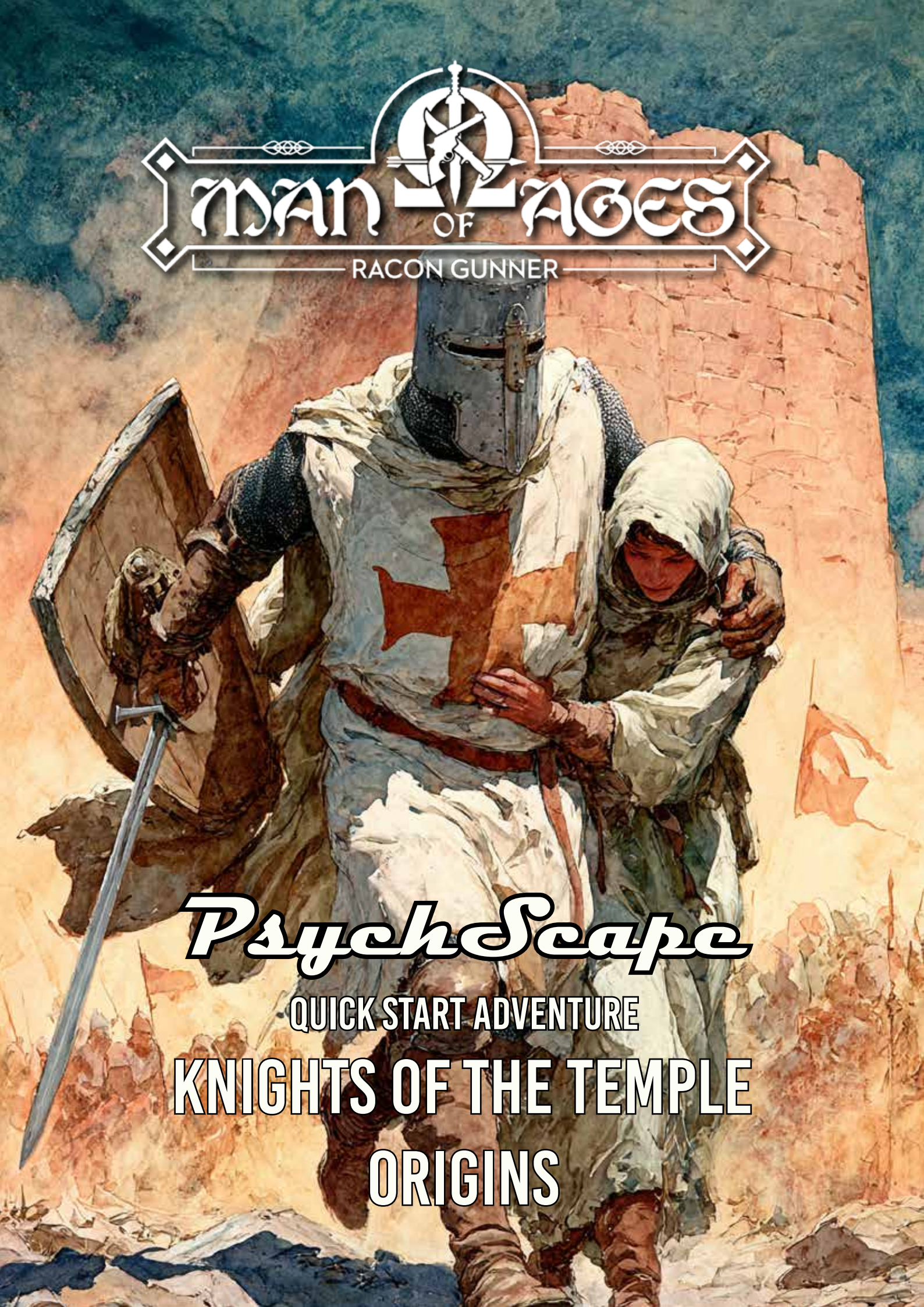

MAN OF AGES
RACON GUNNER
PsychScape
QUICK START ADVENTURE
KNIGHTS OF THE TEMPLE
ORIGINS

MAN OF AGES
RACON GUNNER

CONTENT





04 **Chapter 1**
PSYCHSCAPE QUICK START

10 **Chapter 2**
WHAT YOU'LL NEED TO PLAY:
KNIGHTS OF THE TEMPLE -ORIGINS

12 **Chapter 3**
HISTORICAL BACKGROUND:
THE KNIGHTS TEMPLAR AND THE HOLY LAND, 1119 CE

16 **Chapter 4**
STREETS OF JERUSALEM

20 **Chapter 5**
QUICK REFERENCE

In 1120 CE, Jerusalem stands on the edge of a new experiment. The Crusader kingdom is young and brittle, its walls held by thin lines of weary soldiers. Pilgrims stream in from the ports—hopeful, frightened, and unprepared for the knives that wait along the roads. In a few borrowed rooms near the ancient Temple platform, a handful of knights kneel and swear a vow unlike any other: to live as monks, to fight as soldiers, and to guard the way to the holy places with their own blood.

Your mission: to step into the ranks of these first "Poor Knights of the Temple," to walk the alleys, roads, and council halls where their order is born, and to decide what kind of brotherhood the Temple will become.

Every choice on this path matters. Discipline, courage, and conscience will be your greatest assets as you navigate suspicion from kings and bishops, ambushes on the pilgrim roads, and the whispers that no man can serve both peace and war. Will you live the Rule with integrity, or bend it to survive another day? Will your actions win trust for the new order—or confirm the worst fears of those who say knights should never call themselves holy?

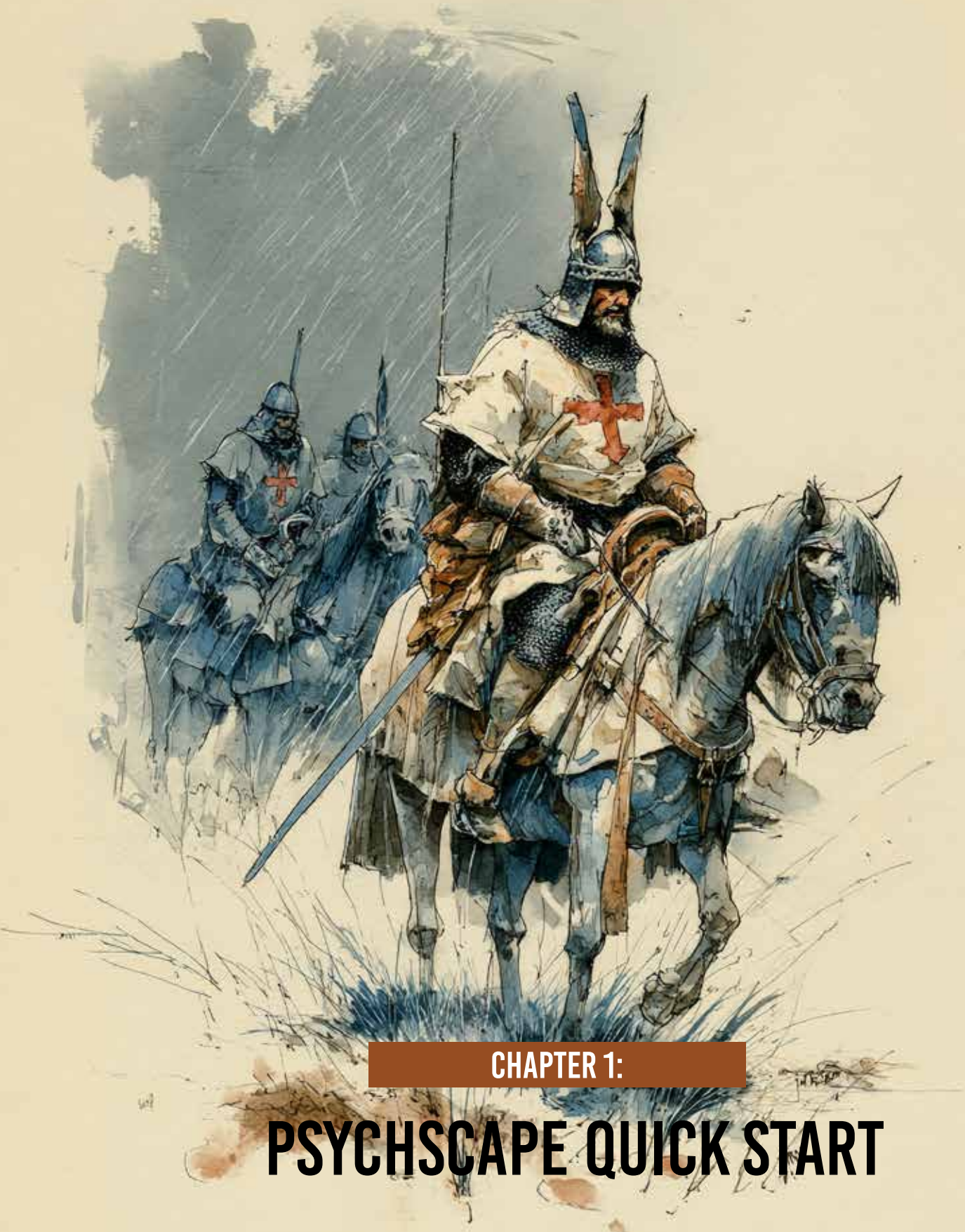
Jerusalem is a city of relics and rumors, of prayer and politics. Danger hides in crowded markets and quiet cloisters as easily as in open battle. As you step into this world, you'll face more than lances and blades—you'll confront doubt, pride, zeal, and the weight of your own oath.

In the end, will you see only a holy calling…

…or the cost of the vows you swore?

ALL CONTENT CREATED BY
RACON GUNNER
LEGENDARY LORE MASTER





CHAPTER 1:

PSYCHSCAPE QUICK START

HOW TO PLAY PSYCHSCAPE

PsychScape lets players explore history not just through actions but through the minds of those who lived it. The Knights Templar Origins adventure invites you to ask: What drives a warrior to take a vow of poverty and absolute service? How does faith endure under the weight of political scrutiny? And what happens when personal principles collide with the rigid structures of the Church? Through the eyes of Hugues de Payens, you'll find answers within the halls of the Council of Troyes.



Hugues de Payens

Quick Start: How to Play Your Character

In this adventure, you'll step into the role of Hugues de Payens or one of his founding brothers. Your character sheet provides everything you need:

Big Five Traits: These define your character's personality and may influence how you approach challenges or sway the Council.

Abilities: Scores like Strength, Agility, and Personality determine your success in physical trials, social debates, and combat situations.

Skills: Specific proficiencies (e.g., Brawl & Blade, Diplomacy) show what your character excels at. Use these to interact with the Council and overcome obstacles.

Equipment: Items like Hugues' arming sword or the Order's Rule add flavor and tactical functionality.

The rules below explain how to apply these traits and skills during gameplay.

1. Skill Checks and Success Rates

Making a Skill Check: Roll a d100 and compare it to your relevant Skill Score or Ability Score. If the roll is equal to or below the score, the action succeeds.

Example: Hugues uses his Personality (PER) of 75 to persuade a skeptical bishop. If he rolls a 68, he succeeds.

Critical Success/Failure:

Rolls of 01-05: Result in a Critical Success, providing extraordinary outcomes or divine inspiration.

Rolls of 96-100: Are Critical Failures, leading to setbacks or loss of standing.

Modifiers:

The Legend Master (LM) may adjust the difficulty based on conditions:

-10% for favorable conditions (e.g., an ally speaking in your favor).

+20% for challenges like debating in a hostile environment or fighting in heavy mud.

2. Combat Rules

Initiative: Who Acts First

Individual Initiative: Each combatant rolls a d10. Turns proceed in ascending order of rolls.

Tiebreaker: If two rolls match, compare Agility; the higher Agility acts first.

Turn Structure
Each turn represents 5 seconds of action. After all Player Characters (PCs) and Non-Player Characters (NPCs) have acted, the turn starts over. Repeat until the conflict is resolved.

A character can:

Attack: Strike with a blade, punch, or engage with a weapon.

Move: Use their Agility to reposition on the battlefield.

Interact: Draw a weapon, open a door, or issue a command.

3. Attacking and Damage

To Hit: Calculate your To Hit Number from the character sheet.

Example: Hugues' Basic Brawl & Blade (60) + Agility (65) gives a To Hit Number of 41. Roll a d100; a result equal to or below 41 hits the target.

