

# 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 (unless you're using a Vigor Rush, p.64).

Remove the smallest dice first.

## 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 simultaneous actions by spending 1 Ardor each (up to your current Vigor).

Between turns you may perform 1 reaction (such as a dodge or parry). Extra simultaneous reactions cost 1 Ardor each (up to your current Vigor).

If that doesn't beat the attack, you roll passive defense.

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

A Game of Imagined Adventure

Name

Mentors

Vigor  Ardor

1 2 3

Skills				Tools		Aspects		Notes
Chase	Combat	Parley	Subterfuge	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>
Boat	Aim	Command	Hide	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Climb	Brawl	Deceive	Hunt	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Dash	Fitness	Empathy	Reflex	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
Navigate	Heal	Entice	Sense	<input type="checkbox"/>	<input type="checkbox"/>	Backgrounds		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>		
Ride	Parry	Perform	Sneak	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>		
Swim	Strike	Will	Steal	<input type="checkbox"/>	<input type="checkbox"/>	Injuries		
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>		
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