

At home in his armor

Noble courage

Landless knight

Sir Simon

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.

Target Number...

- Standard TN: 4
Dynamic TN: the result of a die...d4 to d20
Opposed Roll: the primary result of an opposing character's roll (ties go to aggressor)

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.

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Maneuvers...

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

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).

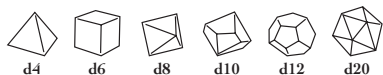
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Chronica Feudalis
A Game of Imagined Adventure

Character sheet form with fields for Name (Sir Simon), Vigor (3 hearts), Ardor, Mentors (knight, courtier, hunter), Skills (Chase, Combat, Parley, Subterfuge, etc.), Tools (Helm, Horse, Kite shield, etc.), Aspects (Landless knight, Noble courage, At home in his armor), Backgrounds, and Injuries.

Simon wants to gain land from whatever lord will grant it to him.



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...

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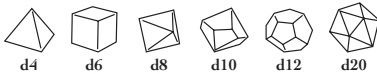
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Chronica Feudalis

A Game of Imagined Adventure

Name		Mentors	
James de Fécamp		knight solider archer	
Vigor		Ardor	
Skills		Tools	
Chase Boat d4	Combat Aim d6	Helm d6	Aspects
Parley Command d4	Subterfuge Hide d4	Horse d20	A squire without a knight d8
Climb d4	Brawl d4	Kite shield d12	Deadly with a sword d8
Dash d4	Deceive d4	Mail hauberk d8	Arrogant youth d8
Fitness d10	Hunt d4	Sword d8	
Empathy d4	Reflex d4	Battle ax d8	
Heal d4	Sense d6	Boots d6	
Entice d4		Longbow d8	Backgrounds
Perform d4		Quiver of arrows d10	
Sneak d4		Purse d4	
Will d4			
Steal d4			
			Injuries

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



Eager to please

A simple mind with big dreams

Edric Atwell

A big brute

Key Aspects

Dice Pool...

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

Spend 1 Ardor per aspect or tool invoked

Vigor Limit...

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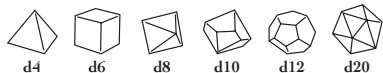
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Chronica Feudalis

A Game of Imagined Adventure

Name: Edric Atwell
Mentors: peasant, artisan, outlaw
Vigor: 1, 2, 3
Ardor: []

Skills: Chase (d4), Boat (d4), Combat (d4), Aim (d4), Parley (d4), Command (d4), Subterfuge (d6), Hide (d6), Climb (d6), Brawl (d6), Deceive (d4), Hunt (d4), Dash (d4), Fitness (d8), Empathy (d4), Reflex (d6), Navigate (d4), Heal (d4), Entice (d6), Sense (d8), Ride (d4), Parry (d4), Perform (d4), Sneak (d4), Swim (d4), Strike (d4), Will (d4), Steal (d4)
Tools: Shovel (d6), Hard shoes (d6), Toolkit (d6), Club (d6), Purse (d4)
Aspects: A big brute (d8), A simple mind with big dreams (d8), Eager to please (d8)
Notes: Edric wants to get out of the village and live a life of adventure.
Backgrounds: []
Injuries: []



Always a merry tune

layer

Whatever it takes

Cullen Piper

Biting wit

Key Aspects

Dice Pool...

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

Spend 1 Ardor per aspect or tool invoked

Vigor Limit...

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Penalties...