Critical Hits and Fumbles: Critical Hit (01-05): Inflict +50% damage and apply special effects, such as sundering a shield.

Critical Fumble (96-100): Your blade sticks in a shield or your footing fails.

Damage: Each weapon has a specific damage range. Subtract the target's VP Value (armor) from the damage dealt. All damage dealt to a target without armor is automatically doubled.

4. Steel and Spirit: Melee Combat

Weapon Stats: Your character sheet lists damage and features for weapons like the Arming Sword or Spear.

Targeting and Cover:

Default Hit Locations: Roll a d8 to determine where a blow lands.

Aimed Shots: Apply a +15% penalty to hit but choose the specific location (e.g., a gap in the opponent's mail).

5. Vitality Points (VP) and Survival

Vitality Points (VP): These represent your character's health. Damage reduces VP, and falling to 0 VP means death.

Unconsciousness: At 10 VP or lower, a character falls unconscious and loses 1 VP per turn unless stabilized with a First Aid check.

Healing: Use Medicine or First Aid to restore VP after the skirmish concludes.

6. Setting-Specific Features

Environment as a Character: The cold stone cathedrals, muddy roads to Troyes, and the high-stakes Council chambers shape the battlefield. Use the environment for tactical advantages.

Example: "Hugues stands resolute before the Council of Troyes; his unwavering Conscientiousness provides a mental shield against the inquisitor's verbal attacks (+15% penalty for those targeting his resolve)."

Use your character's Big Five Traits to sway NPCs:

High Extraversion: Command the attention of the bishops in a crowded hall.

Low Neuroticism: Remain calm and steady while under accusation for heresy.

Roleplay these interactions to gain advantages or secure allies before the first blade is drawn.

Pre-Calculated Characters Included:
Hugues de Payens: A leader balanced between martial skill and spiritual conviction.

Godfrey de Saint-Omer: A stalwart protector with a deep sense of loyalty and duty.

Use these sheets to dive straight into the origins of the Order without worrying about math during the heat of the debate.

THEATER OF THE MIND: PLAYING PSYCHSCAPE WITHOUT VISUAL AIDS

In PsychScape, we focus on storytelling and immersion. Theater of the Mind is a play style where players and the Legend Master (LM) build scenes through vivid description and imagination. Without maps, counters, or miniatures, you'll rely on narration, making it perfect for dynamic settings like the Council of Troyes.

What Does It Look Like? Instead of moving figures across a grid, the LM paints the medieval world with words, setting up each scene with sensory details—sights, sounds, and atmosphere. This lets players picture the environment in their minds and keeps the focus on characters, actions, and decisions. Think of it as directing a film in real-time: each character's position and movement matter, but you're focused on the flow and tension rather than strict distances or grids.

LEGEND MASTER TIPS

Describe the Environment Broadly First: Start with an overview of the scene's most notable features. For instance, upon entering the Cathedral hall, mention the towering stone pillars, the flickering candlelight, the smell of incense hanging in the cold air, and the gathering of bishops and counts. This anchors players in the space.

Focus on Landmarks: Instead of precise distances, highlight key landmarks. Mention objects or areas that players can interact with—like a heavy oak lectern to stand behind during a debate or a darkened alcove near the altar. It allows players to visualize cover, escape routes, and places for dramatic action.

Engage the Senses: Sound, smell, and touch are great for immersion. Maybe they hear the distant chanting of monks, or feel the bite of the winter wind through the unglazed windows of the scriptorium. These details make each space feel immediate and real.

Keep Combat Fluid: For combat, let players describe how they move or take cover. "Hugues steps behind a stone buttress and draws his sword as the guard approaches." The LM can interpret this dynamically, adding extra narrative instead of sticking to a grid or measuring exact distances.

SUGGESTED PREPARATION FOR KEY LOCATIONS

If you're the LM, you don't need intricate maps, but it can help to prepare a few mental maps of key locations to make descriptions quick and easy. Here are some location ideas with suggested features:

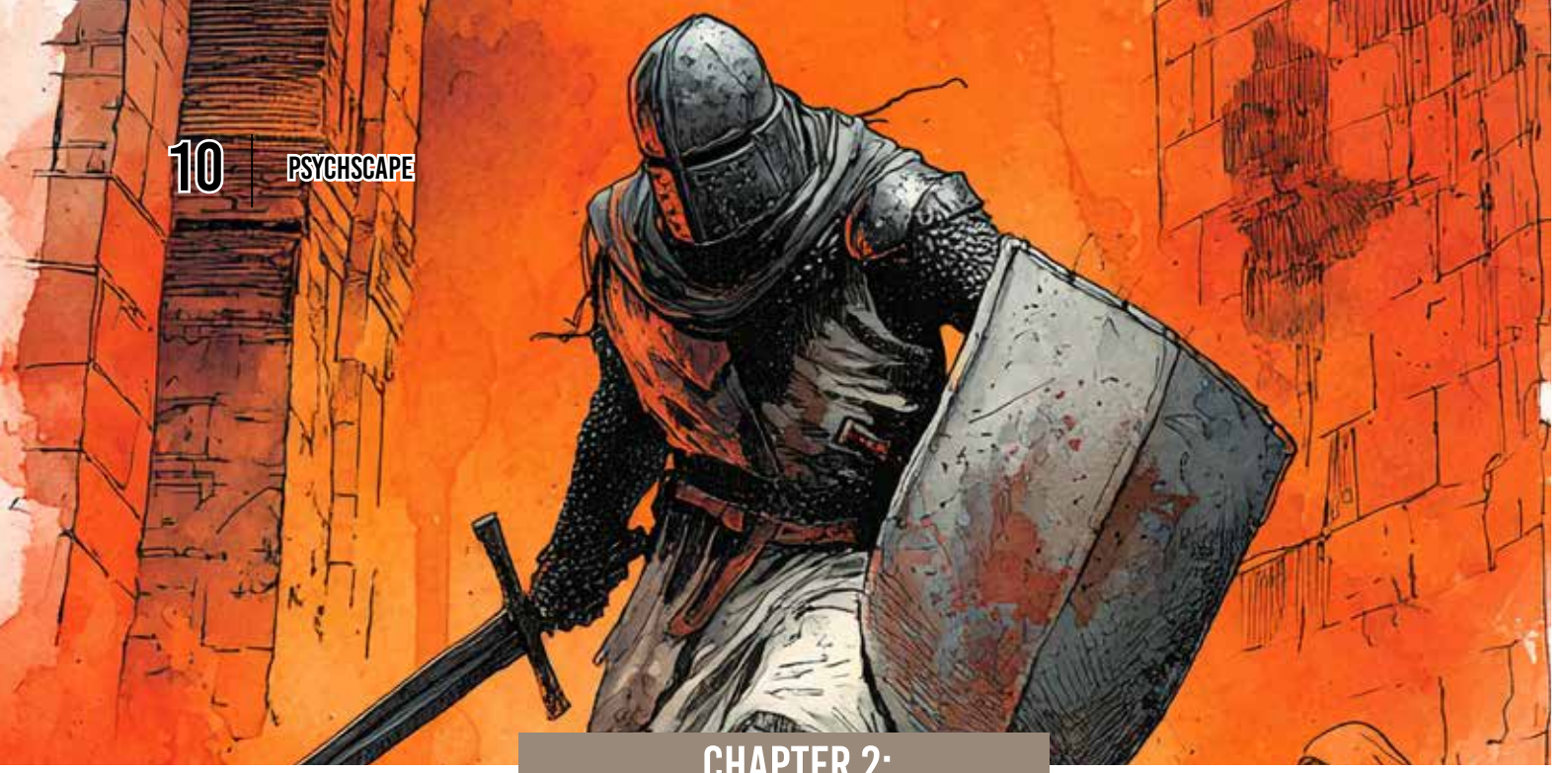
The Cathedral Hall (Council Chamber): Center stage for the diplomatic battle, this is a massive, echoing space with rows of wooden benches, a raised dais for the Papal Legate, and high vaulted ceilings. Picture it as a long rectangle with a single main entrance and several side chapels for private, hushed conversations.



The Scriptorium (The Study): A smaller, quiet building filled with the scent of parchment and old ink. It features long slanted desks, stacks of vellum, and small lanterns. This is where the Rule is drafted, and its cramped nature adds tension during a sudden search or betrayal.

The Castle Courtyard: A broad, open stage for the mid-point skirmish, lined with stone walls and stable gates. Think of it as a square area with central obstacles like a well or hay wagons that provide cover during a sudden ambush.

Remember to make it your own. Add in details that fit your vision of 1129 or remove things that don't serve your story.



CHAPTER 2:

WHAT YOU'LL NEED TO PLAY: KNIGHTS OF THE TEMPLE -ORIGINS

To journey into the tense, uncertain world of the first Knights of the Temple, you'll need the essential tools for a historical adventure steeped in faith, conflict, and hard choices:

• A set of polyhedral dice—the classic d4, d6, d8, d10, and d12, plus a reliable percentile die (d100) for those moments when a single roll decides whether a pilgrim lives, a secret stays hidden, or a vow is kept.

• Pencils and paper—to track your brother's wounds, gear, favors owed, and the fragile trust you earn. Use them to sketch the roads from Jaffa, the quarters around the Temple precinct, and the hill paths where ambushes wait.

• Tokens or miniatures (optional)—whether you use knight figures, simple markers for pilgrims and raiders, or symbols for kings and bishops, these help your table visualize cramped alleys, crowded caravans, and ship decks slick with spray.

• Open gameplay—roll your dice where all can see, so every success and failure is shared. The early Templars lived under the eyes of rulers, clergy, and enemies; let your table feel the same scrutiny as the order proves itself—or stumbles—in public view.

• Conviction and courage—no physical tool, but essential for anyone daring to take the Temple vow. Without inner resolve, the weight of poverty, obedience, and constant danger will break your character long before any enemy's sword does.

YOUR BROTHERS: THE FIRST OF THE TEMPLE

The year is 1120 CE. The Crusader Kingdom of Jerusalem clings to its gains after the First Crusade, surrounded by wary neighbors and internal rivalries. Pilgrims cross the sea in growing numbers, seeking shrines and blessings, but many never reach the holy places. Bandits, deserters, and opportunists haunt the roads from the ports to the city.

Into this uncertainty steps a small band of knights who choose a harder path. They lay aside rich clothes, personal banners, and the hope of marriage. They take vows of poverty, chastity, and obedience, yet strap on sword and mail in the name of protecting those who cannot protect themselves. They are not yet famous. They are not yet many. They are an experiment—watched with suspicion by lords, bishops, and common folk alike.

You will play as one of these first brothers—or a close ally drawn into their orbit. Together, you will test whether this new order can survive its first ambush, its first scandal, and its first taste of power.

Your team must blend the spiritual resilience of pilgrims, the cunning of predators, and the discipline of soldiers. This is not a war of banners. It is a war of inches, instincts, and nerves.

Assemble a group of 3–5 players ready to face the psychological and physical demands of this calling. Consider these roles as starting points:

The Devout Knight – A noble warrior whose faith burns bright. They see the Temple vow as redemption and purpose, inspiring others to stand firm when fear and doubt creep in. They excel at bold decisions rooted in conviction—even when those choices come at a cost**.**

The Tactical Sergeant – Hardened by campaign and hardship, this brother knows the value of discipline, formation, and planning. They read the land, anticipate ambushes, and keep the group alive when numbers and terrain work against them.

The Reluctant Noble – Bound by duty more than desire, this character has given up comfort and inheritance to swear the vow—or been pushed into it. They question orders, weigh risks, and bring a keen eye for politics and compromise.

The Stern Chaplain – A priest or cleric attached to the brothers, tasked with guarding their souls as well as their reputation. They hear confessions, rebuke excess, and wrestle with the tension between mercy and justice when blood has already been spilled.

.



The Mission Awaits

This journey into the streets of Jerusalem, the pilgrim roads, and the halls of power is not for the faint-hearted. Each decision can shape not only your character's fate, but the future of the entire order. Gather your courage, assemble your brothers, and prepare for a test of faith, discipline, and loyalty. The Temple vow has been spoken—but what it will mean in practice is up to you.

