

HONOR + INTRIGUE



A Swashbuckling RPG by Chris Rutkowski

**BASIC
ACTION
GAMES**



Credits

To my parents, who introduced me to Robin Hood. I've been a swashbuckling fan ever since.

And also to Errol, Tyrone, Mr. Fairbanks, and all the other swashbuckling stars who inspired this work. But above all, I thank Basil Rathbone, who crossed swords with Robin Hood and Zorro and made me believe they were heroes.

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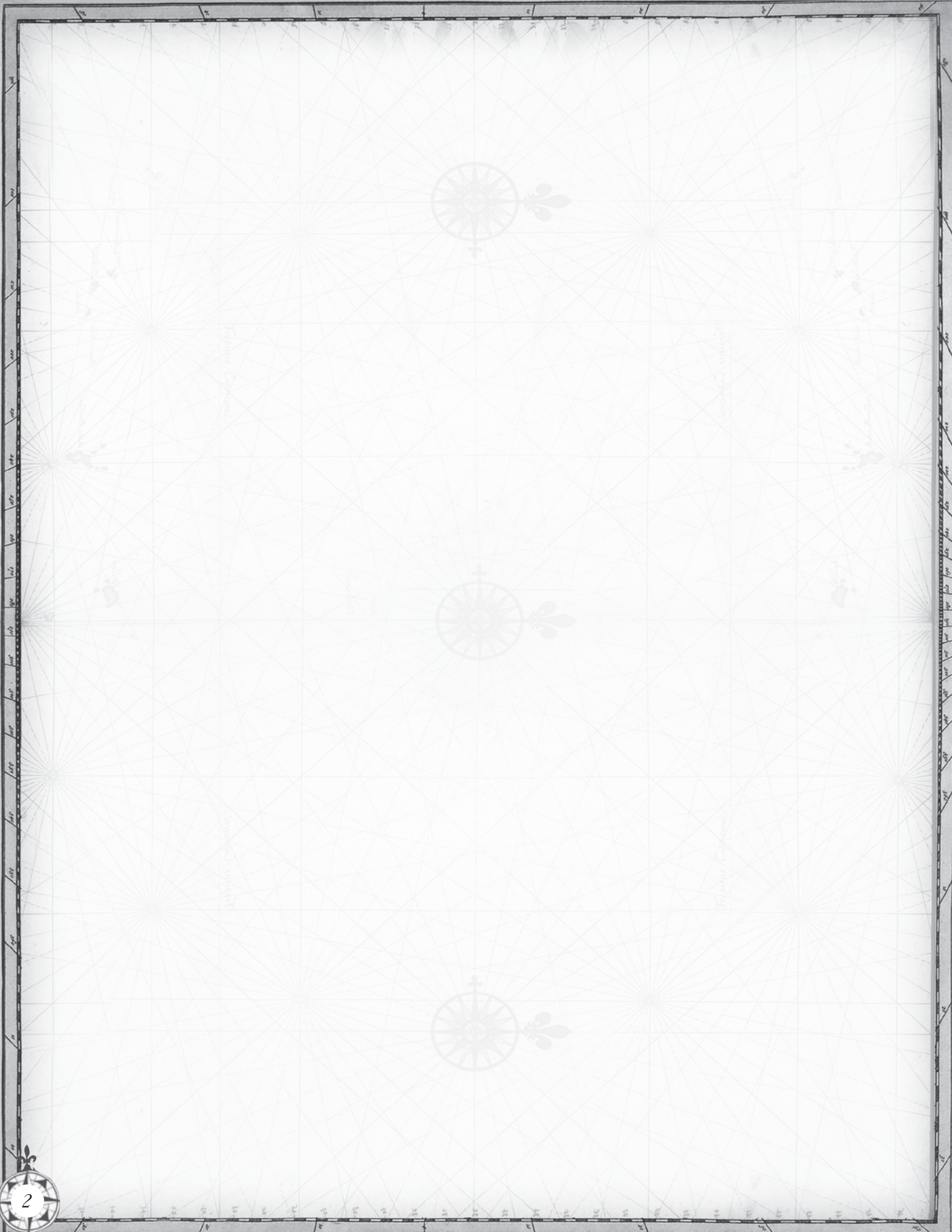


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INTRODUCTION



Honor + Intrigue (pronounced “Honor and Intrigue”) is a role-playing game where the players take on the roles of heroic musketeers, dashing highwaymen, and rakish pirates in swashbuckling adventures set against a 17th Century backdrop. Inspired as much by Hollywood as by history, *Honor + Intrigue* pays homage to the swashbucklers of the silver screen as well as great works such as those of Dumas and Sabatini. True to its inspiration, *Honor + Intrigue* plays fast and cinematic, leaving the focus on drama and unfolding action.

Most of the people playing the game will be “Players” portraying the heroes in a swashbuckling adventure story. Each of these heroes will be characters the players create themselves, heroes who are larger than life. One person will be the “Game Master” or “GM”, essentially the “Director” of this swashbuckling story, who also comes up with the plot and portrays all the other characters that interact with the heroes, from the humble barmaid to the dastardly villain. The “GM” is also in the role of a referee whenever a judgment call needs to be made in the story.

WHAT DO I NEED TO PLAY?

To play this game you will need some dice (standard, six-sided dice), pencils, paper, some friends, this book, and a sense of adventure!

What is Honor + Intrigue?

THE 17TH CENTURY THAT NEVER WAS

You can role-play swashbuckling adventure in any age from Elizabeth to Bonaparte, but the 17th Century is especially ripe for it. While the game usually takes place in a historical setting, it is not meant to be an accurate portrayal of early modern history. It's more apt to say it is meant to portray the Hollywood version of that era. The historical record can be used by the GM as inspiration, but never a straight-jacket. The GM can and should take liberties with history to make the game more dynamic and fun, just as movies or novels do. Why not let the heroes save Charles I from the headsman's axe, or invent the hot air balloon? Not only can historic events change, the culture itself can change, too. Why not let women be Musketeers if they want to be? In general, if the choice must be made between fun and historical realism, let fun be the victor.

SWASHBUCKLING ACTION

It is a dangerous and cruel world, but fortunately there are men and women who laugh in the face of danger and fight injustice. They swing into action on chandeliers, and meet their foes with flashing steel and a sharp tongue. The action in *Honor + Intrigue* should be as high-flying as any swashbuckling movie. Yes, you can swing from a tapestry, crash through the window, lunge at your enemy, and parry his attack all in a single turn.

INTRIGUE

Among the tangled webs of intrigue, friends can become bitter rivals, enemies can become allies, and lovers can betray you to your death. Rival nobles who smile cordially at one another at court plot against one another in secret, and often, heroes are caught in the middle. In these vendettas adventurers can find themselves battling for their lives over stakes that would simply cause embarrassment (such as a missing pair of diamonds carelessly given to a married lover).

However, not all Intrigue is petty. It is also possible that the heroes are caught up in state secrets that could affect the balance of war and peace, shift alliances between great nations, or decide the line of succession. Of course, when the stakes are higher, so too is the danger!



HONOR

In the 17th Century, honor was a currency more precious than gold—for it could be used to influence the very course of history. Honor was something worth dying... or killing for. A noble or gentleman is expected to keep his word, because if he breaks it, it is meaningless. Thus, accusing a noble of lying may result in a duel.

Heroes may also have a strong sense of personal honor. A man who accepts an insult to himself or his family without retaliation is not a man at all in this period. Insult must be answered with insult—lest a man disgrace himself by apologizing. This would often lead to a duel—sometimes to the first cut—other times to the death.

FLINTLOCKS, SWORD & SORCERY

While this game can be played as a straight semi-historical swashbuckling game, it can also be played as a sword & sorcery game set against a 17th Century backdrop. There is a whole chapter devoted to using supernatural elements in the game called "Mysteries, Horrors, and Wonders". Therein, gentle reader, you will encounter horrifying monsters, magical secret societies, alchemical formulas, clockwork contraptions, and wicked dark sorcery.



What's Different from Barbarians of Lemuria?

The rules of Honor + Intrigue were based on another RPG, an excellent sword & sorcery game called Barbarians of Lemuria, by Simon Washbourne. There are a number of differences between the two systems. To begin, the names of the Attributes have been changed from Strength to Might, from Agility to Daring, from Mind to Savvy, and from Appeal to Flair. The meanings have changed a little bit as well; you don't use Daring to sneak past a guard for instance. Instead, that's done with Savvy. Attributes are also now referred to as Qualities.

The properties of some weapons have changed, so be sure to read the "Trappings of Heroes" section to check. In addition, in combat there are a variety of attacks and Maneuvers that characters can perform, as well as an Advantage mechanic that helps to simulate swashbuckling duels. However, the core mechanic of rolling 2d6 vs. a target number of 9, using Careers and Combat Abilities, Boons & Flaws, is still intact. Conflict resolution has expanded to include "Social Combat", ship to ship combat, and open warfare, as well.

Bonus Die: An extra die that is rolled along with another dice roll, where the lowest die is discarded. On a regular 2d6 roll, a Bonus Die would let you roll 3d6 and keep the best two dice. For other dice, a Bonus Die is an additional die of the same type, discarding the lowest. So a Bonus Die on a 1d3 roll would let you roll 2d3 and discard the lower. Two bonus dice would mean you roll 2 extra dice and discard the lowest two, etc.

Boons: Special benefits that the character has. A hero has 1 Boon, 2 Boons by taking a Flaw, or 3 Boons by taking 2 Flaws.

Careers: Past vocations that the character has engaged in, Careers are used for any roll that isn't in combat.

Close Call: A narrowly avoided brush with death, usually occurring when a character spends a Fortune Point to avoid being shot. While the character is unhurt, they may be unnerved and must make a Daring roll or lose composure.

Combat Abilities: Scores that rate how good a character is in various means of combat. Combat Abilities are used to perform Actions in combat.

Composure: A measure of how much control a character has over their own emotions. As a character loses composure, they allow fear, anger, sorrow, or humiliation to get the better of them, causing them to make mistakes or embarrass themselves, giving a -1 Penalty to all rolls, as well as other consequences.

D2: Used to randomly determine a result from 1-2. You can roll a D6 and count 1-3 as "1", and 4-6 as "2".

D3: Used to randomly determine a result from 1-3. You can roll a D6 and count 1-2 as "1", 3-4 as "2", and 5-6 as "3".

D6: Used to randomly determine a result from 1-6, this is your standard, ordinary dice-cube found in most board games. Most rolls in this game will use D6s.

D10: A ten-sided die found in most hobby shops. It is not a part of the standard rules, but is used with the optional rules that replace 2d6 rolls with 2d10. In this system, the target number is changed to 12.

Flaws: Special challenges that the character must face. A character usually has 1 Flaw if they have 2 Boons, or 2 Flaws if they have 3 Boons. However, if you wish, you may begin with as many as 3 Flaws (the third one is just for fun, you get no Boon for it).

Key Terms

Action: Any activity that requires a dice roll.

Active Defense: When the target of an attack uses a Reaction Maneuver, such as Parry or Dodge to avoid injury.

Advancement Points: Points awarded by the GM that can be used to improve your character.

Advantage: Measures how well a character is doing in a duel. Characters yield Advantage when they are losing.

Fortune Points: An in-game currency that represents the luck and determination of swashbuckling heroes. You spend Fortune to make good things happen, and gain Fortune both when your character is doing cool stuff, and when bad things happen to you. Earned Fortune also helps your character advance.

GM: Short for “Game Master”, the GM is a combination of director, screen writer, and referee. The GM is the person who “runs” the game, plays all the NPCs, and makes the rulings.

Lifblood: The vitality of a character. When a character takes damage, they lose Lifblood. When Lifblood is reduced below zero, they are unconscious and possibly dying, if not dead.

Major Action: The main action that is performed in combat, usually to attack an opponent.

Maneuver: Special types of actions used in fencing and combat.

Minor Action: A shorter action, such as moving, a feint in a swordfight, or drawing a weapon.

NPC: Non-Player-Character. This is a character portrayed by the GM.

Passive Defense: The difficulty that the target of an attack provides the attacker. In many cases, this is their Defense Combat Ability, but against certain attacks it could be a Quality or different Combat Ability.

Pawn: A lesser, unnamed NPC. In fights, many such foes are often defeated by a single hero.

PC: Player Character. These are characters portrayed by the players—the heroes of our story.

Penalty Die: Essentially, the opposite of a Bonus Die, a Penalty Die is an extra die that is rolled, where the highest die is discarded. If two penalty dice are added to a roll, the two highest dice are discarded, etc.

Qualities: The four attributes that define a character. They are Might, Daring, Savvy, and Flair.

Reaction: An action that is taken outside the character’s own turn during combat, usually as a parry or some other defense. A character can give up or save a Major Action or Minor Action to make a Reaction at any point during a round. See “Active Defense”.

Retainer: An NPC who is more important than a pawn, but not as important as a villain. Retainers are often in the employ of a villain or major NPC hero.

Round: In combat, the time it takes for each character involved to take their turn, usually representing the span of a few seconds, though the duration is not exact. A combat may comprise of several rounds.

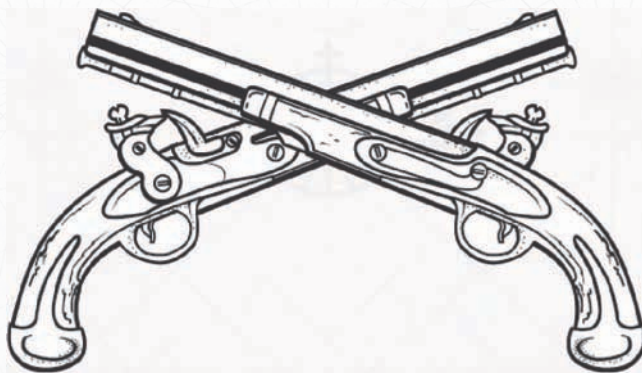
Scene: A period of time in which the characters are all at one place for a given duration of time. A Combat counts as one scene, but most scenes are not combat related. An effect that lasts for an entire scene will go on until the GM says that the scene ends.

Split Action: An action that is divided into two actions, each with a -2 penalty. A Major Action can be split into two Major Actions or a Major and a Minor, or a Major and a Reaction; a Minor Action can be split into two Minor Actions, or a Minor and a Reaction.

Stunt: An action that comprises of an entire turn, where a hero can dispatch numerous pawns at once, such as bowling them over by swinging into them from a chandelier.

Task Roll: Any time the actions of a character are not guaranteed to succeed or fail, the GM calls for the roll of 2d6 to resolve whether the task was successful or not. Task Rolls can be made in combat using a character’s Combat Abilities and Qualities, and outside combat using Careers and Qualities.

Villain: An evil NPC who is built the same way as the heroes, or possibly even more powerful.





Core Mechanic: The Task Roll

Whenever you attempt an action that has some chance of failure, and the GM calls for a Task Roll, do the following:

- Roll 2d6
- Add the relevant Quality
- Add any relevant Combat Ability (if fighting)
- Add any relevant Career (if not fighting)
- Add any modifiers

If the result equals or exceeds 9, your character succeeds. If the result is lower than 9, you fail.

A natural 12 (i.e. two sixes) on the dice is always a success.

A natural 2 (i.e. two ones) on the dice is always a failure.

When To Use This

Mundane actions that your character performs will automatically succeed—buying food, walking down the street, talking to the city guard and so on. Even

trickier actions can be carried out without a Task Roll if your hero has the appropriate Career (even a Career rank of 0 will help here)—if you are a Merchant, then buying uncommon items isn't too difficult. Most characters should be able to obtain a few coins to buy a plate of food by recourse to their Careers; a Thief can pick a few pockets in the marketplace, an Artist can create a fresco for his patron, a Blacksmith can mend a few farming implements, etc.

It is only when the action can have some sort of repercussions that you should normally resort to the Task Roll. If the Merchant is seeking to buy an ancient relic or the Thief is trying to break into the Duke's chateau, it then becomes important enough to resort to the dice.

There is more on this in the next chapter.

CREATING A HERO

Getting Started:

Character Origin & Concept

To begin, imagine your character. Will you be playing a noble duelist or a cunning pirate? A brave musketeer or a master spy? Perhaps you would like to base your character on one you've seen in a movie or in a book. If you need some help coming up with an idea, here are some questions that can get you going in the right direction:

Where is the character from? Generally, characters in this game will be from some European country, but this doesn't have to be the case. The GM may have a country that the game is based in, which may affect your decision for your character. For more information, see *Gazetteer of the 17th Century World*, page 133.

What does your character "do"? What is the character good at? Try to think of three things that stand out. This will make it easier to figure out your Careers and Combat Abilities later.

How would you describe the character's appearance and personality?

Does the character have any serious problems in life? A hero with some sort of Flaw is more interesting.

Once you envision the character you want to play, it is time to determine the character's attributes. You should assign the numbers in a manner that you think fits your character's personality and physical ability.

Qualities

Each character is defined initially by the four Qualities. While Might is purely physical, the remaining Qualities have mental or social meanings as well. All of these Qualities have their uses in combat. Your choices say more about your character's style than their effectiveness.

You begin with 4 points to spread among the Qualities. You may put as many as 3 points in any one Quality. A 3 is quite exceptional. A 2 is considered very competent, and a 1 is above average. 0 is considered dead average for most people. At your option, you may choose to "buy down" one of your Qualities to -1, which is considered below average. This gives you an additional point to spend on another Quality, however, you may only have a single Quality at -1.

Over time, it is possible to spend Advancement Points to increase your character's Qualities up to a maximum of 5. Certain Boons allow this Maximum to be increased to 6.

MIGHT

This is how strong, tough, and resolute your character is. When you need to rely on brute strength or size, use Might. In combat, Might is valuable as it adds to the damage you deal with all hand-to-hand attacks. Might is also important for determining your Lifeblood.

Use Might When:

- Your character is performing some feat of strength, such as lifting, pulling, bending or breaking things.
- When you are testing your character's endurance, or resistance to toxins.
- When climbing, swimming, or leaping (the GM may call for Daring instead).
- Might is added to hand-to-hand attack damage, and half Might (round down) is added to thrown weapon damage.

DARING

This Quality is a measure of a character's ability in feats of swift action or reckless courage. In combat, Daring is important because most damaging attacks are made using Daring. Daring is most important to Soldiers, Sailors, Highwaymen, and Duelists.

Use Daring When:

- You swing from a chandelier, leap across a chasm, or perform any acrobatic stunts.
- When climbing, swimming, or leaping (the GM may call for Might instead)

SAVVY

This Quality expresses how knowledgeable, skillful, tactful, and aware your character is. Savvy is important in combat because it adds to your character's Initiative, and is used for ranged attacks. Apothecaries, Physicians, Thieves, Hunters, and Scholars use Savvy a lot.

Use Savvy When:

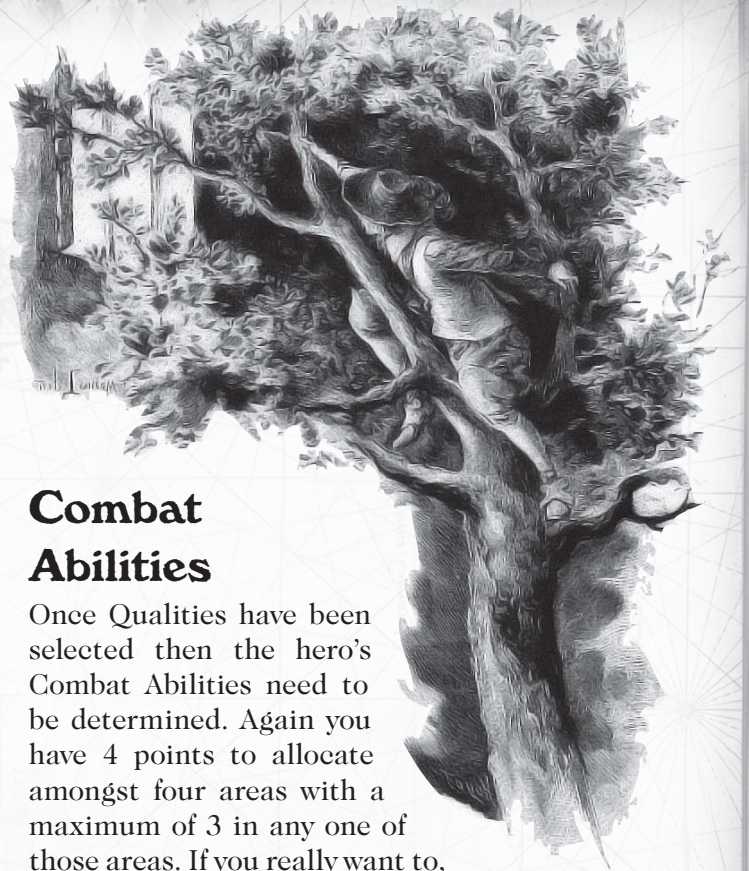
- You want to remember some knowledge or notice something difficult to perceive.
- When you take actions that require care and precision.
- When you want to be stealthy or pick a lock.
- When you make ranged attacks.
- When you are parrying an attack.

FLAIR

This Quality determines how charming, flashy, and romantic you are. Flair also helps determine how much Fortune you begin each session with. Temptresses, Aristocrats, Charlatans, Entertainers, Traders, and Diplomats rely on Flair.

Use Flair When:

- Your character is trying to talk anybody into doing you a favor.
- When you try to trick or taunt someone.
- When you are trying to be seductive or romantic.
- When you are trying to pull off something really flashy in combat (like slash your initials on the enemy's jacket).
- Whenever you want to do something with style.



Combat Abilities

Once Qualities have been selected then the hero's Combat Abilities need to be determined. Again you have 4 points to allocate amongst four areas with a maximum of 3 in any one of those areas. If you really want to, you can buy down one of your abilities to -1 and spend the point elsewhere. You may only reduce one Combat Ability in this way.

Later on, you can spend Advancement Points to increase your Combat Abilities, up to a maximum of 5.

The Combat Abilities are as follows:

BRAWL

This represents hitting people with fists, feet, or head as well as throttling, holding, and throwing people around. This includes the use of improvised weapons, chairs, bottles, tables, and so on. Straight punches and kicks are used in combination with Daring. Use Might when you are trying to wrestle your opponent, Flair when you try to fight dirty. Tavern brawls are common and heroic characters often have some brawling ability. Having said that, a brawl in a tavern can often lead to the flash of blades and this is where the next Combat Ability becomes useful.

MELEE

This is the skill with hand-held weapons; swords, knives, clubs, axes, and spears are all covered under this heading. Adventurers usually need to be able to defend themselves. This ability is used in conjunction with your character's Daring in direct attacks, while

special fencing Maneuvers will often require the use of other Qualities. The skill is normally used to attack opponents, but can also be used to parry blows aimed at you. When your enemy is far away however, the following Combat Ability may be worth having.

RANGED

This skill is used for hitting targets with pistols, muskets, or crossbows, as well as throwing weapons like spears and knives. Many heroes neglect this skill because it could be considered un-heroic to kill one's enemy from a distance. However, considering the pirates, highwaymen, and enemy soldiers will have guns, most adventurers would consider it wise to have a means of keeping them at bay. Ranged combat is used together with Savvy. Might is used for the damage modifier for thrown weapons like axes, spears, and knives, but it is halved. When all else fails, there is of course the next Combat Ability to consider.

DEFENSE

Call it dodging, ducking or side-stepping, defense is the skill at being able to avoid attacks, both ranged and hand to hand. Most heroes believe it is better to kill your enemy before they have a chance to hit back, but other adventurers are a little more cautious and may live a little longer (even if the bards don't mention them so often).

Heroic Careers

OVERVIEW

As mentioned earlier, Careers are the key to playing. The Career path of a hero represents all of his upbringing and experience and therefore can be used to help determine everything he knows: his skills, his knowledge, his expertise and his influence.

You need to choose four Careers for your hero. A minimum rank of 0 may be placed against a selected Career and the maximum starting rank is 3. You have four ranks to arrange your Careers as you wish. You cannot buy down a Career to gain another point elsewhere. You can get further Careers at a later date using Advancement Points. Some Boons and Flaws affect your number or choice of Careers.

Later on, you may spend Advancement Points to increase your Career ranks or purchase new Careers at rank 0. You can increase a Career to a maximum of 5 ranks, or 6 ranks if you have the "Gifted" Boon.

A Career of 0 is far better than not having a Career for a given task. If you wish to attempt something that you don't have a proper Career for, either the GM will tell you that it is impossible for you to succeed (such as trying to perform surgery with no medical knowledge), or give you a Penalty Die.

For Example: Gaston the Musketeer is trying to read lips to understand a conversation going on across the room. Unfortunately, Gaston has no Career that would really be helpful with this, such as Spy. The GM decides to let him try, adding his Savvy of 1 to a 2d6 roll, with a Penalty Die. He rolls 3, 6, 1, and fails with a combined roll of 4+1 (Savvy) =5.

Later on, Gaston decides he wants to build a musket. However, Gaston has no Career as a Craftsman. The GM declares that Gaston cannot possibly make a gun without the proper training (though as a soldier he could probably repair a broken one). Later, between adventures, Gaston begins learning about gun-smithing, and spends some Advancement Points to get the Craftsman Career at 0.

CHOOSING YOUR CAREERS

Choosing the four Careers gives a player an immediate handle on his character. A high rank in a Career would probably mean that the hero spent a long period of time following that path; a rank of 0 could mean only a short spell or even just a natural affinity for the Career.

Having a Career gives the character a general knowledge of anything to do with the Career, such as who would hold high positions within the profession, where to find a guild, how to find employment in the Career, etc. This is in addition to the skills that the Career entails.

It is important to note that the list of skills and abilities set out for each Career isn't exhaustive. There are no individual skills as such in this game. It is intended only to be a guide as to the type of things that Career should help you with. Some Careers provide abilities that may also be found in other Careers in which case it is up to the GM whether to allow both Career ranks to be added in to the task at hand, or whether to simply take the higher of the two ranks. If you can convince the GM that your Career could be helpful in other areas, explain why or how and the GM may agree and give you a bonus.

CAREER PATH

Many famous swashbuckling characters (from history and fiction) began in one Career before moving onto another. D'Artañan was a Farmboy and Duelist who ventured into the city to become a Soldier and ended up also a bit of a Don Juan. Captain Blood was a Military Veteran turned Doctor who was sentenced to slave labor in the Caribbean before rebelling and becoming a Pirate. La Maupin was an Actress and Temptress who learned the sword from one of her lovers and became a Duelist.

When you choose your four Careers, try to create a story that follows your character's Career Path. It doesn't have to be long or even great literature but it can hint at places your character may have been and things he could have done.

CAREER DESCRIPTIONS

On page 20, you'll find descriptions of Heroic Careers available in *Honor + Intrigue*. If you don't find what you're looking for, you can also invent new Careers along with your GM.

CHARACTERISTICS

There are certain Characteristics that all characters have, such as Lifeblood, Fortune, and Composure. There are also some that depend on your character's origins, like Boons and Flaws.

Lifeblood

Lifeblood represents how much punishment and wounding a hero's body may absorb before he keels over. It is based on a value of 10 plus the Might Quality of the character. When a hero is struck in combat, his body suffers wounds. The extent of the wounds suffered depends upon how powerful the blow was and is expressed as a number of points. This comes off the hero's Lifeblood total.

If the value falls to 0 as a result of wounds, the hero falls unconscious.

If Lifeblood falls below 0, the hero is unconscious and dying. He will lose 1 more Lifeblood each round until he dies (see below), receives medical attention, or Fortune intervenes.

If Lifeblood falls below -5, the character has died. Nothing short of Destiny (in the form of the expenditure of Fortune or Advancement Points) will save him.

Lifeblood for NPCs

Important NPCs who are heroes or villains are generated by the GM in the same way that heroes are and will generally have 10 or more Lifeblood, depending upon their Might Quality (Lifeblood could be 9, if Might is -1). Less important NPCs (retainers) have a base of 8 Lifeblood + Might. Pawns only have 1 Lifeblood, regardless of Qualities. NPCs are killed or rendered unconscious (the player's choice) when they reach 0 Lifeblood or less. At below -5 they are most definitely dead, in a most gruesome way. To find out more about NPCs, see page 59.

Fortune

Swashbuckling heroes don't always prevail because they are skilled. Sometimes they are incredibly lucky. They always seem to find the secret passageway they need to escape, or grab onto a tapestry instead of plummeting to their death. Even when they are unaware they are in danger, Fortune may smile upon them and intervene. *Honor + Intrigue* handles this by a Characteristic called "Fortune" which represents the hand of destiny as well as a character's overall luck.

A Fortune Point allows the player some measure of control over what happens during the scene. The use of Fortune Points is important both dramatically and mechanically to the rules. A character's Fortune Characteristic represents how many Fortune Points they begin each game session with. No matter how many Fortune Points you had left last game session, the number of Fortune Points you begin a new session with refreshes to your Fortune Characteristic. This can be very handy when the last session left off with a cliffhanger (literally) and you had 0 Fortune Points left. Likewise, any extra Fortune Points earned from a previous session are lost, so it does no good to hoard them.

The Fortune Characteristic is based on a character's Flair +3, but can be increased by the "Favored by Fortune" Boon, or completing certain Boons, like "Destiny" or "Seeking". Likewise, the "Cursed" Flaw lowers your Fortune Characteristic by 1 until the curse is lifted.

As you play, Fortune Points are earned and spent like a currency. You may want to use poker chips, or some sort of token to keep track of it. You spend Fortune Points to make good things happen, and earn them either when you do good things, or when bad things happen to you. Each time a character earns a Fortune Point from the GM, that character has also earned an Advancement Point, whether the Fortune Point is spent or not.

Below are some ways that Fortune Points can be earned and spent:

Ways to Earn Fortune Points

By Doing Something Cool

Examples:

- *Make a clever observation* ["so she's the murderer!"]
- *In-character comic relief: Make everyone laugh* [once per session]
- *Your character attempts something outrageous. Note that this Fortune Point is a reward for trying, not for succeeding. It should, however be awarded after any dice are rolled and the action is resolved whether successful or not.* ["Fortune favors the bold"]
- *The player does some exceptionally good role-playing.*
- *The GM or the players at the table are really impressed by something you do, an idea you have, something you say in character, etc.*

When Bad Things Happen To You

Examples:

- *You follow your Motivation at some risk to yourself.*
- *A Flaw causes you serious problems. Having only one hand would be a problem everyday, but it would be a serious problem when you must climb a tree to escape a pack of wolves.*
- *You take on a dangerous mission for your Secret Society or similar organization.*



- *Plot Twist: The GM makes something terrible befall the PCs beyond their control. This is usually worth more than 1 Fortune Point. [The wine you all drank was drugged. You awaken shackled in a dungeon...]*

Ways to Spend Fortune Points To Make the Dice Kinder

Examples:

- *Before rolling the dice, give yourself a Bonus Die to the roll (you can only spend 1 Fortune Point this way).*
- *After rolling the dice, give yourself +1 to the result of your roll (you can spend several Fortune Points this way).*

- Change a success into a *Mighty* success. Spend 1 Fortune Point for each point of difference between your actual roll, and a natural 12. (So if you rolled a 10, you could make it a *Mighty* success by spending 2 Fortune Points).
- Improve your position by one increment during a Chase Scene.

To Avoid Something Unpleasant

Examples:

- Automatically succeed on a Task Roll to notice something or to evade notice. Spend the point before rolling. [*“Quick into the closet, I hear somebody coming!”*]
- Increase any passive defense by 1 to avoid a Melee or Brawling attack. You can spend several Fortune in this way if needs be. If you avoid a damaging attack, you suffer a Close Call instead of damage. [*“Egad! My moustache! That was a close shave indeed!”*]
- Turn any ranged attack or explosive targeting you into a Close Call. 1 Fortune Point will prevent all shots for an entire phase. [*“Damn! I shall have to buy a new hat!”*]
- Make a safe landing or avoid a fall [*“Good thing this passing hay-wagon broke my fall from the tower!”*]
- Resist your Motivation when it inconveniences you.
- Automatically avoid a trap (with a Close Call instead).
- Restore one lost Composure without using an action, or avoid losing Composure without rolling.
- At the end of a Scene, negate 1 point of lost Lifeblood [*“I guess it wasn’t as bad as I thought.”*]
- Reduce damage taken from any attack by 2 while in combat. If the attack was made by pawns, reduce the damage by 4.
- *Escape Death.* Whenever your character should be dead you can spend 3 Fortune (or 3 Advancement Points) to somehow remain alive. Perhaps you were only “mostly dead” or managed to wash ashore instead of going down with your ship.

For Dramatic License

Examples:

- To get assistance from one of your Boons, such as your Friends in High Places, or members of your Secret Society.
- To create a major fact about the world [*“But it is high tide right now”*]. This is subject to GM approval, and is only for major things. A PC can say *“I grab the mug of ale off the table”* and should be allowed to assume there is a mug of ale there without paying a point (again if the GM finds it reasonable).
- To know something useful [*“There is a secret entrance to this castle”*].
- To retroactively change something in the recent past. This, of course, can be vetoed by the GM. [*“Fortunately, I made a copy of the map yesterday before it was stolen.”*]
- To have something you need (that hasn’t been described as unavailable). So if you were in a dungeon, you could find a loose stone to hit the guard with or dig your way out, but you couldn’t just find the key on the floor.
- Stumble upon something important [*“What’s this? A secret passage in the bookcase?”*].

Composure

Wesley: *“It’s possible, pig. I might be bluffing. It’s conceivable, you miserable vomitous mass, that I’m only lying here because I lack the strength to stand. But, then again... perhaps I have the strength after all. Drop... Your... Sword!”*

—*The Princess Bride* (1987)

Composure is a character’s self-discipline—the ability not to give in to our baser natures. Fear, hate, jealousy, sorrow, fury, pride, and various other impulses can cause one to lose Composure. Every character has 3 points of Composure. As Composure is lost, a character suffers a cumulative -1 penalty on all rolls (to a maximum of -3), as they begin to make mistakes due to emotional stress.

Composure is lost during Social Combats, as part of witty banter during duels, and also from various frightening situations (such as having one’s hat shot off). Composure can be regained by spending a Major Action or a Fortune Point. For more info see “Social Combat & Repartee” on page 84.

Motivation

"Hello. I am Inigo Montoya. You killed my father. Prepare to die!"

—*The Princess Bride* (1987)

Heroes and Villains alike are driven by some Motivation that guides their actions. Every PC must choose one, which they GM may use as a plot device.

Invoking Motivations: The player earns a Fortune Point whenever the character suffers, is seriously inconvenienced, or takes a risk for the Motivation. In other words, if there is a consequence (or potential for one) involved in following your Motivation, you get a Fortune Point. If there is no consequence, then you do not. For instance, a character with Lust as a Motivation would not gain a Fortune Point for wooing a beautiful woman—but he would later if that woman turned out to be the wife of a vengeful duke!

Ignoring Motivation: There will be times when Motivation becomes too inconvenient. A character can ignore their Motivation by paying 1 Fortune Point. For instance, if later on, the duke's wife returns and tries to seduce the hero, he can pay 1 Fortune Point to ignore his Lust, as he knows if he is caught with her the duke's men will kill him!

Changing Motivations: Over time, a character may decide to change his Motivation. Between sessions, a character may change his Motivation to something else. Usually this will be resolved by changes in the storyline. For instance, if a hero once motivated by Lust finds True Love, they may change it.

Below is a list of potential Motivations. This list is by no means complete—feel free to add to it!

Ambition, Beauty, Compassion, Cruelty, Discord, Discovery, Duty, Escape, Faith, Fame, Gambling, Guilt, Hatred, Honor, Justice, Love, Loyalty, Lust, Order, Pride, Reason, Revelry, Selfishness, Self-Loathing, Superstition, Survival, Thrill-Seeking, Truth, Vengeance, Victory, Wealth

Back-Story

PCs have had interesting pasts, and developed friendships and enemies in their adventures. These are NPCs, each with a story for why the hero considers them a friend or a foe. A player should come up with two or three "good" past acquaintances. These are Friends and Contacts. The player should also come up with two or three "bad" acquaintances: Rivals and Enemies. Include a brief explanation of the history between the two characters.



Female Swashbucklers

Guard: "I'll not fight with a lady!"

Claire, Daughter of Athos: "I'm no lady when I fight!"

—*At Sword's Point*, (1952, Starring Maureen O'Hara)

The real 17th Century was not a place of equal opportunity. Rich or poor, women were expected to stay at home and bear children. They weren't supposed to go on adventures. Frankly, this is boring, and a number of women who lived back then thought so too. There are several historic examples of women who broke the mold, from La Mauvin of France to Queen Christina of Sweden to the pirates Anne Bonny and Mary Read and others. There are even more examples in swashbuckling movies and books. So if one of your players wants to play a female musketeer, buccaneer, or cavalier, feel free to let them.