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Chronica Feudalis

A Game of Imagined Adventure

Name		Mentors	
Cullen Piper		minstrel thief outlaw	
Vigor		Ardor	

Skills				Tools		Aspects		Notes
Chase	Combat	Parley	Subterfuge	Irish bagpipe	d8	Biting wit	d8	Cullen wants to deliver a secret message from Empress Maude to the Earl of Warwick.
Boat	Aim	Command	Hide	Dark cloak	d6	Whatever it takes	d8	
				Lock-picks	d6	Always a merry tune	d8	
Climb	Brawl	Deceive	Hunt	Soft shoes	d6			
				Club	d6			
Dash	Fitness	Empathy	Reflex	Purse	d4			
Navigate	Heal	Entice	Sense			Backgrounds		
Ride	Parry	Perform	Sneak					
Swim	Strike	Will	Steal			Injuries		

Concern for the helpless

layer

Brother Marcus
Scholar of history

Too clever for his own good

Key Aspects

Dice Pool...

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

Spend 1 **Ardor** per aspect or tool invoked

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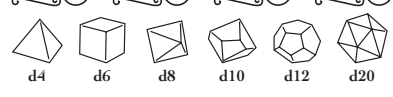
Chronica Feudalis

A Game of Imagined Adventure

Name	Brother Marcus	Mentors	monk peasant priest
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Vigor	<div style="display: flex; gap: 10px;"> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">1</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">2</div> <div style="border: 1px solid black; border-radius: 50%; width: 30px; height: 30px; display: flex; align-items: center; justify-content: center;">3</div> </div>	Ardor	
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Skills	Tools	Aspects	Notes																																																																										
<table border="0"> <tr> <td>Chase Boat </td> <td>Combat Aim </td> <td>Parley Command </td> <td>Subterfuge Hide </td> </tr> <tr> <td>Climb </td> <td>Brawl </td> <td>Deceive </td> <td>Hunt </td> </tr> <tr> <td>Dash </td> <td>Fitness </td> <td>Empathy </td> <td>Reflex </td> </tr> <tr> <td>Navigate </td> <td>Heal </td> <td>Entice </td> <td>Sense </td> </tr> <tr> <td>Ride </td> <td>Parry </td> <td>Perform </td> <td>Sneak </td> </tr> <tr> <td>Swim </td> <td>Strike </td> <td>Will </td> <td>Steal </td> </tr> </table>	Chase Boat 	Combat Aim 	Parley Command 	Subterfuge Hide 	Climb 	Brawl 	Deceive 	Hunt 	Dash 	Fitness 	Empathy 	Reflex 	Navigate 	Heal 	Entice 	Sense 	Ride 	Parry 	Perform 	Sneak 	Swim 	Strike 	Will 	Steal 	<table border="0"> <tr> <td>Habit </td> <td>Too clever for his own good </td> </tr> <tr> <td>Stylus and ink </td> <td>Scholar of history </td> </tr> <tr> <td>Hard shoes </td> <td>Concern for the helpless </td> </tr> <tr> <td>Crucifix </td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> <tr> <td></td> <td></td> </tr> </table>	Habit 	Too clever for his own good 	Stylus and ink 	Scholar of history 	Hard shoes 	Concern for the helpless 	Crucifix 																										<table border="0"> <tr> <td colspan="2" style="text-align: center;">Backgrounds</td> </tr> <tr> <td style="border: 1px solid black; height: 20px;"></td> <td style="border: 1px solid black; height: 20px;"></td> </tr> <tr> <td style="border: 1px solid black; height: 20px;"></td> <td style="border: 1px solid black; height: 20px;"></td> </tr> <tr> <td style="border: 1px solid black; height: 20px;"></td> <td style="border: 1px solid black; height: 20px;"></td> </tr> <tr> <td style="border: 1px solid black; height: 20px;"></td> <td style="border: 1px solid black; height: 20px;"></td> </tr> <tr> <td colspan="2" style="text-align: center;">Injuries</td> </tr> <tr> <td style="border: 1px solid black; height: 20px;"></td> <td style="border: 1px solid black; height: 20px;"></td> </tr> <tr> <td style="border: 1px solid black; height: 20px;"></td> <td style="border: 1px solid black; height: 20px;"></td> </tr> <tr> <td style="border: 1px solid black; height: 20px;"></td> <td style="border: 1px solid black; height: 20px;"></td> </tr> </table>	Backgrounds										Injuries								<p>Marcus wants support and money to build a hospital for lepers.</p>
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Her father's daughter

Lady of Fairfield

Not content to rely on men

layer

Lady Juliana

Key Aspects

Dice Pool...