The Scene:

Night settles over Jerusalem. Oil lamps flicker along the streets leading up toward the Temple platform, casting long shadows against rough stone. The air smells of dust, sweat, and incense drifting from nearby churches. Within a borrowed hall near the Temple precinct, a small group of knights kneels on cold flagstones, mail creaking softly as they bow their heads. A priest's voice rises and falls, Latin words echoing against bare walls as he calls them to poverty, chastity, and obedience.

Outside, the city does not sleep. Pilgrims murmur in crowded lodgings. A distant shout carries up from the market quarter. Somewhere beyond the walls, the dark hills swallow the roads that lead back to the sea. The vow is almost complete when hurried footsteps pound toward the door…

Your Mission:

Each chapter in this book is its own complete story, but together they trace the first, uncertain steps of the Knights of the Temple. In this opening adventure, your charge is clear:

Guard the Holy Precinct – Trouble has broken out almost on the Temple steps. Act quickly and decisively in a city that barely knows your name, and where you have little formal authority.

Protect the Pilgrims – Your order exists to shield visitors to the holy places from harm. Noble or common, pious or foolish, they are under your care the moment blades flash in the dark.

Prove the Vow – This is the first time anyone sees the "Poor Knights" in action. Your conduct in this fight will shape how priests, guards, and travelers speak of the Temple brothers in every later chapter.

Player Mindset:

Play this as knight-monks under scrutiny. Every blow struck, every life protected or lost, and every act of mercy or restraint helps define what "Templar" means in Jerusalem. Remember that this chapter must stand alone as a full story—but your choices can also echo into the next missions if you continue the campaign.

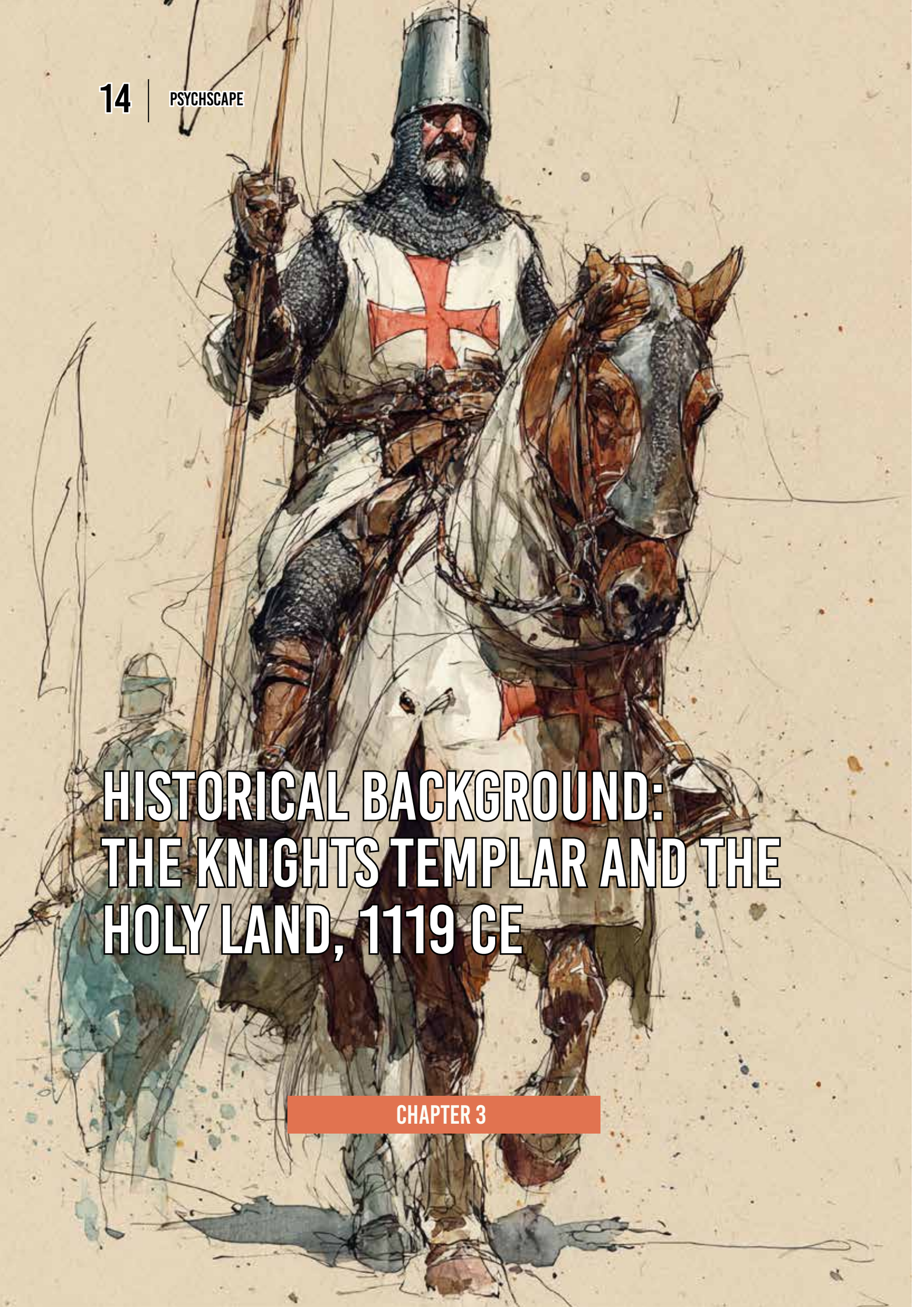
Legend Master (LM) Tips:

Keep this adventure simple and vivid:

Lean on clear images—lamplight on stone, the Temple wall looming above, frightened pilgrims in travel-worn cloaks—to ground the action in a real place.

Make sure the players feel that someone is watching: a guard, a priest, a grateful or bitter witness. Their report, not just the dice, will decide whether the Knights of the Temple are welcomed or doubted in the chapters to come.





HISTORICAL BACKGROUND: THE KNIGHTS TEMPLAR AND THE HOLY LAND, 1119 CE

CHAPTER 3

The early twelfth century was a turning point for Latin Christendom. After the First Crusade captured Jerusalem in 1099 CE, Christian forces established the Kingdom of Jerusalem and other crusader states in the lands where Christ had lived, died, and risen. To many believers, this was not an accident of politics but a sign of God's providence: the holy places were once more in Christian hands, and the Church called the faithful to pilgrimage in gratitude and devotion.

The Holy Land they entered was already full of life and history. Ancient cities, farms, and trade routes linked Christians of Eastern traditions, Muslims, and Jews in a complex web of daily work and worship. Into this world poured Latin pilgrims from across Europe, drawn by repentance, vows, and longing to pray where the Gospel had become flesh.

The journey was dangerous. Pilgrims landing at ports like Jaffa or Acre had to travel inland along roads that wound through rocky hills and narrow valleys. Bandits, deserters, and raiding parties preyed on the weak and unwary. The young Christian kingdoms did not have enough men to guard every pass. The Church urged believers to seek the holy places; in obedience, many set out—only to discover that obedience might cost them their lives.

The Founding of the Knights Templar

It was in this world of grace and danger that a small group of knights in Jerusalem heard a deeper call. Around 1119–1120 CE, led by Hugues de Payens, they vowed before God to live not for personal gain but as a brotherhood devoted to protecting pilgrims on the roads of the Holy Land. They freely embraced poverty, chastity, and obedience, choosing to bind their knightly skills to a life of continual service.

King Baldwin II granted these "Poor Knights of Christ" quarters in part of his palace complex near the site associated with the Temple of Solomon. From this place, so rich in biblical memory, they took the name by which history remembers them: the Poor Fellow-Soldiers of Christ and of the Temple of Solomon—the Knights Templar. Their lodging was simple and their numbers small, but their task was clear: where frightened pilgrims saw only danger, they saw an opportunity to offer their strength as an act of charity in Christ's name.

At first, the Templars had no great fortresses or wealth. They relied on the generosity of rulers and believers for food, horses, and equipment. Yet news spread that in Jerusalem there were knights who rode not to enrich themselves, but to defend the defenseless. For Christians in the West, this was a powerful image: the sword and the cross joined in one vocation, a sign that even warfare could be disciplined and directed by love of God and neighbor.

The First Tests: Faith under Arms

From the beginning, the Templars forced the Church to confront a hard question: could a man bear arms and still seek holiness? Monks withdrew from the world to pray; warriors plunged into the world to fight. The early brothers stood at the crossroads of those paths. They were called to fast and pray—and also to charge an ambush when pilgrims were in danger.

Their answers were not written only in councils or letters, but in the choices they made on the road. When a caravan was attacked, they had to decide when to stand and when to withdraw to save more lives. When enemies fell into their hands, they had to balance justice, mercy, and the need to deter further attacks. In each encounter, they struggled to prove that a Christian knight could fight without hatred, endure hardship without complaining, and lay down his life without seeking glory for himself.

Some church leaders hesitated, fearing that holy language might excuse ordinary brutality. Others, seeing the real dangers facing pilgrims, recognized that charity sometimes required strong arms. The Templars' daily conduct became the living test. If their lives showed discipline, humility, and reverence for Christ, they could be seen as a new and necessary answer to the needs of the time.

The Holy Land: A Sacred Battleground and Living Mission

For the Templars, the Holy Land was not only a frontier—it was the visible stage of salvation history. The roads they patrolled led to Bethlehem, Nazareth, and the Church of the Holy Sepulchre. To escort a weary pilgrim to the tomb of Christ or to guard a party on the way to the Jordan was, in their understanding, to serve Christ Himself in those who came seeking Him. Every watch at a gate and every ride through a narrow pass could be offered as prayer in action.

At the same time, this land of holy memory was a place of real conflict. Castles and fortified towns guarded routes and water sources. Christian and Muslim rulers weighed truces, raids, and alliances. A Templar patrol might pass peacefully through a village one day and fight for its life on a nearby hillside the next. The brothers had to plan like soldiers and trust like saints, knowing that any misjudgment could cost innocent lives.

Themes of the Templar Origin Story

The story of the early Knights Templar is more than a chapter in military history. It is a story of vocation and discipleship in a world where obedience to Christ sometimes leads straight toward danger.
One central theme is faith and fear. The Church called pilgrims to trust God and go up to the holy places; fear of ambush and loss was real. The Templars chose to ride toward the same threats others fled, trusting that God could use their courage to open the way for many. Their faith did not erase the reality of risk, but it gave that risk a meaning beyond self-preservation.

Another theme is leadership and responsibility. Men like Hugues de Payens bore the burden of guiding their brothers in both soul and body. Their decisions about discipline, alliances, and the use of force shaped not only the Templars' reputation but the honor of the Church in the eyes of friend and foe alike. Good leadership could make the order a clear witness to Christ; poor leadership could do deep harm.

A third theme is holiness in the midst of conflict. The Templars remind us that the Christian life is not always lived in quiet cloisters. Sometimes it is lived on city walls, at crowded docks, or along perilous roads, where temptation, fear, and weariness press hard. The question they faced—and which your table will explore—is how to seek purity of heart when carrying a shield, how to show mercy while holding a sword.

Historical Insights: The Early Templar Order

Historians recognize the Knights Templar as one of the first great military orders of the medieval Church. By joining monastic vows to a permanent calling to armed service, they created a form of community that others, like the Knights Hospitaller, would later imitate. In these early years, however, they were still an experiment: a small brotherhood testing whether knightly courage could truly be harnessed to disciplined, charitable service.

The council held at Troyes in 1129 would give their way of life formal shape. Inspired by monastic rules, the Templar Rule laid out how they were to pray, eat, dress, and fight. It limited luxuries, demanded obedience, and set standards for conduct in war. By approving this Rule, the Church affirmed that the Templars were not merely another band of armed men, but a genuine work of God's grace—knights who had offered their whole lives, including their skill in battle, as a living sacrifice.

Legacy of the First Templars

The first generation of Templars did not yet possess the great fortresses or vast treasuries of later centuries. They rode thin patrols, slept in borrowed quarters, and trusted God for their daily bread. Yet they left a lasting legacy: an example of men willing to accept hardship, misunderstanding, and real danger for the sake of protecting pilgrims and honoring Christ in the land of His earthly ministry.

For many Christians, the Templars became a symbol of devoted service—imperfect, human, and surrounded by controversy, yet animated by a sincere desire to guard the holy places and defend the weak. In this adventure, you step into their story at the beginning, when their future is still uncertain and every mission, council, and encounter helps determine what kind of order they will become.



