

Chronica Feudalis

A Game of Imagined Adventure in Medieval Europe

Mentors

<i>Mentor</i>	<i>Taught Skills</i>	<i>Gifted Tools</i>
Archer	Aim, Fitness, Sense	Longbow (d8), quiver of arrows (d10)
Artisan	Entice, Reflex, Sense	Toolkit (d6)
Courtier	Command, Deceive, Entice	Expensive gown or robes (d6)
Doctor	Command, Heal, Will	Surgeons kit (d6), bandages (d4)
Guard	Fitness, Parry, Sense	Spear (d8), round shield (d10), leather jerkin (d4)
Hunter	Aim, Hide, Hunt	Bow (d6), quiver of arrows (d10), snare trap (d4)
Knight	Fitness, Ride, Strike	Helm (d6), horse (d20), kite shield (d12), mail hauberk (d8), sword (d8)
Merchant	Deceive, Entice, Ride	Cart (d8), mule (d10)
Minstrel	Dash, Entice, Perform	Drum, flute, harp or lute [pick one] (d8)
Monk	Fitness, Sense, Will	Habit (d6), stylus and ink (d6)
Nun	Empathy, Heal, Will	Habit (d6), prayer rope (d4)
Outlaw	Brawl, Fitness, Hide	Club (d6)
Peasant	Fitness, Climb, Sense	A hand tool [pick one] (d6), hard shoes (d6)
Priest	Command, Entice, Perform	Crucifix (d6), vestments (d6)
Sailor	Boat, Navigate, Swim	A map (d6), rope (d6)
Soldier	Fitness, Parry, Strike	Battle ax (d8), boots (d6), helm (d6), leather cuirass (d6)
Thief	Climb, Sneak, Steal	Dark cloak (d6), lock picks (d6), soft shoes (d6)

Skills by Category

<i>Chase</i>	<i>Combat</i>	<i>Parley</i>	<i>Subterfuge</i>
Boat Climb Dash Navigate Ride Swim	Aim Brawl Fitness Heal Parry Strike	Command Deceive Empathy Entice Perform Will	Hide Hunt Reflex Sense Sneak Steal