

King Arthur

- is a *knight*
- owns *Excalibur*
- king of England x3
- father of *Mordred*
- husband of *Guinevere*

Mordred

- is a *knight*
- owns *Clarent*
- traitorous cur x2
- hates *king Arthur*
- son of *king Arthur*
- husband of *Guinevere*

Sir Gawain

- is a *knight*
- loyal to *king Arthur*
- nephew of *king Arthur*
- brother of *Mordred*
- strength of the sun
- weak during the night

Sir Kay

- is a *knight*
- loyal to *king Arthur* x2
- brother of *king Arthur* by adoption
- hot-tempered
- boorish to a fault

Sir Bedivere

- is a *knight*
- loyal to *king Arthur*
- may carry *Excalibur*
- one-handed
- excellent warrior

Lances of Camelot

- is a *knight*
- loyal to *king Arthur*
- all great heroes x2
- superior in valor
- on horseback

Commoners in arms

- all men of age x3
- inexperienced
- loyal to *king Arthur*

Cailtram the Pict

- king of the Picts x2
- cunning and wise
- hatred of Camelot
- lust for power

Pictish horde

- countless heads x5
- pact of the tribes
- painted for war
- Caledonian weapons

Master component

Knight

- brave unto death
- protector of the weak
- loyal to the Church
- loyal to his country
- truthful
- generous
- courteous to women

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Excalibur

- engraved blade
- perfect steel
- sword of war x2
- blinds it's enemies
- indestructible