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

Spend 1 Ardor per aspect or tool invoked

Vigor Limit...

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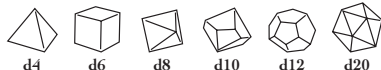
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Name		Mentors	
Lady Juliana		courtier knight nun	
Vigor		Ardor	
1	2	3	
Skills		Tools	
Chase Boat d4	Combat Aim d4	Expensive gown d6	Not content to rely on men d8
Parley Command d6	Subterfuge Hide d4	Helm d6	Lady of Fairfield d8
Climb d4	Brawl d4	Horse d20	Her father's daughter d8
Dash d4	Deceive d6	Kite shield d12	
Fitness d6	Hunt d4	Mail hauberk d8	
Empathy d6	Reflex d4	Sword d8	
Navigate d4	Sense d4	Prayer rope d4	
Heal d6		Purse d4	
Parry d4			Backgrounds
Perform d4			
Sneak d4			
Swim d4			Injuries
Strike d6			
Will d6			
Steal d4			

Notes: Juliana wants to pledge her knights to support Empress Maude's cause, if she can find a trusted ally.



Quick with a knife

Don't mind her

Bridget Harper

Music is such a pleasant distraction

Key Aspects

Dice Pool...

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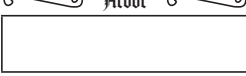






































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Chronica Feudalis
 A Game of Imagined Adventure

Name		Mentors	
Bridget Harper		minstrel artisan thief	
Vigor		Ardor	
			
Skills		Aspects	
Chase Boat 	Combat Aim 	Parley Command 	Subterfuge Hide 
Climb 	Brawl 	Deceive 	Hunt 
Dash 	Fitness 	Empathy 	Reflex 
Navigate 	Heal 	Entice 	Sense 
Ride 	Parry 	Perform 	Sneak 
Swim 	Strike 	Will 	Steal 
			
			
Tools		Notes	
Harp		Music is such a pleasant distraction 	
Toolkit		Don't mind her 	
Dark cloak		Quick with a knife 	
Lock-picks			
Soft shoes			
Purse			
		Backgrounds	
		Injuries	

Bridget wants to intercept any secret communications concerning Empress Maude's cause.

Sister Alice

Studied herbalist
Morbid curiosity
Priress of Southam

Key Aspects

Dice Pool...

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

Spend 1 Ardor per aspect or tool invoked

Vigor Limit...

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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 loose a die from your pool, you **earn 1 Ardor**.

Target Number...

- **Standard TN:** 4
- **Dynamic TN:** the result of a die...d4 to d20
- **Opposed Roll:** the primary result of an opposing character's roll (ties go to aggressor)

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

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). If that does not beat the attack, you may roll your passive defense. Extra simultaneous reactions cost 1 Ardor each (up to your current Vigor).

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

Chronica Feudalis

A Game of Imagined Adventure

Name		Mentors	
Sister Alice		nun doctor courtier	
Vigor		Ardor	

Skills				Tools		Aspects		Notes	
Chase	Combat	Parley	Subterfuge	Habit	d6	Priress of Southam	d8	Alice wants to expose the Bishop of Coventry's lechery and embarrass him.	
Boat	Aim	Command	Hide	Prayer rope	d4	Morbid curiosity	d8		
				Surgeons kit	d6	Studied herbalist	d8		
Climb	Brawl	Deceive	Hunt	Bandages	d4			Backgrounds	
Dash	Fitness	Empathy	Reflex						
Navigate	Heal	Entice	Sense					Injuries	
Ride	Parry	Perform	Sneak						
Swim	Strike	Will	Steal						