There are also a number of swashbuckling tales where a woman disguises herself as a man before embarking on adventure, if the player is interested in the drama of leading a Double Life.

The purpose of this is to help the GM in creating stories that will be of interest to that character. If a nameless, faceless merchant approaches you in a tavern and requests your help, it will not have the same impact as it would if Bruno, your old war buddy comes and tells you that his daughter has been kidnapped. The PC is invested in wanting to help Bruno. After all, he saved your life more than once before. Likewise, if the hero hears rumors of bandits, it might pique his interest to investigate—but if he hears that the bandits are led by the Crimson Cowl, the brigand who slaughtered his brother, he'll be driven to do it. These are ways to get a character interested in a story without any need for “railroading” the plot in any way. It also gives the GM a chance to put different heroes at the center of the story from time to time, as different character's Back-Stories catch up with them.

The players should be free to add to their Friends, Contacts, Rivals, or Enemies as they wish. If the mysterious countess who hired the heroes leads them into a deathtrap for instance, they might want to add her as an enemy!

FRIENDS & CONTACTS

These are people who have helped your hero in the past, and can be trusted. While Friends are people your character knows well and would go to great lengths for, Contacts are people who you can get valuable information from.

RIVALS & ENEMIES

These are people who have hindered, or even harmed the PC (or a loved one). They are not to be trusted, but sometimes a hero may have to. Rivals usually have identical goals with the hero, competing fiercely for it. It may be the hand of the same woman, a commission, or simply reputation as the better swordsman. Rivals usually seek to embarrass or sabotage the hero, rather than do serious harm. On occasion, Rivals can become temporary allies in a common cause, such as if the woman they both love was kidnapped by pirates. Enemies are people that seek to do terrible harm to the hero, or already have, such as murdering someone the hero loves, or marooning the hero on an island to die.

Languages

There are many languages spoken throughout the world. Heroes begin speaking the native language of their country of origin, and in addition may have several “language slots” to know additional languages. The number of slots invested in a language indicates how fluent the character is.

FLUENCY

Basic (1 Slot): This allows conversational use – the character will have a pronounced accent and a general vocabulary. This is the most common level of mastery characters need to get by in any language.

Fluent (2 Slots): This is a much greater mastery of the language, with a vast vocabulary and only a slight accent. All the cultural idioms and slang of the language would be known. This is the level of mastery that most diplomats would have.

Native Speaker (3 Slots): This is the level of mastery that people have in their native tongue. There is no “foreign” accent at all. This is the level of mastery usually only required by spies.

Heroes begin with one language slot for each point in Savvy. In addition to this, certain Careers give additional language slots.

Noting Languages: When you list your languages known on a sheet, a language with no other mark is Basic. If it is followed with an (F) then it is fluent, and if it is followed with an (N) it is at Native Speaker status.

Learning Languages: As the campaign progresses, PCs can acquire additional language slots by spending Advancement Points.

CHOOSING LANGUAGES

There are hundreds of languages and dialects in the world. First, make sure that all the PCs can communicate with each other. It is recommended that there be a “Campaign Language” that all the characters in the campaign must speak.

The most commonly encountered languages are French (the language of diplomacy), English, and Spanish, but it is conceivable that any European language as well as Arabic and Turkish could come up in a campaign.

Latin and Ancient Greek are languages that are commonly studied by the well-educated in European society, especially clergy. Some religious scholars also endeavor to learn Hebrew.

Cantonese, Japanese, and the languages of the various tribes of Native Americans, Islanders, and Africans are spoken by foreign missionaries, explorers, and traders. If you speak a tribal language, you must indicate which particular tribe.

LITERACY

With the invention of the printing press, literacy rates have greatly increased in Europe. By default, every character is literate. A character that is literate can read and write any language they can speak.

A character with the “Illiterate” Flaw cannot read or write at all until the player spends Advancement Points to remove the Flaw. Unlike most Flaws, it can be bought off gradually, as the character begins learning to read. Note that some Careers require literacy.

Summary & Example of Character Creation

1. Origin and Concept. Envision your character and figure them out before you try to “build” them.
2. Divide 4 points up among the four Qualities (Might, Daring, Savvy, and Flair)
3. Divide 4 points up among the four Combat Abilities (Brawl, Melee, Ranged, and Defense)
4. Choose 4 Careers and divide up 4 points between them. The order of the Careers is chronological, and helps tell the story of your character.
5. Select Boons and Flaws. You get 1 Boon for free, +1 more if you take 1 Flaw or +2 more if you take 2 Flaws.
6. Derive Characteristics (Lifeblood, Fortune, Advantage) from Qualities, Boons, and Flaws
7. Choose a Motivation, and come up with some Back-Story, if you haven’t already
8. Pick some equipment and select some favored Maneuvers. Note which are Mastered.

Example: Evan is making a character. He envisions a brash young Spanish swashbuckling nobleman, whom he names “Don Francisco Antonio de la Vega”. He envisions Francisco as athletic and dashing, but not especially strong and allots his Qualities as Might 0, Daring 2, Savvy 1, and Flair 1. He sees Francisco as a very capable swordsman with a solid defense and a distaste for firearms. He assigns his Combat Abilities as Brawl 0, Melee 3, Ranged -1, Defense 2. Now Evan thinks about Francisco’s Careers. He was born a Noble, and as most young Spanish noblemen, he was taught the sword. This skill served him well when he attended the university, as it was full of other young noblemen eager to

duel at the drop of a hat. In his studies, Don Francisco excelled in poetry and began publishing his works to some acclaim. His Careers are Noble 1, Duelist 0, Scholar 1, Poet (Artist) 2.

With his points assigned, he decides to choose some Boons and Flaws. First, he decides to bring up Francisco’s Flair by taking the “Beguiling” Boon, raising it to 2. Next, he decides that Francisco should be trained in the Spanish dueling style. Lastly, he decides that the “Artistic” Boon would make his talent as a writer even more apparent. Moving onto Flaws, Evan chooses “City Dweller” as Don Francisco has little experience with outdoor survival. Finally, to make the character especially interesting, he decides to take the “Tragic Fate” Flaw, thinking that it is befitting the concept of a character who is both a swaggering duelist and an artist. After all, the candle that burns twice as bright burns half as long.

Looking over his character sheet, Evan gives Francisco 10 Lifeblood (the 10 + 0 Might), 5 Fortune (3 + 2 Flair), and 3 Advantage (the standard amount). Francisco now needs to flesh out his back-story with a Motivation. He decides that Francisco is motivated by Truth, which can be a dangerous thing when it contradicts authority! He then decides on some basic equipment. He uses his Careers as a guide, and makes five quick picks: he has a fine horse (Noble), a good rapier (Duelist), a few books (Scholar), some quills and parchment (Poet), and lastly thinks that a dagger would be appropriate, just in case.

Lastly, Evan writes down the favored Maneuvers of the Spanish Style and decides that Don Francisco has mastered the “Riposte” Maneuver. This way in combat, Evan can look at his sheet and see the Maneuvers he’s most likely to use. He also makes a note that when using the Spanish dueling style, he can spend a Fortune Point for +2 Defense against hand to hand attacks. With that, Don Francisco Antonio de la Vega is ready to step into 17th Century Madrid.

HEROIC CAREERS

ALCHEMIST/APOTHECARY

Below follows the list of Heroic Careers that you may select from. This list should not be considered all that there is. You may work with your GM to create a Career that is suitable if you don't find the one you want. You will notice that each Career has a second or third title. This is an alternative that is similar (feel free to come up with your own alternates).

Career Bonuses in Combat

On occasion, a Career will give some bonus in combat. This bonus can be used once during the combat and only in times where the GM deems it appropriate. The Career bonus applies either to a Hit roll or a Damage roll, declared by the player in advance.

For example: Diego Montaña has Duelist 3, and is fighting a duel along a rocky cliff side. Diego's player says he wishes to use his knowledge of dueling to exploit a weakness in the style of his opponent to get a bonus to damage. The GM agrees to this, and Diego says "So I see you are using Bonnetti's defense against me because of the rocky terrain! But your opponent has studied his Agrippa!" at which point he makes his attack roll followed by a +3 Career bonus to damage.

Suggested Boons / Flaws

These are just ideas to help you build your character. You don't need to use them. If a suggestion is marked by an asterisk*, it means that suggestion is really only suitable for campaigns dealing with the supernatural.

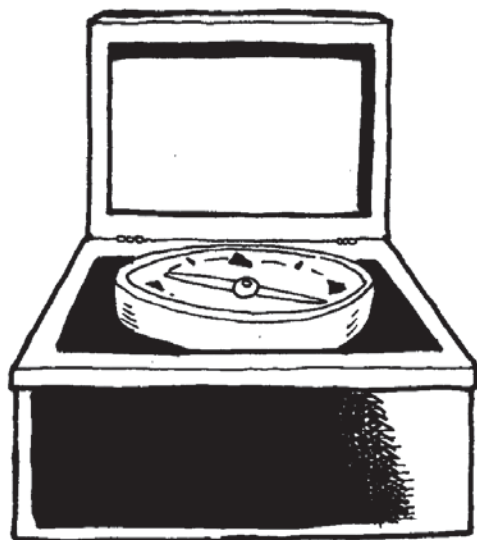


Alchemists are the masters of chemical processes, mixing and blending various ingredients together to create potions and tinctures. While Alchemists work with chemicals and metallurgy, Apothecaries have extensive knowledge of herbs and plants, often growing them in their own gardens. They can produce cures for ailments, sleeping draughts, insect repellents, poisons, antidotes, and even more amazing creations. Many Alchemists seek to perfect the formula to create the Philosopher's Stone. For more information on what an Alchemist can do, see page 180.

An Alchemist depends heavily on Savvy.

Suggested Boons: Learned, Membership (Secret Society), Gifted, Savant, Poison Resistance

Suggested Flaws: Can't Lie, City Dweller, Non-Combatant, Combat Paralysis, Delicate, Absent Minded



ARTIST/COMPOSER/PERFORMER



Artists produce beautiful things, usually commissioned by wealthy patrons. Composers write music to be performed at concerts for the elite. The higher a character's rank in this Career, the more well-known and regarded their work will be. Because they have to deal with patrons, they are skilled in etiquette and bargaining. This Career has virtually no use in combat.

An artist relies most on Savvy, and also on Flair.

A Performer is one who entertains crowds, and can be anything from musicians, poets, circus-performers, or actors that wander the land performing for whatever the locals can scrounge up to pay them. If you are a performer, you need to define what it is you do. That becomes the name for your Career. So if you are an actor, your Career is "Actor"; if you are a musician, your Career is "Musician".

A Performer's most important Quality depends on the talent they perform. A sword-swallower would rely on Daring, while one who tells stories or acts would need Flair. A carnival knife-thrower would need Savvy, while a circus strong-man would rely on Might.

Performer is not generally a combat Career and there are very few circumstances where this Career will provide a combat bonus. However, actors are often skilled in stage combat, and might use their Career bonus to stage a convincing mock combat. Likewise, a

carnival knife-thrower would get a bonus when trying to throw a knife at a stationary target.

Suggested Boons: Artistic, Attractive, Beguiling, Good Etiquette, Master of Disguise

Suggested Flaws: All Thumbs, Arrogant, City Dweller, Vice, Spendthrift

BRUTE/LABORER/RUFFIAN



You are big and strong, and you know how to put your size to work, either honestly or as a bully. You are skilled in intimidation, heavy lifting, and hard labor.

Might is a Brute's most important Quality.

In combat, a Brute may receive a Career bonus when performing a feat of raw strength, such as shoving or choking someone.

Suggested Boons: Herculean/Amazonian Strength, Hard to Kill, Strength Feat, Fearsome Looks, Poison Resistance

Suggested Flaws: Lumbering, Illiterate, Unsettling, Drunkard, Can't Lie

CHARLATAN/MOUNTEBANK/ GAMBLER



A Charlatan is a con-man or trickster; a Mountebank is a quack who sells snake oil and tells fortunes. Gamblers use the pretense of a game to separate fools from their money, and are also quite skilled in bluffing, calculating odds, and when necessary, cheating or making a swift exit.

All make their living on the gullibility or greed of others. They are skilled in deception, etiquette, disguises, as well as prestidigitation, and quackery. Because it takes one to know one, they can also tell when somebody else is bluffing or being deceptive.

A Charlatan's Flair and Savvy are his most important Qualities.

Suggested Boons: Favored by Fortune, Beguiling, Carouser, Friends in Low Places, The Devil's Own Luck, Silver Tongue

Suggested Flaws: Braggart, City Dweller, Spendthrift, Greed, Untrustworthy

CLERGY/THEOLOGIAN/ MISSIONARY



Men and women of the cloth have the respect of their communities. Among the most well-read people of the day, they must be literate. They are skilled in theology, history, as well as classical knowledge. They are often also skilled in oratory and singing. You get one free language slot from this Career, usually Latin, Hebrew, Greek, or Arabic.

Missionaries are people who specialize in preaching to non-believers, with the aim of conversion. Instead of Latin, etc., they learn the language of the indigenous people they are trying to convert.

Savvy and Flair are important Qualities for Clergy to have. This Career will seldom be of use in combat (unless you are fighting an unholy monster).

Suggested Boons: Blessed, Gifted, Good Etiquette, Learned, Magic Resistance*

Suggested Flaws: Can't Lie, Combat Paralysis, Non-Combatant, Zealot, Obligation (Church), Distrust of Magic*

CRAFTSMAN/ARMORER



Craftsmen can range from carpenters to jewelry makers, and while their skills are valuable, they usually are not useful in combat. Choose the type of craft your character is skilled in, and use that as a Career name. If for example, your craft is Carpentry, you'd write "Carpenter" as your Career; if you are a gunsmith, you'd write "Gunsmith", etc. In addition to being able to make and repair items of your craft, you are also skilled in haggling prices, appraising items, and general knowledge related to making such items. Armorers are skilled at weapon and armor making and repair, metallurgy, weapon lore, and have skill in bartering and haggling over the price of weapons and armor.

Most craftsmen rely on their Savvy, while some, like Blacksmiths, need Might.

In combat, an Armorer may receive a bonus if he is using a weapon he forged himself or if his opponent is wearing metallic armor and he knows its weak points.

Suggested Boons: Artistic, Damascus Steel, Gifted, Thick-Skinned, Savant, Herculean

Suggested Flaws: Illiterate, Incompetent Servant (Apprentice), Landlubber, Unsettling

DIPLOMAT/OFFICIAL/ MAGISTRATE



While Diplomats are obviously skilled in diplomacy, officials' talents depend on what they are in charge of. A Magistrate would be skilled in knowledge of the law, while a Treasury Officer would know about finance. Needless to say, you must be literate to be in this Career. Many Diplomats and Officials are also Scholars. You get +1 language slot for free.

Savvy and Flair are both important Qualities for this Career.

Suggested Boons: Membership (Powerful Group), Friends in High Places, Good Etiquette, Maguffin, Knighted, Silver Tongue

Suggested Flaws: Arrogant, Combat Paralysis, Incompetent Servant, Obligation (Country), Non-Combatant

DUELIST/SWORDSMAN/PUGILIST



Drawn to the life of a professional fighter, the Duelist is skilled in one-on-one tactics, exotic weapons, dueling codes, dueling styles, sword lore, and weapon training. Skilled blades are often well known throughout the land, which can be to their advantage.

Duelists should be Daring, but Flair, Savvy and Might are also important, depending on one's fighting style.

Pugilists are prizefighters who make a living fighting with their fists instead of a blade. A pugilist is skilled in feats of endurance, withstanding pain and fatigue, intimidation, and a certain degree of showmanship. Might is a pugilist's most important Quality, followed by Daring.

Whether you fight with fists or flashing blades, you can add your Career bonus when fighting an opponent in a one-on-one fight.

Suggested Boons: Born Athlete, Fencing School, Dueling Style, Left-Hand Training, Magnificent Arms

Suggested Flaws: Arrogant, Braggart, City Dweller, Distinctive Appearance, Hot-Headed

EXPLORER/TRAVELER



Explorers are adventurers that travel the world seeking excitement and adventure. They are skilled cartographers, have excellent communication and survival skills and are excellent hikers and climbers; often they are also Traders, Sailors, or Missionaries. Explorers are also adept at fleeing unfriendly natives. Explorers find every Quality to be important.

For each rank in this Career, you have one additional language slot.

Suggested Boons: Poison Resistance, Silver Tongue, Seeking, Night Sight, Born Athlete, Maguffin

Suggested Flaws: Cursed, Greed, Obsession, Phobia, Untrustworthy

FARMBOY/FARMGIRL



Comprising over 80% of the 17th Century populace, farmers are skilled in basic plant and animal lore, animal handling, cooking, baking and brewing, trading for basic goods and the like.

Farmers do not rely on any one Quality over any other. Farmers are not generally skilled combatants and so rarely receive any advantage from this Career, except maybe when defending their own lands against raiders, or using a farm implement as a weapon.

But don't write off the humble farmboy—many a great hero had humble beginnings.

Suggested Boons: Blessed, Born in the Saddle, Destiny, Favored by Fortune, Maguffin, Devil's Own Luck

Suggested Flaws: Country Bumpkin, Uncultured, Trusting, Superstitious, Landlubber, Illiterate

GAOLER/EXECUTIONER/ INQUISITOR



This unpleasant Career excels in extracting information from reticent individuals. Gaolers are skilled in interrogation, intimidation, a basic awareness of anatomy and first aid (you've got to make sure they're healthy before they are broken). In combat, Gaolers are skilled with the use of the whip while Executioners prefer two-handed axes. They can add their Career bonus only in certain situations, such as when their opponent is defenseless. Inquisitors have no special combat training, but are knowledgeable about the law, their own religious dogma, and lore about witches.

Might and Daring are important Qualities for this Career, while Inquisitors use Savvy.

Suggested Boons: Strength Feat, Fearsome Looks, Quick Recovery, Laugh in the Face of Danger, Friends in Low Places

Suggested Flaws: City Dweller, Illiterate (Gaoler/Executioner), Zealot (Inquisitor), Lumbering, Unsettling

HIGHWAYMAN/BRIGAND



Also known as “gentlemen of the road”, some are no more than common robbers. However, Highwaymen have reputations as being brave, romantic Robin-Hood types, especially in England when they continued the fight against Cromwell well after the war was over. Highwaymen are skilled at intimidation, charm, and horsemanship. Stealth and disguise are also important in evading capture. Most are skilled in the use of sword and pistol, as many are ex-Cavaliers.

Daring and Flair are a Highwayman’s most important Qualities.

Suggested Boons: Attractive, Born in the Saddle, Good Etiquette, Night Sight, Trusted Companion

Suggested Flaws: Double Life, Hunted, Lust, Landlubber, Infamous, Untrustworthy

MAGICIAN/ASTROLOGER



Often a little strange, these characters are knowledgeable in esoteric matters to do with astrology, numerology, Talismans, legends, and ancient lore. By extension, they know a bit about mathematics, cryptology, and astronomy. At times, they can make vague predictions about the future, which other people will find believable. Many Astrologers are also Alchemists and Scholars.

Savvy is the most important Quality that an Astrologer has.

Suggested Boons: Nose for Magic*, Magic Resistance*, Membership (Secret Society), Friends in High Places, Destiny, Seeking

Suggested Flaws: Absent Minded, Obsession, Delusions of Grandeur, Visions/Voices, Superstitious, Tragic Fate

MERCHANT/BANKER



NOBLE/ARISTOCRAT/COURTIER



This Career represents the small businessman, the market vendor, the shopkeeper or the traveling salesman. It could also represent a stake holder in a major joint-stock company. The character can haggle for goods at reduced prices and is skilled at getting the best prices for goods he's bought. He can readily appraise items for their worth, can get hold of unusual and exotic goods and is good with figures.

A high Savvy score is very important and a good Flair is also helpful.

Suggested Boons: Great Wealth, Silver Tongue, Ship, Friends in High Places, Friends in Low Places, Membership (Powerful Group)

Suggested Flaws: Arrogant, Greed, Incompetent Servant, Non-Combatant, City Dweller

Nobles are considered to be in the highest social class in society; they have land, money, and power. This means they are good at browbeating peasants, and have a knack for leadership, if not a sound tactical ability. Nobles are also skilled in such things as bribery, fashion, horseback riding, games, heraldry, and etiquette. Nobles also have powers and privileges not afforded to ordinary folk.

Flair is the most useful Quality to a Noble.

Suggested Boons: Great Wealth, Attractive, Membership (Powerful Group), Legacy, Good Etiquette

Suggested Flaws: Arrogant, Obligation (Family), Vice, Bad Reputation, Delicate

PHYSICIAN/HEALER/ BARBER-SURGEON



In a world as volatile and dangerous as Europe in this period, serious injury and death are all too common, so those with basic medical skills are in great demand. Physicians practice medicine, and are trained in the physical skills of first aid, surgery, bone-setting, as well as the lore of disease, illness, poisons, and medicines. A Physician has a detailed knowledge of anatomy, physiology and diseases. Many Physicians are often also Apothecaries.

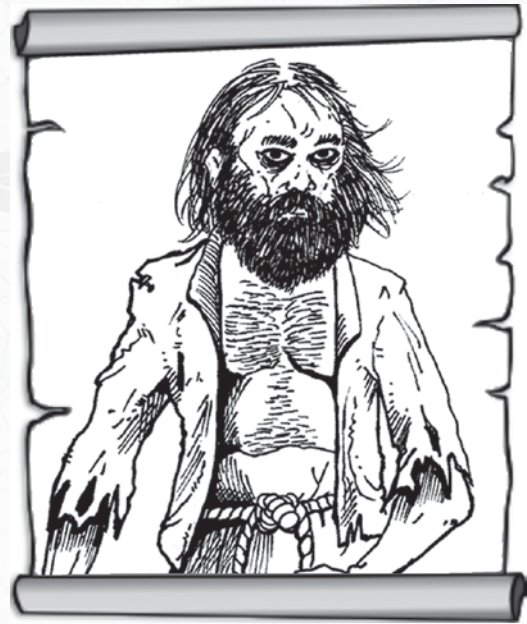
Healers use traditional medicines, and would include midwives, herbalists, or the village wise-woman. A Barber-Surgeon not only cuts hair, but also performs dentistry and surgeries. Any of these Careers can give first aid and help people injured in battle.

Savvy is a Physician's most important Quality.

Suggested Boons: Healing Touch, Gifted, Learned, Membership (Powerful Group), Poison Resistance

Suggested Flaws: Combat Paralysis, Delicate, Obligation (Medical Profession), Soft-Hearted, Vice

PRISONER/SLAVE/SERF



Prisoners exist the world around; while slavery is not seen in Europe, it exists throughout the Ottoman Empire, and in the colonies extensively, while Serfdom persists in Russia and Eastern Europe. In any case, un-free laborers are adept in going unnoticed, feigning ignorance, enduring brutal conditions, hiding things, survival, and manual labor.

While most slaves held by Europeans in the colonies are African, some Europeans (especially Irish) have been sentenced to servitude in the colonies as punishment for resistance to the government, while still others sell themselves into indentured servitude (temporary slavery) to pay their passage across the Atlantic. Spain uses slavery pulling an oar aboard a galley as a punishment for crimes. Europeans captured by the Barbary Corsairs who were too unimportant to ransom would usually find their way to a Turkish slave market.

You can use a Career bonus in combat if you are ever fighting to gain or keep your freedom, or if you are fighting over a scarce resource you need to survive, like the last bit of food or water.

Might is an important Quality as it is directly linked to survival. Daring and Savvy is usually discouraged in slaves and prisoners, but most heroes with this career are escapees, so a bit of Daring and Savvy makes sense in their case.

Suggested Boons: Thick-Skinned, Hard to Kill, Sneaky, Destiny, Devil's Own Luck

Suggested Flaws: Untrustworthy, Hunted, Poor Recovery, Distinctive Appearance (Brand), Evil Twin

SAILOR/PIRATE



Sailors are sea adventurers skilled in sea lore, navigation by stars, and boat handling with a good knowledge of local ports and nearby coastlines and islands. Skilled Sailors are always in demand and so they will rarely be refused working passage aboard a ship. Because you have sailed the seven seas, you get one free language slot for every rank in this Career.

Sailors need to have **Might** and **Daring**. **Savvy** is important for navigation and logistics, and **Flair** for command.

Sailors may receive a combat bonus in actions at sea and possibly even against sea creatures that they might have some familiarity with.

Suggested Boons: Born Sailor, Pirate Killer, Beast Friend (parrot/monkey), Carouser, Ship, Dueling Style (Drake's)

Suggested Flaws: Poor Vision (Missing Eye), Missing Limb, Distrust of Sorcery*, Superstitious, Spendthrift, Illiterate

SCHOLAR/ACADEMIC



Scholars are researchers and teachers, well educated and knowledgeable on a wide variety of subjects; they are mathematicians, astronomers, linguists, historians, and philosophers. Scholars are also skilled at debate and etiquette as they debate at length on a variety of topics with other enlightened individuals.

A Scholar gets 1 free language slot per rank in Scholar.

Suggested Boons: Knighted, Excellent Laboratory, Membership, Learned, Jack of All Trades

Suggested Flaws: Absent Minded, Can't Lie, Combat Paralysis, Non-Combatant, City Dweller, Obsession

SERVANT/HOUSEKEEPER



SOLDIER/MERCENARY/WARRIOR



Being a Servant is not exactly a Career of choice for a heroic adventurer. Nevertheless, it does provide the opportunity to pick up a few skills and techniques that other Careers do not give and can be useful in rounding out a character concept. The Career grants skill in things like humility, going unnoticed, listening and sneaking as well as cooking, cleaning, gardening, sewing, etc.

Servants find all of the Qualities useful, though Flair might be useful for keeping in the employer's good graces.

Suggested Boons: Sneaky, Keen Hearing, Favored by Fortune, Jack of All Trades, Devil's Own Luck

Suggested Flaws: Obligation (Master), Hapless Friend/Loved One, Trusting, Non-Combatant, Landlubber, City Dweller

In the 17th Century, there are many men who have practical experience not only in military service, but also in actual combat. It should also be noted that just about every Career in civilian life has a military equivalent. Mercenaries have the widest experience of combat and are skilled in a broader variety of weapons than basic Soldiers. Most will ride, use swords, pistols and muskets and have an understanding of fieldcraft and military protocol. From there, many have more specialized training in artillery, communications and possibly even some small knowledge of explosives and demolitions. Mercenaries will usually fight for anyone who will pay for their services.

Daring is normally most important for Soldiers, although marksmen need Savvy and cavalymen could do with a bit of Flair. Heavy infantry need Might. Officers need to have plenty of Flair to lead their men and Savvy to make sound battle plans.

Because they have been on campaign, this Career grants one free language slot: either that of the enemy or an ally on the battlefield.

Soldiers may be specialized, such as being an officer, in the cavalry, being a sapper, or member of an elite Military Order (see page 39), and may add their Career bonus in times appropriate to their occupation. Any Soldier, even basic infantry, can use their Career bonus in combat when they are fighting with firearms against a group of enemies on land.

Warriors are the primitive equivalent of soldiers, and utilize weapons like bows and spears rather than firearms. However, once they are exposed to firearms, they quickly learn how to use them.

Suggested Boons: Military Order, Born Athlete/Born in the Saddle, Speed, Hard-to-Kill, Quick-Recovery, Maneuver Mastery, Laugh in the Face of Danger

Suggested Flaws: Active Duty, Drunkard, Poor Hearing, Illiterate (not for officers), Vice, Spendthrift, Primitive (Warrior)

SPY/ASSASSIN



A knife for hire, perhaps an agent in the service of your king, Spies and Assassins make killing or stealing in a discreet manner a way of life. They are adept at sneak attacks, killing, information gathering, disguises, city lore, persuasion, poisons, and lock picking. They also tend to have fast reflexes. A Spy or Assassin can add a Career bonus in combat on the first attack when he has taken the enemy by surprise.

Spies get 1 free language slot per rank in this Career, often used to achieve "Native Speaker" fluency.

Savvy is their most important Quality.

Suggested Boons: Master of Disguise, Silver Tongue, Sneaky, Poisoner, Hidden Weapon

Suggested Flaws: Active Duty/Obligation, Double Life, Obsession (Finish the Mission), Hunted, City Dweller

TEMPTRESS/DON JUAN



There are some who have honed seduction down to an art form. She may be a king's mistress, a courtesan, or even a common tavern wench, but a Temptress is a true femme fatale. She is as dangerous as she is beautiful: the sort men fight duels (or wars) over. A Temptress is skilled in fashion sense, savoir-faire, conversation, manipulation, and seduction.

A Don Juan knows just the right words, gifts, or look to make any woman putty in his hands. He knows how to serenade with a lute or compose love poetry, and how to dress to impress. Above all, a Don Juan knows how to seduce a woman and fill her with passion, and how to get her to do favors for him.

Flair is the most important Quality for this Career, and Savvy is also useful. This Career is seldom helpful in combat, though a Temptress may be able to add her Career to distract guards.

Suggested Boons: Attractive, Beguiling, Carouser, Good Etiquette, Sneaky, Silver Tongue

Suggested Flaws: Delicate, Hot-Headed, Lust, Non-Combatant, Tragic Fate

THIEF/SCOUNDREL/VAGABOND



Perhaps you have fallen into a life of crime, or began as a young street urchin. In either case, you have a certain unique set of skills that most find unsavory. Thieves, Scoundrels and other ne'er-do-wells will have skill in such things as city lore, climbing, burglary, sneaking, picking pockets, skullduggery, gambling, and may be part of some "guild" organization.

Vagabonds are vagrants or tramps, aimlessly wandering from place to place. They may do casual work here and there or they may sell a few small trinkets that they carry about in their backpacks. Some even turn their hands to dishonest pursuits.

Savvy is a very important Quality, as is Daring.

Suggested Boons: Special Thieves Tools, Sneaky, Membership (Secret Society), Night Sight, Friends in Low Places

Suggested Flaws: Spendthrift, City Dweller, Poor Recovery, Greed, Hunted, Illiterate

WOODSMAN/HUNTER



Woodsmen are rugged outdoor types skilled in wilderness lore, living rough, survival, trapping, tracking, stealth, and other similar wilderness pursuits. While modern Woodsmen or Hunters use 17th Century firearms and steel traps, a primitive Hunter is adept at using bows, spears, snares, and similar weapons for hunting.

Savvy is important, as is Might to a slightly lesser degree.

In combat, a Woodsman may receive a Career bonus if fighting a beast he is familiar with, but the Career is rarely useful against human opponents.

Suggested Boons: Crack Shot, Master Tracker, Sneaky, Beast Friend (dog), Beast Killer (Bonus Die when fighting animals), Keen Hearing

Suggested Flaws: Braggart, Country Bumpkin, Illiterate, Landlubber, Primitive, Uncultured

UNUSUAL

(ACROBAT, MATADOR, MONK, SAMURAI, WITCH DOCTOR, UNDERTAKER, OR SIMILAR)

If you choose this Career, you need to work with the GM to decide on your character's background and the sort of things that he will be able to do. Most of these Careers mean that your character is from far away, possibly for a particular reason—a Japanese Samurai looking for his stolen katana, a Chinese Monk seeking his long-lost brother, or a Russian Acrobat who has left his troupe. Mostly, these characters will have some sort of social stigma and they are quite possibly also naïve in the ways of the locals. It is also possible that you may just have an unusual Career, such as Undertaker or Matador.

Boons

Boons are special characteristics that give your character an edge over others. Some Boons grant some benefit that applies all the time, such as an increase in a Quality, training in a Dueling Style, a special item you possess, etc. Other Boons (such as Membership) allow you to spend Fortune to get some special help. Many other Boons will grant you a Bonus Die. This means that for certain tasks indicated by the Boon, you roll three dice instead of two, and keep the best two.

Example: Gaston was Born in the Saddle. He is making a check to stop a runaway horse before it runs off a cliff. He rolls three dice and gets 2, 4, and 5. He decides to keep the 4 and the 5, for a roll of 9.

Every hero starts with at least 1 Boon. In addition, a character may take a Flaw to gain an additional Boon, or two Flaws to get two extra Boons (for a total of 3). At the start of a campaign, a character may have a maximum of three Boons. New Boons can be bought with Advancement Points later in play. A character may begin with a maximum of three Flaws as well, but the third Flaw is optional, and does not grant an extra Boon.

BEGINNING BOONS

These Boons can only be taken at Character Creation. You cannot buy them with Advancement Points later on (unless the GM decides to allow it for some reason).

Attractive

Roll a Bonus Die in situations where good looks might be important.

Beguiling

You have a certain “je ne sais quoi” that draws people to you. You may add 1 to your Flair and your maximum Flair is 6 instead of 5.

Blessed

You're lucky. Some would say too lucky. You win at gambling more than you lose, almost always pick the right way to go, and always seem to have enough money to get what you truly need. In addition to your Fortune Points, which you spend to make good things happen (as normal), you also have two Blessings. A Blessing works similar to a Fortune Point, but the GM decides to spend it on your behalf. When the GM does this, he'll let you know. If at the end of the session, you have not received both your Blessings, you get +1 Advancement point. For something to count as a Blessing, it needs to be something big—we're talking about divine intervention here! Making a check to spot an assassin before he strikes is worth a Blessing—making one to find your missing spectacles is not.

Daredevil

You may add 1 to your Daring and your maximum Daring is 6 instead of 5.

Destiny

You have an important Destiny. Your character is unaware of this, and you the player don't even know what it is (it is a secret for the GM to decide). Because you are destined for greater things, the Fates are reluctant to cut the strand of your existence before it is time. Whenever your character is supposedly killed, you may spend 1 Fortune or Advancement Point to somehow still be alive (instead of the usual 3 such points). This could involve you only being “mostly dead” from a wound, you wash up on shore when the ship went down with all hands, or you were plucked from the jaws of death at the last second, even when everyone else swore you were dead. These points can be spent retroactively by you, appearing a session (or



more) after the incident. However, once your destiny is fulfilled, you are as mortal as anyone else! A word of caution: sometimes great heroes are destined to die in a certain way—such as defending a loved one! When your Destiny is fulfilled, you gain +1 to your Fortune stat and you lose this Boon.

The Devil's Own Luck

You can spend 2 Fortune to reroll any dice roll, but you must keep the second result.

Favored by Fortune

Your Fortune Characteristic is permanently increased by 2.

Fearsome Looks

You have a knack for scaring people. Use a Bonus Die whenever you try to intimidate somebody to give you information or do something they don't want to do.

Gifted

You begin with +1 to one of your Careers. This Career has a maximum of 6 instead of 5.

Herculean/Amazonian Strength

You may add 1 to your Might. Your maximum Might is 6 rather than 5.

Jack of All Trades

You have been in many professions. You begin with 1 extra Career and 1 extra point to spend on Careers.

Keen Eyesight

Whenever you make a Savvy check to perceive something using your eyesight, you may roll one extra die.

Keen Hearing

Whenever you make a Savvy check to perceive something using your hearing, you may roll one extra die.

Keen Scent

Whenever you make a Savvy check to perceive something using your sense of smell or taste, you may roll one extra die.

Legacy

One of your parents, sibling, or other immediate relation was a person of great renown, a great hero or villain who had many adventures (they are now missing, retired, or deceased). In their life, this person made many enemies and allies, and left many loose ends

for you to resolve. Whenever someone tries to harm, harass, or inconvenience you because of your family, you gain 1 Fortune. Whenever someone comes seeking aid or collecting debts because of your family and you agree to help them, you gain 1 Fortune. Finally, you can spend a Fortune Point to use this Legacy to some benefit, as it turns out your relative was a friend of the Duke (or lent him money), or the gaoler owed him a favor (and repays it by leaving your cell door open), etc.

Linguist

You have studied many languages and have a natural aptitude for them. You begin with an additional 3 language slots at the start, and adding a new language slot costs you 1 less Advancement Point.

Night Sight

All penalties are halved (round down) when darkness causes negative modifiers to see things.

Poison Resistance

Roll a Bonus Die whenever you are resisting the effects of drugs, venoms, toxins, and even alcohol.

Savant

You may add 1 to your Savvy. Your maximum Savvy is 6 rather than 5.

Seeking

There is something that you are searching for—something very particular that will not be easy to find. It could be a long-lost brother, the golden city of El Dorado, a document that proves your birthright, etc. Whenever your search causes you serious setbacks, you will earn 1 Fortune. At some point, you will get what you are looking for—or get closure (if you discover proof your brother is dead, for example). When this happens, you will gain +1 to your Fortune Characteristic, and may replace this Boon. If your search is more self-destructive than helpful, you might instead consider the “Obsession” Flaw.