The question that shaped their lives now passes to your table: how does a follower of Christ remain faithful in a world where swords are sometimes needed? The early Knights Templar answered with vows, with discipline, and with their own blood on the road. Through your characters, you will walk beside them and wrestle with the same tension between conviction and danger, justice and mercy, as you ride under the sign of the Temple cross.

Early Rules and Customs of the First Templars (1119–1129)

(Before the formal Latin Rule)

In these first, uncertain years, the brothers of the Temple live more by shared conviction than by written code. Their customs are simple, severe, and aimed at turning ordinary knights into servants of Christ and His pilgrims.

Vow of Poverty

No brother owns anything personally; all gear, coin, and clothing belong to the community.
Arms, armor, and garments are donated or granted—never purchased for vanity.
Horses and equipment are shared as needed, echoed in the image of two knights on one horse.

Vow of Chastity

Brothers renounce marriage and all romantic or sexual ties.
Even innocent touch with women is avoided; better to be thought cold than to let temptation take root.

Vow of Obedience

The Master (in these years, Hugues de Payens) speaks, and the brothers obey.
Spiritual authority rests with the Church, especially the Patriarch of Jerusalem; the brothers bend their will to Christ's shepherds, not to their own pride.

Sacred Duty to Protect Pilgrims

Guarding pilgrims and roads in the Holy Land is a holy task, not a contract.
The brothers escort travelers, patrol dangerous stretches, and answer cries for help without bargaining for reward.

No Personal Glory or Heraldry

Family banners, bright colors, and proud devices are set aside.
A Templar fights under Christ's cross, not his own name, and seeks honor for the order and the Church—not for himself.

Communal Life

The brothers eat together, often in silence, listening to readings or scripture instead of idle talk.
They sleep in a shared hall, boots and swords near at hand.
All wealth and gifts are held in common and used for the work of the Order

Prayer Woven into Duty

When not on the road, the brothers attend Mass and the hours of prayer as monks do.
Before riding into danger, they commend themselves to God; after battle, they give thanks or seek forgiveness. When patrols keep them from the chapel, they offer brief prayers—psalms, the Lord's Prayer—as they ride.

Austerity and Simplicity

Until the white mantle is granted, they wear plain, practical garments—nothing bright, nothing extravagant. Fine fabrics, jewelry, and luxuries are refused.
They fast on appointed days, often taking simple fare even when better food is available.

Discipline and Unity

On the march and in battle, brothers keep close order and follow commands without question.
A lone charge or private duel is frowned upon; they stand and move as one body.
Loyalty to one another is absolute—no brother is knowingly left behind.

No Retreat in Defense of the Weak

When guarding pilgrims or fellow brothers, they are expected to hold their ground.
Withdrawal is allowed only under direct order or when staying would waste lives without saving any.
Cowardice is not only shameful—it is seen as a sin against God, the Order, and those they failed to protect.

Honor the Church Before All

The brothers recognize the Church as their true lord in spiritual matters.
They serve the king and secular rulers, but not at the cost of conscience or command from Christ's shepherds.

Silence and Reflection

Speech is restrained, especially at table and in the dormitory.
Idle jokes, gossip, and boasting are discouraged; measured words and quiet hearts are praised.

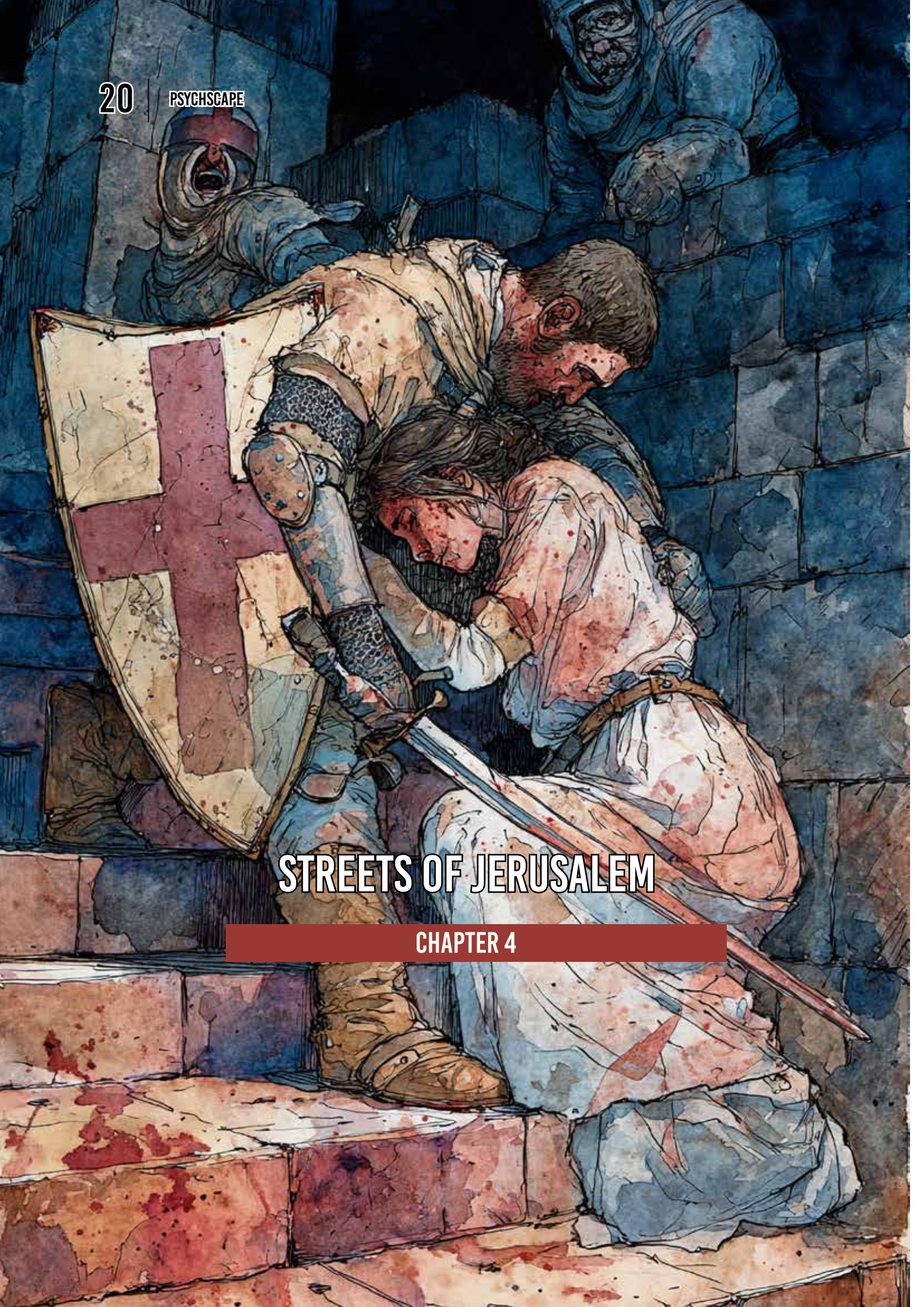
Work as Service

When not riding or guarding, brothers labor with their own hands—tending horses, mending gear, cleaning their halls. Service and sweat are seen as part of their offering to God, not tasks beneath a knight.

These early customs are rough-edged and practical, but they form the backbone of what the Knights of the Temple will become. Every adventure in this book presses against them, asking: Can men of war truly live by such a rule—and keep their vow in the dust and danger of the Holy Land?

TEMPLAR LITANY PRAYERS (SPIRITUAL STRENGTH RULE MODIFYER)

Templars may pray more than once per session, reflecting their disciplined life of prayer, but repeated petitions are harder and less "miraculous." A Templar gets the normal one Prayer per session as written; after that, they may attempt up to two additional Prayers in the same session, but each extra Prayer costs a full round spent only in prayer and suffers increasing strain: the second Prayer is made at –10 SS, the third at –20 SS. These extra Prayers may grant only Divine Precision or Moment of Insight (no extra Healing Grace and no extra Shield from Catastrophe), and they are only available when the Templar is clearly acting in line with his vows.



STREETS OF JERUSALEM

CHAPTER 4

THE SCENE
(read or paraphrase)

Night lies over Jerusalem, cool and dry. The sky above the Old City is a dark bowl pricked with stars. Across the rooftops, you can just see the pale bulk of the Temple platform— stone walls and dark arches rising above the muddle of houses.

Lanterns burn along the steep streets below, their light catching white limestone and the rough plaster of old buildings. Wooden balconies jut over the lanes. Iron rings set into the walls hold the tethers of sleeping animals. Somewhere nearby, a cistern gurgles as water drips down into the depths.

Inside a long, bare hall near the Temple area—once part of the royal palace, once a mosque—you kneel on cold flagstones. Thick columns with carved capitals rise to a shadowed ceiling. A simple wooden cross hangs where an earlier niche once pointed toward Mecca.

You and a handful of knights bow your heads, mail creaking softly. A priest in worn but clean vestments stands before a makeshift altar—a plain table draped in linen. His beard is grey, his eyes bright with conviction.

"You will own nothing," he intones. *"You will take no wife. You will obey, even unto death. Your sword will defend those who seek the places where our Lord walked."*

A few of King Baldwin's guards watch from the side—weathered men in patched mail and white surcoats bearing the gold cross of Jerusalem. They lean on spears, faces unreadable. Servants in simple wool tunics whisper near the doorway, eyes wide.

As the priest lifts his hands for the final blessing, heavy boots pound up the outer steps. The door bursts open. A royal guard lurches into the light, sweat shining on his brow, brown hair stuck to his forehead under a dented helmet.

"Brothers—if that's what you are now—down by the Temple steps, pilgrims are under attack. Knives in the dark. We've no men to spare. If your vow is real… come and prove it."

The priest gives you a quick sign of the cross, voice low and urgent:

"Go. Serve Christ in the streets as well as in the chapel."

The guard has already turned and run. Outside, you hear a woman scream, a child cry out, and someone shout in broken Latin for help.

There is no time for debate. You grab shields and helmets, and plunge into the narrow Jerusalem night.



ASSAULT AT THE TEMPLE STEPS

You follow the guard uphill through tight, twisting streets. The walls are close on either side, rough-cut limestone worn smooth by hands and years. Clay oil lamps burn above doorways; their smoke mixes with the smells of dung, sweat, and stale cooking-fat lingering from the day.

Most shutters are closed. A few faces peer from shadowed windows and vanish again. A skinny cat slinks away from a heap of refuse as you pass.

Then the lane opens.

Read or Paraphrase

The alley spills out onto a broad set of steps climbing toward the Temple platform. The stone is pale and worn, edges rounded by centuries of feet. Two overturned lanterns gutter on the ground, flames licking at spilled oil, throwing wild, jumping light.

At the foot of the stairs, a small cluster of pilgrims is being torn apart.

An older priest in a plain brown habit lies on his side, blood seeping between his fingers as he clutches his ribs. A simple wooden cross hangs from his neck, slick with sweat.

A young woman in a dark wool cloak and linen headscarf shields a small boy with her body. The child's little hand clutches a palm-sized cross of olive wood. A man in a ragged cloak swings a knotty club at anyone who comes near them.

Two young men in travel-stained tunics and cloaks—brothers by the look of them, with matching fair hair and French accents—try to hold off attackers with sticks and small knives, faces white with fear.
Four rough men in patched cloaks and leather jerkins dart in and out of the light, cloth wrapped over the lower halves of their faces. They wield clubs and short blades. Their hair is cropped close; scars and old bruises mark their arms. They shout to one another in a mix of rough French and local tongue as they strike and grab at packs and belts.

One of them spots your cloaks, your mail, your drawn steel.

"Falcon! Company!" he yells.

At the top of the long stair, half in shadow against the looming wall of the Temple platform, stands a single figure—the Falcon.

He is taller than the others, lean and straight-backed. His hooded dark cloak is better-cut, the edges embroidered in a simple pattern. Underneath, you glimpse a mail shirt and a worn but well-made sword-belt. A strip of leather circles his brow under the hood; a small falcon feather is tucked into it. When he turns his head, lamplight catches a pale scar running from his left cheek to the corner of his mouth. His eyes are sharp, watchful, like the bird he is named for.

Falcon's gaze flicks over you, counting, measuring. His mouth curls into the ghost of a smile, not friendly.

