

Chronica Feudalis (Revised)

Mentors

<i>Mentor</i>	<i>Taught Skills</i>	<i>Gifted Tools</i>
Archer	Aim, Dash, Sense	Longbow (d8), quiver of arrows (d10)
Artisan	Climb, Entice, Sense	Toolkit (d6)
Courtier	Command, Deceive, Entice	Expensive gown or robes (d6)
Doctor	Command, Heal, Will	Surgeons kit (d6), bandages (d4)
Guard	Fend, Sense, Will	Spear (d8), round shield (d10), leather jerkin (d4)
Hunter	Aim, Hide, Hunt	Bow (d6), quiver of arrows (d10), snare trap (d4)
Knight	Fend, 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	Hunt, Sense, Will	Habit (d6), stylus and ink (d6)
Nun	Entice, Heal, Will	Habit (d6), prayer rope (d4)
Outlaw	Brawl, Fend, Hide	Club (d6)
Peasant	Brawl, Dash, Sense	A hand tool [pick one] (d6), hard shoes (d6)
Priest	Command, Entice, Perform	Crucifix (d6), vestments (d6)
Sailor	Boat, Brawl, Swim	A map (d6), rope (d6)
Soldier	Dash, Fend, 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 Ride Swim	Aim Brawl Fend Heal Strike	Command Deceive Entice Perform Will	Hide Hunt Sense Sneak Steal