Clarent

- perfect balance
- blade of the king
- indestructible
- the knighting sword

Camlann

- river is close
- boggy ground
- little cover
- weather changes fast

Treachery

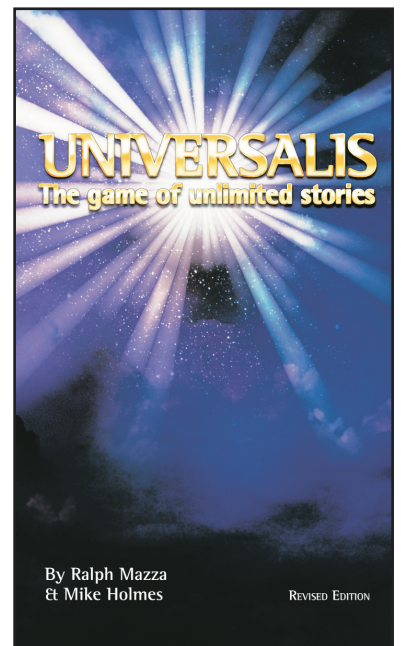
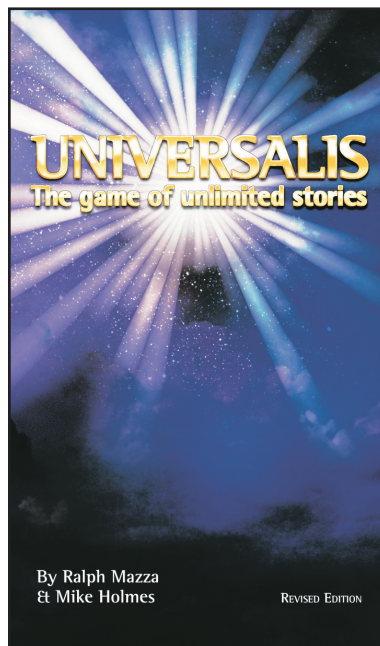
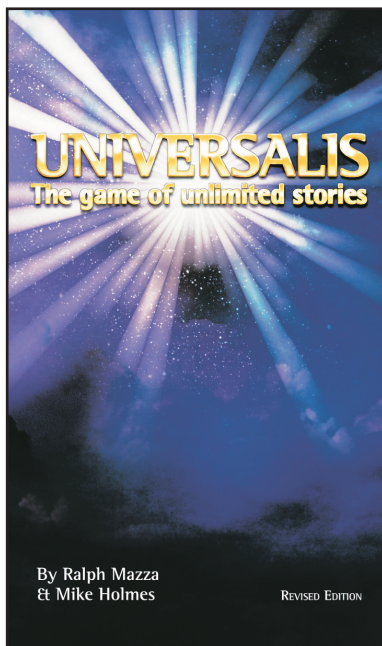
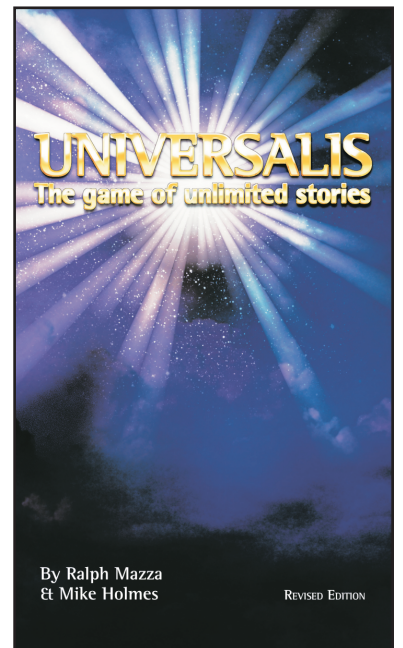
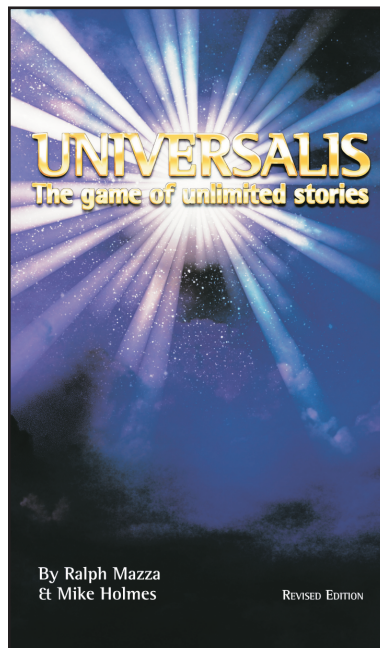
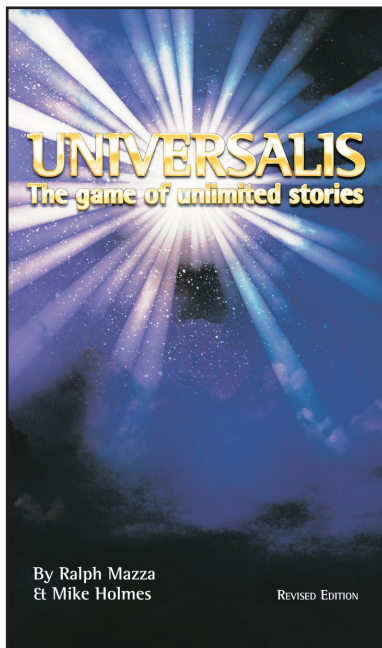
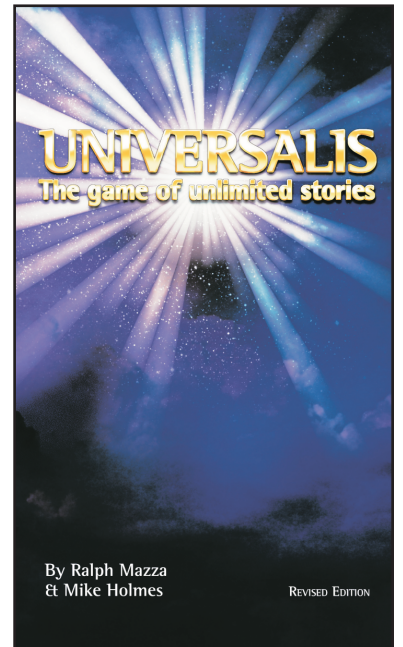
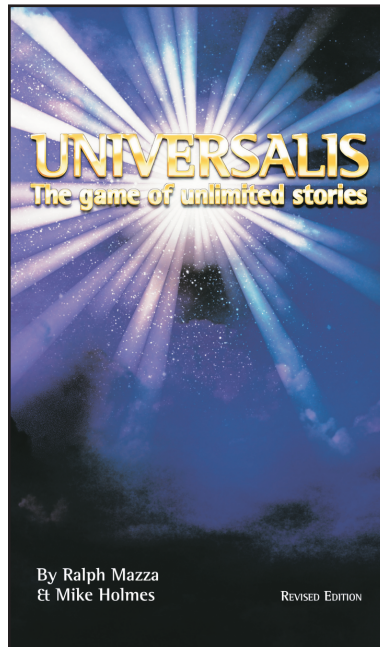
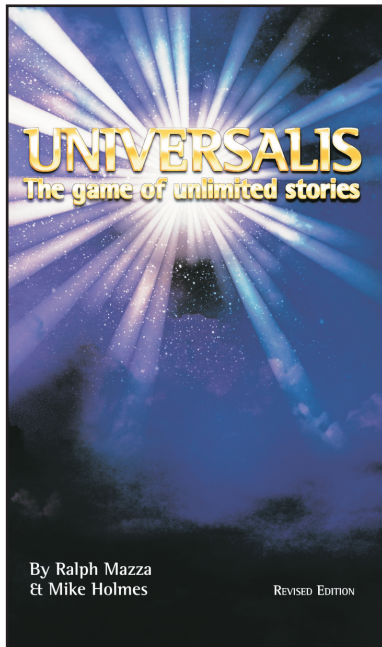
- grows in power
- prophesized fate
- against kin
- loyalty is forgotten
- base instincts rule

