

Chronica Feudalis

REVISION DOCUMENT

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The following represents a set of changes I have made to the *Chronica Feudalis* rules since publishing the game in June of 2009. They are refinements to the system for the purpose of smoothing out some bumps in game-play and making the rules work more elegantly.

This is not errata. The book accurately reflects the rules as they were at publication. This is deliberate alterations to they system that will eventually be included in a revised version of the game text. In the meantime, I wanted to make sure these revisions were available to those who have found the same issues I have with game-play and wished to do something about it before the revised version was available or without purchasing a completely new book.

This document may be updated several times over the upcoming months. If other changes are deemed worthy to include in the revised edition, I will include them in this document. For that reason, please check back at chronicafeudalis.com and click on “Downloads” to find the latest update of this document.

While you are there, be sure to download the new character sheet and mentor list that correspond with this revision of the rules.

Revision 1: Remove the Two-Fold Defense Rolls

In the original rules, to defend an attack in a conflict the defender first makes a roll to represent a reaction (parrying aside the blow, dodging out of the way, or deflecting and argument with a lie) and, if that fails, a roll that represents a passive defense (absorbing the blow with armor and one's own toughness or using one's willpower to stand up to verbal berating). In my experience, this two-fold defense is where the conflict round slows down and while it makes complete sense for combat conflicts, it is less intuitively grasped for parley and subterfuge and so I often forget to even implement it. So, let's get rid of it.

My solution is to blend the reactive and the passive together into one defense roll.

CHASE CONFLICTS

This is left unchanged as there is no defensive roll in chases. Everyone rolls against the terrain.

COMBAT CONFLICTS

A new skill is added to the combat category called Fend. This replaces both the Fitness and the Parry skills. It represent one's ability to defend against physical attacks whether by parrying, dodging, or just taking the blow.

Armor is the wielded tool for Fend rolls. Additional armor, such as a helm, may be invoked by spending an Ardor point as usual.

There's a special rule here. I want to reinforce the idea of characters actively parrying and blocking attacks and keep weapon and shield stats in the mix. To this end, shields and Strike weapons (basically all the tools listed under the Parry skill from before) may be invoked for free on a Fend roll, but they may each only be used as such once per round. Additionally, only one such tool may be freely invoked per defense roll (you may not parry with two weapons against the same attack, at least without spending an Ardor point).

For example: I'm playing a knight with a mail hauberk, a helm, a sword, and a kite shield. I am facing against several attackers. When the first one comes at me, I make a Fend roll. I use my Fend skill (d6), wielding the hauberk (d8), and use the free invoke of my shield (d12). My roll is successful and I block the blow!

Now the second attack comes. This time I use my Fend skill (d6) and wield the hauberk (d8) again. I have already used my shield this round, that is not an option. Instead I invoke my sword (d8) for free. I parry the attack aside.

When the third attack comes I have spent the free invocations of both the sword and shield and may not use them in this Fend roll. I roll my Fend skill (d6), the hauberk (d8), and spend an Ardor to invoke the helm (d6), all of which I can do for any further attack to come this round.

Instead of Fend, defending characters may also make a defense roll using the Dash skill. It is harder to hit a moving target. But keep in mind that armor and parrying tools are not added to a Dash roll. Running may make you more vulnerable.

PARLEY CONFLICTS

The concept of what someone was doing when they made a reaction with Deceive or Empathy was always a little difficult to put across. It is an easy fix to just eliminate the reaction and just make Will the skill used for the defense roll. Will tools may be wielded as usual.

SUBTERFUGE CONFLICTS

The Reflex roll in Subterfuge conflicts always felt a little tacked-on to me, so let's get rid of it. Hide is used to defend against Hunt rolls. Sense is used to defend against Sneak rolls.

The changes here are reflected in an updated character sheet that you will find for download at chronicafuedalis.com. One new feature is that, for the defense skill for each conflict category, the little training circle in the corner for each skill is now shaped like a shield to help easily indicate which skill you should be rolling when you need to oppose an attack.

Revision 2: Adjust the Skill List

With the two-fold defense paired down to one defense roll, the skill list now needs some adjustments. Since Fitness and Parry are now being combined into one skill, Fend, the combat category now only has 5 skills. To keep the sense of symmetry in the game, it seemed I either had to come up with another combat skill or trim one skill from each of the other categories. I decided it was time to trim some fat.

Note that an updated character sheet and mentor list with the adjusted skill list are available for download at chronicafeudalis.com.

If you wish to update characters from an existing campaign to this revised rules set, please use the character conversion section at the end of this document (page 9).

