

Chronica Feudalis

A Game of Imagined Adventure

Master Tool List

Tool	Rank	Skill(s)	Price*	Tool	Rank	Skill(s)	Price*
Bandages	d4	Heal	3d	Lute	d8	Perform	2s
Banner	d6	Command	1s	Mace	d8	Parry, Strike	6d
Battle ax	d8	Parry, Strike	5d	Mail coif	d4	Fitness	£1
Bible	d6	Will	£1	Mail hauberk	d8	Fitness	£5
Boots	d6	Dash	10d	Map	d8	Navigate	5s
Bow	d6	Aim	8d	Mule	d10	Ride	10s
Candle	d4	Sense	1d	Pony	d12	Ride	14s
Club	d6	Parry, Strike	1d	Prayer rope	d4	Will	1d
Cog	d10	Boat	£10	Rope	d6	Climb	4d
Costume	d6	Perform	3s	Round shield	d10	Parry	3d
Crossbow	d10	Aim	2s	Roundship	d8	Boat	£6
Crucifix	d6	Will	5d	Rowboat	d4	Boat	8s
Dagger	d4	Parry, Strike	2d	Salve	d4	Heal	3s
Dark cloak	d6	Hide	1s	Scale coat	d10	Fitness	£2
Disguise	d6	Deceive	2s	Shoes (hard-soled)	d6	Dash	6d
Donkey	d10	Ride	10s	Shoes (soft-soled)	d6	Sneak	2d
Drum	d8	Perform	8d	Short spear	d6	Parry, Strike	4d
Entourage of well-dressed followers	d10	Entice	2s/day	Short sword	d6	Parry, Strike	6d
Fashionable gown or robes	d6	Entice	£2	Sling	d4	Aim	2d
Fine jewelry	d4	Entice	£1	Snare trap	d4	Hunt	5d
Flute	d8	Perform	8s	Spear	d8	Parry, Strike	5d
Gambeson	d4	Fitness	2s	Surgeons kit	d6	Heal	5s
Habit	d6	Will	1s	Sword	d8	Parry, Strike	1s
Hand ax	d6	Parry, Strike	4d	Throwing ax	d6	Aim	4d
Harp	d8	Perform	6s	Throwing knife	d4	Aim	3d
Helm	d6	Fitness	12s	Toolkit	d6		9d
Holy relic	d8	Will	10s	Torch	d6	Sense	1d
Horse	d20	Ride	£3	Trained falcon	d8	Hunt	10s
Hunting dog	d8	Hunt	6s	War hammer	d8	Parry, Strike	8d
Javelin	d8	Aim	4d	Watch dog	d8	Sense	2s
Juggling balls	d4	Perform	2d				
Juggling pins	d4	Perform	3d				
Kite shield	d12	Parry	5d				
Knife	d4	Parry, Strike	1d				
Ladder	d10	Climb	6d				
Lamp	d8	Sense	8d				
Leather cuirass (hardened)	d6	Fitness	8s				
Leather jerkin	d4	Fitness	5s				
Lock picks	d6	Steal	2s				
Longbow	d8	Aim	1s				
Longship	d6	Boat	£2				

* Prices are only rough guides for the comparison of value. Use the purse system (page 50) to purchase tools.

£ = pounds / livre / liber

s = shilling / sou / solidus

d = pence / denier / denarius

£1 = 20s

1s = 12d