Thick-Skinned

You have a particularly leathery skin, which gives you 1 point of Protection from damage, even when not wearing armor. It does not, however, stack with the Protection offered by armor.

Visions/Voices

You have what some would call a gift from God, or what others might call a curse. You either see visions or hear a voice which gives you direction. You may believe the voice is God, a saint, or deceased ancestor, but you know that the voice is trying to help you. Visions may appear in your dreams, in auras around people, or as complete hallucinations, but you believe them to be benevolent signs to be taken seriously. Sometimes, the voice or visions may get you into trouble, and these times you gain 1 Fortune. However, there are also times when they prove to be right, and reveal things to you. You can spend a Fortune for the GM to give you some information your character would not otherwise be able to know. Be warned, however, that most people will think you're mad, so it is often best to keep this to yourself.

TALENT & TRAINING BOONS

These are Boons that are related to some special talent or training the character possesses.

Artistic

Roll a Bonus Die when appraising or creating items of art.

Beast Friend

Whenever dealing with animals, roll a Bonus Die. You also might have an animal, like a parrot or a monkey, that you have some special bond with which travels with you.

Born Athlete

When doing any athletic activities such as sprinting, climbing, swimming, or leaping (other than fighting), you may roll a Bonus Die.



Born in the Saddle

When dealing with horses or carrying out physical activities from horseback (other than fighting), you may roll a Bonus Die.

Born Sailor

When dealing with ships or carrying out physical activities on board ship (other than fighting), you may roll a Bonus Die.

Carouser

Use a Bonus Die to gain information, make contacts or acquire goods and services whilst in a tavern. You also have a Bonus Die to resist losing Composure to intoxication.

Crack Shot

Despite their woeful inaccuracy, you are quite deadly with a black powder firearm. You get a Bonus Die on all damage rolls with a firearm and increase their range increments by 10'. It takes 2 Fortune Points to turn your shot into a Close Call; 1 Fortune Point merely halves the damage. As an alternative, you can take this Boon to be a Crack Shot with a different ranged weapon, such as crossbows.

Dueling Style

You are trained in one of the styles of swordplay, which gives you a special benefit when using the proper weaponry in the proper stance. Each Style also has a group of favored Maneuvers. You also begin with one of these Maneuvers already mastered. For details about the individual styles, see "Dueling Styles" page 80. If you have learned multiple styles, you must take this Boon multiple times.

Good Etiquette

You know how to mind your Ps and Qs. You gain a Bonus Die on any task where good form is important.

Hard-To-Kill

Add +2 Lifeblood to your total.

Healing Touch

Gain a Bonus Die whenever rolling to help someone recover from injury, poison, etc. You must have the Physician/Healer Career to take this Boon.

Laugh in the Face of Danger

You get a Bonus Die to all Daring rolls to resist fear and intimidation. Likewise, any Social Combat or Repartee attacks made against your Daring have a Penalty Die.

Learned

When recalling a fact from academia, you use a Bonus Die.

Left-Handed Training

You have trained to be able to fight left-handed—you can still use your right hand as well. This is a rarity, even for people who were born left-handed, as children of the time were brought up to only use their right hand, making everyone right-handed. The benefit of left-handed training is you can still fight if something happens to your right arm.

In addition, left-handed fencers are far more difficult opponents than right-handed fencers (people are used to fighting only right-handers for the most part). You can spend a Fortune Point to increase your passive defense by 2 against a Melee or Brawling attack while you are wielding a single sword in your left hand. Note: if two people are fighting each other left-handed both can use the benefit (because each of them is also only used to fighting right-handed people)!

Lastly, you can switch hands mid-fight to surprise an opponent by making a Flair roll against the opponent's Savvy. If you succeed, you either gain 1 Advantage or they lose 1 Composure. This ability will only work once on a given foe, and only once per adventure.

Maneuver Mastery

You have mastered two Maneuvers (see page 71). You could take this Boon twice if you wish. Note: If you take this Boon twice along with Dueling Style, it is possible to begin play as a master of that style (see page 80 for more about Dueling Styles).

Master of Disguise

You gain a Bonus Die whenever you are trying to conceal your true identity. In addition, whenever you want to suddenly appear in a scene where your character wasn't already, you can spend a Fortune Point to emerge as one of the random guards, townsfolk, etc. in the background. You were there the whole time, merely incognito!

Master Tracker

Whenever you are tracking, use a Bonus Die.

Pirate Killer

You can use a Bonus Die whenever in combat with pirates. With the GM's permission, variations of this Boon can be created by substituting the word "Pirates" for something else—like Bandit Killer or even Undead Killer if your campaign has supernatural elements.

Poisoner

You are very knowledgeable about poisons and their use. You get a Bonus Die on any roll to identify, extract, or create poisons or antidotes. You begin every session with one single-use dose of poison. This poison can be applied to a weapon or ingested and does 1d3 damage per round to the victim for 1d3+1 rounds. Each round, the victim may attempt a hard (-2) Might check to end the effect as the poison runs its course, or a Physician or Apothecary can attempt a tough (-4) Career + Savvy check to counter-act the poison. You must have the Physician, Assassin, or Apothecary Career to take this Boon.



Quick Recovery

When recovering after a combat, you regain +1 additional Lifeblood on top of the half you recover normally. You also recover +1 Lifeblood per day when resting from an injury.

Speed

You get a Bonus Die when rolling initiative (keep the die you like the best). This even applies to rolls to break ties.

Silver Tongue

Roll a Bonus Die whenever trying to lie, con, fast-talk, or otherwise deceive someone.

Sneaky

Roll a Bonus Die where stealth is important.



Strength Feat

Add a Bonus Die when breaking, lifting, pulling, or pushing things.

Weapon of Choice

There is a particular type of melee or thrown weapon with which you are especially proficient. The choice must be specific, such as “cutlasses” or “sabers”. “Swords” or even “backswords” is too general. Whenever using this kind of weapon, each Fortune Point you use for Melee or Damage rolls gives a bonus of +2 instead of +1 after the roll. A Fortune Point spent before rolling gives a Bonus Die and adds +1 to the result.

EQUIPMENT BOONS

These are Boons that give you some special piece of equipment that is not readily available to everyone. It is conceivable that your special equipment could be taken away for an extended period. The GM should treat this as a Plot Twist against your character.

Excellent Laboratory

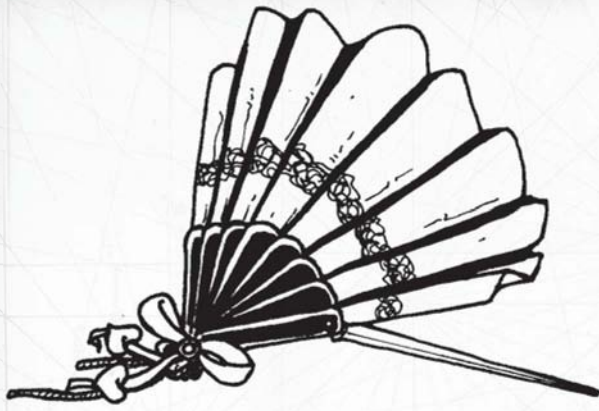
You have an excellent laboratory for conducting your experiments. You get a Bonus Die on any rolls to make alchemical preparations or mechanical devices while you are in it.

Great Wealth

Roll a Bonus Die on any attempt to obtain any goods, services or items you need, or when your wealth might be used to influence someone. Needless to say the usefulness of Fortune Points to “Have something you need that isn’t out of your reach” is greatly increased when far fewer things are out of your reach.

Maguffin

You have something that others want... badly. It could be a treasure map, a key, an ancient artifact, a document, a holy relic, etc.. People come out of the woodwork to get it from you. You have a feeling that it could be important at some point in the future. Earn 1 Fortune whenever you have to go out of your way to keep or retrieve your Maguffin. Your Maguffin may also be occasionally useful. If the GM allows it, you can use the Maguffin to get some sort of clue, access a secret passage, etc that advances the plot. At some point in the future, the Maguffin will be used to complete a story arc. When this happens, you gain +1 to your maximum Fortune, and replace this Boon.



Magnificent Arms / Armor

You own a weapon or armor with some very special properties. Choose one of the options below. You can take this Boon more than once, giving you more than one magnificent weapon or making your existing weapon even more... magnificent.

Perfectly Balanced: Get a Bonus Die when parrying with this weapon.

Damascus Steel: You own a blade or heavy armor made of the legendary Damascus Steel. Roll a Bonus Die on damage rolls with this weapon (or protection rolls with this armor), including rolls to break or avoid breakage.

Hidden Weapon: You have a weapon that is perfectly concealed—it may be a knife hidden inside a lady's fan or comb, or a gun hidden in a walking stick, etc. People searching you for weapons will not find it unless they know to look for it. The first time you use this weapon in a scene, you treat the victim as if they were unaware (get a Bonus Die to hit, +2 damage).

Trick Sword: You own a sword with a compartment in it containing another weapon, such as a concealed pistol or a spring-loaded dagger. The first attack you make with this concealed weapon during a scene is so surprising, you treat the target as if they were unaware (get a Bonus Die to hit and +2 damage).

Lucky Sword: Perhaps this sword has been in your family for generations, perhaps you just like this particular sword, but it has always been lucky to you. Whenever you roll a 1 on a d6 for Initiative, Attack, Maneuver, Active Defense, or Damage with this sword, you can spend a Fortune Point to reroll the offending d6. You also begin each session with 1 extra Fortune Point if you have the sword with you.

Create Your Own: With the GM's permission, you may create your own magnificent weapon or armor quality.

Ship

You own a sailing ship. This is a Boon that can be taken multiple times, and can be shared between multiple people in a group. For each Ship Boon in the group, the ship has 1 point of Size. Thus, a single Boon would be a Size 1 ship, while three could have a Size 3 ship, etc. Aside from its Size, the ship has an additional 5 points to spend on its other Ship Qualities. Instead of Size, one Boon (after the first) can instead add 2 points to the pool of Ship Qualities.

Special Thieves Tools

Use a Bonus Die when attempting to open locked doors or remove mechanical traps.

SOCIETAL BOONS

These Boons are related to your place in society, including who you count as a friend or what groups you belong to.

Fencing School

You are a member of a Fencing School, an academy where young men learn the art of the sword. There are several benefits (and obligations) to membership. Members may master a Maneuver for 4 Advancement Points (instead of 5). They may also begin learning a new Dueling Style (assuming it is taught by the school) by paying only 7 Advancement Points (instead of 10) for the new Boon. Aside from dues, the greatest obligation of membership is protecting and defending the honor of the school. It is not uncommon for Fencing Schools to be involved in rivalries that turn into duels. Whenever the school gives you a task to perform, or causes you to be involved in a duel, you gain 1 Fortune Point. You may also ask your fellow students for aid, to serve as seconds, etc.



Friends in High Places

You have contacts within the upper echelons of society. While they will not usually stick their necks out for you, they will give you aid, either expecting a favor in return, or when it suits their own interests. Whenever a Friend in a High Place calls upon you for a favor, you earn 1 Fortune Point. You can also spend 1 Fortune Point to be able to receive a favor from one of these contacts. The sorts of things that these favors usually entail is getting you access to another important person, sharing information with you, using their pull with the local constabulary, etc. Refusing to help such important friends can have social repercussions, and could cost you this Boon if you make a habit of it.

Friends in Low Places

You have friends in various hives of scum and villainy around the land. Whenever you are in such a place, you can spend 1 Fortune to call on one of your contacts for a favor. These favors might entail putting you in contact with a fence, getting you a hiding place, etc. However, there is also no honor among thieves. Whenever one of your “friends” betrays you, you will earn 1 Fortune.



Knighted

You have the honor of Knighthood bestowed upon you. The title “Sir” is used before addressing you by your given name, or full name, (but never with only your surname). While most knighted people are gentlemen, few gentlemen are actually knighted, as it usually requires some great service to the country—the title cannot be inherited. Even commoners can be raised to the rank of knighthood, though such things are quite rare. Women can even be knighted, but they receive

the title “Dame”, and the wives of knighted men are called “Lady” (just like the wife of a Lord). This Boon is most common in the British system of peerage, held by English, Scottish, and occasionally Irish characters. Knighted characters get a Bonus Die when interacting with members of the upper classes and nobility due to their reputation.

Membership

You are part of some elite, powerful group or secret society. Powerful groups are publicly known organizations that are very influential. Members get a Bonus Die when trying to use the group’s influence to persuade or intimidate. Secret societies are clandestine groups that avoid public notice to achieve some secret agenda. They often employ secret codes, signals, etc. to keep infiltrators at bay. Secret societies usually have some sort of special resource available to their members. Powerful groups and secret societies can both ask their members for aid. When PCs undertake a mission for their group, it is worth a Fortune Point. Likewise, the hero may need to ask the group for aid, which he may pay for with a Fortune Point. In addition, Membership often gives some other benefit as well, which varies by group. Refusing a mission by the group will lead to them giving you fewer, as they likely have more reliable people.

For examples of some powerful groups, like the Royal Society, Dutch East India Company, or Spanish Inquisition, see page 156. For examples of some secret societies such as the Actor’s Guild or the Court of Miracles, see page 160. There are also some supernatural secret societies, such as the Bogatyrs and the Systerhood of Isis you can read about on page 197. Of course, the GM and player should feel free to come up with their own groups as well.

Military Order

You are a member of a special military order, one that has greater training, equipment, or prestige than the rank and file—like the French Royal Musketeers or the Polish Winged Hussars. All Military Orders require the Soldier Career; some require additional Careers as well. In addition to that, each one grants some additional special ability, such as “Armor Familiarity” or the use of certain special weapons. For more information, see Military Orders, page 153.

Trusted Companion

You have a companion or servant who is as helpful as he is loyal. This character is a Level 3 retainer who often accompanies you on adventures, or can perform important, even dangerous missions for you, such as delivering a letter to a faraway land. When you bring your servant along, or entrust to them something important, you spend a Fortune Point. Most of the time, they'll make it through alright (but if you ask too much of them, they may end up captured, or worse). If you end up having to come to your companion's rescue, you'll receive a Fortune Point. If you are in need of rescue, however, you can spend a Fortune Point and your trusted companion will attempt to save you (though there are no guarantees of success).

SUPERNATURAL BOONS

These Boons relate to the supernatural, and are only appropriate in campaigns that have supernatural activity.

Magic Resistance

If magic is used on you, roll a d6. On a roll of 5-6 it simply does not work on you.

Nose for Magic

Roll a Bonus Die when trying to spot or track a witch or a magical effect or artifact.

Flaws

Flaws are the antithesis of Boons, hindering your character in some manner. Some Flaws consist of permanent deleterious effects, such as -2 Lifeblood, while others grant a Penalty Die for certain tasks. Flaws are not necessarily faults in the character, but instead may be special challenges your character must overcome beyond their control.

If you take 1 Flaw you get 1 additional Boon, and if you take 2 Flaws, you get 2 additional Boons (bringing you to the maximum of 3 Boons to start). You can also choose to take a third Flaw if you want to, even though this grants no extra Boon.

Why would you want a Flaw? Well, they can make a character more interesting, but in addition to that, whenever the GM wants to invoke one of these situational Flaws against your character, you earn 1 Fortune Point. This is, of course, at the GM's sole discretion if the instance is worthy of a Fortune Point.

Thus, a third Flaw is an extra way to earn Fortune Points in the game.

Eventually, some Flaws can be bought off with Advancement Points. Likewise, you can trade an old Flaw for a new one with the GM's permission.

PERMANENT FLAWS

These Flaws specifically cannot be bought off with Advancement Points, unless the GM allows it, usually for some very extenuating circumstance.

Absent Minded

While you are not necessarily dumb; indeed you may be brilliant—you have difficulty keeping track of appointments, people's names, items on lists, and various other memory-based tasks. This means sometimes the GM will spring things on you that your character forgot—like that important appointment with the king, or the order in which the alchemical reagents must be applied to avoid an explosion! When the GM makes your absent-mindedness a serious problem, you'll earn a Fortune Point.

Distinctive Appearance

There is something about the way you look that sticks in men's minds. Perhaps you have a very memorable scar or tattoo; maybe you were born with six fingers on your left hand. Whatever it is, you have some superficial characteristic that causes you to stand out. You gain a Penalty Die whenever you try to disguise yourself or maintain a low profile. Bounty hunters and spies will also get a Bonus Die to seek you out.



Feels the Cold

Roll a Penalty Die for any tasks undertaken in a cold environment.

Feels the Heat

Roll a Penalty Die for any tasks undertaken in a hot desert environment.

Missing Limb

You may make up for it with a crude prosthetic, such as a hook-hand, or a peg-leg, but it is nevertheless a great inconvenience. Roll a Penalty Die whenever the GM feels the situation is appropriate, such as when you must climb a ladder, etc. If the GM puts you in a situation where this causes you serious trouble, he may award a Fortune Point.

Poor Hearing

Perhaps you are missing an ear, or maybe you simply don't hear very well. Whenever you make a Savvy check to perceive something using your hearing, you roll a Penalty Die. If the GM makes this a serious problem for you, he may award a Fortune Point.

Poor Recovery

You have a poor constitution and require medical attention to restore lost Lifeblood and recover nothing from normal rest.

Poor Vision

You do not see well, or perhaps you are even missing an eye. You use a Penalty Die whenever the GM feels it is appropriate, such as when trying to observe or spot something, or when firing a ranged weapon. If the GM makes this a serious problem for you, he may award a Fortune Point.

Tragic Fate

When you were young, you and a friend visited a fortuneteller. The old crone told your friend that she foresaw for him a horrible death at a young age, then looked into your future and screamed—it was too horrible to speak aloud. On the way home, your friend was killed in a horrible accident... and the fortune teller's words have haunted you ever since. This may not actually be your story, but nevertheless you will have a terrible fate. A character who takes this Flaw gains +1 Advancement Point per session—but does so at a terrible price. Only the GM knows what your Tragic Fate will be—and you never will be rid of it, no matter how hard you try.

Unsettling

Perhaps you are ugly and boorish, or perhaps there is just something about you that gives people an uneasy feeling. Roll a Penalty Die in social situations.

DEFICIENCY FLAWS

There are some things you are simply not very good at; either from a lack of talent, or a lack of exposure.

All Thumbs

You are no good with things requiring a steady hand or fine detail. Roll a Penalty Die when picking locks, firing a firearm or bow, or when doing fine work.

Can't Lie

Whether it is simple nervousness or a strong code of honor, you are terrible at lying. You get a Penalty Die whenever you try to deceive, tell half-truths, or conceal you know something you are asked about directly. You'd much rather say "I'm not going to tell you" than "I don't know what you are talking about."

City Dweller

You are not comfortable at all in the great outdoors. Roll a Penalty Die in situations to do with outdoor survival.



Combat Paralysis

You often freeze in combat, and don't know what to do. You get a Penalty Die when rolling Initiative.

Country Bumpkin

The big city is a confusing and heartless place for the new arrival. Roll a Penalty Die in situations to do with urban survival and street smarts.

Cowardly

Not a very common Flaw for a hero, but you have a great deal of difficulty resisting when the effects of fear take hold of you. Roll a Penalty Die to any rolls to resist the effects of fear, such as from a Close Call.

Cursed

You've always been unlucky. You begin with -1 Fortune. For some reason, bad things always seem to happen to you. The town guard mistakes you for a wanted man, the wench you picked up in the tavern turns out to be a runaway princess, you step on a twig just as you nearly snuck away, etc. Whenever the GM has such bad things happen to you, he will give you a Fortune Point. You also feel that this bad luck might be changed once you have done something to break the curse (and it has to be something pretty big). At the start of the campaign, you will probably not even know what it is you need to do, and will likely make a quest out of finding out. Once the curse is lifted, lose this Flaw (including the Fortune penalty).

Delicate

You are not very tough. Deduct two from your Lifeblood total.

Illiterate

You cannot read or write and you cannot choose a Career with literacy as a requirement. You can buy off this Flaw as your character begins learning to read. You do not have to pay the full 10 Advancement Points all at once to buy off the Flaw, and can buy it off gradually. The more Advancement Points out of ten you have, the better you are at reading, advancing from being able to recognize only a few simple words at 1 AP to becoming completely literate at 10 AP when this Flaw is lost.

Landlubber

Roll a Penalty Die on activities whilst at sea.

Lumbering

Roll a Penalty Die when balance is important—crossing a narrow bridge or standing on a mountain ledge.

Non-Combatant

You are not a warrior; your skills lie elsewhere. You have only 2 points to spend on Combat Abilities instead of 4, but begin with 6 points for Careers instead of 4. In addition to this, it costs you twice as many Advancement Points to increase Combat Abilities or to master Maneuvers.

Primitive

You are from an isolated culture that has no knowledge of firearms, the printing press, and various other advances achieved in the outside world. Whenever dealing with “modern” technology (firearms, etc.), you get a Penalty Die.

SOCIETAL FLAWS

These Flaws relate to the groups you belong to, loved ones, and enemies you may have, as well as where you fit in society.

Active Duty

You are on active duty in the military. This carries a great deal of responsibilities, and you go where and do what you are told. Normally, you go on campaign or out to sea in the summer. Whenever you have to accept an additional mission that disrupts your plans, or receive a difficult order, gain 1 Fortune. You are paid, though it is not much.



Double Life

You have not one, but two identities. Perhaps you are a dainty fop by day and a daring highwayman by night, or you are a woman posing as a man. Whatever the story, you have a 'true' identity and an alter ego. Each will have its own contacts, relationships, and reputation. Regardless of whether you switch back and forth between the two identities or if you want to leave one buried in the past, you do not want people to find out the truth. Whenever you are inconvenienced by this double life, gain a Fortune Point. You can also pay a Fortune Point to take advantage of the double life (the highwayman plunges into the mist—and when the troopers get there they see the dainty fop crying “After him you dolts! The highwayman is getting away!”). Usually, though, maintaining a Double Life is more trouble than it is worth, as you may find yourself in situations where you need to be in two places at once, etc.

Evil Twin

There is someone out there who looks exactly like you. This person might be a true twin, or perhaps someone who looks just like you, or someone who has begun impersonating you. This “evil twin” causes you no end of problems—either as cases of mistaken identity or through deliberate action pretending to be you. Whenever this evil twin causes some great problem for you, gain 1 Fortune.

Hunted

Perhaps you are wanted by the authorities, or have offended some powerful noble or pirate king. Regardless of whom, you constantly have to evade agents intent on capturing or even killing you. However, whenever you face these challenges, you earn 1 Fortune.

Hapless Friend/ Loved One

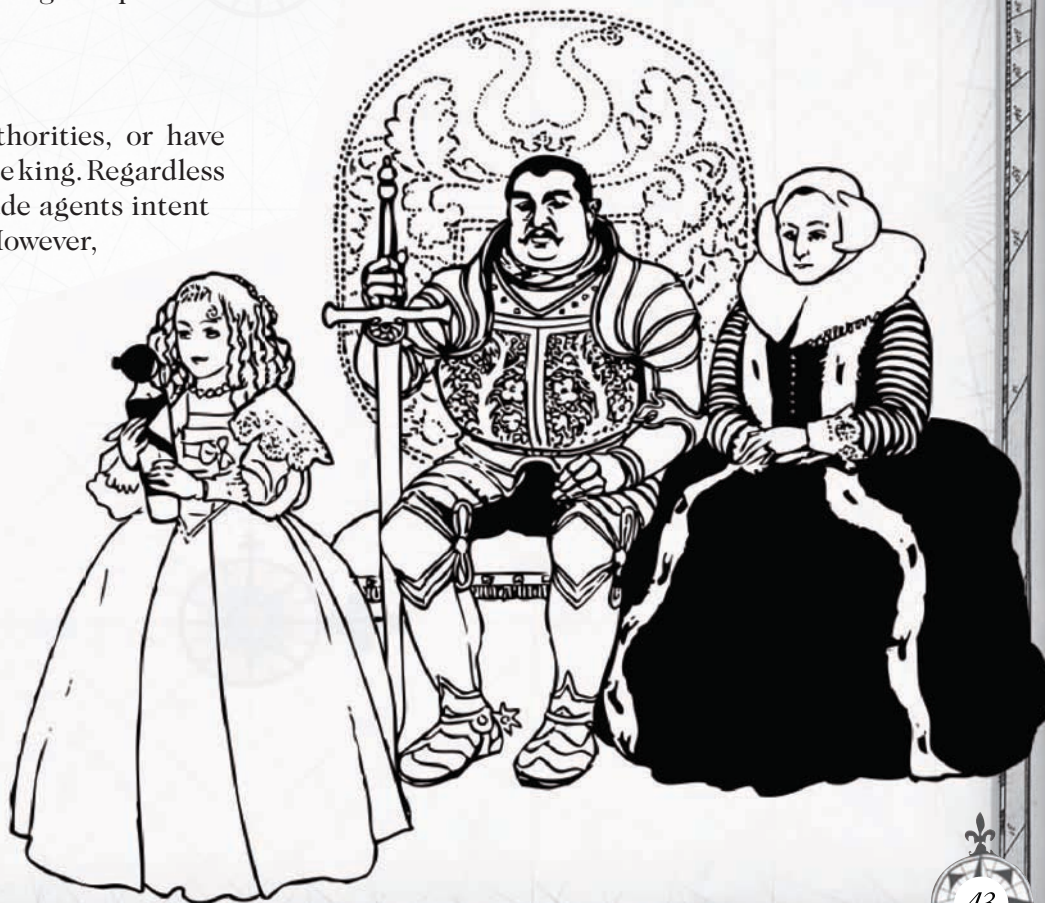
There is someone you are devoted to protecting and aiding, who often gets you into trouble. This could be a lover, a kid sister, or friend, for example. Whenever you take some serious risk or setback on this person's behalf, you gain a Fortune Point. A Hapless Friend/Loved One is usually more of a plot device, but if you need stats, treat him or her as a Level 1 retainer.

Incompetent Servant

You employ what some might call “the worst servant in the world”. This servant is continually getting you in trouble, miscommunicating information, and making things worse when you thought they couldn't possibly become so. On the plus side, you pay him almost nothing, but you cannot seem to rid yourself of their incompetence either, be it because you are too soft-hearted to fire him, or too cheap to find somebody better! Whenever you entrust something of great importance to your servant (who then fouls it all up) the GM will award 1 Fortune Point. Incompetent Servants are usually more of a plot device, but if you need stats, treat as a Level 1 retainer.

Obligation

You have someone or some organization that you must be obedient to, or that you owe some service to. Alternatively, you have someone who you must look after who cannot take care of themselves. A character who is a servant, for instance, would have an Obligation to their master. When your Obligation calls on you to do something that is a serious inconvenience, the GM will award you a Fortune Point. When you choose this Flaw, you must work out with the GM what your Obligation is.



Infamous

You are well known for some wicked deed in your past. Irrespective of whether the allegations are true or not, or whether you had a good reason to do what you did, this bad reputation precedes you wherever you go. You get a Penalty Die in social situations when making first impressions, and continue to receive the penalty until you earn a person's trust.

Uncultured

You only speak your native tongue, regardless of how many language choices your character would otherwise be entitled to. As long as you have this Flaw, you cannot learn a new language.

Young

You are youthful and inexperienced, and many consider you yet a child. You begin with only three Careers, and have only 3 points to spend on Careers. Further, your maximum rank you may have in any Career is 2 until this Flaw is bought off (when you become an adult).



PERSONAL FLAWS

These Flaws may represent things about you that are not very nice, or perhaps you are too nice for your own good. Personal Flaws can also represent what some view as a weakness.

Arrogant

Roll a Penalty Die when dealing with provincials or foreigners, where your arrogance might annoy or offend them. This Flaw is especially common among the nobility.

Braggart

You have a very high opinion of yourself—and feel the need to share it with the world. You often take credit for things that you never did, and make those accomplishments you did achieve seem so much grander with each retelling, often disregarding the role anyone else played in the story. Needless to say, you often play fast and loose with the truth with these boasts, which could lead to you being called a liar, which may in turn lead to a duel. Whenever your bragging gets you into trouble you gain a Fortune Point. You gain a Penalty Die whenever you try to give credit to someone else.

Delusions of Grandeur

Overconfidence is common among swashbucklers... it is also a vast understatement to describe your perception of yourself in the world. You try to live, act, and socialize far beyond your station. Nothing is too good for you. You also think you are far better than you actually are in just about every pursuit. You might even think you are someone you are not. Whenever these delusions get you into trouble, you gain 1 Fortune Point. You also take a Penalty Die in many social situations when your delusions cause you to act inappropriately.

Distrust of Magic

When dealing with magic of any type, including the Hermetic Arts, or the users of that magic, roll a Penalty Die.

Drunkard

Roll a die when you are required to do something important for the rest of your companions. If a '1' comes up, you are intoxicated. Roll 1d3 to determine how much Composure you lost. If you've lost all Composure, you have passed out!

Greed

You cannot resist any chance to make money. If money is to be made, your judgment goes out of the window. Roll a Penalty Die whenever tempted by the offer of cash.

Hopeless Romantic

You are always falling in love with the wrong person, whether it is your best friend's wife or your fiancée's sister! The GM will tell you when your character has fallen in love, and award a Fortune Point when bad things happen to you because of it. You also have a Penalty Die to resist wooing your love or doing all you can to make the person happy.

Hot-Headed

Your anger often gets the better of you. You get a Penalty Die to any rolls when trying to suppress your anger, such as not making a scene at a royal ball when insulted, or making a Flair check to ignore an enemy's taunt. Your anger can also get you into duels, or worse. Whenever your anger gets you into trouble, you gain 1 Fortune Point.

Lust

You find it hard to resist the charms of the opposite sex, and you get a Penalty Die to any Savvy checks to avoid succumbing to a pretty face.

Obsession

There is something with which you are completely obsessed. It could be a fascination with a certain pursuit, person, or thing. You spend a great deal of time and money on this Obsession. Whenever you are in the presence of the object of your Obsession, you have a Penalty Die on all rolls that require you to ignore it. Sometimes your Obsession can get you into a lot of trouble, and when this happens the GM may award you a Fortune Point. For instance, Bernard is obsessed with the Philosopher's Stone. He is in a library where he has found a shelf of books containing formulae which may help him unlock its secrets. But the library is on fire, and under attack! If he tries to escape the burning library and avoid the soldiers, he'll have a Penalty Die to his rolls, but if he stays and tries to salvage the books, the GM will award him a Fortune Point.



Phobia

There is something you have a great and irrational fear of. Treat this Phobia as a Creature with a Terror rating of 3 to you. Whenever the GM causes you to be confronted by it, you gain 1 Fortune Point, and must make a Daring roll at -3 from fear. If you succeed, your "Fight" response has triggered, and you gain +1 to all rolls for 1 round. If you fail, your "Flight" response has triggered: lose 1 Composure each round you don't flee from the object of your Phobia. At the start of your turn, make another check until the object of your fear is gone, or you have lost all Composure. If you lose all Composure, you have a -4 penalty to all rolls except for fleeing from your Phobia. You cannot spend Fortune to regain Composure from your Phobia. Some possible Phobias include: Fear of Reptiles, Spiders, Heights, Crowds, Death, the Dark, Closed Spaces, Ghosts, etc.

Soft-Hearted

You are incapable of being cruel to people, no matter how much they deserve it. You gain a Penalty Die whenever you have to do something unkind, such as trying to kill an enemy. Soft-hearted characters are likely to try to capture enemies rather than kill them (for which they have no penalty). When your soft-heartedness gets you into trouble (you let the prisoner go when he tells you a sob story about his nine children on the brink of starvation, and then he betrays you) gain a Fortune Point.

Spendthrift

They say a fool and his money are soon parted. You are the person they're talking about. You go through money like it was water. You are chronically short of funds. There will be times when this shortage will give you a Penalty Die (like showing up to the palace in outdated clothing or trying to convince somebody to loan you money). There will be other times where it creates serious problems (like a well-armed or gossipy bill collector) in which case the GM will award you a Fortune Point. One would think that it would be difficult for nobles to be perpetually broke, but for many, especially the older families, this is often the case as their pocketbooks cannot keep pace with the latest fashion, silverware, vintage, etc. Of course, vices such as gambling also fit well with this Flaw.

Superstitious

While this is hardly uncommon in the 17th Century, you are more superstitious than most folk. You believe in all the old wives tales, and do a variety of little rituals to stave off bad luck, such as avoiding black cats or tossing spilled salt over your shoulder. Whenever you must do something that is "bad luck", or go somewhere you think is haunted, you have a Penalty Die. If the GM thrusts you into such situations, you may earn a Fortune Point. Obviously, if the campaign has actual supernatural elements, this will be even more frequently occurring.

Taciturn

Your character is very tight-lipped. It's a rare day on which he uses a sentence of more than three words, and it's virtually unheard-of for him to initiate conversation. His extreme reluctance to speak unfortunately means he rarely volunteers information without being asked.

Roll a Penalty Die in social situations.



Terrible Secret

There is something you do not want others to know. This could be about yourself, or some great matter of state, etc. Perhaps you were once a convict who assumed a noble's identity, or you know that the King is not the rightful heir, etc. There will be times when this secret comes back to haunt you. Blackmailers, magistrates, inquisitors, and more may come to trouble you. Whenever bad things happen to you, or you must go to great lengths to protect the secret, the GM will award a Fortune Point.

Trusting

You are a very trusting person, what some might call naïve. In a world where intrigue can be as deadly as combat, this can be a serious liability. You almost always take people at their word, and won't second guess them. When your trusting nature gets you in trouble, the GM may give you a Fortune Point.

Untrustworthy

You have proven you are not worth trusting. Your word alone is never good enough. Roll a Penalty Die when the situation calls for someone to believe or trust you.

Vice

You are addicted to something and require it every day to function fully. Whenever you go more than a day without it, you have a Penalty Die on all rolls.

Zealot

This is a Flaw far more common among villains than heroes. There are many willing to die for their faith, but a Zealot would kill for it. You get a Penalty Die whenever you must be civil to a non-believer. If the GM puts you into a situation where your Zeal could cause serious problems, he may award a Fortune Point.

THE TRAPPINGS OF HEROES

Don Juan: "The sword is not for a traitor. You die by the knife!"

—*The Adventures of Don Juan*
(1948, starring Errol Flynn)

Starting Gear

The basic rule about character equipment is to let the PCs have equipment that is appropriate to their Careers, so you can get into the action as quickly as possible. You shouldn't need to spend much time shopping in *Honor + Intrigue*. Indeed, equipment has no listed costs. The main items that should be barred to PCs are those the GM deems unsuitable to the character and those that require a special Boon that the PC doesn't have.

There are likewise no rules for encumbrance. Heroes go around with what they can reasonably carry. You may have a chateau in the country and a gilded carriage, but what good are they when you are lost in the Panamanian jungle armed with only a sword in your tired fist? If you need something later on, you could spend Fortune Points to "just happen to have" it all along, or make a Career roll to acquire it.

ACQUIRING ITEMS

When a character needs to acquire items, he or she can make rolls against appropriate Careers to buy, beg, borrow, or steal them. Difficulty modifiers might be assigned by the GM based on the item's availability or cost. Merchants and nobles are especially able to make purchases, while thieves and charlatans can get what they need by less legal means.

Characters with the Spendthrift Flaw will perpetually have difficulty getting things (a Penalty Die) while

characters with the Great Wealth Boon will find it easy (with a Bonus Die). There may be times where a group of penniless adventurers can get really creative, like staging a bar fight in order to obtain a meal amid the carnage. Those sorts of situations can be fun to role-play.

If the GM wants to keep more detailed track of money in the campaign, however, there are some optional ways to do this presented on page 114.