Magic of Morgana

- many paths
- ancient ways
- hatred of the Church x3
- magic has a price

The Dream of Camelot

- light of hope
- rule of law
- virtue above all
- doomed to fall



component name

traits

component name

traits

component name

traits

component name

traits

component name

traits

component name

traits

component name

traits

component name

traits

component name

traits

Arthurian Universalis

Tenets:

- Arthurian romance
- No modern sources
- No invented protagonists
- No beating around the bush, start with major legends.

Gimmicks:

Free Arthuriana

When introducing components familiar from pre-20th century sources, the player gets free coins for buying traits. Major elements of the cycle get 5 coins, minor ones 2 coins.

Canonical sources

Any pre-20th sources brought to the session and timely referenced may be considered established fact for past events and setting purposes, but not for immediate events, which are still in player control.

Facts from play:

... <an excerpt> ...

scene 7: in forest

- Merlin, Nimue, dialogue
- Merlin entranced (complication)
- Nimue takes Clarent

scene 8: grail quest

- Galahad, Perceval
- Grail (introduced) appears
- Perceval blinded (complication)
- Galahad transcends (bought off)

scene 9: in Pict-land

- Nimue, Mordred, Morgana
- Mordred takes Clarent (complication)

... <play continues> ...



UNIVERSALIS REFERENCE

ACTIONS YOU CAN DO ANY TIME

- Spend a Coin to Interrupt and begin your own turn.
- Spend a Coin to Interrupt and Originate a Complication.
- Take Over a Component in the scene for 1 Coin.
- Initiate a Challenge. Bid Coins if necessary.
- Engage in dialog for a character you Control.



ACTIONS YOU CAN DO ONLY ON YOUR TURN

- 1) Scene Narration Activity (Chapter 4)
 - Establish or change the scene's location to a new or existing location for 1 Coin.
 - Introduce an existing Component into the scene for 1 Coin.
 - Exit a Component from a scene for 1 Coin.
 - Describe an Event for 1 Coin.
- 2) World Building Activity (Chapter 5)
 - Create a new Component and Introduce it into the scene or not for 1 Coin.
 - Add, Remove, or Restore a Trait for 1 Coin per Trait.
 - Reduce or Restore Importance for 1 Coin per Level.
- 3) Game Tenet Activity (Chapter 2)
 - Propose a new (or modify an existing) Social Contract issue for 1 Coin.
 - Propose a new (or modify an existing) Story Element for 1 Coin.
 - Propose a new (or modify an existing) Rules Gimmick for 1 Coin.
- 4) Complication Activity (Chapter 6)
 - Originate a Complication with one or more Components you do not Control.
 - Draw Upon a Trait to add dice to a Complication Dice Pool
 - Buy Dice (and justify the purchase) for a Complication Dice Pool for 1 Coin apiece.
 - Roll the dice, determine the winner, and spend or keep Bonus Coins.

