



|                 |   |    |    |    |     |   |    |    |    |     |    |    |  |
|-----------------|---|----|----|----|-----|---|----|----|----|-----|----|----|--|
| Round           | 1 | 2  | 3  | 4  | 5   | 6 | 7  | 8  | 9  | 10  | 11 | 12 |  |
| Duelist         |   |    |    |    |     |   |    |    |    |     |    |    |  |
| Technique       |   |    |    |    |     |   |    |    |    |     |    |    |  |
| Form            |   |    |    |    |     |   |    |    |    |     |    |    |  |
| Initiative base |   |    |    |    |     |   |    |    |    |     |    |    |  |
| Defensive base  |   |    |    |    |     |   |    |    |    |     |    |    |  |
| Attack base     |   |    |    |    |     |   |    |    |    |     |    |    |  |
| Weakening base  |   |    |    |    |     |   |    |    |    |     |    |    |  |
| Resistance base |   |    |    |    |     |   |    |    |    |     |    |    |  |
| Fatigue         | 0 | -1 | -3 | -5 | Out | 0 | -1 | -3 | -5 | Out |    |    |  |
| Victory through |   |    |    |    |     |   |    |    |    |     |    |    |  |

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| Attack base     |   |    |    |    |     |   |    |    |    |     |    |    |  |
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| Victory through |   |    |    |    |     |   |    |    |    |     |    |    |  |

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| Victory through |   |    |    |    |     |   |    |    |    |     |    |    |  |

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| Duelist         |   |    |    |    |     |   |    |    |    |     |    |    |  |
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| Fatigue         | 0 | -1 | -3 | -5 | Out | 0 | -1 | -3 | -5 | Out |    |    |  |
| Victory through |   |    |    |    |     |   |    |    |    |     |    |    |  |

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| Technique       |   |    |    |    |     |   |    |    |    |     |    |    |  |
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| Fatigue         | 0 | -1 | -3 | -5 | Out | 0 | -1 | -3 | -5 | Out |    |    |  |
| Victory through |   |    |    |    |     |   |    |    |    |     |    |    |  |

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| Form            |   |    |    |    |     |   |    |    |    |     |    |    |  |
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| Attack base     |   |    |    |    |     |   |    |    |    |     |    |    |  |
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| Fatigue         | 0 | -1 | -3 | -5 | Out | 0 | -1 | -3 | -5 | Out |    |    |  |
| Victory through |   |    |    |    |     |   |    |    |    |     |    |    |  |

|  |  |
|--|--|
| <b>Initiative Total:</b><br>Quickness + Finesse + Stress Die           | <b>Attack Advantage:</b><br>Attack Total - Defensive Total               |
| <b>Attack Total:</b><br>Presence + Technique or Form + Stress Die      | <b>Weakening Total:</b><br>Intelligence + Penetration + Attack Advantage |
| <b>Defensive Total:</b><br>Perception + Form or Technique + Stress Die | <b>Resistance Total:</b><br>Stamina + Parma Magica                       |

|                               |                            |
|-------------------------------|----------------------------|
| <b>Weakening - Resistance</b> | <b>Fatigue Levels Lost</b> |
| - 0                           | 0                          |
| 1 - 5                         | 1                          |
| 6 - 10                        | 2                          |
| 11 - 15                       | 3                          |
| 16 - 20                       | 4                          |
| 21 - 25                       | 5                          |
| 26 - 30                       | 6                          |

The aggressor chooses the Technique.  
The defender chooses the Form.

Victory can be achieved through

- Exhaustion
- Surrender
- Loss of concentration

**How to use the Certamen record:**

1. Write down the names of the two duelists.
2. Agree upon the Technique and Form to be used for the Certamen. Keep in mind that each vote can be vetoed against once. Write down the name of the Arts into the middle column of the two three-columned rows, respectively. Write down each duelist's Art score into the first and third column of that row, respectively.
3. Calculate and write down each duelist's base values into the respective row and column to have them at hand any time. Do not add any Art scores yet, for each combatant decides which to use for attack and defense each combat round.
4. At the beginning of each round, put a slash [/] into the box of the respective round indicator. Once the round is finished, replace the slash by a cross [X].
5. Mark and take into account each opponent's Fatigue level when determining their current totals.