QUICKLY OUTFITTING CHARACTERS

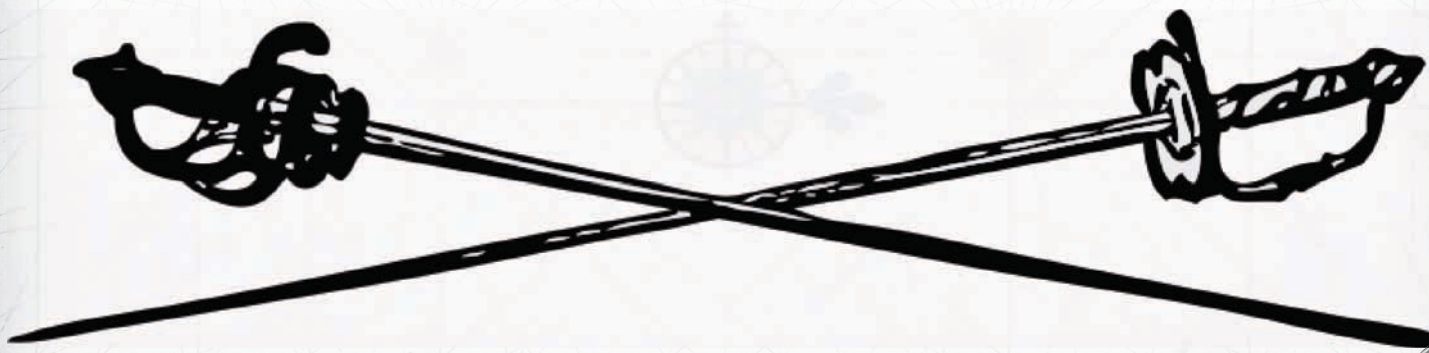
If the GM wants to speed things along, the fastest way to outfit characters is to have them pick one piece of equipment that fits each of their Careers, and then one additional item to flesh out the character (5 items in total). If there's anything important that they forgot, you can always pick it up later, or spend Fortune to "just happen to have" it.

Example: Guillaume's Careers are Farmboy, Soldier, Hunter, and Don Juan. He picks a horse (Farmboy), a brace of pistols (Soldier), a musket (Hunter), and a set of fine clothes (Don Juan). In addition, Guillaume's player wants a melee weapon, so he chooses to have a bayonet. Guillaume's equipment is figured out in less than 5 minutes, and he's ready to play!

Arms

There is a wide range and variety of weapons used throughout the world but most of them conform essentially to a few basic designs with minor differences. The sword is very popular with adventurers but pikes and firearms are most common amongst trained soldiers and city guards. In the wilds, adventurers are rarely without a ranged weapon.

The base amount of damage you do with almost any weapon is the dice used by the weapon. When you hit with a melee weapon add your Might to get the total damage. Thrown weapons add half your Might (round down).



If you want your character to have a two-handed version of a one-handed weapon (say a “great” axe) simply add +2 to the damage it does. However, such weapons are a bit unwieldy, and have -1 to Parry (this penalty stacks with any existing penalty to Parry).

Ranged weapons have “range increments” given in feet. Each range increment beyond the first is at a penalty to hit, starting with a -1 penalty for medium range, -2 for long range, -4 for distant range, and ending with a -6 penalty for extreme range. If the shooter is less than half a range increment away from the target, this is considered point blank range, and grants a +1 bonus to hit.

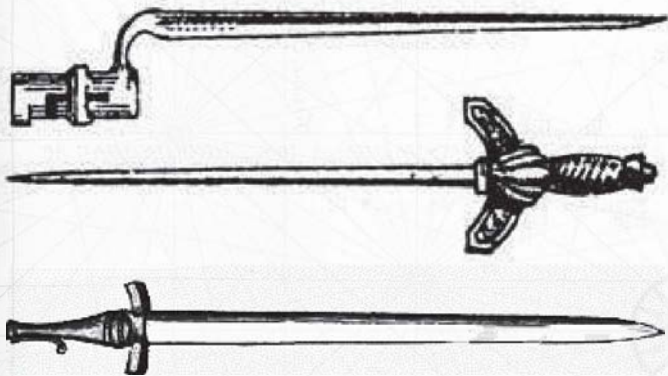
WEAPONS

Axe



These are usually made with steel heads on a wooden haft. One-handed axes include boarding axes, hatchets, hand-axes, or tomahawks. A two-handed axe could be an executioner’s axe, woodcutter’s axe, battle axe, mattock, bardiche, or pole-axe. An axe does 1d6 damage and can be thrown with a 10’ range increment. A two-handed axe does 1d6+2 damage. Axes are not very good defensive weapons; you get -1 to Parry with them, but they are good at hooking around another weapon, giving them +1 to Bind.

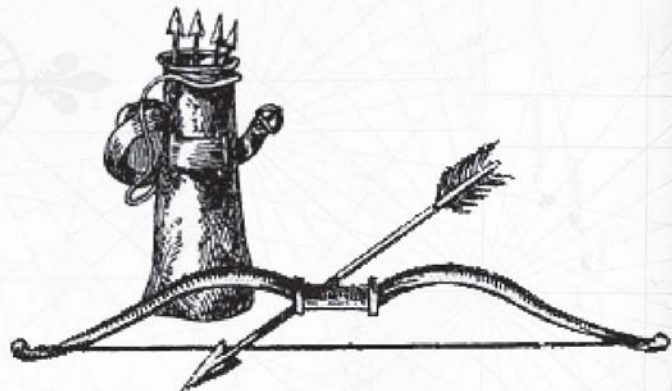
Bayonet



The original bayonet was a dagger designed to fit inside the barrel of a musket, forming a spear, but preventing the gun from firing. The invention of the “socket” bayonet (which allows one to fire the musket while the bayonet is affixed) appears

at the end of the 17th Century. When the Bayonet is affixed to the musket, treat it as a pole-arm. When it is wielded in the hand, treat it as a dagger.

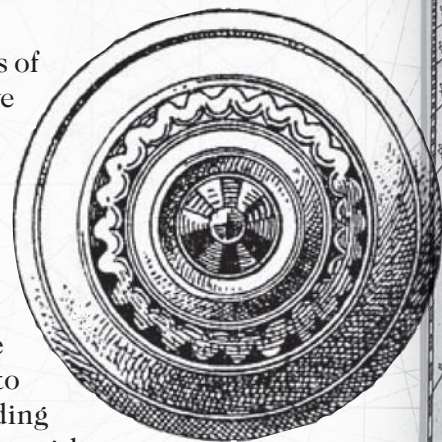
Bow



This represents a wide variety of weapons, which are used to fire arrows by drawing back the bowstring, which is strung between the two ends of a curving length of wood. It is an antiquated weapon, mostly used in hunting and target shooting for sport, as firearms are now used on the battlefield. All bows are used two-handed. Most bows fire at 60’ range increments. Knocking an arrow takes 1 Minor Action. Longbows fire arrows at 100’ range increments, and are used mainly in the British Isles. A bow does 1d6 damage, and a longbow does 1d6+2 damage.

Buckler

While the larger shields of medieval knights have become antiques, there are still some swordsmen who use this small shield in their off-hand to block an enemy’s sword or to punch the enemy. You get +1 to Parry if you are wielding a buckler, which stacks with any other parrying bonus you may have. A buckler does 1d6-1 damage.



Cloak

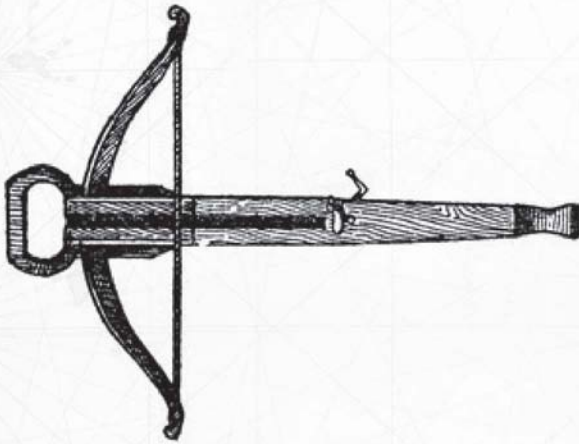
A common piece of clothing that can also be used as a defensive tool, wrapped around the hand, and used to knock aside an enemy’s sword. You could also use a large hat, tablecloth, etc. Technically not a weapon, a cloak cannot do damage, but gives +1 to Feint and Bind, and also can be used to parry (the Cloak Parry uses Flair instead of Savvy, as it is a flashy move).

Club



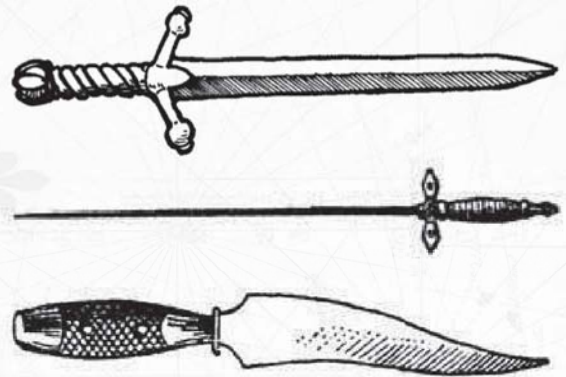
The simplest of all weapons, this is a stout length of wood, used in one hand to bludgeon and batter your opponent. They can be cudgels, canes, belaying pins, or shillelaghs. The butt of a pistol or musket would also count as a club. One-handed versions can be thrown with 10' range increments. A club does 1d6-1 damage and a two-handed club does 1d6+1 damage.

Crossbow



A crossbow is a simple device for firing a short quarrel with some force and little training. They are not used in warfare much except by snipers and in sieges. For their accuracy, all crossbows get +1 to hit when making a Called Shot. They take two Minor Actions to load. They are mostly two-handed weapons and have a range increment of 80'. Arbalests are very heavy crossbows that take 3 Minor Actions to load (if you have a "goat's foot" or a Might of 2 or more; otherwise it is 4 Minor Actions), but have a range increment of 100'. There are also special crossbows designed for launching grenades. They have a range increment of 30' and take 3 Minor Actions to load, but cannot be used to fire ordinary crossbow bolts. A crossbow does 1d6+1 damage, and an arbalest does 1d6+3 damage. A hand crossbow has been invented that is favored by assassins for its quietness compared to a pistol (and when loaded with a poison bolt, it's just as lethal). It only does 1d3 damage, and has a range increment of 20', and takes 1 Minor Action to load.

Dagger



This covers all forms of short stabbing, thrusting or slashing weapon, either with one or two edges, that can be thrown with a range of 5' increments or used in close quarters. Highly concealable, it is a favorite of ladies and assassins. Daggers are only used one-handed. A dagger does 1d3+1 damage, and gets a +1 bonus to perform a Called Shot. A stiletto is a spike-like dagger with no edge used to punch through armor. It cannot be thrown or used to cut, but negates 2 points of Protection. A throwing knife is a dagger weighted for throwing with a range increment of 10' and +1 to Quick-Draw, but has -1 to all Melee rolls.

Garrote

This is a heavy cord or wire used to strangle people, a weapon favored by assassins because of its ability to kill quietly. Using a garrote gives +2 to attack and damage when using the Choke Maneuver. For purposes of the Sword Break Maneuver, treat a garrote as if it does 1d2 damage.

Hook Hand

Pirates and sailors live a rough life, and sometimes must replace a lost hand with a metal hook. This hook can make a serviceable weapon, and is especially good at Binding an enemy's sword, getting +1 to this. A Hook Hand does 1d3+1 damage.

Main Gauche

French for "Left-Hand" this is an especially long dagger intended to be used along with a rapier. Like a rapier, it also has a basket hilt, and it is especially good at Binds, Disarms, and Sword Break Actions, getting a +1 to perform any of these. It can be used in close quarters; however, it is not at all balanced for throwing. A Main Gauche is only used one-handed. A Main Gauche does 1d6-1 damage.

Parrying Dagger

An alternative to the Main Gauche, a parrying dagger has a pair of spring-loaded blades that fan out from the central blade, forming a trident. This weapon is exceptionally good at Bind, getting +1 for this purpose. A Parrying Dagger is only used one-handed, and does 1d3 damage, but when attempting to break a sword, it does 1d6+1 damage; giving it the nickname "Sword-Breaker".



weapon. However, a whip can make a terrifying crack that can be quite intimidating in battle as a Minor Action. A Whip Crack uses Flair + Melee -1 vs. Daring. If you succeed, the enemy loses 1 Composure. If the enemy is a pawn, he simply runs in fear. A whip gets +1 to Bind and Disarm. It can be used as a garrote as well. A whip only does 1d3-1 damage, but enemies get a Penalty Die trying to Parry it.

Spears and Pole-Arms

A 5 to 6 foot length of wood with a pointed tip, designed for throwing at 20' range increments, or for using against mounted opponents in particular. In a charge or receiving a charge (with a Stop-Thrust), add +1d3 to the damage. Pole-arms are extra-large spears, that often have an additional function; such as an axe-blade (a Halberd). Pole-arms cannot be thrown. A spear does 1d6 damage, and a pole-arm does 1d6+2 damage. A horse-lance is a spear that does +2 damage when wielded from horseback, and cannot be thrown. A harpoon is a special spear for hunting large sea creatures that can be thrown in 10' range increments, and does 1d6+1 damage. If it penetrates the hide of a large marine creature like a whale, it will do 1d6 damage per round (for 1d6 rounds) to the creature from blood loss. They are very unwieldy in hand-to-hand combat, having -1 to hit.

Staff

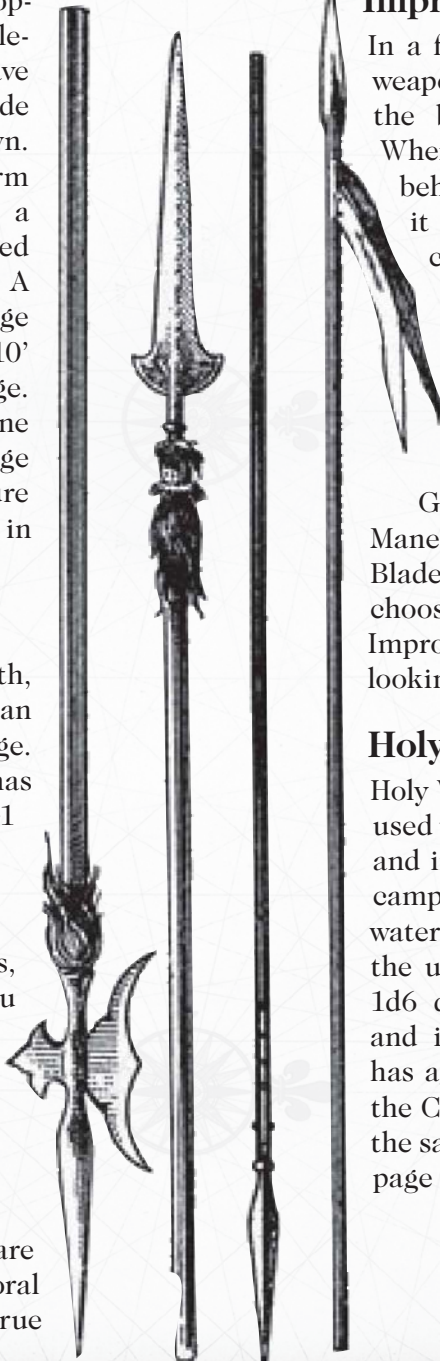
A simple stout pole of around 6' in length, a staff is both an aid to walking and an effective weapon. It does 1d6-1 damage. Unlike most 2-handed weapons, a staff has no penalty to Parry; instead, it has a +1 bonus.

Unarmed Attack

An unarmed attack with your bare fists, elbows, head, etc. does 1d2 damage. If you have something metal covering your fist (like the basket hilt of a sword) you do 1d3 damage instead. A kick has -1 to hit, but does 1d3 damage.

Whip

A lash made of woven rawhide, whips are used more for torture and corporal punishment than they are as a true



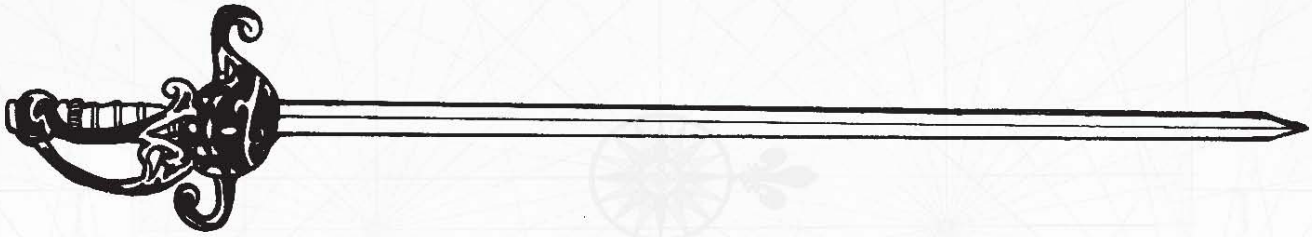
Improvised Weapon

In a fight, you won't always have a good weapon at hand, and will have to make the best use of what's lying around. When you use an improvised weapon, it behaves just as another weapon that it is most similar to. So a fire poker can be used to improvise a sword, a champagne bottle a club, a broken sword a dagger, etc. The difference is that an improvised weapon does -1 damage and has half the range, if thrown. You can parry with an improvised weapon, and at the GM's discretion, you can use other Maneuvers with it. Instead of Daring for Bladework or Savvy for Ranged, you can choose to use the Flair Quality with an Improvised Weapon, because it is a flashy looking attack.

Holy Water*

Holy Water is not actually a weapon. It is used to anoint the sick, perform blessings, and in church ceremonies. However, in a campaign with a supernatural aspect, holy water can be a powerful weapon against the undead. A splash of holy water does 1d6 damage to any undead it touches, and ignores any protection the undead has against other attacks. Someone with the Clergy Career can make holy water in the same way they can bless a weapon (see page 179).

SWORDS



The pre-eminent weapon of the 17th Century, there are five groups into which all swords fall.

Epee

These are light flexible swords primarily for thrusting, such as rapiers and foils. Because of their speed, you get +1 to Parry with one. They do 1d6 damage.



Small Sword

Introduced in the Netherlands, these short, straight swords are becoming popular among French nobles as well. Because of their speed, they give +1 to Parry, and their short blade gives +1 to Quick Draw. A small sword cannot be used to cut, however, as it has no blade at all, only a point. They do 1d3+1 damage, but are very hard to break, getting a +2 bonus to avoid Sword Break. In addition, a small sword is extremely quick, allowing you to Split Actions to attack twice with only a single small sword.



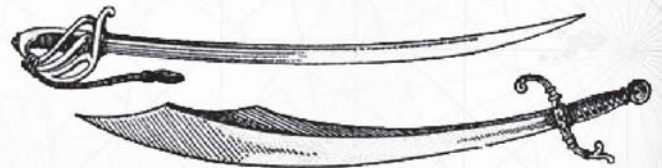
Broadsword

Heavy straight, two-edged swords, these harken back to medieval times. Broadswords include medieval longswords, the German katzbalger, or the Scottish basket-sword. Their weight gives them +1 to Beat. They do 1d6+1 damage, and are wielded in one hand if you have a Might of 1 or greater.



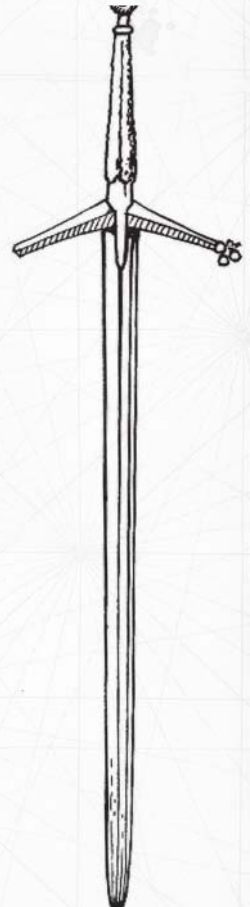
Backsword

Medium weight, curved, single-edged blades meant for slashing often wielded on horseback or aboard ship, and worn as a side-sword in Eastern Europe. These include sabers, cutlasses, and scimitars. Their superior edge gives +1 damage with Quick Cut (add after the roll has been halved). They do 1d6 damage.



Greatsword

Greatswords are huge swords such as the Scottish Claymore or German Zweihänder. Though these weapons were more common in medieval times, they are still used in the 17th Century, especially by soldiers attacking pikemen. These swords are always two-handed and do 1d6+2 damage. Because of its deadly swing radius, these swords get +1 to Moulinet, but like all two-handed weapons, they have -1 to Parry.



BLACK POWDER WEAPONS

17th Century firearms are deadly, but also rather inaccurate. Armor is not as effective against firearms and provides 2 points less Protection from each hit (a minimum of 0 Protection). At point-blank range (+1), firearms do +1d6 damage. At long range (-2) and further, a firearm does half damage (round down).

Firearms are available in three types: Matchlocks, Wheel-Locks, and Flintlocks. By default, most firearms are Flintlocks, which misfire on a natural roll of 2-3 when fired (see misfire table below). A Wheel-Lock takes 1 Minor Action less to load and only misfires on a 2. However, when a wheel-lock misfires, it is much harder to fix (see the Misfire Table). A Matchlock takes 1 Minor Action longer to load, misfires on a 2-4, and, unlike other firearms, cannot be concealed or carried around always pre-loaded because of the burning match cord it uses to fire.

In the world of 17th Century firearms, misfires are common and sometimes deadly. If you misfire, roll on the chart below or spend 1 Fortune Point to choose your result.

Black Powder Misfire Table

2	Weapon explodes: You and everyone within 5' of you take damage as if they were shot by the weapon. In the case of a grenade, treat as if it exploded right where you are standing.
3-5	Weapon broke: The weapon will take too much time to repair to be used again during this scene. In the case of a wheel-lock, it must be taken to a person familiar with clockwork to repair.
6-9	Minor jam: You must spend a number of Minor Actions equal to loading the weapon before it can fire again (maybe the flint fell out, etc). In the case of a wheel-lock, it takes an additional 2 Minor Actions to fix.
10-12	Simple misfire: the weapon should function properly next time

Pistol



A pistol is a commonly carried firearm by adventurers. It has a range increment of 10 feet and does 1d6+1 damage. A pistol takes 3 Minor Actions to load.

Musket



A weapon most commonly used by soldiers and hunters, it is the most deadly firearm. It has a range increment of 50 feet and does 2d6 damage. A musket takes 4 Minor Actions to load. A matchlock musket is called an "arquebus".

Blunderbuss

The 17th Century equivalent to a shotgun, it has a bell-shaped barrel, and is often loaded with bits of chain, nails, or anything metal when shot isn't available. These weapons are usually carried by sailors or pirates to use during boarding actions. It has a range increment of 10 feet and does 1d6+6 damage. Because it fires in a wide angled burst, it does less damage to distant targets. The penalty for range is applied to the damage instead of the roll to hit. At long range and further, halve the damage first, then apply the range penalty to the result.

Example: A blunderbuss is fired at long (-2) range. The attacker hits and rolls 1d6+6 for damage and gets 9. Because it was fired at long range, that damage is halved (rounded down) to 4, then the -2 penalty is applied to the damage, resulting in a mere 2 points of damage. Had the attack been made from Distant (-4) range, no damage would have been done.



Each shot hits 1d6 targets when aimed at a tight group. This makes a blunderbuss especially lethal to pawns. A Blunderbuss takes 3 Minor Actions to load.

Pole-Brace

A pole-brace is a rod of about four feet in length ending in a Y-shaped top. This is used to rest a musket upon for more accurate firing. It takes a Minor Action to set a pole-brace, and doing so extends the effective range increment of a musket by 10 feet.

Grenade

With a very high rate of misfire, these primitive explosives can be as dangerous to the wielder as they are to their enemy. A grenade has a thrown range increment of 10 feet. They do 4d6 damage, less one die per 5 feet away the victims are from the origin of the blast. Roll damage once for all targets—the “lost” dice are ignored in order of largest to smallest.

Example: if you rolled 6, 4, 2, and 1, a target right next to the grenade would take 13 damage, a target 5 feet away would take 7 (ignore the 6 result), a target 10 feet away would take 3 damage (ignore the 6 and the 4), a target 15 feet away would take 1 damage (ignore the 6, 4, and 2), and a target 20 feet away would take no damage (ignore all dice). To break a grenade, assume it does 1d6+2 damage (though breaking a grenade open is a terrible idea, causing an automatic misfire!).

It takes a Minor Action to light a grenade, and a Major Action to throw it. When lighting a Grenade, roll to see if it lit properly using Savvy + any appropriate Career bonus like Soldier or Sailor. Success indicates the grenade lit properly, failure indicates that you must roll on the misfire table!

Throwing a grenade is a Ranged check made with Might. The thrower treats the target area as if it had a Defense of 0; only range penalties affect the throw. For every point the throw failed by, the grenade lands 1d3 feet in a random direction from the target. Use a d6 to determine the direction (1-3 short of, 4 wide left, 5 wide right, 6 past the target). It is okay to be “close” with a hand-grenade (or when playing a game of horseshoes). So if a throw missed by 2, the grenade would land 2d3 feet in a random direction from the target.

Next, the GM secretly rolls 2d6-2. The result is which initiative phase it explodes, either later this round (if the roll was lower than the current phase), or next round (if the roll was equal or higher than the current phase). This means that combatants usually have time to take cover, run, or even throw the grenade back! A brave (or foolish) person might delay throwing the grenade a few phases in order to give the enemy less



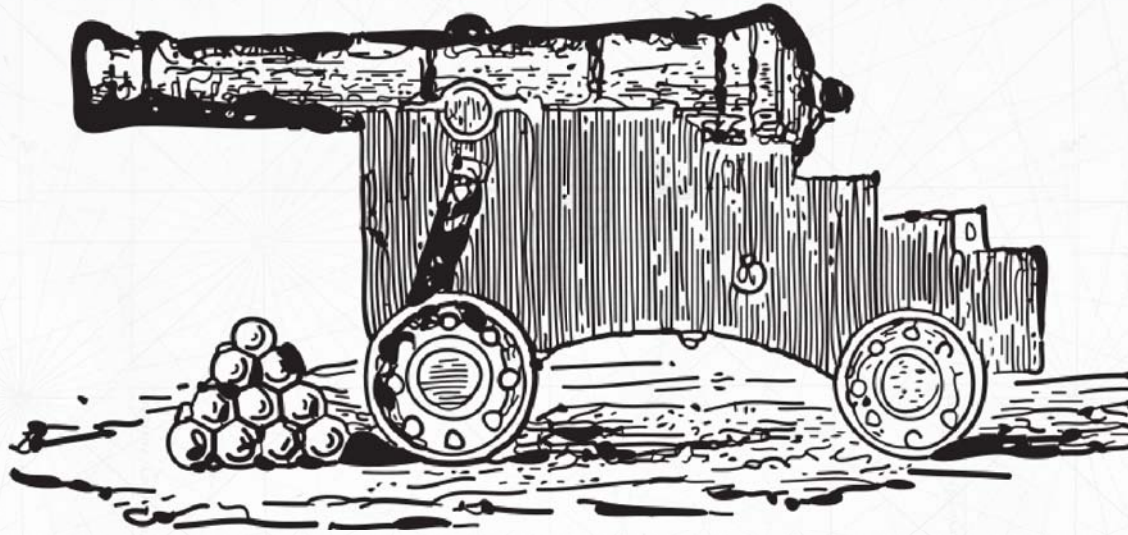
time (but this also increases the chance of blowing oneself up). It is very wise to use your Minor Action to light the grenade first then your Major Action to throw it next (lighting a Grenade at the end of your turn is a bad idea).

A character who is aware of the grenade can spend a Reaction to catch a grenade using any appropriate Career with Daring. A grenade that is at one's feet can be kicked away by spending a Major Action using Brawl and Might. The result is how many feet away the grenade was kicked (until it hits an obstacle at which point it stops rolling). Cutting or dowsing the fuse are a couple other possible solutions.

Powder Kegs

Treat an exploding keg of gunpowder like a grenade, but it does 6d6 damage instead of 4d6. Every 5 feet from the center of the blast removes the highest remaining d6 from the damage roll. Igniting a powder keg requires laying a charge (a Hard [-2] Savvy + Career test), burning or shooting it for more than 5 damage. A powder keg is a small target to shoot at (Ranged Attack difficulty -2 for size, plus range).

A large cache of powder kegs does between 10d6 damage (a powder wagon) and 20d6 damage (a warship's powder magazine). Anyone exposed to more than half the damage dice can only survive the blast by using Fortune Points to evade certain death (a mere “Close Call” will not be sufficient). Detonating one powder keg will set off a chain reaction that causes them all to explode.



Swivel Gun

Also known as a “boarding cannon,” a swivel gun is an anti-personnel weapon, usually mounted on the side of a ship or fortress. It has a range increment of 50 feet and does $2d6+4$ damage. It is too heavy for a person to carry, and must be mounted in order to fire. It takes 10 Minor Actions to reload, which can be shared between up to two crewmen. Because it is so inaccurate, a swivel gun has a Penalty Die to hit with ranged attack rolls at a single target. Instead, it is typically used to fire into crowds, where it can kill $1d6+1$ pawns and has no Penalty Die to hit.

Cannon

While they range in size, *Honor + Intrigue* divides cannons up into two groups: cannon and artillery. A typical field cannon or ship’s gun has a range increment of 300 feet (100 yards) and takes 20 Minor Actions to reload, which can be shared between up to four crewmen. Artillery, which is typically mounted on a fortress and considered too heavy to move in the field, has a range increment of 600 feet (200 yards) and takes 40 Minor Actions to reload, which can be shared between up to six crewmen.

Cannons are very difficult to aim, requiring a successful Career check (typically by an artillery officer; difficulty set by the GM) to sight the gun to even have a chance of successfully hitting a target. If this roll fails, the shot is wasted; if it succeeds, the shot is very close to what they were aiming at (usually causing some significant damage nonetheless). If it is a Mighty Success, the shot is a direct hit. If the cannon hits a large target that is slow or stationary, such as a ship, fortress, or infantry formation, the GM will narrate what happens to the target. Individual PCs or important NPCs aboard the ship, inside the building, or attached to the formation must make a Moderate (+0) Flair roll or take $1d3$ damage from the splinters and other shrapnel (they can also spend a Fortune Point to avoid it). If the cannon is fired at a small or fast moving target, such as a single horse and rider, it only affects the target at all if attack roll is a Mighty Success. Even then, the target can spend a Fortune Point to suffer a Close Call instead. It is safe to assume a person that takes a direct hit from cannon is dead. No damage roll is necessary.

When attacking a ship or sea monster with a cannon treat a single cannon as a Size 1 ship with a Guns rating of -1, and a single shore gun as a Size 2 ship with a Guns rating of -1. See the Ship to Ship combat rules (page 101).

Armor

While black powder weapons have made armor less effective, it is still worn on battlefields by heavy infantry or cavalry. Though there are numerous pieces of armor that a character can conceivably wear, it has been divided up into two types: Light and Heavy. Each type of armor has a level of Protection it provides. Whenever a character wearing that armor gets hit, the damage is reduced by this amount, to a minimum of 0 damage. Black powder weapons ignore 2 points of Protection. Because armor is heavy, it causes one wearing it to fatigue quicker. For this reason, armor limits how much Advantage you can yield (if any). Soldiers who are accustomed to wearing it can mitigate these penalties.



What's more, armor has fallen out of fashion, and so anyone wearing it outside of a battlefield it has -1 Flair, as they are less flashy and suave.

Light Armor

This armor usually consists of a stiff leather buffcoat, padded doublet, and breeches and offers 1d3 points of Protection. Wearing this armor without proper training means that you begin each scene with 1 less Advantage (cross out or cover the "Retreating" position, and skip from "En Garde" straight to "Scrambling"). A Soldier with Armor Familiarity negates this penalty completely. There are also times when even light armor is hindering, giving a -1 Penalty to attempts to be stealthy, acrobatic, etc. and also to Initiative rolls. For swimming, the penalty is doubled, as the material absorbs water and gets heavy.

Heavy Armor

This armor often includes a metal cuirass (breastplate), and tassets (plates to protect the thighs), which are worn over a buffcoat (the benefits do not stack, as the buff-coat is part of this armor). Anytime one is hit in this armor, it offers 1d6 points of Protection. Wearing this armor without proper training means that you cannot Yield Advantage in any scene to avoid an attack. A Soldier with Armor Familiarity can Yield Advantage, but begins each scene with 1 less Advantage (see Light Armor). Heavy armor is greatly hindering in many tasks, giving a -1 Penalty and a Penalty Die to attempts to be stealthy, acrobatic, etc. and also to Initiative rolls. Swimming is impossible, as the heavy metal drags you to the bottom. Your best hope to survive is to strip the armor off. Doing so takes two consecutive successful Savvy + Soldier checks at -2 Difficulty.

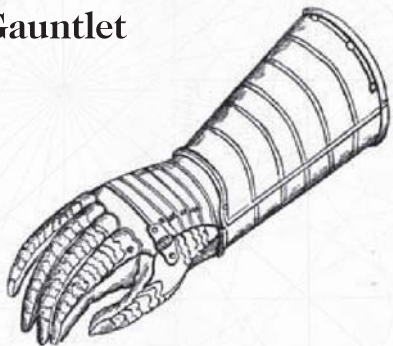
Helmet

Worn in addition to armor, or even without it, a helmet is not as inconvenient as wearing a breastplate. A helmet gives +1 Protection in addition to whatever other armor worn by the character grants, and does not impact Yielding Advantage at all. However, helmets do hamper vision and hearing, and give the wearer a -1 penalty to Savvy rolls to notice things. This penalty is not negated by Armor Familiarity. Against attacks that specifically target the head, a helmet gives 1d6 Protection.

Heavy Gloves

Often worn by duelists, Heavy Gloves give the hand 1d3 points of Protection. This is not added to general Protection offered by armor; it is only for attacks specifically on the hand, or when you use the hand to do something injurious, such as parry. Heavy Gloves are not generally hindering, except for doing fine manipulation, such as picking a lock or forgery, in which case they give a -1 Penalty. This penalty is not negated by Armor Familiarity.

Metal Gauntlet



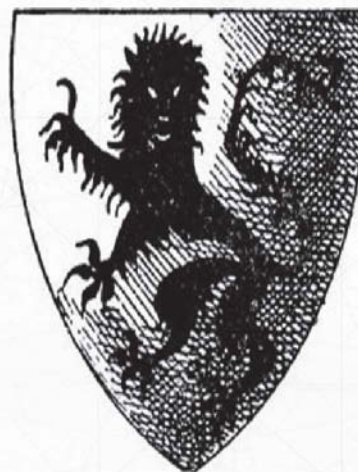
Usually only worn by heavy cavalry, even then they are rarely worn. Metal Gauntlets give the hand 1d6 points of protection. This is not added to the general Protection offered by armor, and only applies to attacks to the hand, or using the hand to do something injurious, like grab an enemy's sword. Metal Gauntlets are not especially hindering except for doing fine manipulation, such as picking a lock or forgery, in which case they give a -1 Penalty and a Penalty Die. Metal gauntlets are heavy enough that they give a -1 penalty to Swimming rolls as well. These penalties are not negated by Armor Familiarity.

Buckler

A small shield worn over the hand, a Buckler is not actually "armor" and does not grant Protection. It counts as a weapon, usually wielded in the off-hand, which grants the user +1 to Parry. A buckler has no impact on Advantage.

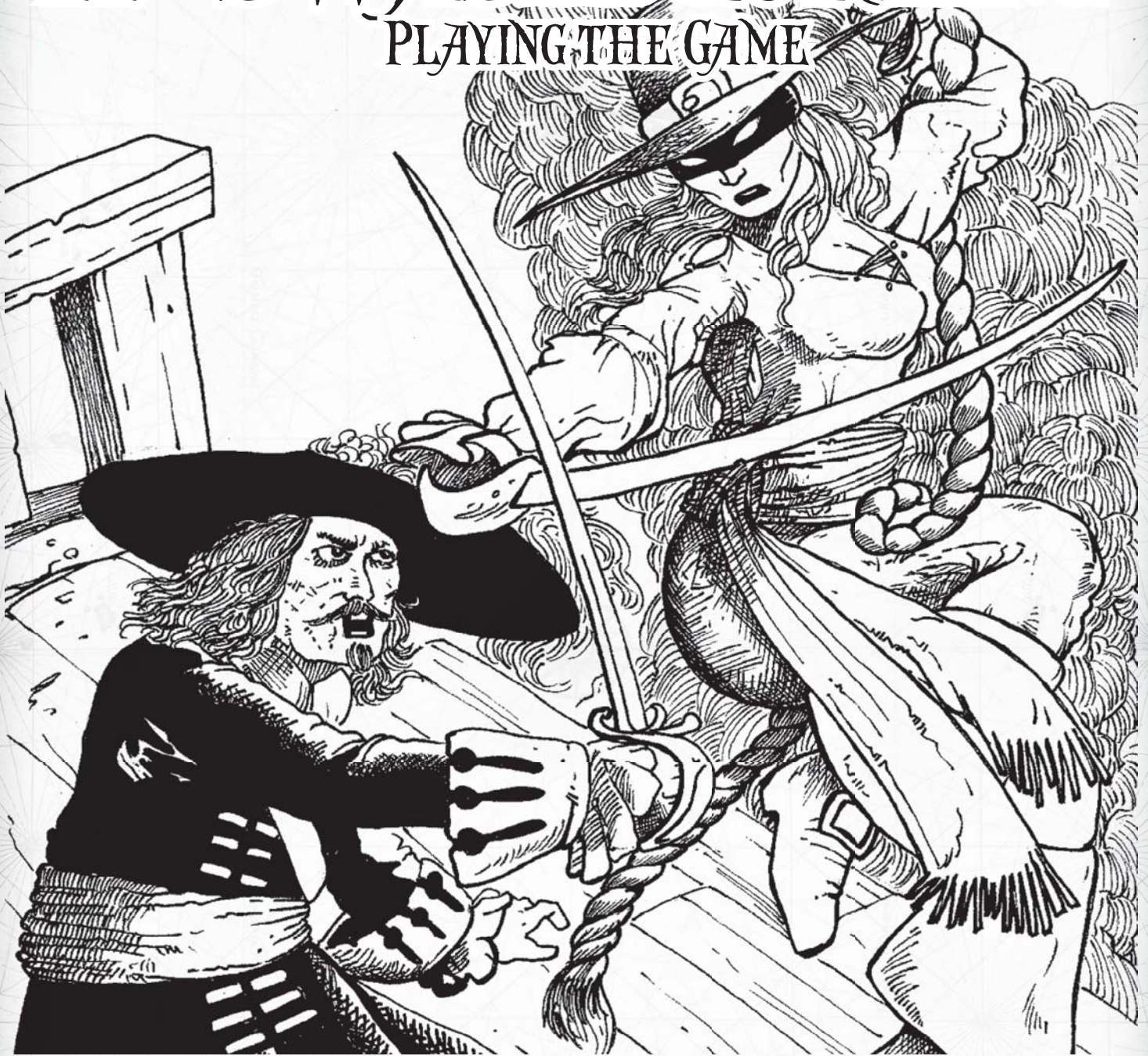
Kite Shield

Larger shields, like those used in the middle ages, grant +1 to Parry, +1 Defense against melee attacks, and can be used to Parry ranged attacks (except black powder shots, which pass through). These larger shields are awkward, however, and give the same penalties as Light Armor (the penalties are cumulative).