"So," he murmurs, voice low but carrying, "the king's holy beggars have claws."

His hand settles on his sword-hilt.

As soon as you step into the open at the base of the steps, the brigands commit. They surge toward the pilgrims, determined to finish the job before you can stop them.

COMBAT BEGINS IMMEDIATELY.

There is no parley. Innocents are already crying out and bleeding.

At the foot of the steps, the scene is tight and brutal. One attacker yanks at the young woman's cloak, trying to tear her away from the child as he swings his club.

Another kicks the older priest and stomps toward his fallen satchel.

The last two clash directly with you and the panting city guard in patched mail and a sweat-stained surcoat.

Make it clear with your descriptions:

If the brothers push forward, they can bodily interpose shields between clubs and skulls, dragging pilgrims behind them as they fight.

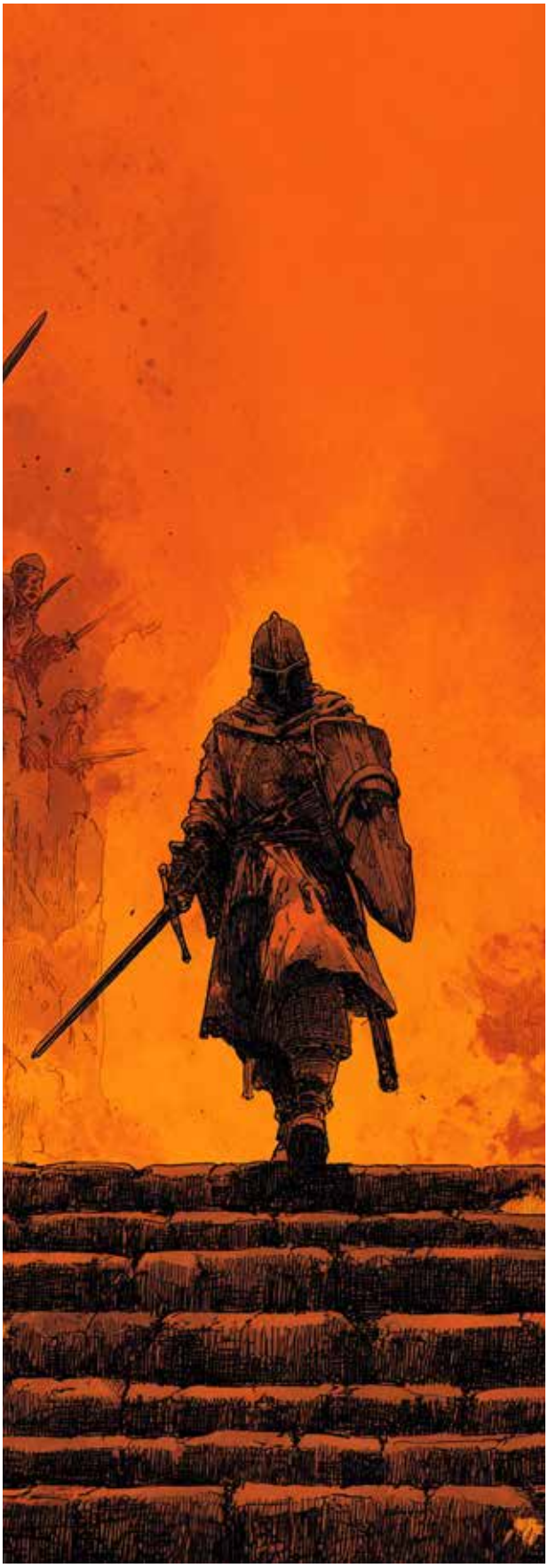
If they hang back, the next blows will fall on unarmored flesh.

Lantern light flashes on steel and sweat. The stone steps become slick with spilled oil and blood. The guard grunts as a club scrapes his helmet and growls,

"With me, brothers! For the king, and for Christ!"

As the first brigands go down—one crumpling under a shield-bash, another fleeing into the dark—the mood shifts. The remaining men glance up the steps, toward the Falcon.





The Falcon's Move
(Read or paraphrase)

One masked thug stumbles back, clutching his arm. Another trips on the steps and falls hard, groaning. The two remaining brigands falter under your blows, eyes wild.

At the top of the staircase, the Falcon swears under his breath and moves. He comes down several steps with sure, quiet strides. His cloak flares just enough to show a narrow, foreign-made mail shirt—lighter than yours, built for speed.

Before you can reach him, he seizes one of the young male pilgrims by the cloak—one of the fair-haired brothers—and drags him up two steps. A dagger flashes into his hand, its edge kissing the youth's throat.

"Stay where you are!" he calls down, voice suddenly sharp.

"Or this one's blood will consecrate your holy stones. Is that how your new order begins?"

Up close, his eyes are hard and amused, like a bird of prey toying with a mouse. You smell leather, sweat, and a faint note of some expensive spice—he eats better than common street scum.

Falcon backs up the steps with his hostage, dagger tight against the youth's neck. The last surviving brigand scrambles behind him, using him as cover.

The woman sobs on the stones with her child. The older priest gasps and mutters a prayer, clutching his side. The guard looks from the wounded pilgrims to the Falcon above.

"If he walks away tonight," the guard pants, "this will happen again. And worse."

Now the brothers have a clear choice:

1. Hold the Steps – Stay with the wounded and terrified pilgrims, protect them, and let Falcon vanish with his hostage into the dark above.

2. Pursue the Falcon – Drive up the steps after him, into the deeper shadow of the Temple precinct, risking the hostage's life and drawing blood dangerously close to holy ground.

Pursuit into the Side-Building

If the brothers hold position, Falcon escapes with his captive into the night. Go to Aftermath & Hook.

If the brothers pursue, read:

You climb the steps after the Falcon, breath harsh in your own ears. The light from the fallen lanterns dwindles below, leaving you in deeper shadow. The stone underfoot is worn and uneven.

The high wall of the Temple platform looms to your right, massive and silent. Narrow arches and small doorways open into service buildings clinging to its flank—storerooms, workshops, and stalls used by those who serve the precinct. The air smells of old straw, stone dust, and cold iron.

The Falcon drags his hostage toward a low doorway, the youth stumbling, eyes wide. A simple iron horseshoe is nailed over the lintel—a craftsman's stable entrance turned into an escape route.

"Last chance, holy men," Falcon growls, backing into the gloom. "Turn back. The roads were safer when we sold protection, before your king found a new toy in white cloaks."

Inside, you glimpse stacked crates, hanging harness, and the pale flank of a saddled horse held by another cloaked man.





This second man is younger, with a nervous twitch, eyes darting. He wears a leather cap and grips the reins with white-knuckled hands. The horse stamps and snorts, hooves clattering on stone.

If the brothers rush him, a short, vicious fight erupts inside the cramped side-building:

Falcon fights fast and hard, favoring cuts at joints and straps, aiming to disable and flee rather than stand and die.

The accomplice tries once to block, then abandons the horse and runs for any open door if things turn against him.

The hostage stumbles free the moment Falcon is forced to defend himself with both hands.

Within a few exchanges, the outcome is clear: Falcon is either slain here among the crates and harness, or he hurls a curse and slips away through a narrow back passage as the brothers tend to the freed pilgrim.

Either way, when the echoes of the struggle fade, the smell of sweat and fear hangs thick in the dust. Outside, the Temple walls loom silent above you.

AFTERMATH & HOOK

Back at the base of the steps—or after returning from the side-building—the night settles around you.

The older priest, if treated and supported, lives but will walk with a stoop and a hand to his side. He thanks you in broken Latin and his own tongue, calling you "brothers of the Temple" with reverence.

The young woman clutches her child and your cloaks in turn, eyes bright with tears. "Christ sent you," she whispers.

The surviving youth(s) look at you with stunned respect, bloody knuckles still tight around their sticks.

Searching the fallen brigands turns up:

- Cheap knives and clubs.
- A scattering of silver and copper—more than poor men usually carry.
- Fragments of cloth meant to mask their faces.

But on Falcon—either on his body if he died, or dropped in the struggle if he escaped—you find something that does not belong in a cutpurse's pouch:

A wax seal signet ring bearing the device of a powerful merchant of Jerusalem: a stylized tower, a pair of crossed keys, and a ship with spread sails.

The weary guard, helmet under his arm now, goes pale when he sees it. Up close, you see his face clearly: sun-creased skin, a grizzled beard, a thin white scar crawling from his temple into his hairline.

"I know that mark," he says quietly. "That's no street gang. That's a man who owns warehouses and buys captains. Someone with coin and standing paid to spill blood at the Temple steps. Tonight, you stood in their way."

Word of the night's events will spread before dawn: Many will say the new "Poor Knights of the Temple" defended pilgrims at peril to their own lives.

Some may mutter that you drew steel too near holy ground, or that more care should have been taken.

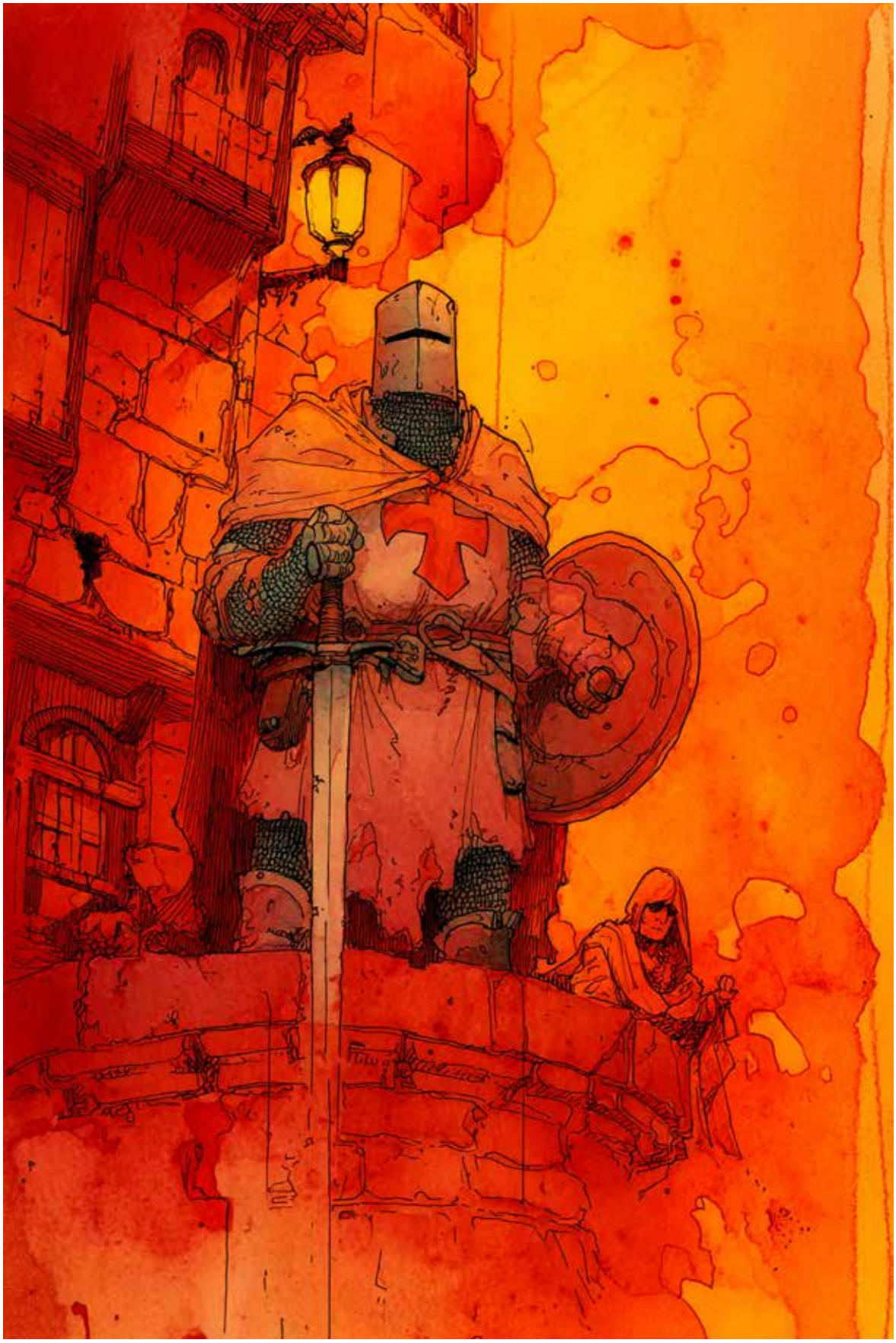
Somewhere in Jerusalem—or beyond—Falcon's patron now knows that the roads have new guardians who cannot be bought.