ADD “FEND”

The new skill for the combat category is Fend. It replaces the Fitness and Parry skills. Fend is used in place of Fitness to determine how you may wield a weapon. Here is its description:

Fend is used to ward off attacks of a physical nature, whether it be by parrying a blow, stepping out of the way of an assault, or taking a hit standing up. It is also used to resist disease and environmental effects. Armor is used as the standard tool for this skill while shields and weapons that parry may be invoked, free of Ardor cost, once per round.

Armor Tools

- d4 a leather jerkin, a gambeson, a mail coif
- d6 a hardened leather cuirass, a helm
- d8 a mail hauberk
- d10 a scale coat

Parry Tools

- d4 a dagger, knife
- d6 a club, hand ax, short spear, short sword
- d8 a battle ax, buckler, mace, spear, sword, war hammer
- d10 a round shield
- d12 a kite shield

REMOVE “EMPATHY”

Since the parley reaction is removed, Empathy’s only use would be for healing social and mental injuries. Let us move these healing properties to the Entice skill.

REMOVE “FITNESS”

As mentioned above, Fitness is removed to make way for Fend. Most of Fitness’s abilities are now handled by Fend, except for feats of strength which are now handled by Brawl.

REMOVE “NAVIGATE”

Navigate wasn’t seeing much action in the games I have been running. Let’s distribute its functions amongst the other chase skills. Boat is used to navigate rivers and seas, Ride is used to navigate roads, and Dash is used to navigate through wilderness.

REMOVE “PARRY”

The abilities of the Parry skill are now assumed by Fend.

REMOVE “REFLEX”

This skill is no longer needed for reactions in subterfuge conflicts nor for dodging in combat. It’s only remaining use is for determining who goes first when the order of actions in a conflict is disputed. Let’s shift this responsibility over to the appropriate chase skill (Dash if you are on foot, Ride if you are mounted, Swim if you’re in the water, Boat if you’re on a ship, or Climb if you are climbing).

Revision 3: Adjust Mentor's Taught Skills

Because the skill list has changed, the mentors that teach those skills must also change. An updated mentor list is available for download from chronicafeudalis.com.

In some instances, it didn't make sense to swap in Fend if the mentor previously taught Fitness. With the peasant mentor, for example, I swapped in Brawl for Fitness and for the monk, it didn't seem appropriate to give him another combat skill so I swapped in Hunt instead (useful for all those crime-solving monk investigators like Brother Cadfael and William of Baskerville). In a few cases I took the opportunity to switch out some mentor's skills even if they weren't related to the skill changes, so take a close look over the new list.

Again, if you're looking to update characters in your existing campaign, please use the character conversion section starting on page 9.

Revision 4: Enhance Maneuvers and Conditions

One of my favorite elements of the FATE rules system is maneuvers: an action that creates a temporary aspect (called a condition in *Chronica Feudalis*) on another character or the scene. But it became clear to me if I wanted to see more maneuvers in play I would need to make them more tactically advantageous.

As it stands in the original rules, there are only rare cases when a maneuver is really useful. It doesn't directly bring a conflict closer to resolution the way an attack does. If you maneuver, you're giving up an action that could otherwise be used to attack. You could spend an Ardor point to perform multiple actions in a round—say one maneuver to create a condition and then one attack that freely invokes that condition—but then why not just spend that Ardor point to invoke one of the existing aspects available to you. The real advantage of a maneuver is that the resulting condition is free to invoke the first time you use it. But this advantage is minimized or negated by the fact that it usually will cost you an action or an Ardor point in order to get the condition in the first place.

My solution is to add an extra benefit onto the free invocation of the condition. So here is the new rule:

When you use the free invocation of a condition, the extra die you gain is not subject to the Vigor limit.

So maneuvers now not only generate a useful condition that is free to invoke, but they give you a way to exceed your Vigor limit. This becomes extremely useful when as conflicts wage on and your Vigor starts to dwindle.

Note that with this rule, even if you roll four or more dice and get four or more successes, a “triple-success” is the best result you may achieve on a roll. The only other way to exceed your Vigor limit is to use the Vigor Rush rule. Which leads me to my next revision.

Revision 5: Remove the Vigor Rush Rule

The Vigor Rush was tacked on at a certain point in order for characters to have a chance at gaining double or triple successes once they were down to 1 point of Vigor. Now that conditions allow you to exceed the Vigor limit, this rule is not as necessary and so should be removed.

This now makes the free invocation of conditions the *only* way to exceed the Vigor limit and therefore makes maneuvers even more of an advantageous option.

Revision 6: Clarify the Disarm Maneuver

This issue came up in a discussion on rpg.net (which you can find at <http://forum.rpg.net/showthread.php?t=470598>). The issue is that when your disarm somebody, which is described in the rules as a maneuver, that it doesn't make sense for the resulting condition to provide a bonus or penalty to an action, it should outright prevent somebody from doing something (namely, using the disarmed weapon). So here is a clarification on how a disarm should work.

