

Arrogant youth

James de Fécamp

Deadly with a sword

A squire without a knight

Key Aspects

Dice Pool...

Appropriate skill
+ wielded tool
+ invoked tool(s)
+ invoked aspect(s)

Spend 1 Ardor per aspect or tool invoked

Vigor Limit...

You may not roll more dice than your current number of Vigor points (except for dice that come from invoking free conditions).

Penalties...

If you endure an aspect or tool, remove the highest die from your dice pool that is equal or less than the aspect or tool's rank.

If you lose a die from your pool, you earn 1 Ardor.

Results...

The highest number that shows on any of the dice you roll is your **primary result**.

If your primary result matches or exceeds the target number or opposed roll, you get a **success**.

If two results match or exceed the target number or opposed roll, you get a **double success**.

If three results match or exceed the target number or opposed roll, you get a **triple success**.

Maneuvers...

- **success:** creates a d6 condition
- **double success:** creates a d8 condition
- **triple success:** creates a d10 condition

Ardor points...

See page 51.

Conflict...

On your turn you may perform 1 action, including a maneuver or an attack. You may perform extra actions by spending 1 Ardor each (up to your current Vigor).

Oppose attacks by rolling the defensive skill appropriate for the conflict type, wielding appropriate tools such as armor.

Shields or weapons that parry may be invoked for free on defensive rolls once per turn.

A successful attack reduces victim's Vigor by 1; a double success, by 2; a triple success, by 3.

Injuries...

- reduce Vigor damage by 1 by taking a **d8 injury**
- reduce Vigor damage by 2 by taking a **d12 injury**
- you may not reduce Vigor damage below 1
- the attacker authors the injury unless you spend 1 Ardor

Chronica Feudalis

(Revised)

Name:

Mentors:

Vigor:

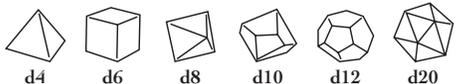
Ardor:

James wants to find a new lord (his old one died) who will make him a knight.

Skills				Tools		Aspects	
Chase Boat d4	Combat Aim d6	Parley Command d4	Subterfuge Hide d4	Helm d6		A squire without a knight d8	
Climb d4	Brawl d4	Deceive d4	Hunt d4	Horse d20		Deadly with a sword d8	
Dash d8	Fend d8	Entice d4	Sense d6	Kite shield d12		Arrogant youth d8	
Ride d6	Heal d4	Perform d4	Sneak d4	Mail hauberk d8			
Swim d4	Strike d8	Will d4	Steal d4	Sword d8			
				Battle ax d8			
				Boots d6			
				Longbow d8			
				Quiver of arrows d10			
				Purse d4			

Backgrounds

Injuries



Her father's daughter

Lady of Fairfield

Not content to rely on men

layer

Lady Juliana

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Chronica Feudalis

(Revised)

Name
Lady Juliana

Vigor
1 2 3

Mentors
courtier knight nun
Juliana wants to pledge her knights to support Empress Maude's cause, if she can find a trusted ally.

Skills

Chase Boat d4	Combat Aim d4	Parley Command d6	Subterfuge Hide d4
Climb d4	Brawl d4	Deceive d6	Hunt d4
Dash d4	Fend d6	Entice d8	Sense d4
Ride d6	Heal d6	Perform d4	Sneak d4
Swim d4	Strike d6	Will d6	Steal d4

Tools

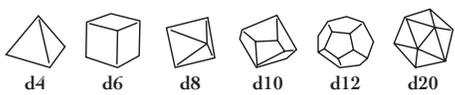
Expensive gown	d6
Helm	d6
Horse	d20
Kite shield	d12
Mail hauberk	d8
Sword	d8
Prayer rope	d4
Purse	d4

Aspects

Not content to rely on men	d8
Lady of Fairfield	d8
Her father's daughter	d8

Backgrounds

Injuries



Studied herbalist

Morbid curiosity

Priores of Southam

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Chronica Feudalis

(Revised)

Name: *Sister Alice*

Mentors: *nun, doctor, courtier*
Alice wants to expose the Bishop of Coventry's lechery and embarrass him.

Vigor: *1, 2, 3*

Ardor:

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Chase Boat d4	Combat Aim d4	Parley Command d8	Subterfuge Hide d4	Habit d6		Priores of Southam d8	
Climb d4	Brawl d4	Deceive d6	Hunt d4	Prayer rope d4		Morbid curiosity d8	
Dash d4	Fend d4	Entice d8	Sense d4	Surgeons kit d6		Studied herbalist d8	
Ride d4	Heal d8	Perform d4	Sneak d4	Bandages d4			
Swim d4	Strike d4	Will d6	Steal d4				
						Backgrounds	
						Injuries	