The signet ring is a clear trail into the next adventure: into a merchant's counting-house, or a deeper web of road "protection" that the Falcon has been running for years.

Whatever comes next, one thing is beyond doubt: on this first night in Jerusalem, in the shadow of the Temple, your vow was not merely spoken.

It was tested in blood and stone, and the Knights of the Temple did not turn away.









QUICK REFERENCE CHARTS

Hit Location (Random unless aiming)

Roll 1d8

1. Head
2. Chest
3. Abdomen
4. Right Arm
5. Left Arm
6. Right Leg
7. Left Leg
8. Back

Environmental Modifiers

Environmental factors can affect your "To Hit" number. Here are some examples:

Poor Lighting:	**+10 to "To Hit" roll**
Target is in Cover:	**+20 to "To Hit" roll**
Target is at Long Range:	**+30 to "To Hit" roll**
Target is Moving Quickly:	**+20 to "To Hit" roll**
Shooter is Moving:	**+10 to "To Hit" roll**
Aiming:	**-10 to "To Hit" roll**

Terrain Movement Modifier Table

Flat Grassland	**0%**
Dense Jungle	**-50%**
Mountainous	**-60%**
Swamp/Marsh	**-70%**
River Crossing	**-40%**
Sandy Desert	**-30%**
Forest	**-40%**
Rocky Terrain	**-50%**
Beach	**-20%**
Urban/City	**-10%**



Status Conditions Quick Reference

These concise status conditions clarify gameplay effects and recovery options:

1. Bleeding
Effect: Lose 1d12 Vitality Points (VP) per round until stabilized.
Recovery: Successful Medical skill check or critical success on Prayer (once per session).

2. Stunned
Effect: Lose next action; cannot defend effectively (+20% penalty to defense rolls).
Recovery: Automatically after one combat round.

3. Poisoned
Effect: +10 penalty to all skills; lose 1 VP per hour until treated.
Recovery: Antidote or successful Medical skill check.

4. Exhausted
Effect: +10 penalty to physical skills and abilities; cannot perform All-Out Attacks or Defenses.
Recovery: 1 full hour of rest.

5. Unconscious
Effect: Cannot act, defend, or move; vulnerable to critical hits.
Recovery: Medical attention or natural recovery as determined by LM.

6. Dying
Trigger: VP at or below 10.
Effect: Immediate unconsciousness, lose 1 VP each combat turn unless stabilized. Stabilization: Requires Medical attention or other healing acts. Death: Occurs at 0 VP.

7. Panicked
Effect: Must flee or seek immediate cover; unable to attack.
Recovery: LM discretion or successful Personality or Leadership skill check.

8. Paralyzed
Effect: Cannot move or act; automatic failure on defense rolls.
Recovery: Successful Medical skill check or natural recovery as determined by LM.







Healing & Recovery Rules

Natural Healing

Characters naturally recover 1 VP per day with rest and medical treatment. For every 5 points of Endurance (END) above 55, recover an additional 1 VP per day.

Medical Attention

Required to halt Vitality Point loss for a dying character. Successful medical skill checks or other healing acts stabilize the character and enable recovery.

Prayer (Spiritual Healing)

Successful Prayer restores VP equal to Spiritual Strength (SS) divided by 10, rounded down (minimum 1 VP).

Prayer can be attempted once per game session per character. Successful prayer requires a percentile roll equal to or less than the character's Spiritual Strength. Prayer is the only way to avoid instant death from critical hits. Only PCs can pray for this.

Rest & Nutrition

Full rest and proper nutrition required for natural healing to occur effectively.

Special Note: Historical Miraculous Healing

Throughout history, accounts exist of extraordinary recoveries deemed miraculous. Examples include recoveries attributed to faith healing at Lourdes, France, or survival against overwhelming odds in battlefield medicine. Within PsychScape Historical, miraculous healing via Prayer is rare and extraordinary, achievable only once per session and only on a critical success (roll of 01-05). Such recoveries should be treated with reverence, reflecting genuine historical mystery and awe.



PsychScape Historical: Critical Hit Tables.

Blunt (Crushing) Damage

1. Head: Skull fractured; immediate unconsciousness, death or permanent brain damage.

2. Chest: Sternum shattered; ribs pierce heart/lungs causing rapid death.

3. Abdomen: Internal organs ruptured; death from internal bleeding.

4. Right Arm: Arm crushed; bones splintered, permanent loss of function.

5. Left Arm: Shoulder shattered; severe nerve damage, arm permanently disabled.

6. Right Leg: Femur shattered; permanently crippled.

7. Left Leg: Knee destroyed; target falls incapacitated, permanent limp.

8. Back: Spine shattered; immediate paralysis and slow death.

Piercing Damage

1. Head: Skull penetrated; instant death.

2. Chest: Heart pierced; death in seconds.

3. Abdomen: Vital organ impaled; agonizing death from bleeding.

4. Right Arm: Major artery severed; severe blood loss, limb useless.

5. Left Arm: Joint pierced; permanent loss of mobility.

6. Right Leg: Femoral artery punctured; rapid fatal blood loss.

7. Left Leg: Knee pierced; leg permanently crippled.

8. Back: Spine punctured; instant paralysis, death imminent.







Slashing Damage

1. Head: Decapitation or lethal facial wound; immediate death.

2. Chest: Severe chest wound; instant fatality from blood loss.

3. Abdomen: Abdomen opened; death from shock and organ exposure.

4. Right Arm: Limb severed or disabled; massive bleeding.

5. Left Arm: Arm deeply gashed; permanent disability.

6. Right Leg: Leg severed at thigh or knee; target incapacitated.

7. Left Leg: Ankle or knee slashed deeply; permanent crippling.

8. Back: Spine severed; immediate paralysis and rapid death.

Burning Damage

1. Head: Face horribly burned; immediate blindness, shock, and death.

2. Chest: Severe burns to torso; suffocation as lungs collapse.

3. Abdomen: Skin melted; shock and rapid fatal internal damage.

4. Right Arm: Arm charred beyond repair; amputation required.

5. Left Arm: Severe burns; permanent loss of function.

6. Right Leg: Leg incinerated; immediate collapse, death from shock.

7. Left Leg: Burned to bone; incapacitation, crippling.

8. Back: Horrific burns; severe nerve damage, fatal systemic shock.



Explosive/Shrapnel Damage

1. Head: Skull obliterated; instant death.

2. Chest: Ribcage blown open; death instantaneous.

3. Abdomen: Shrapnel tears through torso; death from catastrophic organ damage.

4. Right Arm: Limb severed by blast; severe trauma.

5. Left Arm: Arm mangled or blown off; immediate shock.

6. Right Leg: Leg shredded or blown off; instant incapacitation.

7. Left Leg: Limb severely mangled; permanently disabled.

8. Back: Spine and organs shredded; instant paralysis, rapid death.

These tables provide dramatic and visceral outcomes to enhance your PsychScape Historical combat scenarios. More than just flair, they introduce a deadly edge to every encounter, where every swing, shot, or misstep could shift the tide of fate. Their presence raises the stakes, forcing players to think tactically and morally before drawing weapons. In a system grounded in history and consequence, combat isn't just risky, it's unforgettable.







Critical Failure Tables

When a character rolls a 95–100 on an attack roll, it's a Critical Failure. Roll 1d8 to determine the outcome based on the weapon type used.

Melee Weapon Failures (Blades, Axes, Clubs) 1d8

1. Overcommitted Swing – You lose balance and fall prone. Must spend your next action recovering.

2. Weapon Breaks – The weapon snaps, shatters, or bends. It becomes unusable until repaired or replaced.

3. Self-Injury – You miscalculate and injure yourself. Roll damage as normal and apply it to your own limb.

4. Wild Arc – Your swing nearly hits an ally. Roll an attack against the nearest ally within reach.

5. Lost Grip – Sweat, blood, or panic causes you to drop your weapon. It lands 1d6 feet away.

6. Stuck or Lodged – Your weapon becomes lodged in wood, armor, or the ground. STR check required to free it.

7. Disarmed by Counter – Your opponent capitalizes and disarms you. You must pass an opposed roll to retain your weapon.

8. Strained Tendon – You swing too hard and pull a muscle. Suffer –10 to attack rolls for the next 3 rounds.



Bows & Crossbows Critical Failure Table 1d8

1. Snapped Bowstring – Your string snaps violently. Take 1d4 damage and the weapon becomes unusable until restrung (requires materials and a turn).

2. Dry Fire – You release without an arrow loaded (or misseat the bolt). The bow/crossbow is damaged. –10% to all future attacks until repaired.

3. Dropped Ammunition – You fumble your arrow or bolt. Lose your shot and your next action retrieving or reloading.

4. Ricochet – The shot glances off stone or armor and rebounds toward an ally. Roll a second attack against the nearest friendly target in line.

5. Bow Twist – Improper draw causes the weapon to twist. You suffer a pulled muscle; –10 to Agility for 3 rounds.

6. Snagged Gear – The string catches your gear or clothing. You're briefly entangled and lose your next action.

7. Weapon Warp – Sudden stress bends or cracks the frame. The bow or crossbow is –25% effective until repaired.

8. Staggered by Backlash – Poor form or surprise kickback throws off your stance. Fall prone or be left wide open: enemies gain +25% to hit until next round.







Firearms Critical Failure Table 1d8

1. Catastrophic Misfire – Your firearm explodes in your hands. Take 2d6 damage and all adjacent characters within 5 feet take 1d6 shrapnel damage.

2. Jammed Mechanism – Your firearm is jammed tight. Requires a successful INT or Tinkering check and one full round to clear.

3. Dropped Weapon – Recoil kicks the weapon from your hands. It lands 1d6 feet away in a random direction.

4. Friendly Fire – You accidentally shoot at the nearest ally in your firing line. Roll to hit at –10%.

5. Flashback Burn – A black powder or cartridge blowback burns your hands. Take 1d6 damage and suffer –10 to all actions for 1 round.

6. Mechanical Damage – The firing mechanism is damaged. Weapon unusable until repaired.

7. Ammunition Error – A bad round fouls your barrel. Your next two shots suffer +20% to miss rolls unless the weapon is cleaned.

8. Weapon Lock-Up – The hammer or slide seizes. Skip your next two turns unless you pass a successful repair or STR check.

The Critical Failure Charts in PsychScape Historical aren't just for laughs or mishaps—they are brutal reminders that even the most seasoned warriors falter. A misfire, a shattered weapon, or a tactical blunder can send ripples through the battlefield. These charts turn bad luck into storytelling gold, injecting tension and realism into every action. Whether your musket jams, your spear slips, or your ambush backfires, critical failures create cinematic setbacks that demand quick thinking and resilience to survive.





PSYCHSCAPE HISTORICAL

KNIGHTS OF THE TEMPLE – ORIGINS • PRE-GENERATED CHARACTER

HUGUES DE PAYENS

The Devout Knight • Master of the Temple | Path: Soldier | Jerusalem — 1120 CE

BIG FIVE TRAITS

Openness	**55**
Conscientiousness	**80**
Extraversion	**65**
Agreeableness	**60**
Neuroticism	**25**

Modifiers: High Conscientiousness (80) → +10 END

ABILITY SCORES

Strength (STR)	**65**
Intelligence (INT)	**60**
Instinct (INST)	**60**
Agility (AGL)	**65**
Endurance (END)	**70***
Personality (PER)	**75**
Spiritual Strength (SS)	**85**

**END 60 + 10 (High Conscientiousness)*

VITALITY & WEALTH

Vitality Points (VP): **140** (END × 2)

Current VP: _____

Gold: 0 personal — Vow of Poverty. Order's common purse: 1,375 Gold (2d10×100×1.25)

MOVEMENT & ARMOR

Jogging: 13 Running: 26 Walking: 7

(Jog = AGL ÷ 5 • Run = ×2 • Walk = ½)

Armor: Mail Hauberk — AP 5 | Kite Shield — +2 AP

SKILL CHECKS

Roll d100 ≤ score to succeed. 01–05 Critical Success • 95–100 Critical Failure. To Hit = (Mainskill + Subskill + Ability) ÷ 3.

