top and the other *face down* on the table.	☐
Pathfinder's Lantern. When exploring, the LEAD may shift the drawn card to the nearest undiscarded ENCOUNTER, up or down; if A, down means K; if K, up means A.	☐
Wanderer's Compass. When exploring, the LEAD may change the suit of the drawn card.	☐
Rabbit's Foot. When facing an ADVERSARY or OBSTACLE, before the NARRATOR draws their first card, the LEAD may look at the top card and either take it as *their* (first) card or put it back on top. Usable once per ENCOUNTER.	☐
Stalwart Shield. When facing an ADVERSARY or OBSTACLE, *Wounds* don't reduce the Knight's total card value.	☐
Guardian's Armor. When facing an ADVERSARY or OBSTACLE, the value of the NARRATOR's total card value is reduced by 3.	☐

Experience

☐☐☐☐☐ ☐☐☐☐☐

Once the Knight has acquired 5 EXPERIENCE, you collectively choose one available ABILITY for the Knight. Note your choice and clear the spent EXPERIENCE.

Abilities

First Prowess. When facing an ADVERSARY or OBSTACLE, the Knight's total card value is increased by 2.	☐
Second Prowess. When facing an ADVERSARY or OBSTACLE, the Knight's total card value is increased by 5. (Requires and replaces *First Prowess*.)	☐
Finesse. When facing an ADVERSARY or OBSTACLE, the LEAD may draw one additional card and discard the worst of their drawn cards.	☐
Mastery. When facing an ADVERSARY or OBSTACLE, the LEAD may draw two cards and add them together. (Requires *Finesse*.)	☐
Premonition. When facing an ADVERSARY or OBSTACLE, before the NARRATOR draws their first card, the LEAD may look at the top card and either take it as *their* (first) card or put it back on top. Usable once per ENCOUNTER.	☐
Resilience. When facing an ADVERSARY or OBSTACLE, *Wounds* don't reduce the Knight's total card value.	☐
Vigilance. When exploring, before the NARRATOR draws the ENCOUNTER card, the LEAD may look at the top two cards and put one back on top and the other *face down* on the table.	☐
Diligence. When exploring, the LEAD may shift the drawn card to the nearest undiscarded encounter, up or down; if A, down means K; if K, up means A. The NARRATOR reads the title of all three available encounters; the LEAD chooses one. (Requires *Vigilance*.)	☐
Intuition. When exploring, THE LEAD may change the suit of the drawn card. (Requires *Vigilance*.)	☐
Elusion. The Knight won't suffer any CONSEQUENCE when retreating from a Torment.	☐
Hope. The Knight will not perish from *Corruption*. (Requires at least two other ABILITIES.)	☐
Immortality. When the Knight perishes, they can sacrifice one of their acquired ABILITIES to rise again. (Requires at least three other ABILITIES.)	☐