II: SWASHBUCKLING

PLAYING THE GAME



Performing Actions

To perform an action where the results are not guaranteed, you simply roll two dice (2d6). Add the character's most appropriate Quality to the result. If your character is fighting, you then also add the Combat Ability for the type of attack being made. If your character is not fighting, you then add any appropriate Career rank. If the task requires a specific Career that the character does not have, apply a Penalty Die to the roll, unless the GM simply declares the action impossible.

As the result of a Boon (or spending a Fortune Point), you may be able to roll an extra die instead of two dice (a Bonus Die). You take the result of the two best dice (drop the lowest die). You may also have a Flaw that gives you a Penalty Die; in that case, roll an extra die, and discard the highest one. In the rare (but possible) situation where you have a Bonus Die and a Penalty Die you'd roll four dice and drop the lowest and the highest results. There will also be some times when the GM tells you not to roll any dice at all; the results are automatic.

The GM will then tell you if there is a modifier to your total. For easier tasks, you may get to add a bonus to your total. For tougher tasks, you may have to deduct from your total. If the final number is 9 or higher, you succeed at what you are trying to do. If the final number is lower than 9 you do not succeed. The difficulty assigned to a Task Roll by the GM will either be based on a difficulty assigned by the GM using the Task Resolution Table as a guideline, or it will be based on a Quality, Combat Ability, or Career of an opponent. For example, a Hard Task Roll is always a -2 difficulty, but a roll “against Savvy” will depend on the Savvy Quality of your opponent.

Automatic Success: Whenever dice are rolled there is always some chance of success, no matter the odds. A natural result of 12 on the dice indicates an automatic success. If the total of the dice roll after modifiers is 9 or greater, the result is a Mighty Success.

Automatic Failure: Dice are not rolled unless there is some chance of failure, and a natural result of 2 on the dice indicates an automatic failure. If the total of the dice roll after modifiers is less than a 9, the result is a Calamitous Failure.

TASK RESOLUTION TABLE

Action Difficulty	Missile Fire Range	Modifier to Dice Result
Easy	Point Blank	+1
Moderate	Close	+0
Tricky	Medium	-1
Hard	Long	-2
Tough	Distant	-4
Demanding	Extreme	-6

Example: Francisco wants to swing from his ship over to the pirate ship as it is sailing away. As there is now a wide distance of open sea to cross, the GM decides that swinging onto the other ship is hard (-2). Francisco rolls the dice and gets 8, plus his Daring (3), and gets 11; after subtracting difficulty (-2) the result is 9. Francisco has just barely made it across.

Contested Rolls: While nearly all tasks are resolved using a set difficulty from the Task Resolution Table (or an opponent’s Quality or Combat Ability) there are a few situations that call for Contested Rolls where both opponents roll dice. Contested rolls are used in chase scenes or parrying an attack, among other things. In these situations both parties involved roll, and the higher result is the winner. In a tie, the result is a stalemate when possible, such as in a chase. When a stalemate does not make sense, the tie goes to the defender, such as in a Parry Reaction.

Rules & the GM

The rules are important in the sense that they give the game structure; however, you should never let the rules get in the way of the game. For example, dice rolls can make the game exciting by introducing an element of uncertainty; but requiring dice rolls for everything the PCs do renders them somewhat frivolous. Very simple tasks, where failure has little or no consequence (such as climbing a ladder) should not require a dice roll. Just as you do not want the PCs to roll the dice in frivolous situations, you may also not want them to roll them in critical ones. A situation that demands that the heroes succeed for the game to continue could be spoiled by the PCs failing a roll. Instead, tell the players they succeed, maybe even give them some narrative control to describe how they succeeded. There will also be times when the situation demands that the PCs fail, the GM may invoke “Fiat” and say that they don’t get to roll (and probably award some Fortune Points to lessen the sting) and narrate what happens to them.

It is also important to note that there are not rules here to cover everything. There will be times when GMs will just have to “wing it” and do what makes sense to them.



MIGHTY SUCCESS

A natural roll of 12 is always a success, but if the total roll and all modifiers equals or exceeds 9, it is a Mighty Success. A player may also spend Fortune Points to improve a roll to a Mighty Success; so a roll of 11 can be improved by spending 1 Fortune Point, a roll of 10 can be improved by spending 2 Fortune Points, etc. A Mighty Success has different effects depending on what you are doing at the time of the roll.

If you score a Mighty Success while fighting pawns or creatures of up to small size, you roll damage but the result of the roll is the number of additional pawns (or small creatures) that you defeat at once. The way they are defeated is entirely up to you—you don't have to kill them, but they are out of action and will not be coming back for more.

Example: Francisco sees a group of inquisition pawns standing at the base of the stairs, ordering the Innkeeper to turn his daughter over to be tried as a witch. Francisco decides to go to her aid and attacks the pawns. He rolls a 12! He rolls his weapon damage (1d6) and gets a 4. He has just dispatched five of the pawns (the first one plus four more for a Mighty Success). Francisco's player says that he cut the rope holding the chandelier and dropped it on them! The remaining inquisition guards are less confident now as they see Francisco descend the stairs with steel in his hand!

Against enemies who are not pawns, a Mighty success means that the character dealt maximum damage with the weapon, plus 1d6.

If the Maneuver you got a Mighty Success with does no damage (like Feint), gain 1 Advantage (even exceeding the base amount) plus any of the following (the GM will decide):

You get a free Disarm or Sword Break check (following a Beat or Parry this makes sense)

The effect is doubled (you could get two bonus dice to attack after a Mighty Success Feint)

Effect takes twice as much to mitigate (so Dirty Fighting would require two Advantage or Major Actions to recover)

Perform a free Maneuver immediately (something that would make sense to follow up your Mighty Success).

CALAMITOUS FAILURE

Rolling a natural 2 is always a failure, but if the roll and all modifiers are less than 9, it is a Calamitous Failure. However, this can be a chance to have some fun with your character! Maybe you got kicked and rolled down the stairs, or your sword broke. If it is on the spot and interesting, the GM may award you a Fortune Point. Otherwise, it is a chance for the GM to have some fun with your character! When it happens during a dueling Maneuver, Calamitous Failures often have the reverse of their intended effect. So if the attacker were attempting a disarm, his own weapon is disarmed. If he were going to perform a Shove/Trip, he ends up himself being knocked to the ground, etc. A player may choose to spend a Fortune Point to change a Calamitous failure into a regular failure (even though this is more boring).

Example: Francisco has gotten the drop on a group of bandits, who are all conveniently standing on a large rug. Francisco tries to pull the rug out from under them, but rolls a 2. He declines to spend Fortune and decides to make the best of this Calamitous Failure. The player tells the GM that the rug rips in his hands, leaving him staring at several armed bandits armed only with carpet samples! The GM awards Francisco's player a Fortune Point for that.

Non-Player Characters (NPCs)

NPCs are the citizens, rogues, workers, innkeepers, merchants, seamen, soldiers, priests, magistrates, dukes and so forth that the characters interact with every day in the course of their adventures. Most are not even named and their Qualities and Careers are largely unimportant. If NPCs abilities become important, you define them by describing them either as "Pawns", "Retainers", or "Villains". You can find out much more about how they work in the rules by looking at the Enemies and Allies section, page 88. For now, here's a brief description to get you familiar with the terms.

Pawns

These are the “faceless minions” who serve as guards, soldiers, or other groups of people. In combat, they are far inferior to heroes individually, but can effectively combat heroes with strength in numbers. However, the heroes can likewise defeat numerous pawns one at a time (see “Attacking Pawns”, page 89) or simultaneously (see Stunts, page 89). Pawns have only 1 Lifeblood and are ranked according to “Competence”. A group of Competence 0 pawns would be some sort of rabble, while Competence 4 pawns would be some sort of elite force. Pawns only take 1 Major Action per round. For more about pawns, see page 88.

Retainers

Retainers are far more competent than pawns, and are possible to be important enough characters that the GM may assign them a name, such as an enemy officer. Retainers have a base of 8 Lifeblood and are ranked according to “Level” of up to 3. A retainer’s level is how many points he has in each of the three sets (Qualities, Combat Abilities, and Careers). A Level 1 retainer might be the leader of some gang of ruffians, while a Level 3 retainer could be the villain’s right hand man. Retainers only take 1 Major Action per round in combat. Retainers also have a base of 1 point of Advantage. This means heroes can “press the advantage” against retainers, and that the GM can have a retainer be defeated without killing them or knocking them out. For more about retainers, see page 90.

Villains

Villains are the major enemies of the heroes, and are built in the same way. They are at the very least, the heroes’ equals, and potentially much stronger. Like heroes, villains have a base of 10 Lifeblood, and at least 4 points spent on each of the three sets (Qualities, Combat Abilities, and Careers). Indeed, some villains

may be more powerful than the heroes are individually. In addition, villains can take a Major and Minor Action per round. Finally, villains also have their own pool of Fortune Points that they can spend in the same way heroes spend theirs. So heroes are more likely to take on a villain over crossed steel than simply shooting him. In addition, villains can use their Fortune Points to emulate villainous swashbuckling tropes, such as escaping the heroes just as their defeat is at hand. For more on villains, see page 90.

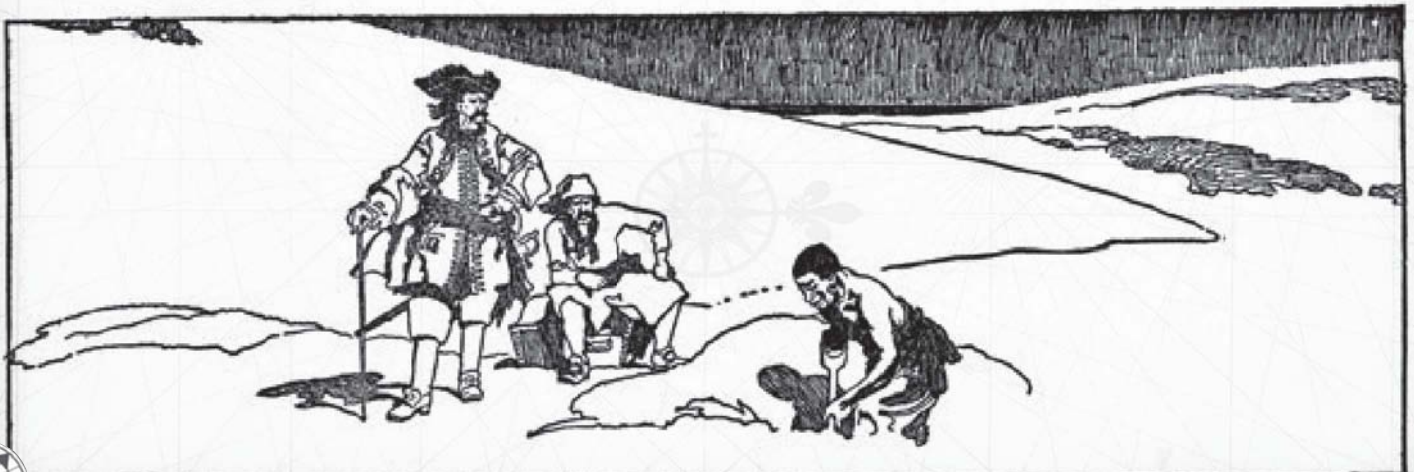
Example: The musketeers have been caught in a trap by the cardinal’s guard. There is a troop of five guards (pawns) led by a guard Lieutenant (a retainer). They were sent by the Comte de Rochefort (a villain).

Rewards

WEALTH

While the rules of the game do not call for “keeping track” of every coin, that doesn’t mean that money cannot be an important reward in game. For characters that are not nobles, having money should be an everyday concern; winning or earning some through their adventures should be something they hope for. Without tracking money in the campaign, focus on what the money will buy for the character as the reward. Ask the PC what they’ll do with the money. A new outfit to wear to the ball or a week of wine, women, and song can both be good rewards for characters and opportunities for role-playing. Likewise, a PC may be working towards a long-term goal, such as the deed to restore the family estate.

As an option, you can keep more detailed track of money in the campaign. The GM will decide what currency the campaign is using (pieces of eight, livres, pounds, etc) and what the prices of various items are. For more details on tracking wealth as an option, see page 114.



Wealth and Nobility

Nobles disdain the idea of “working” for money. They live off the rents they collect from people living on their land, but sometimes this isn’t enough. Buying the latest fashions can be quite expensive, and it isn’t unheard of for nobles to be in debt. A noble might be subject to ridicule by their peers if they ask for a monetary reward. Indeed, they may be insulted to even be offered one. That doesn’t mean that all nobles always act by such social conventions; they just need to be discreet when they don’t.

Even if the GM decides to keep track of wealth in a campaign, it may be better not to keep track for extremely wealthy nobles, unless they are making some immensely expensive purchase, such as buying a ship or a new estate.

Wealth won’t always serve as a reward or motivator for adventures. Many heroes don’t engage in feats of derring-do for financial purposes. They do it for honor, duty, ambition, or some other reason. For instance, a hero may accept a job to rescue a merchant’s daughter, but refuse the reward money afterwards. This might be a good time for the GM to award a Fortune Point. Then again, it may be good to have the merchant owe the hero a favor...

FAVORS & NEW CONTACTS

While some heroes may begin with Boons such as Friends in High Places that put them into contact with important people, this doesn’t mean that only characters with Boons can benefit from such relationships. Boons give a character access to many contacts in a broad group. It is also possible for heroes to befriend individuals. Over time, heroes will likely interact with a number of NPCs who may be recurring characters. Sometimes, the heroes may do a service for such a person, and then later be able to call in a favor. It is also possible that the person will serve as a good source of information in the future.

These NPCs should be kept track of by the GM and the PCs. You never know when they will show up again. Of course, there may also be times when the PCs end up owing a favor to an NPC, which can lead to some very good adventures indeed.

FORTUNE POINTS

The main reward that heroes obtain in game is Fortune Points. Unlike wealth, Fortune Points have a direct mechanical effect on the game, and are useful to all characters.

Fortune Points are awarded at the game table during play. When the hero does something especially dramatically appropriate, or when something dramatic befalls the character, they may likely receive a Fortune Point. For more details on what can trigger one to receive a Fortune Point, see page 15.

In addition, every time the GM gives a hero a Fortune Point, that hero also gains 1 Advancement point. So when a hero pursues their Motivation, or must deal with a Flaw, such as the bounty hunters that are after him, they’ll earn Advancement points. These Advancement Points are earned whether the Fortune Point is spent or not.



ADVANCEMENT POINTS

Even though heroes in *Honor + Intrigue* are built to be impressive swashbucklers right at the beginning, they also get better as time goes on. They might get stronger, master a new Dueling Maneuver, learn a new language, or finally learn to read!

In addition to the Advancement points that are earned in play with Fortune Points, at the end of a game session, the GM will also award 1-3 Advancement points for all the players, with 2 being the standard award. 1 point would be for a rather short game session or one where not much was accomplished, while 3 would be for a long session, or a major point in the plot.

Spending Advancement Points

In between sessions of play, you may choose to spend your Advancement points to improve your Qualities, Combat Abilities, or Careers. You can also use Advancement Points to master a Maneuver or learn a new language, buy new Boons, or buy off an old Flaw.

Raising Qualities

A Quality can be raised by a single rank between sessions. The amount of Advancement Points needed increases exponentially as Qualities increase. The chart below shows the number of Advancement Points needed to raise a Quality to a certain level.

-1 to 0	10AP
0 to 1	15AP
1 to 2	20AP
2 to 3	25AP
3 to 4	35AP
4 to 5	45AP
5 to 6*	55AP

*The maximum a Quality can be raised to is 5, unless you have a Boon that allows you to raise it higher. Herculean Strength, for instance, will let you raise your Might to a 6.

Raising Combat Abilities

You can also raise your Combat Abilities by one rank in between sessions. The maximum a Combat Ability can be raised to is 5.

-1 to 0	5AP
0 to 1	10AP
1 to 2	15AP
2 to 3	20AP
3 to 4	25AP
4 to 5	30AP

Buying & Raising Careers

You can also use Advancement Points to increase a Career or buy a new one (at rank 0) between sessions. The costs to buy a new Career or to increase a Career by one rank are below:

New to 0	10AP
0 to 1	5AP
1 to 2	10AP
2 to 3	15AP
3 to 4	20AP
4 to 5	25AP
5 to 6*	30AP

*The maximum a Career can be raised to is 5, unless you have the Gifted Boon for that Career, which raises the maximum to 6.

Learning New Languages

A character can gain a language slot for 3 Advancement Points, either to improve fluency or to learn new languages at Basic fluency. If the character is literate, they learn how to read the language as well. The character must have someone who already speaks the language spend time teaching it to them, or they must spend a lot of time in a place where that language is spoken to pick it up. As an option, the GM can declare some languages are harder to learn, costing 5 Advancement points, while others are easier to learn, costing 2. For instance, for a Spaniard, learning Japanese may be considered hard, while learning Portuguese would be easy.

Buy New Boons

A character can purchase a new Boon for 10 Advancement Points.

Buying Off an Old Flaw

A character can buy off an old Flaw for 10 Advancement Points.

Mastering a Maneuver

A character can master a Maneuver for 5 Advancement Points. If the character is a student in a Fencing School, they may master any sword Maneuver for only 4 Advancement Points.

Combat Rules

This game has been designed to emulate the drama and excitement of swashbuckling duels we see on the silver screen. Even a duel to the first cut should be exciting. At the same time, while firearms are quite deadly, they are also inaccurate. Swashbucklers in the movies and books tend to resolve their differences with flashing steel over firearms.

Combat is dealt with in rounds of about ten seconds or so in length. During each round, heroes can take a variety of actions. There are four types of actions used in combat: Major Actions, Minor Actions, Reactions, and Stunts.

Characters involved in a combat act in turns, which are put in order based on Initiative (see below). On your turn, you can perform a Major Action and a Minor Action (or vice-versa); or a Stunt. When it is not your turn, you can use a Minor Action to perform a Reaction, usually for self-defense.

Major Actions

With a Major Action, a hero can fire a musket, strike with a weapon, throw a knife, make some witty Repartee, etc. A Major Action can be given up for a Minor Action.



Minor Actions

With a Minor Action, the hero can do some Maneuver that can help them in the fight, but is usually in itself not an attack. This might entail using footwork, a feint to get past defenses, aiming with a ranged weapon, etc. Minor Actions can also be more mundane tasks like drawing a weapon, or moving across a large area. A Minor Action can be used to make a Reaction.

Stunts

A Stunt is a powerful move that lets a hero take out multiple pawns at once, and it takes the place of the Major and Minor Action on your turn. See “Stunts & Pawns” page 89.

Reactions

Reactions are only used when it is not your turn, and are usually for self defense, though some may entail a counter attack. A Minor Action may be sacrificed ahead of your turn, or saved to be used for a Reaction after your turn. If you have no actions remaining this round, you cannot use a Reaction. When you interrupt an action with a Reaction, you don't have to contest initiative with the opponent. Mastering certain Reactions, such as Parry, allow you to get an additional free Reaction per round.



WHO ACTS FIRST: INITIATIVE AND ACTIONS

Number of Actions

In order to better simulate the high-flying antics of swashbucklers, heroes and villains are allowed to take 1 Major Action and 1 Minor Action per round. Retainers and pawns can take only 1 Major Action per round. Heroes, villains, and retainers can split their actions; pawns cannot.

Phases & Initiative Roll

Each round is divided up into phases. To determine on which phase a hero or villain acts, they roll 1d6 at the start of each round and add their Savvy to the result. The total is the phase when the character takes their turn. The highest phase goes first; usually, the GM will count down from 10 until a character that acts on that phase gets to go.

So if John's character has a Savvy of 2, and he rolls 2, his character's turn is on phase 4. Sara's character has a Savvy of 3, and she rolled 5. Her turn occurs on phase 8, before John's.

NPCs and Initiative

Retainers roll 1d6 + Savvy for their initiative phase and have only 1 Major Action per round. They can sacrifice their Major Action for a Minor Action if they wish, and can also choose to Split their action.

Pawns act on a phase equal to their competency rating. So Competence 0 Rabble act on phase 0, while Competence 4 elite guards act on phase 4. They only take one action themselves.

Animals and creatures can be very unpredictable and extremely fast to act. Because most creatures have a negative Savvy score, this doesn't really seem to reflect this well. Instead, use Daring +1d6 to determine when it acts.

Ties in Initiative

When two characters tie on initiative so that they would go on the same phase, the tie is broken by whoever has the most appropriate Career for the situation, decided by the GM. So two characters are fighting on a ship, and one has the Sailor Career, the tie goes to the Sailor. If both have the same Career, the tie goes to whoever has more ranks in that Career. So if one fighter has Sailor 0 and the other has Sailor 1, the tie goes to the latter in the fight aboard ship. If neither has the Career the GM thinks appropriate (or both have it at the same rank), each rolls a d6 until one rolls higher than the other, breaking the tie.

Though the GM will decide which Career is most appropriate in any given situation, here is a guideline that may be helpful:

*Fighting one-on-one with swords: **Duelist***

*Fighting in or against a group, with firearms, spears, or on horseback: **Soldier***

*Fighting on a ship: **Sailor***

*Shooting in the woods, fighting animals: **Hunter***

*Being chased or attacked by natives: **Explorer***

Sacrificing Actions

You can always sacrifice a Major Action to make a Minor Action (or Reaction), and you can always sacrifice a Minor Action to make a Reaction. You can sacrifice an action to make a Reaction even before your phase to act, but Sacrificing a Major Action for a Minor Action occurs on your turn. So if you do not act until phase 3, and you are attacked on phase 5, you could still sacrifice an action to parry the blow.

Splitting Actions

A character may choose to Split an action into two such actions, getting a -2 penalty to each. You can split a Major Action to perform two Major Actions, or you could convert either into a Minor Action. You can only split a Minor Action into two Minor Actions. You cannot split multiple actions that do not require dice rolls. So you cannot split a Minor Action simply to move twice, but you could split actions to move and attack.

To make two attacks with split actions, the character typically must be wielding two weapons. Some common uses for Splitting an action is to Parry & Riposte, Bladework & hold to Parry, Fire a pistol in each hand, attack with a sword & main gauche, etc.

Example: Scarlet the privateer is boarding an enemy vessel holding a pair of pistols in her hands (and her cutlass in her teeth). She decides to split her Major Action to fire both pistols, and rolls two attacks (Savvy + Ranged, for a total of +5). The target is within 10 feet, so there is no range penalty. Because of the split action penalty, her bonus to hit is +3 for each shot. She rolls twice and gets 10 and 4. Her first shot hits (a total of 13) but the second goes wide (a total of 7). Both her pistols spent, Scarlet spends a Minor Action to drop them and ready her cutlass.

Holding & Interrupting Actions

You don't have to act as soon as your phase comes up or use all your actions in your phase. Instead, you can hold off until a later phase comes up and act then. If you try to interrupt another's action in a later phase, the two actions are treated as if they are tied for initiative purposes. The exception is a Reaction, which does not have to break a tie. Holding an action is a good way to be prepared with a Reaction when you need one. You decide on your actions and Reactions when you make them, you don't need to declare them in advance.

WHAT CAN I DO IN A ROUND?

1 Major Action + 1 Minor Action

1 Minor Action + 1 Major Action

Split any of the above actions for -2 penalty for each

A Stunt

Get your bearings (Take no actions and regain 1 Advantage)

You can sacrifice a Major Action for a Minor Action on your Phase

You can sacrifice a Major Action or Minor Action for a Reaction, which is a special Maneuver you can use when it is not your turn (so if you sacrifice your Major Action and Minor Action, you could take 2 Reactions in a round).

MOVEMENT & DISTANCE

It is not intended that you use a tactical grid and figures when playing *Honor + Intrigue*; combat and movement is handled in an abstract way. Much relies on the GM in setting the scene and the players' interpreting that and, within reason, describing their character's moves and actions. It is reasonable to assume that characters are moving as part of any action they take. You can make a Daring roll if it becomes important to see who gets somewhere first. Moving an especially long distance might require a Minor Action, however. Thus, you could easily cross a room as part of your action, but running from one end to the other of a long ballroom would require a Minor Action. Similarly, slow movement like climbing, crawling, or swimming should use a Minor Action to move even a rather short distance.

If you really do want to use figures and a tactical board, you can assume that a character can move 25' per round modified by +5' per point of Daring. A running character moves at twice this speed by using a Minor Action solely to move. A sprinting character thus moves quadruple normal speed by using two Minor Actions. Horses have a base speed of 50' per round, modified by 10' per point of Daring.

A character who is climbing moves vertically 3' per round, modified by +1' per point of Might. A swimming character moves 10' per round, modified by +2' per point of Might. A character who is stealthily creeping moves 10' per round, +2' per point of Savvy. These speeds double by spending a Minor Action solely to move.

RESOLVING COMBAT: MAKING BASIC ATTACKS

Combat resolution is similar to Task resolution. Rather than adding a Career to the Quality though, the most appropriate Combat Ability level is added.

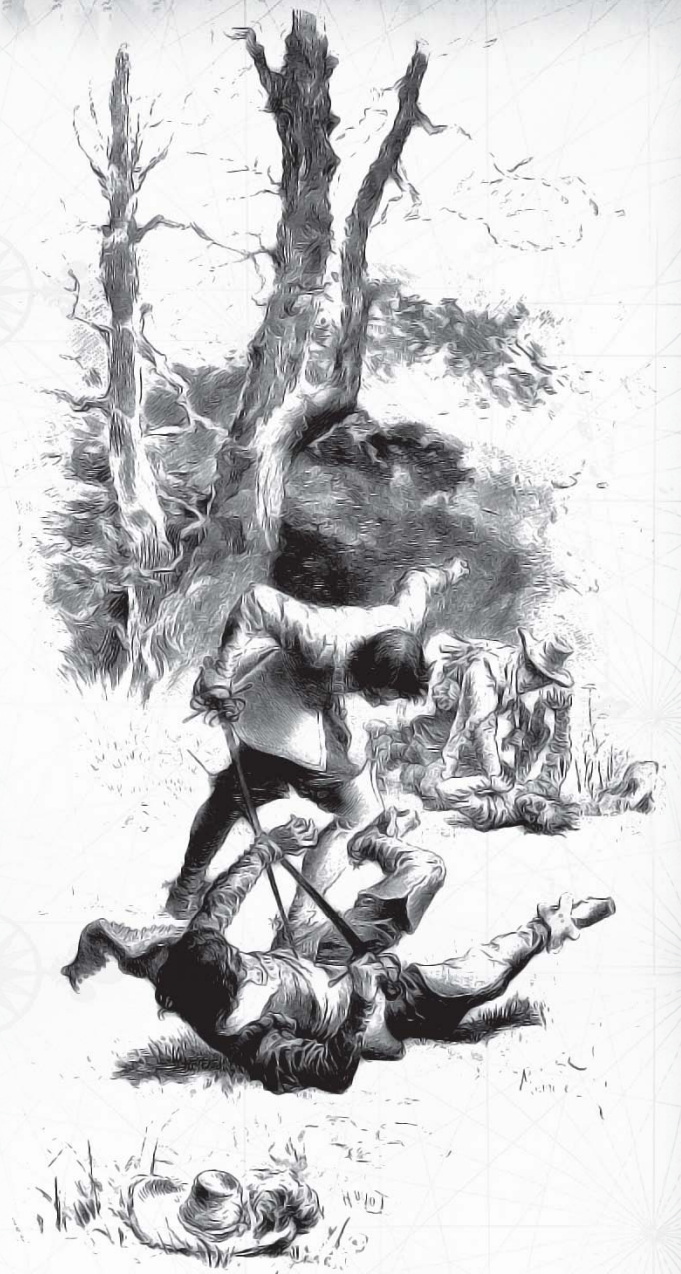
The required roll is still 9 or more, but this time in addition to any GM determined modifiers (which could be due to range for thrown or fired weapons, or for hitting an enemy from an advantageous position and so on) the opponents' Defense rating also becomes a modifier to the roll needed to hit.

In some rare circumstances, the GM could allow a Career to provide an additional bonus. For example, an Assassin may be allowed an additional bonus when striking unaware enemies or a Duelist may be allowed to observe a weakness in his foe's defense and exploit it. But such bonuses will only work once per scene. A Career bonus in combat may be applied to hit or damage (declared before rolling).

Weapon ranges are given in the weapon descriptions beginning on page 48. The listed distance for each weapon is for one range increment. Each additional increment is one difficulty level harder on the Task Resolution table. A target at half a range increment or less distance away is considered "point blank" range.

Example: Ariel is now standing on the far side of the stairwell, when a guard (classed as a "pawn") with a musket shows up. This surprises Ariel and the guard fires at her. The guard has a Ranged Combat Ability and Savvy of 0. The GM decides the shot's at close range for a difficulty of 0. Ariel has a Defense of 1 and so the guard requires 10 or more to hit.

Basic Attacks count as a Major Action in a round. A character who is wielding two weapons can split their action to make two attacks.



A basic melee attack, regardless of whether the attack is made with a sword or a club, is called the "Bladework" Maneuver. It is made by rolling $2d6 + \text{Daring} + \text{Melee}$. See "Resolving Hits" below.

Hitting with a basic Brawling attack, is $2d6 + \text{Daring} + \text{Brawling}$. See "Resolving Hits" below.

Hitting with a basic ranged attack is a bit different. The character rolls $2d6 + \text{Savvy} + \text{Ranged}$ to hit with a difficulty set by the opponent's Defense and the range modifiers to hit.

Note: A natural roll of 12 (a pair of sixes) always successfully hits an enemy, and may be a Mighty Success (see page 59).

In addition to the Basic Attacks, there are a number of special Maneuvers that have various different effects in combat; more on them later.

RESOLVING HITS

A character who is hit with a Melee or Brawling attack has 4 options:

1. Spend Fortune: You catch a lucky break. You can spend 1 Fortune Point to improve your passive defense against any attack (whether it targets a Combat Ability or Quality) by 1. You may spend more than 1 Fortune at a time this way. If this saves you from taking damage, you end up with a Close Call instead of a hit against you.

2. Active Defense: Use a Reaction Maneuver to actively defend the attack usually with a Parry or Dodge. If this fails, or you are unable to use it, see option 3 and 4.

3. Yield Advantage: you give ground to your opponent rather than take a hit. Some Maneuvers make you yield Advantage even if they do no damage. Yielding your last point of Advantage results in defeat. There are some situations where yielding is not an option. This only leaves Option 1, 2, or 4.

4. Take the Hit: This is usually best reserved for a very light attack, though sometimes there is no other option but defeat. Even a severe cut to the shoulder is preferable to being run through.

A character who is hit by a Ranged attack has 2 options:

1. Spend a Fortune Point: You take a Close Call (see “Close Calls” below) as the bullet or knife whizzes by instead of hitting. This is because in the swashbuckling genre, while heroes (and villains) often end up in grand sword fights or bar brawls, they don’t usually get shot by their enemies (not for their lack of trying).

2. Take the Hit: Never a good idea with black powder weapons, but sometimes you have no choice.

ADVANTAGE

Advantage is how difficult you are to “wear down” in a hand-to-hand duel. It is essentially how much of an edge you have going into a fight, both physical and psychological. A character usually begins every scene with 3 Advantage. A character’s use of Advantage may be impeded by armor, and the base amount can also be increased in certain ways (such a mastering a dueling style). In a Duel, whenever a character is attacked, you have the choice to make a Reaction (such as a parry, assuming you have an action to spare), take the hit, or Yield Advantage. Yielding Advantage usually means quickly backing away from your opponent as they gain ground on you, but this need not be the case.

Yielding Advantage: When you Yield Advantage, you scramble back away from the attack, turning your attacker’s successful hit into a miss, and your Advantage is decreased by 1. Advantage is not a resource that should be spent lightly, nor should it be hoarded (it does you no good if you don’t use it).

Tracking Advantage: You could simply use a piece of scratch paper or tokens to keep track of Advantage, but the character sheet also has an Advantage track you can use by placing a marker on your current Advantage. When you Yield or Gain Advantage, simply move the marker. If you have more than 3 Advantage, simply place an additional marker on top of the “En Garde” place, and remove it when you first Yield Advantage.

En Garde: A character with 3 or more Advantage is ready for the opponent.

Retreating: A character with 2 Advantage has already begun to tire and falter. A character overburdened by armor skips the Retreating stage, and moves immediately to the Scrambling stage.



Scrambling: A character with only 1 Advantage left is perilously close to defeat, and cannot afford to Yield anymore.

Defeated: When a duelist has 0 Advantage left, they are “Defeated” and the victor decides their fate. For PCs, this usually will mean that you are captured, but may mean you are run through and left for dead. When a PC has an enemy Defeated, the player can describe what happens to the opponent. You could say that you dispatch the villain, or you disarmed him and compelled his surrender with your blade at his throat, or that he lost his balance and fell off the parapet you were fighting on.

Pressing The Advantage: Whenever one opponent has more Advantage than the other, they may “Press the Advantage” in one of the following ways:

Spend a Fortune Point on an attack to increase it by +2 instead of +1. This can be applied after the roll is made, and can be applied to Hit or Damage rolls.

Yield a point of Advantage to take an extra Major Action. Essentially you are acting hastily, and giving up the Advantage you had gained earlier in hopes of catching a foe off guard.

To Yield or Not to Yield: Don't forget, you don't have to Yield Advantage. When you have only 1 Advantage left, you may choose to take the hit than accept whatever fate the GM declares befalls the hero. The chance of injury (or death) may be preferable to the certainty of defeat.

There also may be situations where you cannot Yield Advantage, such as against certain special attacks, or after performing one; such as a Lunge.

Recovering Advantage: A character who is not attacked for an entire round may spend their entire turn to “Get their Bearings”, which recovers 1 Advantage (up to your base amount). At the end of a scene, Advantage returns to its regular level (usually 3).

Heroes and villains usually have 3 Advantage, retainers usually have 1. Pawns and creatures do not have any. The GM may decide not to use the Advantage rules during scenes that are not duels, such as gunfights, tavern brawls, etc.

Gaining Advantage: When you roll a Mighty Success with a non-damaging Maneuver, you gain 1 Advantage, even if this exceeds your normal starting Advantage.

DODGING & PARRYING: REACTION MANEUVERS

Reaction Maneuvers are actions you can take when it is not your turn. This is usually done as some form of defense against an attack, such as Dodge or Parry. If you want to use a Reaction Maneuver, you must either give up or save your Minor Action for the round, or split your action and save one for a Reaction (both get the -2 penalty, of course). Mastering certain Reaction Maneuvers also gives you a free Reaction per round.

