LEGACY · CHRONICLE RECORD

GOING MEDIEVAL · TRACK RECOGNITION & PRESTIGE · RULES V1.3

Date: _____ Court (Advanced): Quiet · Lively · Scheming · House

Player _____ ☐ Noble House ☐ Holy Order ☐ Guild

Chapter	1	2	3	4	5	6	7	8	9	10	Total
Prestige gained											
Ducats balance (Adv.)											

Player _____ ☐ Noble House ☐ Holy Order ☐ Guild

Chapter	1	2	3	4	5	6	7	8	9	10	Total
Prestige gained											
Ducats balance (Adv.)											

Player _____ ☐ Noble House ☐ Holy Order ☐ Guild

Chapter	1	2	3	4	5	6	7	8	9	10	Total
Prestige gained											
Ducats balance (Adv.)											

Player _____ ☐ Noble House ☐ Holy Order ☐ Guild

Chapter	1	2	3	4	5	6	7	8	9	10	Total
Prestige gained											
Ducats balance (Adv.)											

PRESTIGE

New Recognition scores its category:
Exalted 5 · Prosperous 3 · Borrowed 2 · Anonymous 2 · Humble 1.
Any other Legacy (lost, blocked or repeat) scores 1.

WINNING

At the end of a Chapter, hold all three Recognitions to win. Several players? Highest Prestige wins; still tied, victory is shared.

DUCATS (ADVANCED)

Gain Ducats equal to Prestige gained. Court allowance goes to players with no new Recognition that Chapter.