MAINSKILLS & SUBSKILLS

1. Advanced Brawl & Blade (STR & AGL avg 65): **60%**

Std. Attack / Defense 18%	**To Hit: 48%**
All-Out Attack / Defense 16%	**To Hit: 47%**
Counter Attack / Feint 15%	**To Hit: 47%**
Overbear-Throw / Dodge 17%	**To Hit: 47%**
Immobilize / Resist 14%	**To Hit: 46%**

2. Combat Training (INST 60): **55%**

Tactics 18%	**To Hit: 44%**
Weapon Maintenance 15%	**To Hit: 43%**
War Engines 12%	**To Hit: 42%**

3. Diplomacy (PER 75): **58%**

Negotiation 17%	**To Hit: 50%**
Conflict Resolution 16%	**To Hit: 50%**
Cultural Knowledge 15%	**To Hit: 49%**

4. Leadership † (PER 75): **60%**

Rally the Brothers 17%	**To Hit: 51%**
Field Command 16%	**To Hit: 50%**
Inspire Courage 15%	**To Hit: 50%**

5. Animal Handling (INST 60): **52%**

Horse Riding 18%	**To Hit: 43%**
Animal Care 13%	**To Hit: 42%**
Training 12%	**To Hit: 41%**

† Forged skill (see "Forging New Skills"). Prayer restores SS÷10 = 8 VP on success.

Special Style Attack — "Cross-Guard Oath" — 15%

Base: 47% → Final: 37% (+10 penalty to roll) | Crit Range: 01-12

A vow-bound strike delivered from behind the shield after a successful Standard Defense. On a hit, deal melee damage +5. On a critical hit, the foe is driven back and suffers +10% to their next roll. On a miss, Hugues is exposed and suffers +10 to defense rolls until his next turn.

WEAPONS

1) Arming Sword	DMG: 1d8 +6 (STR)	To Hit: 48%	Rounds: —
2) Dagger	DMG: 1d4 +6 (STR)	To Hit: 48%	Rounds: —
3) Shield Bash	DMG: 1d4 +6 (STR)	To Hit: 47%	Rounds: —

BACKGROUND

A knight of Champagne who answered a deeper call. Around 1119–1120, Hugues gathered a handful of brothers and swore before the Patriarch to live as monks and fight as soldiers, guarding the pilgrim roads with their own blood. King Baldwin II granted them quarters on the Temple platform — the "Poor Knights" were born.

Copyright 2026, Wayne H Johnson Jr. • Man-of-Ages.com

PSYCHSCAPE HISTORICAL
KNIGHTS OF THE TEMPLE – ORIGINS • PRE-GENERATED CHARACTER
PAGE 2 OF 2

HUGUES DE PAYENS

The Devout Knight • Master of the Temple | Path: Soldier | Jerusalem — 1120 CE

COMBAT STATS

Strengths: Unshakeable under pressure (Neuroticism 25); commanding presence in council and combat (PER 75); the deepest spiritual reserve among the brothers (SS 85).
Weaknesses: Bound by the Rule even when bending it would win the day; carries the weight of every brother's failure as his own.
Challenges: Prove the vow before kings, bishops, and a watching city that barely knows the Order's name — without losing a single pilgrim.

BACKGROUND ELEMENTS — PERSONAL DETAILS

Appearance: Mid-forties. Weathered face, grey threading a dark beard, calm deep-set eyes. Plain undyed mantle over patched mail; a wooden cross at his neck.
Key Traits: Disciplined • Resolute • Fatherly • Slow to anger, immovable once decided
Quirks: Recites the Psalms under his breath while riding; refuses to eat until the youngest brother has been served.

GEAR & EQUIPMENT

- Arming sword, dagger & kite shield (donated — never purchased for vanity)
- Mail hauberk (AP 5), padded gambeson & plain white surcoat
- The Order's Rule (early customs, hand-copied on vellum)
- Warhorse shared with a brother — two knights to one horse
- Rosary of olive-wood beads; travel psalter
- Waterskin, trail bread, whetstone, wool cloak

ADDITIONAL NOTES & CUSTOMIZATION

Prayer (SS 85): once per session, on a d100 roll ≤ 85, restore 8 VP — the only way to survive a critical hit.
Templar Litany Prayers: up to two extra Prayers per session at –10 SS then –20 SS (Divine Precision or Moment of Insight only, and only while acting in line with his vows).

LIVING THE VOW (1119-1129 CUSTOMS)

Poverty — nothing owned personally; all gear belongs to the community. Chastity — all romantic ties renounced. Obedience — the Master speaks, the brothers obey; the Church before all. No retreat in defense of the weak; no personal glory or heraldry; silence, labor, and prayer woven into duty.

Copyright 2026, Wayne H Johnson Jr. • Man-of-Ages.com



PSYCHSCAPE HISTORICAL

KNIGHTS OF THE TEMPLE – ORIGINS • PRE-GENERATED CHARACTER

GODFREY DE SAINT-OMER

The Tactical Sergeant • Founding Brother | Path: Soldier | Jerusalem — 1120 CE

BIG FIVE TRAITS

Openness	**60**
Conscientiousness	**75**
Extraversion	**45**
Agreeableness	**70**
Neuroticism	**30**

Modifiers: High Conscientiousness (75) → +10 END | High Agreeableness (70) → +10 INST

ABILITY SCORES

Strength (STR)	**70**
Intelligence (INT)	**55**
Instinct (INST)	**70***
Agility (AGL)	**60**
Endurance (END)	**75***
Personality (PER)	**55**
Spiritual Strength (SS)	**70**

**INST 60 + 10 (High Agreeableness) • END 65 + 10 (High Conscientiousness)*

VITALITY & WEALTH

Vitality Points (VP): **150** (END × 2)

Current VP: _____

Gold: 0 personal — Vow of Poverty. Order's common purse: 1,125 Gold (2d10×100×1.25)

MOVEMENT & ARMOR

Jogging: 12 Running: 24 Walking: 6

(Jog = AGL ÷ 5 • Run = ×2 • Walk = ½)

Armor: Mail Hauberk — AP 5 | Kite Shield — +2 AP

SKILL CHECKS

Roll d100 ≤ score to succeed. 01–05 Critical Success • 95–100 Critical Failure. To Hit = (Mainskill + Subskill + Ability) ÷ 3.

MAINSKILLS & SUBSKILLS

1. Advanced Brawl & Blade (STR & AGL avg 65): **58%**

Std. Attack / Defense 17%	**To Hit: 47%**
All-Out Attack / Defense 18%	**To Hit: 47%**
Counter Attack / Feint 14%	**To Hit: 46%**
Overbear-Throw / Dodge 16%	**To Hit: 46%**
Immobilize / Resist 15%	**To Hit: 46%**

2. Combat Training (INST 70): **62%**

Tactics 19%	**To Hit: 50%**
Weapon Maintenance 16%	**To Hit: 49%**
War Engines 14%	**To Hit: 49%**

3. Stealth & Recon (INST 70): **54%**

Tracking 17%	**To Hit: 47%**
Eavesdropping 14%	**To Hit: 46%**
Camouflage 13%	**To Hit: 46%**

4. Survival (INST 70): **52%**

Hunting 16%	**To Hit: 46%**
Foraging 15%	**To Hit: 46%**
Shelter Building 13%	**To Hit: 45%**

5. Navigation (INST 70): **50%**

Landmark Recognition 18%	**To Hit: 46%**
Map Reading 14%	**To Hit: 45%**
Star Navigation 12%	**To Hit: 44%**

Prayer restores SS÷10 = 7 VP on success.

Special Style Attack — "Shield-Wall Break" — 16%

Base: 46% → Final: 36% (+10 penalty to roll) | Crit Range: 01-12

A shoulder-and-shield drive learned on the pilgrim roads, used after a successful Overbear-Throw. On a hit, deal melee damage +5 and the target is shoved back. On a critical hit, the target is knocked prone and stunned for 1 round. On a miss, Godfrey suffers +10 to defense rolls until his next turn.

WEAPONS

1) Spear	DMG: 1d8 +7 (STR)	To Hit: 47%	Rounds: —
2) Arming Sword	DMG: 1d8 +7 (STR)	To Hit: 47%	Rounds: —
3) Dagger	DMG: 1d4 +7 (STR)	To Hit: 47%	Rounds: —

BACKGROUND

A Flemish knight from Saint-Omer, hardened by campaign and pilgrimage alike. Godfrey stood beside Hugues at the first vow and became the Order's steady right hand — the brother who reads the hill paths, posts the watches, and keeps green knights alive when terrain turns against them. He has never left a brother behind.

Copyright 2026, Wayne H Johnson Jr. • Man-of-Ages.com

PSYCHSCAPE HISTORICAL

KNIGHTS OF THE TEMPLE – ORIGINS • PRE-GENERATED CHARACTER

GODFREY DE SAINT-OMER

The Tactical Sergeant • Founding Brother | Path: Soldier | Jerusalem — 1120 CE

COMBAT STATS

Strengths: Reads terrain and ambushes before they spring (INST 70); tireless on the march (END 75, VP 150); loyal to a fault.
Weaknesses: Reserved and blunt in council (E 45, PER 55) — he wins arguments with maps, not words; distrusts anything he cannot scout first.
Challenges: Keep 3–5 brothers and a road full of frightened pilgrims alive with no reinforcements and no formal authority.

BACKGROUND ELEMENTS — PERSONAL DETAILS

Appearance: Late thirties. Broad-built, wind-burned, pale scar across one brow. Keeps his mail oiled and his spear-head wrapped against the dust.
Key Traits: Vigilant • Methodical • Loyal • Merciful to captives, ruthless to ambushers
Quirks: Counts the party aloud at every gate and ford; sharpens blades when he cannot sleep.

GEAR & EQUIPMENT

- Spear, arming sword, dagger & kite shield
- Mail hauberk (AP 5) & quilted gambeson, plain surcoat
- Rope (50 ft), iron pitons, flint & steel
- Hand-drawn road maps: Jaffa–Jerusalem, Jericho road
- Shared packhorse with grain bags & water skins
- Signal horn; strips of linen for binding wounds

ADDITIONAL NOTES & CUSTOMIZATION

As sergeant of the watch, Godfrey sets marching order. LM tip: let his Tactics (50%) or Tracking (47%) checks reveal the Falcon's men before the trap closes — a success turns an ambush into a fair fight.

LIVING THE VOW (1119-1129 CUSTOMS)

Poverty — nothing owned personally; all gear belongs to the community. Chastity — all romantic ties renounced. Obedience — the Master speaks, the brothers obey; the Church before all. No retreat in defense of the weak; no personal glory or heraldry; silence, labor, and prayer woven into duty.

Copyright 2026, Wayne H Johnson Jr. • Man-of-Ages.com



PSYCHSCAPE HISTORICAL
KNIGHTS OF THE TEMPLE – ORIGINS • PRE-GENERATED CHARACTER

ANDRÉ DE MONTBARD

The Reluctant Noble • Founding Brother | Path: Diplomat | Jerusalem — 1120 CE

BIG FIVE TRAITS

Openness	**70**
Conscientiousness	**60**
Extraversion	**55**
Agreeableness	**65**
Neuroticism	**45**

Modifiers: High Openness (70) → +10 INT

ABILITY SCORES

Strength (STR)	**55**
Intelligence (INT)	**70***
Instinct (INST)	**55**
Agility (AGL)	**60**
Endurance (END)	**60**
Personality (PER)	**70**
Spiritual Strength (SS)	**60**

**INT 60 + 10 (High Openness) — grants 2 additional skills*

VITALITY & WEALTH

Vitality Points (VP): **120** (END × 2)
Current VP: _____

Gold: Inheritance of 1,200 Gold (2d10×100×1.0) — surrendered to the Order's common purse

MOVEMENT & ARMOR

Jogging: 12 Running: 24 Walking: 6
(Jog = AGL ÷ 5 • Run = ×2 • Walk = ½)

Armor: Mail Hauberk — AP 5 | Kite Shield — +2 AP

SKILL CHECKS

Roll d100 ≤ score to succeed. 01–05 Critical Success • 95–100 Critical Failure. To Hit = (Mainskill + Subskill + Ability) ÷ 3.