The Dodge Maneuver gives you a free +2 to your Defense against all attacks in the phase you use it. It is best spent when an attack roll barely hits you and can be used against ranged or melee attacks. The Parry Maneuver is only good against melee attacks (with few exceptions) and is a contested roll using Melee + Savvy against your opponent's attack roll. If you succeed, their weapon is knocked aside harmlessly.

Example: Gerard is fighting the Captain of the Cardinal's Guards. He spends a Major Action to attack and rolls an 11. The Captain has a Defense of 11, and spends his Minor Action to take the Dodge Reaction, boosting his Defense to 13, as he leaps over the slashing blade. Gerard holds his Minor Action to use as a Reaction himself. Then the Captain attacks Gerard rolling a total of 13. Gerard's Defense is a 10, so he cannot Dodge this one, he decides to use his saved Minor Action to Parry. He rolls $2d6 + Savvy + Melee$ and ends up with 13, just enough for him to knock the Captain's sword aside.

There are other Reaction Maneuvers as well, some of which let you block attacks using your cloak, or to counter-attack your enemy. You'll read more about Maneuvers later, though.

CLOSE CALL

A Close Call does no damage to the character, but comes very close to killing them. A person's hat being shot off or lock of hair cut off, are some examples of a Close Call. Needless to say, when this happens, it can be rather unnerving! A character who suffers a Close Call must make a moderate (+0) Fear check (A Daring roll). Failure means the character loses 1 Composure.

DAMAGE

When you hit an opponent with a weapon, they lose an amount of Lifeblood based on the weapon's damage roll. With hand to hand weapons, Might is always added to the damage. With thrown weapons, half of a character's Might is added. With ranged attacks, such as a bow or firearm, nothing is added to the damage (though point blank shots do more damage).

The target can Yield a point of Advantage to avoid damage from most Brawling or Melee attacks. A Fortune Point can be spent to turn any ranged attack into a Close Call.

Damage With a Negative Modifier: Some creatures and some weapons cause d6-1 or d3-1 damage. Where an attack results in 0 (or even minus damage) the result is always a minimum of 1 point, before taking into account of the protection rating of the target.

RECOVERING LOST LIFEblood

As long as the character is still at zero or positive Lifeblood, and provided he gets a chance to rest and take a gulp of water and so on for about 10 or 15 minutes immediately after a battle, he will recover up to half his lost Lifeblood straight away. This represents recovery from fatigue and minor cuts/bruises.

After that, he recovers 1 Lifeblood per day provided the day is taken up with only light activity. Careers that enable a character to heal (Physician, perhaps Apothecary if he has a potion or access to certain plants/herbs) are able to immediately heal 1 Lifeblood per rank in the appropriate Career. After that they can make a Moderate (+0) Task roll each day to double a character's healing rate.

Example: Guillaume the hunter has been guiding the nun, Sister Mona through the dark forest when they are set upon by bandits. While Guillaume was able to deal with the bandits, he got shot in the firefight and took 8 damage out of his 10 Lifeblood. After the fight, however, he immediately heals 4 of his lost Lifeblood; the wound was not as bad as it initially looked. Then, Sister Mona, who has 2 ranks in the Physician Career, treats his wounds when they make camp, and removes the bullet. She restores 2 Lifeblood to Guillaume, who is feeling much better now. The next day, they have no trouble and undertake only light activity. Guillaume would recover 1 Lifeblood automatically, but Sister Mona makes her moderate check and doubles it to 2 Lifeblood that day. Guillaume has now completely recovered from his injury.

STABILIZING THE DYING

A character who has received enough damage to reduce Lifeblood to a negative number is down and dying. He will lose 1 Lifeblood every round until he reaches -6 and dies.

A hero who is dying can spend a Fortune Point each round to prevent the loss of 1 Lifeblood in this manner, thus buying a little time.

Before he reaches -6, he can be stabilized by another character reaching him and making a moderate



It is wise for an adventurer to have a physician for a friend.

task resolution roll, using Savvy and any appropriate Career. The difficulty is one level tougher for every negative Lifeblood point suffered.

Once stabilized, the injured character is still out cold but recovers one point of Lifeblood per day until he reaches a positive total.

Example: Gaston, the captain of the musketeers was shot in the back stopping an assassination attempt and took 13 damage, putting him at -2 lifeblood. The guards engage the assassin while Gaston hangs on for life, dropping down to -3 Lifeblood. Sister Mona rushes to his side and attempts to stabilize him. Between her Savvy of 2 and Physician of 2, she has +4 to her roll, but a -3 difficulty to overcome, giving her a net +1 to her roll. She'll need to roll an 8 or better to succeed. She does, and Captain Gaston stabilizes at -3. He'll come around in a few days.

TREATING POISON

Poisons can have a variety of different effects, depending on the individual type. Each poison encountered should have its own individual description of its effects. A character with the Physician or Apothecary Careers can attempt to counteract poison affecting someone. They make a Savvy + Career check with a difficulty based on the difficulty to resist the poison. Success means the poison's effect ends, but any effect that had already taken place is not reversed. Reversing the effect of a poison requires an antidote, or merely the passage of time to recover.

PROTECTION

Protection reduces damage by a rolled amount with each attack, to a minimum of 0. Characters only have Protection if they have the Thick-Skinned Boon, or are wearing armor. In the 17th Century, armor is usually only worn by people who are going into battle, and even then, it has become lighter and less common with the introduction of firearms. Armor also impedes a character in various ways. See "Armor" page 55, for more details.

Animals and creatures may also have their own Protection, which gives them no penalties.

COMBAT MODIFIERS & TERMINOLOGY

Advantageous Position: Some position on the battlefield declared by the GM is especially helpful. Anyone holding this position gets +1 Melee, +1 Defense, or whatever other benefit the GM wants to say it has. Taking such a position off an enemy usually involves using Footwork, but if they Yield Advantage, they also give up the position. An example of an Advantageous Position would be the top of a staircase (if enemies are attacking up) or the other side of a doorway (enemies in the doorway have little room to defend themselves).

At a Loss: You are in some manner severely distracted or impaired, albeit temporarily. You may be confused, disoriented, unbalanced, etc. You have -2 to all rolls and Defense until a certain condition is met. The condition is explained in the description of the effect that causes a character to be "At a Loss".

Blind: A combatant who is completely blind is At a Loss and has a Penalty Die to all rolls. Ranged attacks have an additional -4 penalty, and ranged attacks beyond close range are impossible.

Balancing: You are precariously standing on a beam, a moving coach, a barrel, etc. You have -2 Defense and -2 to attack rolls. If you get hit, make a Daring + Career (if appropriate) check or fall.

Called Shot: You attack for a vital area, or the gap in the opponent's armor. This attack takes a penalty to hit of up to -4. For each point of penalty, you do +1 damage on a successful hit. A Called Shot can instead bypass armor with a -1 Penalty to avoid Light armor and a -3 to avoid Heavy armor (a helmet adds another -1 to the penalty). Called Shot penalties made with ranged attacks stack with existing penalties for range. A dagger gets a +1 bonus to attack with a Called Shot.

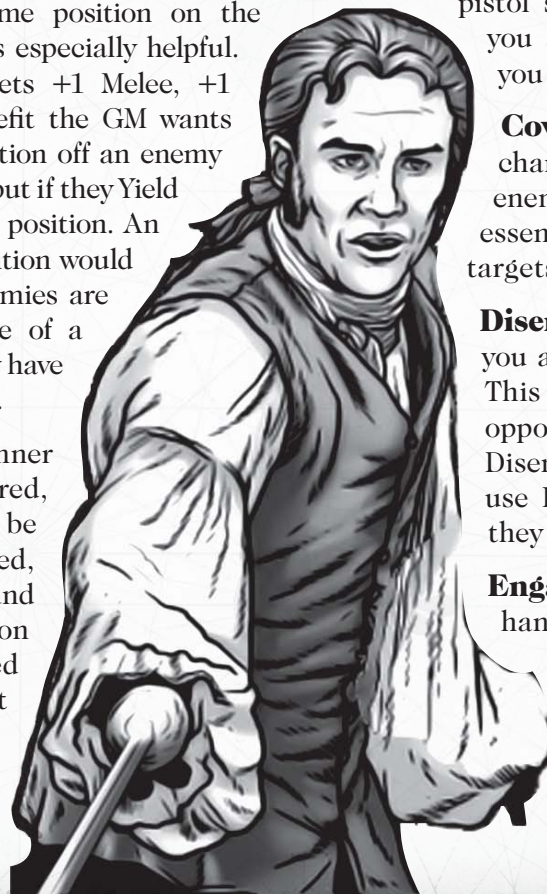
Charge: You make a running bladework or brawling attack at a foe, on foot or on horse, while speeding towards the enemy. You get +1 to hit the enemy but -1 Defense until your next turn. Spears do +1d3 damage when charging or receiving a charge.

Corps-a-Corps: You are "body-to-body" with your foe. You cannot attack with a weapon longer than a main-gauche. Basket hilts, punches, knives, bottles, pistol stocks, etc. are okay though. When you are Grappled, or in a weapon Bind, you are Corps-a-Corps.

Cover & Going Prone: At times characters will take cover against enemy fire or go to the ground. They are essentially making themselves smaller targets (see Ranged Target is Small below).

Disengage: You get away from an opponent you are fighting in hand to hand combat. This is done automatically when you (or an opponent) Yield Advantage. You can also Disengage by spending a Minor Action to use Footwork against the enemy (unless they simply allow you to get away).

Engaged: You are fighting an enemy in hand to hand combat (or they're fighting you). Neither party can get away from the other unless they are allowed to Disengage (see above), they Yield Advantage, or one makes a Footwork check to get away from the other.



Ganging Up: Pawns can attack an opponent up to four at a time. Each pawn beyond the first gives a +1 to hit, and potentially +1 damage to the attack (see page 89). Pawns can also aid another character by ganging up.

Get Up: Spend a Minor Action, or Split an action.

No Sea-Legs: If you are fighting on the deck of a ship, you have -1 to Defense and all rolls unless you have at least 0 in the Sailor/Pirate Career.

Parry a Mighty Success: It is possible to parry an attack that was a Mighty Success, but doing so is extremely difficult, and the weapon used to parry must immediately roll to avoid breaking with a -1 penalty.

Pick up a weapon off the ground: Yield 1 Advantage and spend no action, or split a Major Action.

Prone: -2 Defense, Parry, attack, & any other roll the GM decides (unless GM decides being on the ground won't hurt you, like against a gunshot at a distance).

Ranged Target is Large: (Horse): +1 to hit; (Elephant) +2 to hit; (T-Rex or bigger) +4 to hit

Ranged Target is Small: (Dog) -1 to hit; (Cat) -2 to hit; (Sparrow or smaller) -4 to hit.

Return Weapon to Your Unarmed Foe: Spend a Minor Action, gain 1 Fortune and 1 Advantage for looking cool.

Split Action: -2 Penalty to both actions. A Major Action can be split into two Major Actions, or a Major and a Minor; a Minor Action can be split into two Minors. Any action split can be saved for a Reaction, which also gets the -2 penalty. You cannot split an action into two actions that are both automatic; one must require a dice roll.

Target is Surprised: If you have snuck up on your target and are going to attack them without them knowing it, you get a Bonus Die to hit on the initial attack and the target cannot Yield Advantage or take any action for the first round.

Yield Advantage to a Mighty Success: Degrades it down to an ordinary success.

Unarmed: An opponent who is unarmed against an armed opponent has -1 to Defense until he can arm himself. An armed opponent being attacked by an unarmed opponent gets +1 to Defense.

Maneuvers

Performing Maneuvers: Any character can attempt any Maneuver so long as they are properly armed for it. Thus, you can try to lunge with a knife, spear, or sword; but not with a club.

Mastering Maneuvers: You can master fencing Maneuvers by spending Advancement points. It costs 5 Advancement Points to master one. Mastering a Maneuver often gives you a Bonus Die when using that Maneuver, but others grant a different benefit, listed with the Maneuver's description. A character who has a Bonus Die when using a Maneuver also is better at defending against it, giving them +1 to their passive or active defense against that Maneuver. A character can begin with any two Maneuvers mastered by taking the Mastery Boon, or can begin with a single Maneuver mastered as part of a Dueling Style.

MAJOR ACTIONS

Repartee

Repartee in combat uses a Major Action. For more information, see Repartee on page 86.

Regain Composure

A character can sacrifice a Major Action to regain 1 Composure.

Bladework

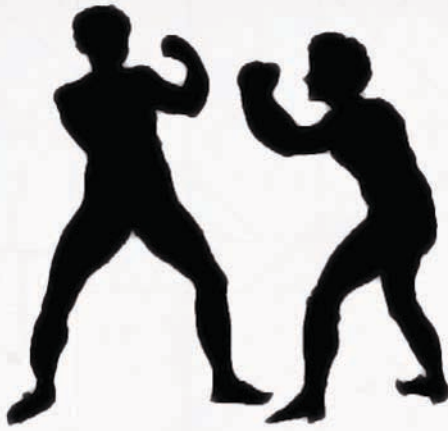
(Daring + Melee vs. Defense)

Major Action

This is the standard attack made in fencing. With rapiers, it is the thrust, with heavier swords, it is the cut. When you make a "regular" attack with any weapon, even a club, treat it as "bladework".

If your attack takes down a pawn and you are adjacent to another pawn, you may make another attack at -1. If that pawn is defeated and there is another adjacent, you may make another attack at -2, and so on until you fail to defeat an adjacent pawn or there are none remaining.

Mastery: +1 Damage



Brawling

(Daring + Brawl vs. Defense)
Major Action

This attack does 1d2 damage. If you are wearing gauntlets, it does 1d3 damage. A kick does 1d3 damage with boots, but is -1 to hit.

If your attack takes down a pawn, and you are adjacent to another pawn, you may make another attack at -1. If that pawn is defeated, and there is another adjacent, you may make another attack at -2, and so on until you fail to defeat an adjacent pawn or there are none remaining.

Mastery: +1 Damage

Ranged Attack

(Savvy + Ranged vs. Defense, Range Modifiers)
Major Action

You throw a knife; or fire a crossbow, bow, firearm at your opponent. They cannot Yield Advantage to a ranged attack, but can spend 1 Fortune Point to turn it into a Close Call.

Mastery: +1 Damage

Blade Throw

(Flair + Melee vs. Defense, Range Modifiers)
Major Action

Not exactly the most honorable of moves, but sometimes desperate times call for desperate measures! You throw your sword or main gauche at your opponent. A thrown sword has a very short range (5' range increment). You perform this Maneuver 2 phases sooner than you would normally act. Of course, doing this does leave you unarmed. Targets cannot Yield Advantage to a ranged attack, but can spend 1 Fortune Point to turn it into a Close Call.

Mastery: Bonus Die to Attack,
+1 to avoid Blade Throw

Choke/Crush

(Might + Brawl vs. Brawl)
Major Action

You wrap your hands around their throat and watch as their eyes go dim. You must have the enemy grappled to do this. You do 1+Might damage to the opponent, and they cannot Yield Advantage to avoid it. If your attack fails, the enemy breaks free of your grapple as well.

NOTE: While your hands are occupied, you cannot make any Reactions. You are also very vulnerable to attacks by other people, being At a Loss and unable to Yield Advantage to their attacks. If you are damaged by an attack while using Choke/Crush, you immediately lose your grapple as well. You get +2 to attack and damage if using a garrote to Choke.

Mastery: +1 Damage

Dirty Fighting

(Flair + Brawl vs. Defense)

Major Action

You throw sand in the enemy's eyes, pull a rug from under their feet, kick them in the groin, etc. The enemy is At a Loss until they expend a Major Action or 1 Advantage to recover.

Mastery: Bonus Die to Attack
+1 to avoid Dirty Fighting attacks



Disarm

(Might + Melee [or Brawl] vs. Might + Melee)

[+2 if using a 2-handed weapon]

Major Action

You must already have your opponent's weapon in a Bind (or they have you in one), or have the opponent grappled to use this Maneuver. If you are unarmed, use Brawl instead of Melee. If you succeed, your opponent's weapon falls to the ground 1d6 feet away. On a Mighty Success, you have taken the weapon from them. You can also try to do a Quick Disarm (without binding first) trying to whirl the weapon out of the foe's grip, but this adds a Penalty Die. After a successful Parry, you can try a Quick Disarm as a Reaction or as a free action following a Mighty Success Parry.

Mastery: Bonus Die to Disarm rolls,
+1 to avoid being Disarmed

Glide

(Flair + Melee vs. Might)

Major Action

When your weapon is in a Bind, you slide your sword around theirs and attack anyway. This attack does only half damage, but if you succeed, you free your sword in the process.

Mastery: Bonus Die to Glide rolls,
+1 to avoid Glide attacks.

Hilt Punch

(Might + Melee vs. Defense)

Major Action

You hit the opponent with the pommel, butt, or haft of your weapon. This move only does 1d3 Dmg; however, the opponent has a Penalty Die on his next attack, Reaction, or initiative roll.

Mastery: A Bonus Die to Hilt Punch rolls,
+1 to avoid Hilt Punch attacks.

Hurl Axe/Spear

(Might + Ranged vs. Defense, Range Modifiers)

Major Action

You toss an axe, spear, or other heavy thrown weapon at your foe. They cannot Yield Advantage to a ranged attack, but can spend 1 Fortune Point to turn it into a Close Call.

Mastery: +1 Damage

Lunge

(Daring + Melee vs. Defense)

Major Action

You leap forward in an all-out attack, doing +1d6 damage but you get -1 Defense and cannot Yield Advantage until after your next turn. NOTE: you must be wielding an impaling weapon, like a rapier, bayonet, dagger, etc.

Mastery: You don't have a -1 Defense penalty.

Moulinet

(Might + Melee -1 vs. Defense)

Major Action

You swing your weapon around in a great arc. You can make an attack against everyone near you (-1 to hit), however you cannot use any Reaction until your next turn. NOTE: you must be wielding a swung weapon like a cutlass, claymore, halberd, etc. to use this Maneuver.

Mastery: +1 Damage

Quick Cut

(Flair + Melee vs. Defense)

Major Action

Rather than a standard attack you make two quick cutting attacks at the foe with a single action. You perform this Maneuver 1 phase sooner than you would normally act. The attacks may be against the same foe or two adjacent ones with no penalty for Splitting your action. Quick Cut only does half damage (Round Down), and may not be used with a heavy or 2-handed weapon.

Mastery: A Bonus Die to hit with the first attack, +1 to avoid Quick Cut attacks.



Staple

(Flair + Ranged [or Melee] -2 vs. Defense, Range Modifiers)

Major Action

You pin an enemy's clothing to the wall using an impaling weapon such as a dagger, arrow, or rapier. The weapon remains lodged in the wall. Freeing oneself takes a Major Action. If a weapon arm is pinned, it cannot make any Active Defense or attacks with that arm until it is freed. Targeting the sleeve of an opponent's weapon arm raises the penalty to hit from -2 to -4.

Mastery: Lowers the difficulty by 1.

Sword Break

(Special) Major Action

You must already have your opponent's weapon in a Bind, or have some other special circumstances to attempt this Maneuver (such as achieve a Mighty Success when parrying). Roll damage with your weapon, and your opponent does the same (both ignore Might). If your roll is greater than the opponent's, their weapon is broken. If their roll is equal or greater, the weapon is not broken. A broken sword can function as an improvised dagger. NOTE: this Maneuver is used to break any weapon, not only swords. A firearm counts as a club for purposes of this Maneuver.

Mastery: +1 bonus to the damage roll to determine if the weapon breaks.

Tag

(Flair + Melee vs. Defense + Daring), or (Tough [-4] Flair + Melee)
Major Action

You use your blade to write your initials, slash off an enemy's mustache, put out a candle, or some other impressive act. If you are targeting an object, the total difficulty must be -4 or greater to be sufficiently impressive. If you succeed in tagging a person they must Yield Advantage or lose 1 Composure. If you tag an object, any opponents engaged in combat with you (or intending to be) are awestruck and must spend a Minor Action to recover.

Mastery: A Bonus Die to Tag,
+1 to avoid Tag Maneuvers.

Tagging Contest

One of the classic tropes of swashbuckling is one opponent performs a Tag, then the other duplicates or upstages him. They take turns doing this until one is "the winner". You can model this in game by allowing the victim of a Tag to avoid the loss of Advantage or Composure if they Tag their opponent with a difficulty 1 higher than the last. He may then avoid it by performing a Tag with a difficulty 2 higher than the original, and so on, until at some point, somebody fails. This person then would lose the 1 Advantage or Composure.

MINOR ACTIONS

Arm Yourself: You can expend a Minor Action to arm yourself and get ready. If the weapon was on the ground, you Yield 1 Advantage in recovering it. You can hastily arm yourself by splitting your action. A person who has mastered the Quick Draw Maneuver can arm themselves without spending any action.

Move Far: Moving a few steps here and there are part of a typical combat, and is included in any action you use, but if your enemy is especially far away, you may need to spend a Minor Action just to close the distance. This is up to the GM to decide if and when it is necessary.

Load Weapon: Some weapons take time to reload, using multiple Minor Actions. Each Minor Action you spend loading, is one closer you are to reloading the weapon, and success is automatic. You can also attempt to Quick Load your weapon (see below).



Return Weapon: It is a classic trope of swashbuckling heroes to toss a weapon back to their disarmed enemy so they can continue to fight. If you spend a Minor Action to do this, you gain 1 Advantage and 1 Fortune.

Combat Maneuvers: Unless otherwise specified, mastering one of these Maneuvers grants a Bonus Die to perform the Maneuver.

Aim Shot

(N/A) Minor Action

You expend a Minor Action, and increase the range increment of your next ranged attack by 10 feet.

Mastery: You get a Bonus Die to your next ranged attack.

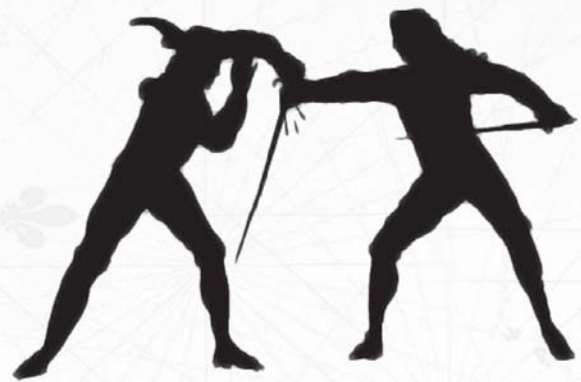
Barehand Bind

(Daring + Brawl vs. Melee)

Minor Action

You wrap your hand around the enemy's naked steel! Seeing you do this can drive fear into your enemy's heart. They must make a Daring check or lose 1 Composure. If the opponent lost Composure, you may make a free Bladework or Brawling attack against them with your other hand. You take 1d3+1 damage when you grab the blade and each round you continue this hold. A heavy glove or metal gauntlet reduces this damage. The enemy may free the hold by spending a Major Action and making a melee attack against your Might (you take +1 damage from this attack, as they yank the weapon out of your hand). NOTE: this Maneuver is only for grabbing a blade with the hand. If you are grabbing a weapon haft, treat it as a regular Bind (using Brawl instead of Melee). You may use this as a Reaction following a successful Barehand Parry.

Mastery: You may use this as a free Reaction if you have succeeded on a Barehand Parry.



Bind

(Might + Melee vs. Melee)

Minor Action

You trap the enemy's sword with your own sword. The opponent can spend a Minor Action (rolling Might + Melee vs. your own Might) to break free (or they can simply let go of the weapon, or use the other arm). Of course, you cannot use the weapon you are binding with either. NOTE: The target of a Bind will get a +2 Bonus if using a 2-Handed Weapon (unless you are as well). So an opponent with Melee 2 and a Halberd would give a difficulty of -4, not -2. Don't forget that when you Bind an opponent's weapon, you draw in Corps-a-Corps with them, and either of you can then try to Disarm the other.

Mastery: You may use Bind as a Reaction following a successful Parry



Beat

(Might + Melee vs. Might)

[+2 if using 2-Handed Weapon]

Minor Action

You knock your opponent's blade aside, spoiling their next parry or attack. If you succeed, you or an ally gets a Bonus Die to the next attack against the opponent OR the opponent gets a Penalty Die to their next attack with that weapon. NOTE: You or your opponent get a +2 Bonus to Beat (or to resist it) if using a 2-Handed Weapon. So an opponent with Might 2 and a Halberd would give a difficulty of -4, not -2.

Mastery: Bonus Die to Beat rolls, +1 to avoid Beat Maneuver.

Feint

(Flair + Melee vs. Savvy)

Minor Action

Your blade zigs when the foe thinks it was going to zag. You get a Bonus Die to your next attack against that foe.

Mastery: Bonus Die to Feint rolls, +1 to avoid Feint Maneuvers.



Footwork

(Savvy + Melee vs. Savvy)

Minor Action

You step around your opponent, trying to get to an advantageous position. If an opponent or obstacle is blocking your way, you can roll Footwork to get around it. If you are fighting an opponent who doesn't want to let you escape, a successful Footwork will be necessary to disengage. The difficulty is either the foe's Savvy or a set difficulty decided by the GM based on how difficult the obstacle is to bypass. In some scenarios, the GM may declare that a certain position (such as the top of the stairwell) is very advantageous in a fight granting +1 Defense or +1 Melee to whoever holds that position. Taking such a position off an opponent would require a Footwork roll.

Mastery: Bonus Die to Footwork rolls, +1 to resist Footwork Maneuvers.

Grapple

(Might + Brawl vs. Might)

Minor Action

You grab the enemy and hold onto them. They are now Corps-a-Corps with you. The enemy cannot get away from you unless they make a Grapple check against your Might using a Minor Action. If you are trying to Grapple an armed opponent, you have a Penalty Die. They may also attempt to Parry your Grapple, in which case you take 1d3 damage to the hand if they succeed. NOTE: Grapple sets you up to use the Choke/Crush and Disarm Maneuvers as well.

Mastery: Bonus Die to Grapple rolls, +1 to resist Grapples.

Quick Draw

(Hard [-2] Flair + Ranged or Melee)

Minor Action

You try to arm yourself quickly. If you succeed at this roll, you draw your weapon quickly but do not expend the Minor Action. If you fail, you either spend the Minor Action drawing your weapon, or split your action, and take the penalty.

Mastery: Success is Automatic (you always can draw a weapon without expending a Minor Action or taking a penalty).

Quick Load

(Hard [-2] Savvy + Ranged)

Minor Action

You try to load your firearm or crossbow quickly. You may add a Career bonus from Soldier to this roll, as military drill helps. If you succeed, it counts as if you spent two Minor Actions loading the weapon instead of one. If you fail, the action was wasted. NOTE: This action cannot be split (effectively, it already has been).

Mastery: You get a Bonus Die to Quick Load rolls.

Shove/Trip

(**Might + Brawl vs. Might**)

Minor Action

You ram the opponent with your shoulder or sweep their foot, knocking him off his feet or against the rails. The opponent is **At a Loss** until he expends a Minor Action to get up on his turn. The character can hastily get up on their turn by splitting their action and taking the penalty.

Mastery: A Bonus Die to Shove/Trip rolls, +1 to avoid Shove/Trip Maneuvers.

REACTIONS

Reactions are Maneuvers usually used to defend yourself from an enemy's (usually melee) attack. Unlike other Maneuvers, you can perform a Reaction when it is not your turn, spending it to avoid an attack or saving it to do so after your turn. Mastering Reactions usually gives you a free one per round, unless otherwise noted.

Dodge

(N/A) Reaction

You spend your Reaction side-stepping, rolling, ducking, leaping over enemy attacks, etc. You get +2 Defense against all attacks this phase, including Ranged. So an attack that just barely hit will instead miss if you Dodge.

Mastery: You may make 1 free Dodge per round.

Barehand Parry

(Contested Roll: **Daring + Brawl +1 vs. Enemy Attack**)

Reaction

You use your bare hand to block your enemy's sword! Sure, it hurts, but it beats being run through. This is a contested roll against the enemy's attack, like a Parry. If you succeed, you take 1d3 damage, regardless of the regular damage of the weapon, ignoring the foe's Might. A heavy glove or metal gauntlet helps reduce the damage. You can immediately follow this Reaction with a Barehand Bind, treating that as a Reaction.

Mastery: A Bonus Die on Barehand Parry rolls.

Cloak Parry

(Contested Roll: **Flair + Melee vs. Enemy's Attack**)

Reaction

Using a cloak, large hat, towel, or some other heavy cloth, you can block an enemy's attack by spending a Reaction. This is a contested roll against the enemy's attack, like a Parry.

Mastery: You may make 1 free Cloak Parry per round.

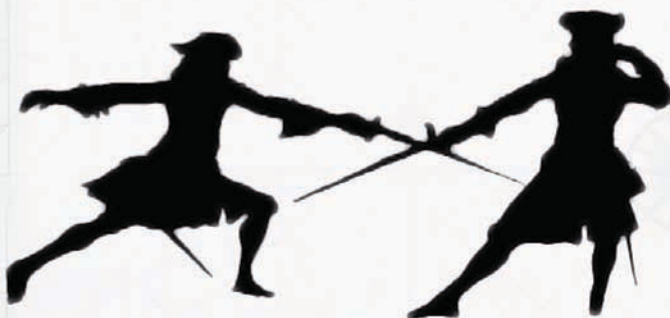
Parry

(Contested Roll: **Savvy + Melee vs. Enemy's Attack**)

Reaction

Using your weapon, you block your foe's attack. This is a contested roll. Your roll must equal or exceed the attack roll your opponent made.

Mastery: You may make 1 free Parry per round.



Riposte

(Savvy + Melee vs. Defense)

Reaction

With expert timing, you attack your opponent immediately following your successful Parry or Dodge.

Mastery: You may make 1 Free Riposte per round.

Stop-Thrust

(Contested Roll: Daring + Melee vs. Opponent's Attack Roll)

Reaction

You try to impale your enemy on your blade, rather than blocking their attack. This is a contested roll against the enemy's attack, just like a Parry. If you succeed, you have managed to impale them before their blade strikes you and you roll damage with a +2 bonus against them. If the enemy survives this attack, however, their attack hits you (for normal damage). If your Stop-Thrust roll fails, they hit you with +2 to the damage. NOTE: Neither you nor the opponent can Yield Advantage when using this Reaction. Needless to say, it is usually only used in desperate situations.

Mastery: A Bonus Die to Stop-Thrust rolls, and +1 to avoid Stop-Thrusts.

Example of Combat

From a young age, Esperanza wore a mysterious medallion about her neck, a memento of her father lost at sea. One night in an alley, she found herself surrounded by hired swords intent on taking it from her. Flanked by four men on each side with no escape, she drew her sword and made ready to go down fighting.

The GM calls for an initiative roll. Esperanza's player rolls 1d6 and gets 3, adding Esperanza's Savvy of 2, for a total of 5. The GM rolls for the leader and gets 6, including a poor Savvy (-1) it looks like a tie. The GM declares that Ruffian, Thief, or some similar career would be good for this sort of street fight, and whoever has the most ranks in those will win the tie. Since Esperanza has Thief 1 and her attacker has Ruffian 1, the tie must be broken by the high roll of a d6, which Esperanza loses. The remainder of the hired swords are Veteran (Competence 2) pawns, and will act on phase 2.

The leader of the gang launched forward with his sword in a Lunge, intent on finishing her quickly. He is a Retainer, so it is the only action he'll take this round. The GM rolls 9, and adds his Melee (1) and Daring (2), for a total of 12. Her Defense of 1 will lower that to an 11; not enough to avoid the attack. She would Yield Advantage, but the GM says that in this scenario, she is boxed in inside an alley, so there is no where to yield to. She decides to Parry, and Riposte if successful. Because she has mastered the Parry Reaction, she gets 1 free Parry per round, and does not need to sacrifice a later action to do so. She also decides she cannot afford to fail and spends a Fortune Point for a Bonus Die. She rolls 2, 3, and 5 and keeps a result of 8. She adds Savvy (2) and Melee (2) and a +1 bonus for her rapier, getting a 13. With a clang and a spark, the clumsy lunge is batted aside. Esperanza then takes this opportunity to Riposte, expending her Minor Action to do so. A 9 on 2d6 adding Savvy (2) and Melee (2) gives Esperanza a 13 attack roll. The swordsman's Defense (1) is insufficient to protect him. He does have the Parry action mastered, and attempts to use his free Parry against her Riposte, but he rolls a 4 and his Savvy (0) and Melee (1) and +1 for rapier, are not enough to block it. With only 1 Advantage, Yielding would mean automatic defeat, so this retainer has no choice but to take the damage. She rolls 1d6 and gets 4 (with a Might of 0, there is nothing to add). The GM deducts 4 Lifeblood from the swordsman, who now has 4 Lifeblood left.

Now her turn, Esperanza still has her Major Action left. She decides on a straight Bladework attack on the leader. She rolls 2d6 and gets 6, adds Daring (1) and Melee (2), for a total of 9. Factoring in the swordsman's Defense (1) that would be a near-miss. However, because she knows she's a better swordsman (she has 3 Advantage to his 1) Esperanza decides to "Press the Advantage" and spends a Fortune Point to add +2 to her roll, making it a hit. This time, her damage roll is 1d6+1 (Bladework is another specialty of hers) with a total of 5



Lifeblood. The GM declares that the swordsman is run through and collapses onto the paving stones in a heap.

She is then attacked by two groups of pawns, one from each side. The first group consists of four pawns attacking together. Because there are three extra attackers, the attack roll gets a +3 bonus to hit. The GM rolls 2d6 and gets 8, +3 (gang-up), +1 (Melee), +1 (Daring) is 13. Esperanza's Defense of 1 will not save her here, nor does she have any remaining actions to Parry. She has no choice but to take damage. The GM rolls 3, and adds +3 because she was hit by all four of her attackers, losing 6 Lifeblood. The second group of pawns attacks with an additional +2 (there are two extras, a total of three of them). The dice roll is only 3, and their +2 (gang-up), and +1 Melee, +1 Daring is not enough. Esperanza still has hope left it seems.

Realizing that she may be overwhelmed, Esperanza decides to take drastic action to take out her attackers, and declares her action this round will be a Stunt (see page 89) to take out all 7 remaining attackers. These pawns are Competency 2. Since she is attacking seven of them (3 more than the "standard" number of 4 pawns per Stunt) that gives her a difficulty of -5 to her roll (2 for Competency, +1 per target beyond 4). Esperanza's player declares that she notices a block and tackle that was used to lift something in the alley is hanging above their heads, and describes the stunt she envisions, where Esperanza leaps past this rope as she cuts it loose, raining a net full of crates onto her enemies. The GM decides she can use her Savvy (2) and Melee (2) for this Stunt. After rolling a 9, her result is 8 after modifiers. She decides to spend a Fortune Point to bump this up to a 9, making it a success. Esperanza walks out of the alley with a few cuts (she regains 3 of the 6 lost Lifeblood), but leaves her would-be brigands with much more serious problems.

Dueling Styles

A Dueling Style is essentially a martial art emphasizing the use of particular weaponry. Each Dueling Style has its own unique philosophy and techniques that it emphasizes over others. Even though some styles are named after a certain country, it is quite common to learn a foreign school, as sword masters from all over Europe seek to make a living establishing their own schools elsewhere. It is not uncommon for an English swordsman to be trained in the Italian style, for instance. Below you'll be reading about nine different Dueling Styles (presented in order of popularity rather than alphabetically) and also how you can create new ones.