A disarm maneuver should be rolled pretty much how you would expect. You'll roll the appropriate skill and tool (plus invoked aspects). If you're trying to disarm my sword with your sword you would roll Strike with your sword as a tool. If you're trying to grab the sword out of my hand, you would roll Brawl. I oppose your roll, likely using Fend, much the same way I would defend against an attack (although the weapon in question should be the wielded tool and not armor). This may all vary depending on the particular situation you find yourself in.

The resulting condition is where this varies from most other maneuvers and conditions. A *Disarmed* condition may not be invoked or endured. Instead, the

GM should immediately compel the disarmed character to not use the disarmed tool (at least until the character has a chance to retrieve it). The GM pays an Ardor to the disarmed character. This happens once, right away, not every round or something like that. The disarmed character may draw a new tool or attempt to retrieve the existing tool on his or her following turn. If the character wants to try to retrieve the weapon, the rank of the *Disarmed* condition provides the dynamic target number for the task.

Revision 7: Adjust the Purse Rules

The rules for using one's purse tool to purchase items is a little vague. I wanted to provide some adjustments and clarifications in order to tighten this up. As it is, a peasant with a d4 purse could purchase a d20 horse on a lucky roll with no consequence. The big new thing here is making a comparison of purse rank to the rank of the desired tool in determining whether you can afford the item and if it will cost you a step of your purse rank. So, please follow these guidelines:

PURCHASING

- To purchase something, roll your purse against the rank of the tool.
- If you fail and the rank of your purse is less than the rank of the tool, you can not afford that tool or any tool of an equal or greater rank for the rest of the scene or downtime.
- If you fail and the rank of your purse is equal or greater than the tool, you may purchase the tool by reducing your purse rank by one step.
- If you succeed and the rank of your purse is equal or greater than the rank of the tool, you may purchase the tool and your purse rank remains the same.
- If you succeed and the rank of your purse is less than the rank of the tool, you may purchase the tool as long as you reduce your purse rank by one step.
- Boats and ships are always too expensive to buy outright with your purse. But you may hire the vessel for a single voyage with a successful purse roll.

SELLING

- If you sell a tool that has a greater rank than your purse, your purse increases by one step.
- If you sell a tool that is equal or less than the rank of your purse, it has no affect on your purse rank.

Character Conversion

If you have characters in a currently running campaign that you wish to convert to the new rules, you may use this guide. Aspects, tools, Vigor, and Ardor all remain the same. The only thing to do is to convert the characters 24 skills to the 20 skills of the revised rules.

You will want to print out a new character sheet and copy the information over. When you get to the skill section, follow these guidelines:

MENTORS' TAUGHT SKILLS

Note that this process is used to make “legal” characters (characters that could be created again by picking the same three mentors but from the revised mentor list). If you do not care about your characters being legal, please skip ahead to the next sub-section.

The first thing to do is to look at the three mentors chosen at protagonist creation. If any of the following mentors were chosen, make the recommended changes for each time that mentor was selected. If you are asked to increase the rank of a skill you do not already have, the new skill starts ranked at d4 and is then increased one step (to a d6).

Archer

Reduce Fitness by one step, increase Dash by one step.

Artisan

Reduce Reflex by one step, increase Climb by one step.

Guard

Reduce Fitness by one step, increase Will by one step.

Reduce Parry by one step, increase Fend by one step.

Knight

Reduce Fitness by one step, increase Fend by one step.

Monk

Reduce Fitness by one step, increase Hunt by one step.

Nun

Reduce Empathy by one step, increase Entice by one step.

Outlaw

Reduce Fitness by one step, increase Fend by one step.

Peasant

Reduce Fitness by one step, increase Brawl by one step.

Reduce Climb by one step, increase Dash by one step.

Sailor

Reduce Navigate by one step, increase Brawl by one step.

Soldier

Reduce Fitness by one step, increase Dash by one step.

Reduce Parry by one step, increase Fend by one step.

ADDITIONAL SKILLS

If you still have any of the removed skills at rank higher than d4, you should follow these guidelines:

Empathy

Reduce Empathy until it is ranked d4. For each step it is reduced, you may increase Entice or Will by one step.

Fitness

Reduce Fitness until it is ranked d4. For each step it is reduced, you may increase Brawl or Fend by one step.

Navigate

Reduce Navigate until it is ranked d4. For each step it is reduced, you may increase Boat, Dash, or Ride by one step.

Parry

Reduce Parry until it is ranked d4. For each step it is reduced, you may increase Fend by one step.

Reflex

Reduce Reflex until it is ranked d4. For each step it is reduced, you may increase Dash or Fend by one step.