MAINSKILLS & SUBSKILLS

1. Advanced Brawl & Blade (STR & AGL avg 58): **52%**

Std. Attack / Defense 16%	**To Hit: 42%**
All-Out Attack / Defense 14%	**To Hit: 41%**
Counter Attack / Feint 15%	**To Hit: 42%**
Overbear-Throw / Dodge 13%	**To Hit: 41%**
Immobilize / Resist 12%	**To Hit: 41%**

2. Diplomacy (PER 70): **60%**

Negotiation 18%	**To Hit: 49%**
Cultural Knowledge 17%	**To Hit: 49%**
Conflict Resolution 15%	**To Hit: 48%**

3. Trade & Barter (PER 70): **54%**

Language Exchange 17%	**To Hit: 47%**
Value Appraisal 16%	**To Hit: 47%**
Negotiation 14%	**To Hit: 46%**

4. Historical Investigation (INT 70): **52%**

Document Deciphering 18%	**To Hit: 47%**
Artifact Analysis 13%	**To Hit: 45%**
Field Excavation 11%	**To Hit: 44%**

5. Animal Handling (INST 55): **50%**

Horse Riding 17%	**To Hit: 41%**
Animal Care 14%	**To Hit: 40%**
Training 12%	**To Hit: 39%**

Prayer restores SS÷10 = 6 VP on success.

Special Style Attack — "Courtier's Riposte" — 14%

Base: 41% → Final: 31% (+10 penalty to roll) | Crit Range: 01-12

A duelist's thrust learned in Burgundian courts, used after a successful Feint. On a hit, deal melee damage +5. On a critical hit, the target is disarmed — their weapon lands 1d6 feet away. On a miss, André overextends and suffers +10 to defense rolls until his next turn.

WEAPONS

1) Arming Sword	DMG: 1d8 +5 (STR)	To Hit: 42%	Rounds: —
2) Dagger	DMG: 1d4 +5 (STR)	To Hit: 42%	Rounds: —
3) Shield Bash	DMG: 1d4 +5 (STR)	To Hit: 41%	Rounds: —

BACKGROUND

Youngest son of a Burgundian noble house and uncle to Bernard of Clairvaux. André gave up comfort and inheritance to swear the vow — or was pushed into it by duty and ambition. He questions orders, weighs risks, and reads the politics of king, Patriarch, and merchant houses better than any brother.

Copyright 2026, Wayne H Johnson Jr. • Man-of-Ages.com

PSYCHSCAPE HISTORICAL
KNIGHTS OF THE TEMPLE – ORIGINS • PRE-GENERATED CHARACTER

ANDRÉ DE MONTBARD

The Reluctant Noble • Founding Brother | Path: Diplomat | Jerusalem — 1120 CE

COMBAT STATS

Strengths: Sharpest political mind in the Order (INT 70, PER 70); speaks passable Greek and market Arabic; sees the trap inside every generous offer.
Weaknesses: The least seasoned fighter of the brothers; his doubt (N 45) can curdle into hesitation at the worst moment.
Challenges: Reconcile conscience with obedience — and decide whether the signet ring found on the Falcon should go to the King, the Patriarch, or the fire.

BACKGROUND ELEMENTS — PERSONAL DETAILS

Appearance: Late twenties. Fine-boned, careful hands, dark hair cropped in penance. His mail is borrowed and slightly too large; his Latin is flawless.
Key Traits: Inquisitive • Skeptical • Courteous • Braver than he believes
Quirks: Keeps a private ledger of every favor owed and debt forgiven; touches the hilt of his sword when he lies.

GEAR & EQUIPMENT

- Arming sword, dagger & kite shield (family blade, pommel filed plain)
- Mail hauberk (AP 5), travel-stained noble's cloak dyed plain
- Wax tablet & stylus, quills, small ink horn
- Letters of introduction to the Patriarch's court
- Prayer book — a parting gift from his nephew Bernard
- Riding horse (surrendered to the common stable)

ADDITIONAL NOTES & CUSTOMIZATION

André's Document Deciphering (47%) and Value Appraisal (47%) are the party's key to the Aftermath & Hook: identifying the merchant's signet ring and tracing the "protection" web behind the Falcon.

LIVING THE VOW (1119-1129 CUSTOMS)

Poverty — nothing owned personally; all gear belongs to the community. Chastity — all romantic ties renounced. Obedience — the Master speaks, the brothers obey; the Church before all. No retreat in defense of the weak; no personal glory or heraldry; silence, labor, and prayer woven into duty.

Copyright 2026, Wayne H Johnson Jr. • Man-of-Ages.com



PSYCHSCAPE HISTORICAL

KNIGHTS OF THE TEMPLE – ORIGINS • PRE-GENERATED CHARACTER

FATHER ANSELM OF MARASH

The Stern Chaplain • Priest Attached to the Brothers | Path: Scholar | Jerusalem — 1120 CE

BIG FIVE TRAITS

Openness	**65**
Conscientiousness	**85**
Extraversion	**40**
Agreeableness	**55**
Neuroticism	**50**

Modifiers: High Conscientiousness (85) → +10 END

ABILITY SCORES

Strength (STR)	**45**
Intelligence (INT)	**65**
Instinct (INST)	**60**
Agility (AGL)	**50**
Endurance (END)	**65***
Personality (PER)	**60**
Spiritual Strength (SS)	**90**

**END 55 + 10 (High Conscientiousness)*

VITALITY & WEALTH

Vitality Points (VP): **130** (END × 2)

Current VP: _____

Gold: 1,200 Gold (2d10×100×1.5) — held entirely as alms for pilgrims and the poor

MOVEMENT & ARMOR

Jogging: 10 Running: 20 Walking: 5

(Jog = AGL ÷ 5 • Run = ×2 • Walk = ½)

Armor: Quilted Cassock — AP 1 (remember: damage to an unarmored target is doubled)

SKILL CHECKS

Roll d100 ≤ score to succeed. 01–05 Critical Success • 95–100 Critical Failure. To Hit = (Mainskill + Subskill + Ability) ÷ 3.

MAINSKILLS & SUBSKILLS

1. Basic Brawl & Blade (STR & AGL avg 48): **45%**

Std. Attack / Defense 15%	**To Hit: 36%**
All-Out Attack / Defense 13%	**To Hit: 35%**
Overbear-Throw / Dodge 12%	**To Hit: 35%**

2. Medicine (INT 65): **58%**

First Aid 18%	**To Hit: 47%**
Herbal Remedies 16%	**To Hit: 46%**
Disease Identification 14%	**To Hit: 46%**

3. Theology & Liturgy † (INT 65): **60%**

Scripture Recall 18%	**To Hit: 48%**
Latin Rite 17%	**To Hit: 47%**
Canon Law 14%	**To Hit: 46%**

4. Historical Investigation (INT 65): **56%**

Document Deciphering 19%	**To Hit: 47%**
Artifact Analysis 15%	**To Hit: 45%**
Field Excavation 12%	**To Hit: 44%**

5. Diplomacy (PER 60): **52%**

Conflict Resolution 17%	**To Hit: 43%**
Cultural Knowledge 15%	**To Hit: 42%**
Negotiation 13%	**To Hit: 42%**

† Forged skill (see "Forging New Skills"). Basic Brawl & Blade grants no Special Style Attack.

Shepherd of Souls (roleplay feature — no roll)

Confession, rebuke, and absolution — the Order's conscience made flesh

Anselm guards the brothers' souls and their reputation. When a brother acts against the vows, Anselm names it; when the city watches, his witness — not the dice — may decide whether the Temple is welcomed or doubted in the chapters to come. LM: his rebuke or blessing can grant the –10% favorable-condition modifier (or the +20% hostile one) to social checks.

WEAPONS

1) Oak Walking Staff	DMG: 1d6 +4 (STR)	To Hit: 36%	Rounds: —
2) Eating Knife	DMG: 1d4 +4 (STR)	To Hit: 36%	Rounds: —
3) _____	DMG: ____	To Hit: ___	Rounds: ____

BACKGROUND

An Armenian-born priest of Marash who came to Jerusalem with the first pilgrim ships and stayed to bury too many of them. The Patriarch attached him to the new brotherhood to guard their souls and their reputation. Anselm hears confessions, rebukes excess, and stitches wounds. He does not carry a sword. He has carried worse.

Copyright 2026, Wayne H Johnson Jr. • Man-of-Ages.com

PSYCHSCAPE HISTORICAL

KNIGHTS OF THE TEMPLE – ORIGINS • PRE-GENERATED CHARACTER

FATHER ANSELM OF MARASH

The Stern Chaplain • Priest Attached to the Brothers | Path: Scholar | Jerusalem — 1120 CE

COMBAT STATS

Strengths: The strongest faith in the company (SS 90 — Prayer restores 9 VP); the only trained healer; unimpeachable moral authority.
Weaknesses: Physically the frailest brother (STR 45, AGL 50); his severity (E 40) can wound the very men he means to save.
Challenges: Keep the brothers' conduct worthy of the vow while pilgrims bleed on the Temple steps — and decide what mercy the Falcon deserves.

BACKGROUND ELEMENTS — PERSONAL DETAILS

Appearance: Fifties. Gaunt, grey-bearded, ink-stained fingers, eyes that miss nothing. Brown habit, wooden cross, a physician's satchel at his hip.
Key Traits: Stern • Compassionate beneath the sternness • Unbending on the Rule • Fearless in rebuke
Quirks: Quotes canon law from memory at inconvenient moments; saves the best of every meal for the youngest pilgrim present.

GEAR & EQUIPMENT

- Oak walking staff & eating knife
- Physician's satchel: linen bandages, needle & gut, salves, vinegar
- Dried herbs: willow bark, yarrow, garlic, honey pots
- Psalter, portable altar stone, chrism & communion kit
- Quilted cassock (AP 1), rope belt, sandals
- Alms purse (the Order's 1,200 Gold, spent only on the poor)

ADDITIONAL NOTES & CUSTOMIZATION

Prayer (SS 90): once per session, on a d100 roll ≤ 90, restore 9 VP to himself or a chosen companion — the only way to avoid instant death from a critical hit. Templar Litany Prayers: up to two extra Prayers per session at –10 SS then –20 SS (Divine Precision or Moment of Insight only, while acting in line with the vows). Bleeding pilgrims: his First Aid (47%) stabilizes the dying priest and hostage youth in the Aftermath.

LIVING THE VOW (1119–1129 CUSTOMS)

Poverty — nothing owned personally; all gear belongs to the community. Chastity — all romantic ties renounced. Obedience — the Master speaks, the brothers obey; the Church before all. No retreat in defense of the weak; no personal glory or heraldry; silence, labor, and prayer woven into duty.

Copyright 2026, Wayne H Johnson Jr. • Man-of-Ages.com



BENEATH THE WHITE MANTLE: A WAR OF VOWS, STEEL, AND SPIRIT.

Jerusalem, 1120 CE. In a borrowed hall near the ancient Temple platform, a handful of knights kneel and swear an oath unlike any other, to live as monks, fight as soldiers, and guard the pilgrim roads with their own lives. Before the final blessing is even given, boots pound up the steps. Pilgrims are under attack at the Temple steps. Knives in the dark. No men to spare.

If your vow is real… come and prove it.

Knights of the Temple: Origins is a complete, ready-to-play quickstart adventure for 3–5 players using the PsychScape Historical system. Step into the ranks of the first Poor Knights of the Temple and decide, by steel, mercy, and conviction, what kind of order the Templars will become

WHAT'S INSIDE?

Complete Quickstart Rules: Everything you need to play, skill checks, cinematic combat, and brutal critical hit tables. No other books required.

A Full Adventure: "Streets of Jerusalem", defend pilgrims in a desperate night ambush and uncover the first thread of a conspiracy that reaches into the counting-houses of the powerful.

Rich Historical Grounding: The real founding of the Knights Templar, 1119–1129, plus the early Rules and Customs your brothers must live, and fight, by.

Driven by Psychology: Powered by PsychScape's Big Five Personality system, where who your character is shapes every choice at the table.

Ready for the full campaign?
Get PsychScape Historical, the complete single-book RPG spanning all of human history, and more free adventures at MAN-OF-AGES.COM

Copyright 2026, Wayne H Johnson Jr.