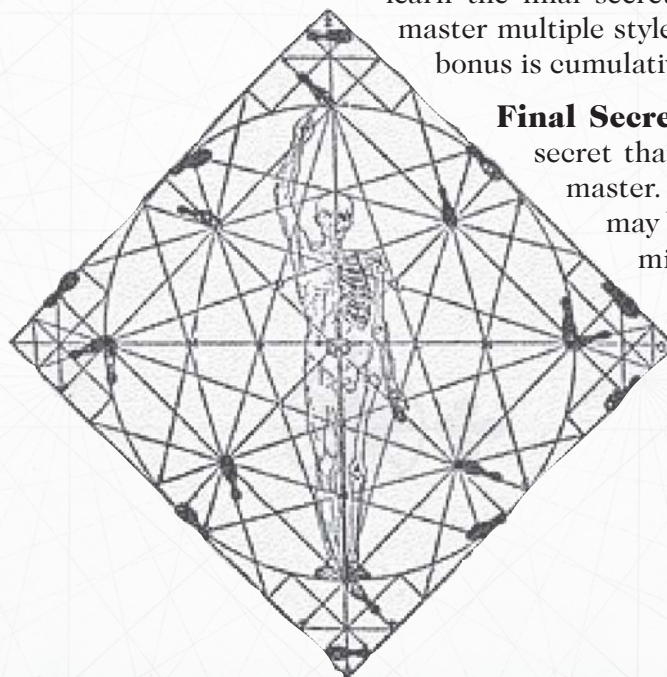
Dueling Styles and Mastering Maneuvers:

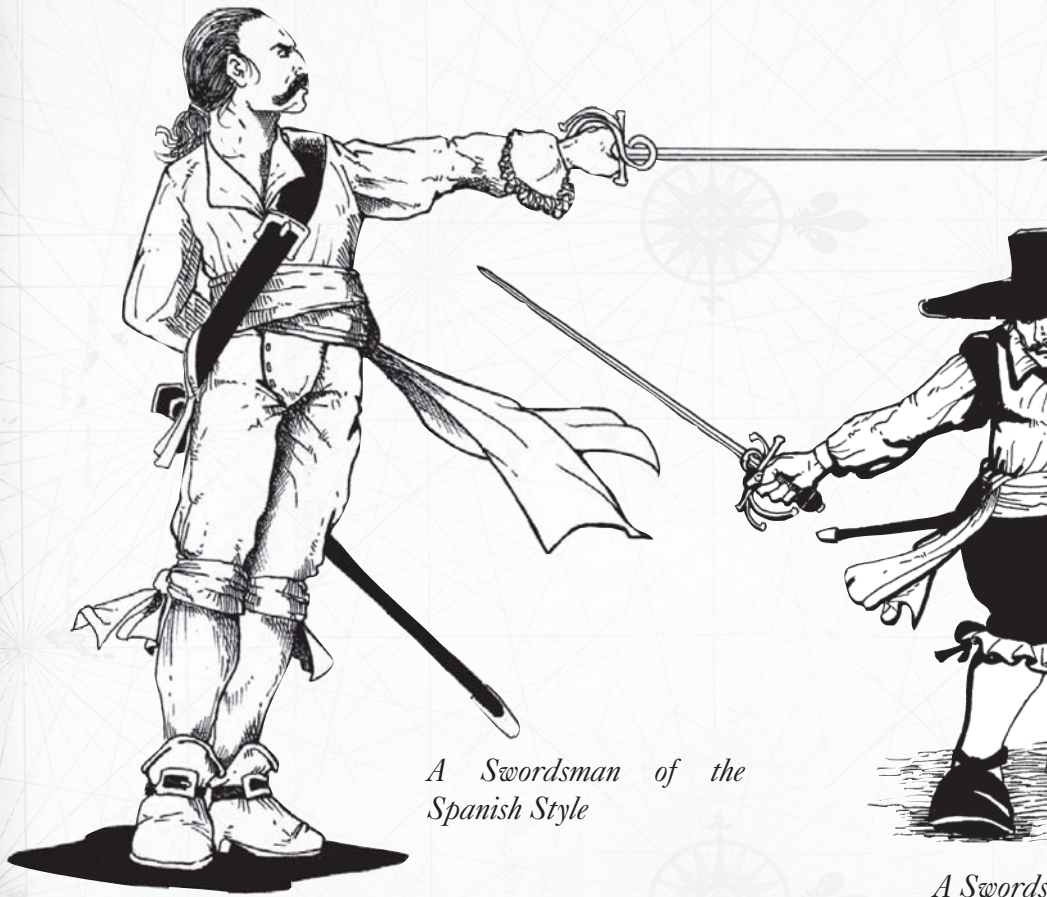
Dueling Styles each favor the use of certain Maneuvers. As a character masters more Maneuvers, they move further along on the path towards mastery of their particular style. Fencing Schools are especially valuable for helping characters master Maneuvers, and most schools have masters of various styles to teach the students.

Style Bonus: Each style gives a special bonus to its user while they are in the proper stance & properly armed. A character who knows multiple styles can only benefit from one Style Bonus at a time, however. Changing styles takes no action (unless you need to change weapons), but must be declared on your turn.

Mastery: Once you have mastered all five of the style's actions you have become a true master. You gain +1 to your starting Advantage. In addition, you learn the final secret of the style. It is possible to master multiple styles, in which case the Advantage bonus is cumulative!

Final Secret: Every style has its own final secret that you learn once you become a master. In some cases, the final secret may be a powerful attack, but others might be a strong defense, while still others may accentuate other aspects of the style.





A Swordsman of the Spanish Style



A Swordsman of the Italian Style

THE SPANISH STYLE

Also known as “La Verdadera Destreza” (the True Art), this style emphasizes footwork and keeping your blade always pointed at your enemy. Fencers of this style train within a circle filled with geometric patterns, which are used to teach students lines of attack, footwork, and defense. Stepping to the side as you make an attack (or defense) is a hallmark of this style. This style teaches the swordsman to cut as well as thrust with the rapier. While you are armed with a rapier and keep your off-hand behind your back you may spend 1 Fortune Point for +2 to your Defense against a Melee attack.

Maneuvers: Quick Cut, Footwork, Riposte, Dodge, Tag

Final Secret—Unmoving Steel Wall: You’ve become adept at standing your ground and parrying rather than retreat from attack. You may spend a Fortune Point to make a free Parry, even if you have no actions remaining.

THE ITALIAN STYLE

Also known as “Florentine Style,” the Italian style follows the adage that “the best defense is a good offense”. For this reason, strength training in the sword arm is of great importance, as well as being able to strike down your opponent quickly. While the main gauche is usually meant as a defensive weapon, students of the Italian style are quite deadly with it (it does 1d6 damage instead of 1d6-1), much to their opponent’s surprise. In addition, students of the Italian style have a very strong grip, getting +1 to resist being disarmed.

Maneuvers: Lunge, Stop-Thrust, Beat, Bind, Sword Break

Final Secret—The Cross Lunge: If you get a Mighty Success on an attack with either weapon, you may make a free Bladework attack with the other weapon as well.

THE FRENCH STYLE

Originally influenced by the Spanish and Italian styles, the French style uses flashy Actions to befuddle the opponent and also favors the use of a small weapon (like a main gauche or baton) or cloak in the off-hand. The French Style emphasizes tricks and flashy moves, and the swordsman is well used to such things. You can't kid a kidder, as they say. You can spend a Fortune Point to get +2 to resist any Melee Maneuver that does not target your Defense. Thus, a French Style duelist with a Savvy of 2 targeted with a Feint Maneuver, could spend a Fortune Point to make the difficulty -4 instead of -2.

Maneuvers: Glide, Tag, Footwork, Riposte, Feint

Final Secret—Power of Confidence: You've learned how to defeat an opponent before striking a telling blow by getting into his mind. When you get a Mighty Success with a Major Action that doesn't do damage (such as Tag or Dirty Fighting) you gain a Fortune Point. This Fortune Point does not grant you any Advancement, however.

THE SMALL SWORD STYLE

A style that has recently grown out of the Netherlands, and is becoming popular among some of the French nobility, the Small Sword style uses the stiffer, shorter small sword over the rapier. It has no cutting edge at all, so it cannot be used to perform cuts, only thrusts. Its short length makes it a quicker weapon to use, and the style emphasizes speed. The student learns to fight with their off-hand behind their back, while wielding the small sword in the main hand. Students of the Small Sword Style have learned to make up for its shorter blade, making it just as deadly as a rapier in their hands (it does 1d6 damage instead of 1d3+1).

Maneuvers: Quick Draw, Stop-Thrust, Dodge, Glide, Riposte

Final Secret—The Swarm of Hornets: You move with the speed of lightning. You can split your actions into three actions with the small sword. Each action is taken at a -4 penalty, however.

THE EASTERN STYLE

Also called "the Polish Style," this style is also common throughout Eastern Europe, including Russia and the Ottoman Empire. In Poland (and Eastern Europe in general) the side sword worn by nobility is not the rapier, but the saber. As it was originally designed for men on horseback, this style focuses on attacking the opponent's upper body in a box-shaped pattern

of attack. The proper stance with this style is to hold your saber high with your off-hand tucked behind your back, or gripping the reins of your horse. Swordsmen of the Eastern style learn to be exceptionally fast, getting a +1 to initiative rolls.

Maneuvers: Moulinet, Glide, Disarm, Quick Cut, Riposte

Final Secret—The Steel Whirlwind: You spin with your blade in a whirling frenzy. You may spend a Fortune Point to make a free Bladework attack at -2 to hit, even if you have no remaining actions.

THE OLD STYLE

This style of swordsmanship is what remains of knightly fighting with sword & shield, using a broadsword and buckler (or fist). It is waning in popularity among gentry, but the military and traditionalists continue to favor this style. Though it has its roots in chivalry, the style itself is not chivalrous, as groin kicks were among the favorite moves. The ferocity of the Old Style enables the swordsman to remain conscious at 0 Lifeblood.

Maneuvers: Dirty Fighting, Shove/Trip, Beat, Hilt Punch, Bind

Final Secret—My Sword and Shield are One: You have become an expert at using the buckler and sword in harmony. Whenever you get a Mighty Success



A swordsman of the Old Style

with the buckler (whether this is for an attack, Parry, Hilt Punch, or any other combat roll) you get a free Bladework attack with the broadsword.

Note: In Germany there is a variant of this style that uses a *Zweihänder* (Greatsword) instead of a broadsword and buckler. Their Final Secret grants a free sword attack if you get a Mighty Success with a non-damaging Maneuver, such as Dirty Fighting or Shove/Trip.

DRAKE'S STYLE

Supposedly started by the famous Sea Dog himself, this style teaches buccaneers how to fight for their freedom from the lash or the noose using any means necessary. The student wields a cutlass in the main hand, and another weapon in the off-hand. This other weapon can be a second cutlass, an axe, a hook-hand, a knife, belaying pin, pistol butt, or any other relatively short weapon that happens to be lying around. Swordsmen of Drake's Style ignore the penalties for using improvised weapons.

Maneuvers: Bind, Shove/Trip, Dirty Fighting, Quick Cut, Beat

Final Secret—Cross Bones: You have become so fierce you deal +1 damage with whatever weapon you are using in your off-hand, so long as it is a weapon



A Highland Style Swordsman

that could be used with Drake's school. So a boarding axe, hook-hand, belaying pin, pistol butt, etc. each becomes more deadly when wielded by you along with a cutlass.

THE HALBERD STYLE

Developed by the famed Swiss Guard, this style is part of the training of elite bodyguards throughout Europe, where it is taught in military drill. One cannot simply "enroll" to learn the Halberd Style; one must enlist, and be accepted. The student fights with a Halberd, learning to adjust their grip to hit and block with the haft as well as using the axe blade and the spear at the top. While armed with a Halberd, the student gets +1 Defense against melee and brawling attacks, a bonus they can choose to apply to either themselves or to somebody next to them (the person they are charged with defending). In addition, even though it isn't normally thrown, you may throw a halberd with a 10' range increment using the Hurl Axe/Spear Maneuver. Finally, fighters trained in the Halberd Style forgo the usual -1 penalty to Parry for two-handed weapons.

Maneuvers: Hilt Punch, Moulinet, Shove/Trip, Hurl Axe/Spear, Stop-Thrust

Final Secret—The Final Defense: Whenever your charge would be hit by an attack, you can spend a Fortune Point to make yourself the target instead. You may Parry or Dodge this attack normally. You may also spend a Fortune Point to give your charge a Close Call against a ranged attack.

THE HIGHLAND STYLE

This style continues to be popular in Scotland, despite the lighter blades favored in England. This style teaches the student to wield a claymore (greatsword). The student is taught to whirl their blade at great speed to "make great room" around themselves with their blade. While armed with a claymore, you do not have the usual -1 penalty to Parry.

Maneuvers: Moulinet, Beat, Hilt Punch, Footwork, Disarm

Final Secret—Unstoppable Tenacity: You've become so hardened by training you can withstand greater punishment than most men. Whenever you are damaged by an attack, you may spend a Fortune Point to reduce the damage by 3 (instead of the usual 2).

CREATING YOUR OWN DUELING STYLES

Making your own Dueling Styles is actually rather easy. Choose the type of blade and stance favored by the style and five Maneuvers that are “trademarks” of the style. Give it a special ability that works when properly armed, such as a mitigated penalty, or some sort of +1 bonus. For the final secret, use the other styles as examples. Usually they involve something special that happens on a Mighty Success, or an ability to spend Fortune Points to do something out of the ordinary. Come up with a story about the founder of this style, and what its guiding philosophy is (i.e. why those Maneuvers, blade, and stance were chosen). What nuances describe how a fencer of this style fights that sets him apart from other fencers? Where did the style originate and where is it popular today?

Social Combat & Repartee

Marquise de Merteuil: I became a virtuoso of deceit. It wasn't pleasure I was after, it was knowledge. I consulted the strictest moralists to learn how to appear, philosophers to find out what to think, and novelists to see what I could get away with, and in the end, I distilled everything to one wonderfully simple principle: win or die.

—*Dangerous Liaisons (1988)*

They say the pen is mightier than the sword—but the tongue is a close second. A few quick words can send one's enemy into a rage, or make them cower with fear. Repartee is as much a part of a swashbuckling duel as swordplay! Being able to get under your foe's skin can force them to make a crucial mistake and lead to your victory. Likewise, there is more than one kind of duel. A sharp tongue can make a lady of the court more feared than any duelist, as she shames nobles who cross her.

SOCIAL COMBAT

The Object: In a peaceful social situation, a PC may nevertheless find themselves in a hostile environment, where friends and enemies are indecipherable. A character might engage in “social combat” of insults, retorts, veiled threats, gossip, flattery, etc. Here the “attacker” is trying to bully, trick, or persuade the other party to do something they otherwise wouldn't. Instead of attacking Lifeblood, the attacker tries to make them lose all Composure, whereupon they are defeated. Just like a regular combat, you roll initiative; though in this case the Careers that would be useful for breaking ties are based on the sort of social situation involved. A business deal might utilize



the Merchant career, while a fancy dress ball would utilize Courtier, or a scientific debate would utilize Scholar as the most important career.

The Time Frame: The GM should set a time frame during which the Social Combat takes place. It could be over a few minutes or it could be over several hours. It could even take place by correspondence over a period of months! Unlike normal combats which usually continue indefinitely until one side or the other is defeated, Social Combats usually only last for a certain number of rounds. Unlike combat rounds, Social Combat rounds may represent varying amounts of time, decided by the GM. A typical Social Combat lasts 5 rounds, while a longer one would last 10 rounds. The GM decides based on the enormity of the task. The more rounds it lasts, the more likely the Social Combat will end with a definitive result. It is not unusual for a Social Combat to end with neither participant being completely beaten. These sorts of events, where a person storms out of a room, should be rare.

In Social Combats, characters only have Major Actions. They may choose to use it to attack, defend, or recover. A character may also Split their action (but not to recover).

The Attack: When you engage in Social Combat, the GM has you roll Flair, possibly aided by Careers, against one of the opponent's Qualities (usually Daring, Savvy, or Flair). In addition to rolling dice, role-play what you are saying/doing. If it's good, the GM may give a +1 bonus to the roll. If it's fantastic, the GM may give a +2 bonus to the roll. Tip: if you aren't as sharp-tongued as your character, it may be a good idea to have a few clever remarks prepared ahead of time. Books, movies, and TV shows are all good inspiration for this.

A successful attack indicates the opponent loses 1 point of Composure. A Mighty Success would be 2 points. A Calamitous failure means that the attacker trips on his own words or makes a serious error and loses 1 Composure.

The Quality the opponent uses to defend depends on the nature of the attack. Daring would be used to resist intimidation, veiled threats, etc. Savvy would be used to avoid flattery, deception, or seduction. Flair would be used to resist insults, gossip, or peer pressure. The defender may also add an appropriate Career to their defending Quality.

As a character loses Composure, they become so shaken that they begin making a lot of mistakes. Each time you lose a point of Composure, you get -1 penalty to all rolls; except those that aid you in fleeing the scene or giving up. This penalty accumulates to a maximum of -3, when all Composure is lost (which ends a Social Combat). Once a new scene begins, all Composure is restored.

Hangers-On: Just like a physical combat, Social Combats allow characters to have pawns aid them in their attacks. These sycophants will laugh or posture menacingly on cue, following the lead of whomever is their leader. Each pawn adds +1 to the attacker's roll, up to a maximum of +3.

Pawns can likewise be targeted by Social Combat, but only have 1 Composure. An insulted pawn will make their excuses and leave immediately if an attack succeeds against them. A Mighty Success causes 1d6+1 pawns to leave. Multiple pawns may be defeated serially per turn as well. After one pawn is defeated, the character may attack another at -1. If that one is defeated, they may attack another at -2, etc. until they "miss" or all the pawns have left.

Social Defense: When you are attacked, your Daring, Savvy, or Flair will act as a sort of passive defense. However, you can also choose to actively defend, by using your Major Action. This works like a verbal Parry, where you essentially cut off the other person and leave them dumbstruck before they can finish their barrage. To do this, roll using the Quality that was being attacked along with any appropriate Career. This is a contested roll against the opponent's attack. If it equals or exceeds their attack is stopped dead. If you get a Mighty Success, you may make a free Social Combat attack against them (a truly witty riposte). If you roll a Calamitous Failure, you lose 2 Composure instead of 1.

Recovering Composure: A character can use a Major Action to regain 1 point of Composure, or alternatively spend 1 Fortune Point to regain 1 Composure without using an action.

Winning and Losing: A character whose Composure has been reduced to 0 has lost all Composure and cannot regain it for the rest of the scene. In social situations, a character is "defeated". An insulted noble might storm off in a huff, a criminal might reveal information you were trying to pry from them, a maiden may give in to your seduction, or a foe may fall for your bluff and surrender, etc. However, the time frame may expire before there is any clear "winner".

When a PC is defeated in a Social Combat, the GM should ask the player to describe what they do in response. Players don't really like losing control over their characters' actions. Let the player say "I storm out of the room" or "I throw my drink in his face" or "I challenge him to a duel" as they see fit. If the response is appropriate, award a Fortune Point. If the response is inappropriate, explain this to the player and give them a chance to try again. Try framing the situation from the perspective of the character. "Margarite has just been totally humiliated by this man. She can feel everyone in the room staring at her, and even hears a few of them begin to laugh. What does she do?"

If a Social Combat ends up instigating a duel, treat this as a new scene. So everyone's Composure is restored. Anyone who had "lost all Composure" right before the duel began would begin with 1 less point of Advantage, though, as a result of being rattled.



REPARTEE IN PHYSICAL COMBAT

Just as you can use verbal barbs to sting an opponent in Social Combat, you can also use them to fluster an opponent you are fighting physically. When you bring Social Combat into a physical fight, this is called “Repartee”. Repartee works very similarly to Social Combat, but there are a few differences.

A foe who lost all Composure in combat does not give up, but retains the penalties until they spend actions to Regain Composure, their attacker is defeated, or the scene ends. The penalties accrued in Repartee are situational (see below).

Using Repartee to insult, intimidate, taunt, or in other ways goad an opponent uses a Major Action, just as if they had spent it swinging a sword. Like most other actions, you can choose to split your action, but only one may be used for Repartee. Repartee Attacks and Defense are handled just like they are in Social Combat. Below are the main modes of attack in Repartee.

Taunt

If you are trying to taunt, mock, or anger your opponent, roll Flair + any appropriate Career against their Flair + appropriate Career. If you succeed, your opponent shows embarrassment and frustration, and loses 1 Composure. Instead of a penalty to all dice rolls, however, Composure lost to a Taunt instead gives a penalty to Defense, as his anger makes him reckless.

Example: Garrett is in a duel with a man who accused him of sleeping with his wife. Wanting to upset the opponent so he'll make a mistake, Garret says, “If you survived a duel with every man who slept with your wife, you must be the best swordsman in all England!” Garrett’s Flair is 2 and he has 2 points in the Performer Career, which the GM decides would be helpful here, for a +4 roll. Garrett’s opponent has a Flair of 1 and 1 in Noble, which the GM also decides is useful in this Repartee—making Garret’s roll a difficulty of -2. With a net +2, Garret rolls a 7, succeeding in causing his opponent to fume with anger, and lose 1 Composure. Garrett’s opponent now has -1 to his Defense.

Trick

If you try to trick, distract, or deceive your opponent, roll Flair + appropriate Career vs. the opponent’s Savvy + Career. If you succeed, the foe has fallen for your deception and is taken aback by it. Instead of losing Composure, he gets a Penalty Die on his next roll, even if that is an initiative roll. These effects are not cumulative with other tricks.

Example: Gaston is fighting a leader of some bandits. Knowing the fellow isn’t very bright, he tells him his shoes are untied, at which the bandit looks down, and realizes he’s wearing boots—allowing Gaston to seize the initiative and deal him a crippling injury before he can attack.

Intimidate

If you try to intimidate, frighten, or worry your opponent, use Flair + Career vs. the opponent’s Daring + Career. If you succeed, the foe is scared, and loses 1 Composure. The penalties from Composure loss to intimidation do not apply to rolls to escape the scene.

Example: A young noble has challenged Gaston to a duel. Wanting to unnerve him to gain the upper hand before they start, Gaston says, “of course, I’ll ensure you receive a decent funeral. The undertaker gives me a discount for bringing him so much business.” Gaston has Daring 2 and Soldier 2, which the GM thinks will help intimidate. Gaston’s opponent has a Daring of 0 and no appropriate Career. Gaston rolls a 6 on 2d6 +4 getting a 10, enough to cause his opponent sufficient alarm that he loses 1 Composure.

Example of Social Combat

Cosette is an explorer who is seeking the patronage of the wealthy Duke Errol of Fairbank, and has arrived at the Duke's ball in the hopes of securing funds for an expedition. She notices across the room is the notorious Sir Boris Flynn, a ruthless rival explorer. As Cosette makes her move to discuss business with the Duke, Sir Boris and his two hangers-on interject themselves into the conversation. The Duke only has a few minutes before he must see some other guests, and the GM decides this Social Combat will last only 5 rounds.

The GM decides that who gets the Duke's patronage will be decided by a Social Combat between the two of them over the next few minutes, and asks them each to roll for initiative. Jenny, Cosette's player, rolls 1d6 and gets 3, adding her Savvy of 1 for a total of 4. The GM rolls for Flynn and gets a 2, adding Flynn's Savvy of 2, also totaling 4. The GM declares that any initiative ties in this upper-class social situation will be broken by whoever has the most ranks in Courtier, Aristocrat, Noble, Diplomat, Magistrate, etc. Sir Boris has Noble 2 and Magistrate 1, while Cosette has no relevant Careers. Sir Boris will make the first move.

The GM has Sir Boris start off with a backhanded compliment: "Ah, Cosette, you always manage to look pretty... even in last year's fashions." His hangers-on laugh. The GM rolls 2d6 and adds Sir Boris' Flair (1) and Noble (2), and +2 for the aid of his two hangers-on, and subtracts Cosette's Flair (2). With a roll of 3, however, his end result is 6: insufficient to weaken her Composure.

Jenny decides for Cosette to counter by attacking Sir Boris' professionalism, making him out to be some foppish dandy. "Oh Sir Boris, I concede fashion is your forte." She then looks at the Duke, "Mine is exploration, Your Grace. I'm afraid I missed out on the latest court gossip and dress patterns while I was rounding the Cape amid a storm last season..." The GM decides that was a very good reply and gives Cosette +1 to the roll. While she doesn't have any Career that is especially good at high-society functions, she is using her professional experience as a Sea Captain here, and adds +2 for her Career. Cosette also has the Silver Tongued Boon, allowing her to roll a Bonus Die to convince the Duke to sponsor her voyage. With a result of 5, 4, 3, she takes her roll of 9, adds +5 (2 Flair, 1 for role-playing, 2 for Career), and subtracts Sir Boris' Flair (1), ending with a result of 13. Sir Boris seethes with anger and loses 1 Composure. This round goes to Cosette.

The GM calls for initiative for round 2, and this time it is Cosette who comes out the victor. Realizing she must negate Sir Boris' edge, she instead decides to go after his hangers-on. She decides to trick them into leaving by pointing out a richer target for their sycophancy. "I say, is that the Marquis of Gaventry? I understand that he won a great sum at the card table last week, and cannot seem to spend it fast enough. All of his friends are wearing new outfits. Wouldn't you say they look rather smart, Sir



Boris?" Jenny rolls 2d6 and adds Flair (2). She has no Careers helpful in spreading gossip, so she doesn't add any. However, the result is a pair of 6s: a Mighty Success! Sir Boris' friends quickly decide they need to congratulate the Marquis on his winnings and make their exit.

Sir Boris tries to rattle Cosette with a veiled threat and insult. "No doubt, I shall have to congratulate him myself later. As for your exploits at sea, I've heard tell that pirates haunt those waters, leaving no survivors after their raids. Surely, Your Grace, you could not send a woman into those waters?" The GM decides that Cosette should resist with Daring so as not to show any sign of fear at these words, lest the Duke lose confidence in her. He rolls a 9 for Sir Boris, adds Flair (1), and Sailor (1) because this time his knowledge of the sea is more important than his status as a noble. He also must subtract 2 for his Composure loss (1) and Cosette's Daring (1). This leaves him with an end result of 9, which could cost Cosette a point of Composure. However, Jenny decides to spend a Fortune Point to keep a stiff upper lip.

On Round 3, the GM calls for initiative, and Sir Boris is the victor. The GM rolls for Sir Boris and ends up rolling double 1s! A Calamitous Failure! Sir Boris loses 1 Composure, as he is suddenly at a loss for words, while Cosette interjects, "And I wonder where Sir Boris would have heard of these pirates... had they indeed left no survivors." Sir Boris now has 1 Composure remaining.

Seeing her opportunity to end this, Cosette says to the Duke, "Well, Your Grace, it seems Sir Boris has said all he has to say on the matter. If you'll excuse us, Sir Boris, I'd like to tell His Grace about this new trade route," as she laces her arm in the Duke's and leads him away. She rolls the dice and gets 10. Adding her Flair (2) and Career (2) and subtracting Sir Boris' Flair (1), she ends up with a 13. The Duke follows her and turns his back on Sir Boris as he has lost all Composure. Sir Boris, now fuming with rage, snaps his cane in his hands as he watches them leave. Cosette may have won the Duke's patronage, but she's also earned a dangerous enemy in Sir Boris Flynn...

ENEMIES AND ALLIES



Pawns

Pawns are the lowliest NPCs that heroes will encounter—the faceless minions in the employ of their enemies, or the nameless peasants that are seen in the backdrop. While some pawns are better than others, they are always far weaker than heroes or villains. Pawns have a rating called “Competence”. This gives a number of points that the pawns have to spend on all their Qualities, Combat Abilities, and Careers combined, with a Maximum of 2 in any. Pawns can have a -1 Quality or Combat Ability to give them 1 extra point to spend. Further, all pawns have only 1 Lifeblood and zero Advantage, so don’t bother writing anything down for these.

Each round, pawns can only take 1 Major Action and cannot split their actions. They do not roll initiative; instead they act on a phase equal to their Competence.

Some example stat blocks for a group of pawns might look like this:

Competence 1 Thugs (x5) Might 1, Savvy -1, Melee 1, Brute 0. Equipment: Clubs (1d6 Dmg)

Competence 2 Guards (x2 at each gate) Melee 1, Defense 1. Equipment: Rapiers (1d6 Dmg), Light Armor and Helmets (1d3+1 Protection)

Competence	Example
0 - Rabble	Angry Mob
1 - Green	Caravan Guard
2 - Average	Pirate Crew
3 - Veteran	Cardinal Guard
4 - Elite	Inquisition Bodyguards

STUNTS & PAWNS

Of course, there is more to swashbuckling than swordplay and witty banter. Buccaneers swing from ropes to knock the pirates into the sea, musketeers pull rugs out from under the cardinal's guard, and clumsy paramours can even accidentally knock out their captors with a misplaced halberd and a sudden turn. A stunt is an action that knocks out, stuns, frightens off, or in some other way takes out multiple pawns at a time. Using a Stunt takes the place of both a Major Action and a Minor Action in a round, using your whole turn.

Difficulty: When you attempt a Stunt, it is assumed to be against a group of four pawns. The difficulty is equal to the Competence of the pawns involved. For each additional pawn beyond four, increase the difficulty by 1; for each pawn less than four, decrease the difficulty by 1. So pulling up the rug to defeat four Competence 0 Rabble is 0 difficulty, while trying to drop a Chandelier to take out two Competence 4 Elites would be a -2 difficulty.

The Roll: For these stunts you may use the Quality and Combat Ability or Career that the GM feels is most appropriate. A GM might decide that dropping a chandelier on an unsuspecting group of guards uses Savvy + Ranged, while swinging into them like a wrecking ball would use Daring + Brawl. A sultry barmaid might bat her eyelashes to get some unsuspecting pirates to come around the corner, where she opens a trap door to drop them in, using Flair + Temptress. Stunts make it possible to do a lot of things, even with characters who are not typically combat-oriented. If a stunt becomes overused, it becomes predictable, and the GM may start to apply penalties to it; so the players need to keep things fresh by being creative with their description.

Success: Stunts also don't require damage rolls to defeat enemies, so their Lifeblood and armor doesn't matter for this. Stunts are usually non-lethal in nature, and simply result in those pawns being "out of the combat", but not dead.

Failure: If you fail, you lose 1 Advantage or are At a Loss until your next turn (player's choice). However, a failure may earn you Fortune by coming up with an amusing reason why you failed (this counts a Comic Relief, which you can earn once per session). For instance, a Musketeer, seeing a group of the Cardinal's guards standing just below a chandelier, cuts the rope... accidentally dropping the other chandelier right next to them. The guards look up and see the musketeer standing next to the freshly cut rope and

charge after him! The GM gives the player a Fortune Point for narrating this amusing fumble.

Attacking Pawns

Using Bladework or Brawling attacks to defeat pawns has the upside that there is no consequence for failure (unless you roll a Calamitous Failure). You can also take down multiple pawns on your turn in this way, although only one at a time. If you roll a natural 12, and your attack is a Mighty Success, roll your weapon's damage (ignore Might). The result is how many additional pawns you defeat this action through a frenzy of flashing steel or flying fists. So a Mighty Success will cause the defeat of at least 2 pawns.

If you defeat a pawn with a Bladework or Brawling attack, you may attack another within reach at -1 to hit. If that succeeds, you may attack the next one at -2 to hit, and so on, until you fail to defeat a pawn, or there are none left within reach.

Pawns get no Reactions like parries, dodges, etc. They also have no Advantage to yield.

Since all pawns have only 1 Lifeblood, there is little purpose in rolling damage for these attacks unless the pawn is also wearing armor. Pawns wearing armor apply it to the damage rolled.

Using Maneuvers other than Bladework or Brawling can still affect pawns; however they do not get additional attacks to follow up. Still, using a Moulinet or Quick Cut, or shooting with a blunderbuss, could take down multiple pawns on their own.

Pawns Ganging Up in Combat

Individually, pawns are not very impressive in battle. However, they can join forces against a single opponent to become more deadly. Up to four pawns can attack a single target together. Instead of rolling four separate attacks, you would roll a single attack, with a +1 bonus to hit for each pawn beyond the first who is helping. So a group of four pawns attacking one target have a +3 bonus to hit. For each point the attack hit by, the target takes 1 extra point of damage, up to a maximum equal to the bonus. So if a group of four pawns hit a hero by 2, the hero would lose 2 extra Lifeblood. If they hit by 6, the hero would lose an extra 3 Lifeblood (they can't do more than 3 extra because they only had a +3 bonus to hit him). A hero can choose to Parry, Dodge, or Yield Advantage against a gang-up attack as normal, treating it as if it was a single attack. It isn't uncommon in swashbuckler films to see a hero sweep his blade like a windmill to block the thrusts of three guards, for instance.

Pawns can also aid heroes and villains in attacking their enemies, giving them the same gang-up bonuses. So a villain attacks a hero with the aid of 3 pawns, he can add +3 bonus to hit, and up to a +3 bonus to damage.

When Pawns Attack (Each Other)

Sometimes a group of NPC pawns will attack another group of pawns. The simplest way to handle this is to use a pair of d6, each a different color. Add the Competence of each pawn to their roll; whoever rolls higher defeats the other. In the case of a tie, neither one gains the upper hand.

CREATING PAWNS

When you are creating an adventure for your players, you don't want to spend a lot of time generating the pawns that show up in the adventure. These characters are really unimportant, and only a minimal amount of information is needed. Since most of their Stats and Combat Abilities will be "0", you should only bother writing information for those that are something other than 0. Also, each pawn has one Career, which you should write in even if it is only a 0. Note that regardless of Competence the highest a pawn may have in any stat is 2.

Retainers

Better than pawns, but not full villains either, retainers are a bit better than "faceless minions". They might be named, but are usually not. A retainer might be the lieutenant commanding a group of guards in the service of the King, or the bodyguard of the evil Count.

Retainers are made the same as heroes and villains with the following exceptions:

They have a base of 8 Lifeblood, not 10.

They have a base of only 1 Advantage (so if they Yield Advantage they are defeated).

They get to take 1 Major Action per round (which they can swap for a Minor Action). They can Split their actions.

They usually have only one single Career (maybe two).

They do not get a free Boon. They may have a Boon if they have a Flaw, and can have up to 2 of each. They cannot take Boons that involve continuous play, such as Spendthrift.

They begin with less points to spend on Qualities, Combat Abilities, and Careers, either 0, 1, 2, or 3 points in each category. They can take a -1 in each

category to give 1 extra point to spend in that category. Like pawns, don't bother to write down a score of "0"; assume anything not written down is a 0.

The number of points that a retainer gets to spend on each category is called that retainer's level. A level 0 retainer would be considered hardly any threat at all to a hero, while a level 3 retainer is on the verge of being a hero or villain himself.

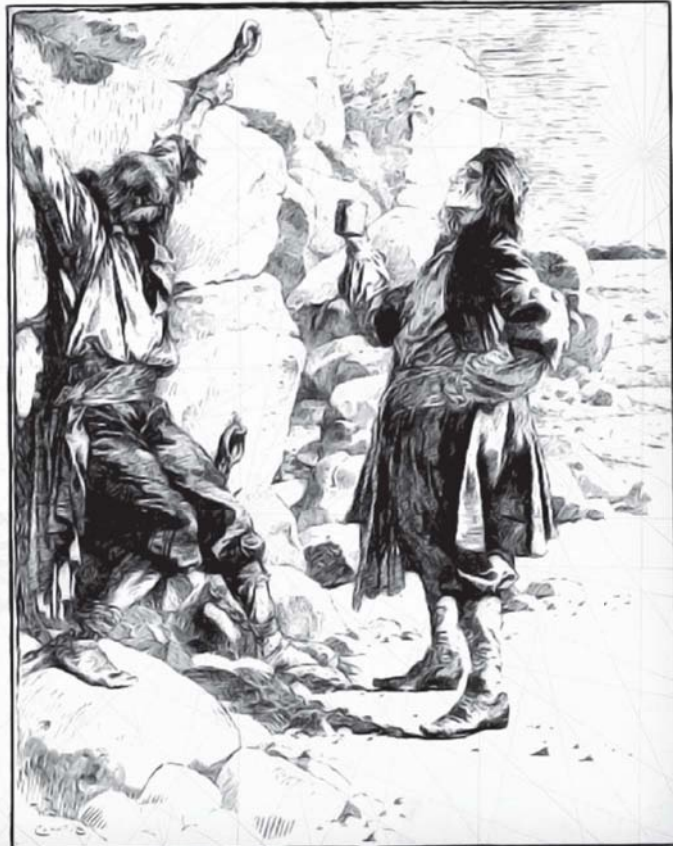
Villains

Cardinal Richelieu: "One thousand gold pieces on each of their heads, dead or alive... I prefer dead."

—Disney's Three Musketeers, (1993)

Villains are designed in the exact same method as heroes, and may even be more powerful than a standard hero. If a villain is especially powerful, instead of 4 points to spread among Qualities, Combat Abilities, and Careers, a villain could have 5 or 6 points to spread, depending on how daunting they need to be. Like heroes, villains have Fortune Points. They can spend them in the same way as PCs, but they can also use them to make their escape if you need them to live to fight another day.

When portraying a villain, be sure to be villainous. While swashbuckling stories may occasionally have villains who were pretending to be good, ultimately this mask is torn away (by the heroes no doubt)



and the audience sees the face of wickedness. There is not often a moral grey area in swashbuckling stories. While a swashbuckling hero can be a morally grey scoundrel, he is a likable scoundrel. The villain's heart, however, is always black as pitch. A villain

might be a tyrannical noble, drunk with power, or a swordsman who instigates duels for the pleasure of killing weaker men. They do not flinch at inflicting pain or even death to get what they want, even if it is simple amusement.

Why Don't We Just Kill Him?

One thing that players may ask is, "*If we know this guy is the villain, why don't we just kill him?*" This is especially likely if the villain is a schemer without any personal combat skills. Aside from the obvious answers "*that would be murder*" or "*because we have no proof*", consider the genre. If the heroes killed the villain in the first scene, that'd be a terrible movie. If heroes went around killing every bad guy there would be no such thing as a recurring villain, and a campaign might unravel rather quickly without one to unify the heroes to work against.

For example, the nemesis of the *Three Musketeers* is Cardinal Richelieu. The Musketeers may know that Cardinal Richelieu is a villain, but they don't fight him directly. He is the Prime Minister of their country and a friend of their King. Killing Richelieu might sabotage their own country in war or diplomacy in matters they cannot even fathom. It would be a dishonorable act of treason. Foiling his schemes is one thing. Skewering him with a foil is another.

Consider also that he's the most powerful man in all France. He has his own private army, as well as control of the *actual* army. He has hired excellent swordsmen, has a superb network of spies, and has filled the Bastille with anybody who even *whispered* about assassinating him.

Aside from the odds being against them, they cannot simply kill someone of that great importance without dire consequences to

themselves. At the very least, they'd be arrested and hung. More likely, they'd be broken on the wheel. Even if they succeed, they would suffer the dishonor of being known as treasonous murderers not only of the King's first minister, but of a non-combatant priest who was trying to do what he felt was best for France. Killing him would make him out to be a martyr and bring dishonor to their families and the musketeers as a whole.

Last there is the heroism to consider. Heroes don't go around snuffing out people that they think are evil. They may try to stop an evil scheme, but *only the King* has the right to order Richelieu's death. Who are the PCs to make such a decision? Heroes may kill in self-defense, while defending the weak, or when necessary to carry out an important mission, but they generally don't kill when they can avoid it.

Something the GM should consider is "*Why doesn't the villain just kill the PCs?*" Anyone who's seen a movie knows that villains often capture the heroes for some reason or another, but seldom simply dispatch them. Perhaps they want the hero to see them at their moment of triumph, they want to have a public execution or elaborate death planned for them, perhaps they need information that the hero has, or maybe they want to turn the hero to their own side. Regardless, the GM should think twice before simply killing a hero when they can be captured instead. After all, a good prison break also makes for a good adventure.

An act that clearly demonstrates how evil a villain truly is can be an amusing way for players to know “this is a bad guy”. For instance, if a pirate captain asks his men if they have any objections to giving him a larger share of the treasure, and the captain casually shoots the man who raised his hand and asks “any other objections?” you know that captain is a villain. Likewise, only a villain would kick a dog, hit a woman, threaten a child, etc.

Creatures

Creatures in *Honor + Intrigue* are given Qualities and Combat Abilities as a gauge of their own relative strengths and weaknesses. Statistics generated for a beast are the average for a creature of that type. You can vary these to create tougher (or weaker) versions of the same creature. Do not add the creature’s Might to damage dice or Daring to their rolls to hit.

Creatures do not follow the same rules as characters or even NPCs. They do not have Advantage to yield, and their damage and attack rolls are based on their size rather than their Qualities. In addition, many creatures have the option to attack twice, or even three times a round. When a creature takes multiple

attacks, it generally does so at the cost of a lesser chance to hit and damage. Monsters’ protection rating is usually the result of some scales or hide that cover the whole body, and as such this protection cannot be bypassed with a Called Shot (unless otherwise noted) but is as vulnerable to bullets as regular armor.

Terror: In addition to the above changes, some creatures are truly frightening. Instead of a Flair Quality, they have a Terror Quality. Whenever a PC encounters a creature with a Terror rating for the first time, they must make a Daring check (with the Terror rating as the modifier) when they first see the creature or lose 1 Composure. A hero only needs to make a Daring check if he would be in imminent danger. So seeing a caged lion won’t frighten someone... unless they’re inside the cage.

The following table is to help you to design your own creatures. Simply decide on a size for your creature and that will give you its damage and Lifeblood as a base to work from.

For a sample bestiary of ordinary animals, see page 171. For a collection of supernatural monsters, see page 202.

CREATURE SIZE TABLE

Creature Size	Average Damage	Average Lifeblood	Base Move	Example
Tiny	1	1	15'	Rat
Very Small	1d2	2	20'	Cat
Small	1d3	5	25'	Dog
Medium	1d6-1	10	25'	Wolf
Large	1d6	20	30'	Gorilla
Very Large	1d6+2	30	30'	Horse
Huge	2d6-1	40	35'	Rhino
Massive	2d6	50	35'	Elephant
Enormous	2d6+2	60	40'	Tooth Whale
Gigantic	3d6	70	40'	Sea Serpent
Immense	3d6+2	85	45'	Baleen Whale
Colossal	4d6	100	45'	Kraken



Sometimes the right career can help you endure hardships.

Hazards

There are dangers that heroes face beyond the peril of combat. A hero may place themselves in danger of life and limb from a variety of sources.

DARKNESS

Characters in very dim light are At a Loss (-2 Penalty to all rolls and Defense) until they have enough light to see clearly. In addition, ranged attacks have double the range penalties. So a shot at long (-2) range would instead have a -6 penalty to the roll (base -2 penalty doubled plus -2 more for darkness).

In pitch darkness, characters are effectively blind, and are both At a Loss and have a Penalty Die on all rolls until they have more light to see. Ranged attacks have a -4 penalty, and ranged attacks beyond close range are impossible.

FALLING

Falling can cause serious injury to a hero. Luckily, a hero can use a Fortune Point to avoid it completely. For those who aren't so lucky, use the following guideline (and the GM's judgment):

Minor Fall	1d3 Dmg
Serious Fall	1d6 Dmg
Major Fall	2d6 Dmg
Deadly Fall	3d6 Dmg

FIRE

Fire can also be deadly dangerous. Anytime a character is in contact with fire (such as being hit with a torch) there is a chance (1-2 on a d6) of them catching on fire. Sometimes that chance becomes a certainty (such as when running through a burning room).

A character who is on fire takes very little damage the first round, but takes more and more each passing round after that. Putting out a fire becomes more difficult with each round that passes. Attempting to put out a fire takes a Major Action and requires a Flair (plus a Career if reasonable) roll (remaining calm is the key) to extinguish the flame. Someone else can also spend a Major Action to try and put out an ally. Submerging whatever is on fire in water will immediately put out the fire, with no roll required. Splashing water on it gives a Bonus Die to the roll.

Round	Damage	Extinguish
Round 1	1 Dmg	Easy (+1)
Round 2	1d3 Dmg	Moderate (+0)
Round 3	1d6 Dmg	Tricky (-1)
Round 4	2d6 Dmg	Hard (-2)
Round 5	3d6 Dmg	Tough (-4)
Round 6+	4d6 Dmg	Demanding (-6)

DROWNING

Any character can hold their breath for **Might+5** Rounds. A round of strenuous activity, such as fighting, counts as 2 rounds for determining how much breath you have left.

After the character runs out of breath, they must roll to avoid drowning, making a **Tricky (-1) Might** check. Each round, the difficulty increases by one step. If the character has a Career that the GM thinks is especially appropriate for holding their breath, they can add it to this roll.

Once the character fails a breath holding roll, they begin to drown, taking a cumulative 1 **Lifeblood/round** of damage. So the first round of drowning, they take 1 dmg, second round they take 2, third round they take 3, etc. Once a character falls below 0 **Lifeblood**, they are unconscious and may possibly die unless they are rescued or the GM has them wash ashore somewhere.

DISEASE, HUNGER, THIRST, EXHAUSTION, INTOXICATION

Sometimes the greatest struggle that a hero faces is against nature, or for sheer survival. While **Composure** is usually used to reflect emotional distress, the GM may use **Composure** loss to represent a myriad of debilitating conditions, such as extreme hunger, thirst, exhaustion, illness, etc. It is especially suitable because the penalty for **Composure** lost applies to all **2d6** rolls representing

the toll that is taken on the hero. Unlike **Composure** lost due to emotion, **Composure** lost to these forces is not automatically restored at the end of the scene. A starving man does not stop starving when the scene ends. He starves until he eats.

At the first sign of a problem, the GM will give a **Moderate (+0) Task Roll** using the **Quality** (and maybe **Career**) that is most appropriate. Subsequent rolls become increasingly difficult. Once all **Composure** is lost, some additional problem befalls the hero. If it is something deadly, the character will likely begin taking damage at regular intervals. Otherwise it may be unconsciousness, or something else the GM deems appropriate. Below are a few examples of how you can use this method to resolve different effects on a character. Feel free to alter these examples or come up with new ones.

TRAPS

From the most primitive grass-covered pit to the most elaborate mechanical creations, traps are devices used to capture or kill those who trigger them. When constructing a trap, the GM can first use common sense. If the trap is a pit, the damage caused by the trap would obviously be based on how dangerous the fall was.

Regarding the difficulty to notice and to avoid a trap, and which **Career** and **Quality** would be used, this is up to the GM's judgment. He may decide a trap that shoots arrows out of the wall simply makes an attack roll with **+3** against the target while a trap that slams

EXAMPLE EFFECTS

Condition	Onset	Quality	Repeat	End Result	Reverse
Intoxication	Might+2 drinks	Might	Each new drink	Unconsciousness	1 hour passes per drink consumed
Exhaustion	24 hrs w/o sleep	Savvy	8 hours	Unconsciousness	8 continuous hours sleep
Hunger	3 days w/o food	Might	3 days	1d3 Lifeblood / day	2 meals a day for 3 days
Thirst	1 day w/o water	Might	12 hours	1d3 Lifeblood / 6 hours	Drink sufficiently
Illness	First symptoms appear	Might	Varies*	Varies*	Varies*

**In the case of disease or serious illness, the frequency of Task Rolls would be based on the severity of the illness. One illness may kill within hours of the first symptoms while others take months. Some illnesses can be cured, while others cannot. Some diseases are deadly; some might permanently reduce a Quality; others allow a full recovery given time.*

TRAP CREATION GUIDELINES

Rarity	Difficulty	Damage	Examples
Common	-2	1d3+1	Spring loaded needle
Elaborate	-4	1d6+1	Pendulum blade swings from the ceiling
Ingenious	-6	2d6+2	Doorknob explodes when turned
Unique	-6 (x2)*	3d6+3	Spiked walls closing in

*Unique traps require two successful Extreme (-6) difficulty rolls to successfully bypass.

the door shut (in a room filling with water) takes a Savvy + Thief or Explorer against a difficulty of -2 to avoid. Of course, you can spend a Fortune Point to completely avoid the effects of a trap going off.

When dealing with mechanical traps created by an inventor, follow the trap creation guidelines laid out in the table above.

CHASE SCENES

Porthos: "Champagne?"

Athos: "We're in the middle of a chase, Porthos!"

Porthos: "You're right. Something red."

—*The Three Musketeers (1993)*

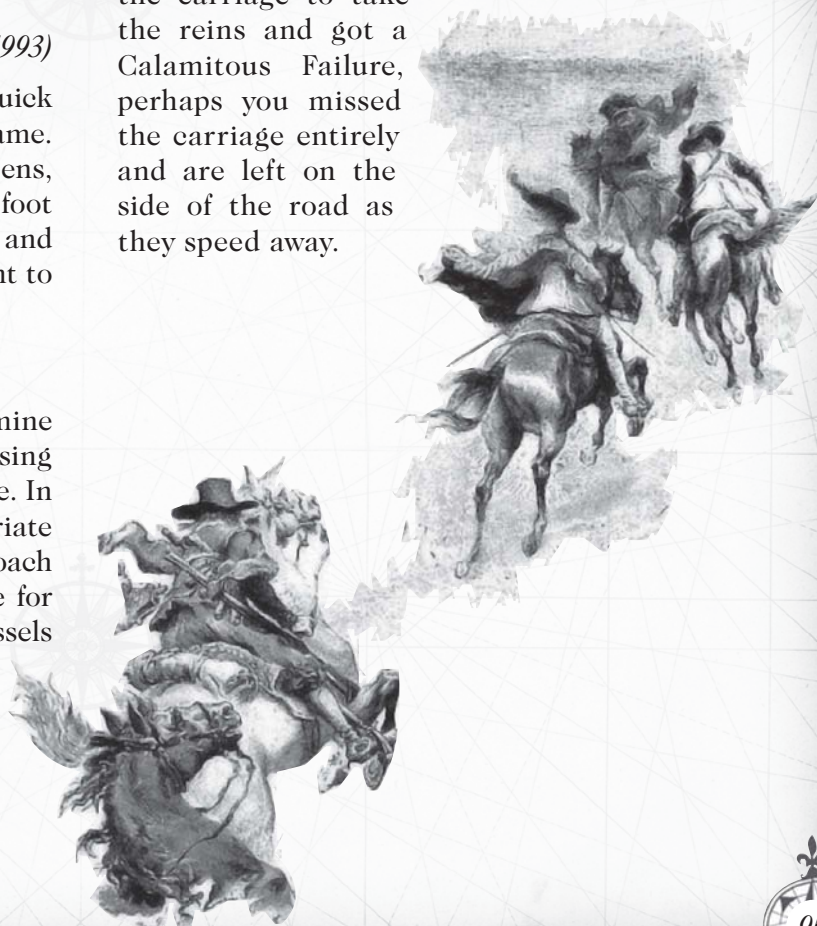
Sometimes the heroes will need to make a quick getaway—or stop the villain from doing the same. These rules will help you to determine what happens, whether the chase is on horseback, in coaches, on foot or even at sea. The chase rules are pretty abstract and shouldn't need miniatures to run, unless you want to use them.

Distances

At the beginning of the chase, the GM will determine the rough distance separating the participants using the distances/ranges in the Task Resolution Table. In a foot chase, pistol range would be most appropriate for estimating the distances. In a horse or coach chase, musket range would be most appropriate for estimating the distances. In a chase between vessels at sea, cannon range would be most appropriate for estimating the distances. Alternatively, ships might use miles as distances, and once they close to "point blank" the scene changes to Ship-to-Ship combat at Extreme cannon range.

Each time the pursuer closes the distance, the chase continues at one step closer. Each time

the pursuer loses a bit of ground, the distance moves one step further apart. If the range goes beyond extreme, the quarry gets away. If the range gets to "point blank", the pursuer has caught up with his quarry and receives a free action. This might entail grappling them, leaping over to their carriage to stop their horses, or beginning a boarding action against their ship, etc. If they fail, the chase scene continues for another round, giving the quarry another chance to escape. If this free action is a Calamitous Failure, the pursuer has so bungled their attempt that the quarry manages to get away completely and the chase ends. For instance, if you tried to jump onto the carriage to take the reins and got a Calamitous Failure, perhaps you missed the carriage entirely and are left on the side of the road as they speed away.



Initiative

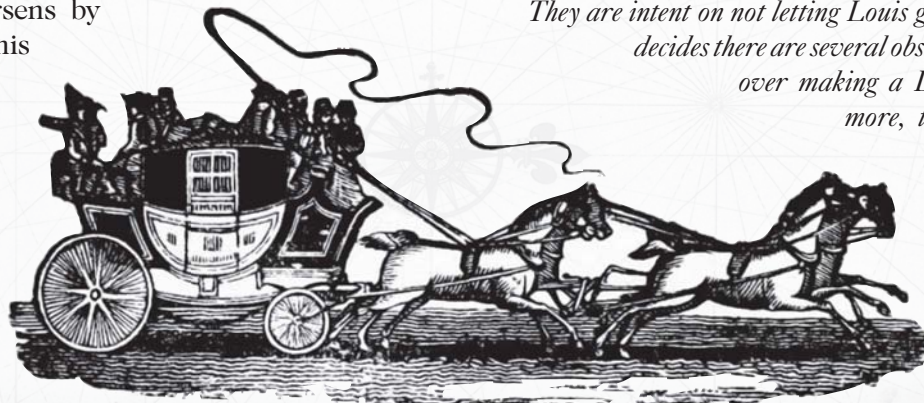
At the beginning of the chase, and of every round it lasts, each participant rolls 1d6 + Savvy for initiative, with an appropriate Career being used to break ties (e.g. Sailor for sea chases). The winner of initiative gets to determine the course of events during the chase for that round.

Chase Rounds

Chases are split into rounds of action, in the same way as combat. Each round, the participant with the initiative can set the scene (within reason). They get to describe the terrain, any obstacles that come up, and what both they and their opponent must do to continue the chase. The description will help the GM decide what Quality will be used to resolve the roll, and if any Careers are appropriate. Of course, the GM can disallow something described by a player if it is too unrealistic or inappropriate to the scene.

Different Qualities would be used to reflect different scenarios in the chase. Daring could represent doing something risky like jumping across a chasm. Savvy might mean doing something deceptive, skillful, or clever such as finding a hiding place or using a shortcut. Might would indicate doing something with brute force such as shouldering a door or lifting yourself up a ledge. Flair would indicate doing something flashy or commanding, such as scattering some coins in your wake to fill the road with peasants, or barking an order for the peasants to clear out of your way. Feel free to come up with your own unique ideas here.

Everyone involved in the chase makes a contested roll using the Quality chosen and any Career the GM allows. Whoever rolls the highest wins the round, and improves their position by one increment. So a pursuer would get one increment closer to the quarry, or the quarry would get one increment further away on a successful roll. If a Mighty Success is rolled, position improves by two increments. Likewise, if a Calamitous Failure is rolled, position worsens by two increments. If this ends the chase, it might mean that the quarry entered a dead end, or that the pursuer was completely cut off by some obstacle (like a raised drawbridge).



If there are more than two parties rolling, compare the fastest member of the pursuing party to the slowest member of the quarry's party. It is also possible that one person may get captured or left behind while the rest make a getaway, so the chase can still continue even after one member is caught.

Example: Louis, a Thief (hired by a Musketeer to retrieve important documents) is running from the Cardinal's guard through the streets of Paris. The GM sets the scene, using pistol range as his benchmark and sets the distance as Long. Louis' initiative is 6 and the guards' is 4. Louis gets to determine the task for the round. The player says that Louis attempts to run through a busy marketplace, where he'll knock over a melon cart to impede his pursuers. The GM decides that Savvy is the Quality to use for that action and that Louis' Thief Career will be helpful in this situation (running from guards in a marketplace). He rolls the dice and gets 9+2 from his Thief Career and Savvy, for a total of 11. The GM then rolls for the guards and gets a 6, saying that the guards have slipped on the rolling fruit. The distance separating Louis and the guards is increased one increment to Distant.

Passengers and Shooting

If there are passengers (on a horse or vehicle), they also make their own initiative checks. Passengers can carry out their actions whilst the driver is concentrating on the chase. This might be to fire at the other participant, or to jump out of the vehicle or run along the roof etc. The difficulty for a ranged attack is based on the distance separating the two parties and the target's Defense. The difficulty of other tasks is up to the GM. If the pursuer or the quarry wants to make an attack, they must split their action between attacking and moving in the chase (-2 Penalty to both rolls). If there are weapons built-in, (blades on the wheel of a coach for instance), this additional modifier is not used. Unless the character is trained in fighting from horseback (such as with the Soldier Career) they would have an additional -1 Penalty to both rolls when doing so.

Example: In the next round, the guards have won the initiative. They are intent on not letting Louis get away, and the GM decides there are several obstacles Louis must leap over making a Daring check. What's more, the guards are going to try and shoot Louis rather than let him escape.

The guards roll a 10, while Louis ends up with an 8. However the guards have -2 because they are also shooting at Louis, making the roll a tie (neither side makes any progress). The guards then fire at Louis—three with pistols, one with a musket. At Distant (-4) range and the added penalty (-2) they have a -6 penalty to their shots, which normally have a +0 to hit with pistols. They all fail miserably. The lieutenant with a musket, however is within Close (+0) range [Distant in pistol range is 40 feet, which is Close for a musket] but still has the -2 penalty for shooting while running. He rolls 8: with +1 Savvy, +0 Range, and -2 for a Split Action, that makes 7. The shots all miss Louis, shattering some innocent pottery instead. Note that if they hadn't slowed down to shoot at him, the guards would have closed in on him a bit.

Terrain

The terrain is used simply in the narrative of the situation but other than that has no effect on the difficulty checks and so on. It is between the players and the GM to come up with some exciting and descriptive details about what is going on during the chase. Remember the one who wins Initiative gets to set the scenario for the round (but the GM has the final say). In the streets, carts, barrels, crowds, alleyways, windows, livestock, or construction can all be described as terrain. On the roads, low-hanging branches, low walls, cliff-sides, bridges, or passing wagons can make for interesting terrain. At sea, reefs, wind direction, the blinding reflection of sunset on the water, shoals, or a storm can be used as "terrain" descriptions.

Collateral Damage

As horses gallop through the city streets or through the mountain passes there will be moments when bystanders will get knocked out of the way, piles of boxes are scattered across the street, and other coaches will have to veer off to avoid collision. This is all collateral damage and should be described when characters fail their chase rolls. It is important to note that failure does not mean an end to the chase—it simply means no ground is gained in that round, but failure can be described by saying that your coach scraped the side railing of the bridge or your horse hit a rail trying to jump the fence.

Horses & Vehicles

The most important thing in a chase is the skill of the driver, helmsman, rider, or runner. Both parties are assumed to be using similar means of conveyance, such as a horseman vs. a carriage or another horsemen. If

not, the one with the most advantageous means wins. Thus if you are on foot being chased by someone on a horse across a field, you cannot win. But if you're going up stairs, through narrow alleys, windows, etc, the person on foot will evade the horseman.

However, while two means of conveyance may be similar, they may not necessarily be equal. Consider the Speed, Size, and Maneuverability of any vehicle involved.

Speed: If the vehicle (or horse) is faster, it gets +1 to its rolls. If it is very much faster, it gets +2. Speed will always be important when resolving a chase.

Maneuverability: Sometimes maneuverability matters as well. In these situations, the vehicle that is more maneuverable gets +1, and +2 if it is much more maneuverable.

Size: Size is likely to be a hindrance in certain situations. When a vehicle's Size is a disadvantage (making it less able to avoid some obstacle, for instance) give it a -1, or -2 if it is a major hindrance.

The case where the difference in vehicles will make the most difference is with sailing vessels. Use the Sails rating to figure the difference in speed and maneuverability, while the Size rating determines the size difference. Instead of a +1 or +2 comparison, simply use the actual difference in the Ship Qualities as the modifiers. So a Sails 4 ship vs. a Sails 1 ship has +3 to its rolls.

Firing at Vehicles

Vehicles are largely there to provide color and interest in the game and so the rules for knocking them out are based largely on common sense and what will add to the excitement of the story.

You do generally need a cannon (see page 54) to have any real effect against vehicles though. Personal firearms have little real effect against ships or carriages, aiming at the driver or passengers would tend to be the best bet. Horses however, are quite vulnerable to gunfire.

If a horse is shot, or otherwise injured, it gives the rider/coachman a Penalty Die on any rolls. A horse that is at less than half its Lifeblood will simply stop and collapse unless the rider makes a Tough (-4) Career + Flair roll.

SHIPS AND THE SEA



Adventure on the high seas is a fundamental part of swashbuckling stories of pirates and buried treasure. This section will give some information on life at sea and how to use ships in your game.

SAILOR'S VOCABULARY

Sailors seem to have a language all their own. You don't say "turn right" to a ship's helmsman. You say "hard to starboard". Below is some nautical terminology you may find useful to know.

Aft: Towards the stern of the ship.

About: To turn the ship at a 90 degree angle.

Bow: The front of the ship.

Fore: Towards the bow of the ship.

Fore-and-aft-rigged: Sails that are attached towards the bow and stern.

Forecastle: Raised deck at the bow. Also pronounced "fo'c'sle".

Fore-mast: The first mast on the ship.

Guns: The ship's artillery. Don't call them "cannons".

Lateen: A triangular sail, very useful for catching the wind when tacking.

Main-mast: The tallest mast on a ship, usually towards the center.

Mizzen-mast: The third mast, or the first mast aft of the main-mast.

Poop Deck: Raised deck at the stern, usually where the helm is located, and directly above the captain's cabin.

Port: The left side of the ship.

Prize: An enemy ship taken after a battle.

Square-Rigged: Sails that are attached perpendicular across the deck of the ship.

Starboard: The right side of the ship.

Stern: The back of the ship. Something that is behind the ship is “astern”.

Tacking: A method used to sail against the wind by moving in a zigzag pattern perpendicular to the wind.

RANKS & DUTIES

Everyone aboard a ship has a job to do. Everyone from the lowliest swab to the captain’s job is vital to the survival of everyone else, which is why discipline is usually so harsh at sea. Below is a list of ranks and duties at sea. Because the names for nautical ranks and duties were in flux between the 16th and 18th centuries, we have provided the most easily recognizable names for certain duties and ranks.

Captain: Officer in charge of the ship. Pirate ships vote for their captain, and can vote to replace him.

First Mate: Second in command of the ship, usually first to lead boarding parties, responsible for overseeing most deck operations.

Navigator: Officer responsible for plotting the ship’s course. Also known as ship’s “master”.

Quartermaster: In charge of the ship’s navigational equipment and also serves as helmsman when entering or leaving port.

Helmsman: Any sailor who is steering the ship.

Bosun: Originally “Boatswain” this is the officer in charge of ensuring that everybody on deck does their jobs. The captain may give an order, but the bosun sees it completed. The bosun is also in charge of the ship’s discipline, and usually administers the lash.

Master Gunner: Officer in charge of firing the ship’s guns, and also maintains and secures the firearms in the ship’s weapons locker.

Carpenter: Responsible for repairs (or modifications) to the ship.

Sailmaker: While most ships repair sails in port, some (usually larger) ships employ a sailmaker who can mend and maintain the sails.

Cooper: A barrel-maker. This is an important job because if the barrels fail, the crew dies of thirst.

Surgeon: The ship’s medical officer, for surgeries and all other medical ailments.

Midshipman: An officer in training, usually a young man. Usually he works with various officers, learning their jobs as a sort of “apprenticeship”.

Able Seaman: An experienced sailor.

Powder Monkey: A boy (10-13) who carries gunpowder to gun crews. Because of their small size, they are more difficult targets for snipers.

Supplies & Trade

TONS

The amount a ship can carry is measured in Tons. This reflects a simplified term for ease of play, rather than the ships actual tonnage. This weight must be carefully balanced between the ship’s guns, cargo, and supplies. Too much of any one of these things can be dangerous. A ship can carry 10 Tons per point of Size, 5 Tons if Size 0.

Guns: The ship’s guns take up a number of Tons equal to the ship’s Size multiplied by its Guns rating. So a Size 3 ship with Guns 2 has 6 Tons worth of Guns. If a ship has 0 Guns, the Guns take up half a Ton (round up) per point of Size; if a ship has 0 Size, it cannot carry any Guns at all.

The remaining space aboard is divided between Supplies and Cargo.

Supplies: Each month at sea, the crew consumes the ship’s Size in Supplies. So a Size 3 ship at sea for 4 months uses 12 tons of supplies. This is modified by the ship’s Complement. So if a ship has 150% Complement, it would eat 50% more supplies, while a ship with a 50% Complement would eat only 50% of the supplies. Galleys with oars use double the amount of supplies (rowers don’t count towards the Crew Complement, but do require food).

Cargo: The remaining space aboard the ship is usually saved for Cargo, which will usually be as many Tons as possible without harming the crew or leaving the ship defenseless.

Overburdened: A ship can carry a few extra Tons, (12 per Size instead of 10 per Size) but this will cause it to become slow and unwieldy, getting -1 to Sails. Any more, and the ship will begin to sink.

TRADING

In a campaign that doesn't utilize money, trading is something best handled abstractly. Assume the voyage will be profitable, barring extraneous circumstances, such as a loss of cargo or major drop in its value in the marketplace. These sorts of issues can all be handled by the GM explaining them to the players, and the players reacting to it. For instance if the coffee the players ship delivers to London turns out to be woefully underpriced, they may have to deal with the consequences (and an angry crew) of a voyage that made no money. This might put them in the desperate situation of needing to take on a high-paying passenger, no questions asked.

In a campaign that tracks money, the costs of supplies and the selling price of cargo per ton are things that are going to have to be determined by the GM and given to the PCs. Different commodities may be worth different amounts in different ports. This introduces an element of strategy into the campaign that some players may find enjoyable. The players will need to decide what to buy and sell, and organize the shares of the sales to divide up amongst themselves. The money-making aspect of the game can be fun, but don't let it become tedious or dominate the campaign.

Hazards at Sea

RANDOM HAZARDS

For each month at sea, or once per session, the GM can roll to see if a random hazard befalls the ship. Roll 2d6 and consult the following table. Some items may call for an additional 1d6 roll.

2-7	Nothing Happens
8	Bad Weather: Storm (1-3), Squall (4-5) or Doldrums (6)
9	Wreck
10	Ruined Supplies: (1-4) or Damaged Cargo (5-6)
11	Ship: Merchant (1-3), Naval (4-5), or Pirate (6)
12	Sea Monster

TYPES OF HAZARDS

Storms: Great gusts of wind, enormous waves, and pounding rain toss the ship about like a toy. If the storm can be noticed in time, run this as a Chase Scene, with the ship trying to outrun the storm. If the ship is caught in the storm, it takes between 1 and 6d6 of Timber damage based on how severe the storm was. You can randomly determine a storm's severity by rolling 2d6 and keeping the lower number. In addition, the ship is likely blown miles off course.

Squalls: The wind becomes extremely strong and can destroy the sails if they are not trimmed in time. The captain can make a Flair + Career test to get the crew to trim the sails quickly enough (difficulty set by the GM based on the severity of the wind). Failure causes the ship to lose 1d3 points of Sails to a minimum of -2, leaving her adrift.

Doldrums: An area where there is no wind to propel the ship. Without oars, it is stuck, becalmed for 1d6 weeks.

Wreck: Wrecking into shoals, reefs, or sand bars can severely damage as ship, doing 3d6 Timber damage.

Ruined Supplies: Due to leaking barrels, vermin, spoilage, theft, or some other problem, the ship loses 1 Ton of its Supplies per point of Size.

Damaged Cargo: Some portion of the ship's cargo is destroyed due to spoilage, mold, dampness, rot, etc. The ship loses 1 Ton of Cargo per point of Size.

Sea Monster: A sea creature, such as a whale, shark, or monster (if in a supernatural campaign) approaches the ship.

Ship: Someone sights sails over the horizon. But are they friendly or hostile?

PIRACY & PRIVATEERS

Among the hazards faced on the open sea, pirates are among the most unpredictable. Some are bloodthirsty killers who leave no captives alive, while still others style themselves "gentlemen pirates". One thing that they have in common is a disregard for society's rules. Robbery on the high seas is severely punished, and most pirates have very short lives. And yet, many sailors would hoist the black flag to have a few years of freedom and possible wealth instead of a long life of poverty under the lash. It isn't surprising that when boarded by pirates and given the choice, many elect to join the pirate crew.

While pirates are criminals who sail against all flags, privateers have been hired by one (or possibly more) governments to sail against their enemy's ships. The privateer carried a special license that allowed them to do this called a "Letter of Marque". However the high seas are far from the courts of Europe and a privateer may soon find the enemy they were originally hired to attack is now an ally of



their employer. When this happens, the privateer either goes broke or goes pirate.

Pirate crews tended to elect their officers, and voted on most matters outside of combat. If an officer wasn't leading them well, he would be replaced. The formality and rigid discipline of other ships is not present on a pirate vessel. This doesn't mean that they have no rules of their own. Most ships are governed by "articles" which all crewmen sign. For more information see the Brethren of the Coast (page 157) and the Barbary Corsairs (page 156).

Ship to Ship Combat

One of the elements that is featured in many swashbuckling stories is daring exploits at sea. *Honor + Intrigue* allows the heroes to engage in sea battles, and gives each hero an important role to play in these conflicts.

SHIP QUALITIES

Just like heroes, each ship has a name. Each ship also has its own Ship Qualities, which are crucial for making various rolls. There are five Ship Qualities which may be ranked as high as 5. They are:

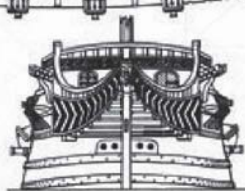
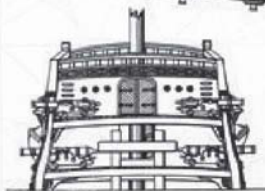
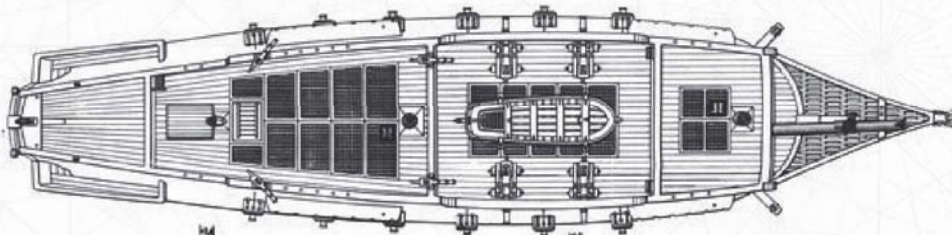
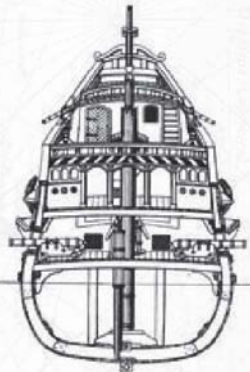
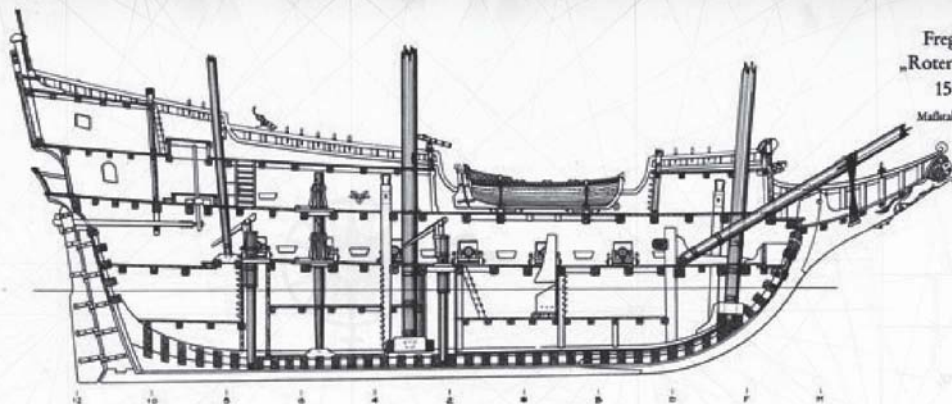
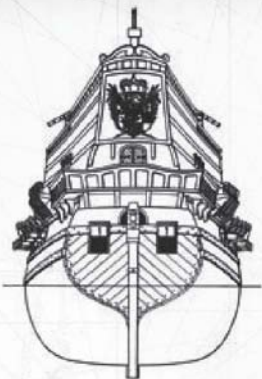
Sails: Representing the ship's mobility, both in speed and maneuverability. You add Sails to a roll when you need to avoid an obstacle, or try to flee or chase down an enemy vessel. The bigger a ship is, the less maneuverable it will be. Size is subtracted from rolls that use Sails.

Guns: Represents how many cannons the ship is carrying. The more cannons, the greater the odds of inflicting serious damage on an enemy vessel. The bigger the ship, the more Guns it can carry. A ship's maximum Guns rating is equal to its Size. Guns is added to a roll when making a volley.

Crew: Represents not how many crewmen you have, but how well trained and disciplined they are. The higher the Crew Quality, the higher the morale of the ship. Crew is added to a roll for a boarding action, or to repel boarders. Crew is also used for damage control. (While Crew represents the quality of seamen you have aboard, the quantity is referred to as the Complement).

Hull: Represents how sturdy the ship is. Hull isn't usually added to a roll, but instead adds to the base Timber of a ship. Each point of Hull adds +5 Timber. Hull is added to rolls when making a ramming action, however!

Size: Represents how large a ship is, which has an impact on a number of other things. The bigger the ship, the slower and less maneuverable it will



be, but it will likewise be able to carry more guns and sailors (as well as cargo). Size also affects the damage that ships dish out to one another, and how much they can take before sinking.

SHIP COMBAT ABILITIES & CAREERS

Unlike heroes, ships do not have Combat Abilities or Careers of their own. Instead, they rely on the officer in charge of a particular task. So when a ship fires its guns, the Master Gunner will add his Sailor Career (or Pirate) to the ship's Guns roll. If the ship is maneuvering, the Helmsman would add his Career rank to the ship's Sails roll, etc. While most jobs use their Sailor Career, the ship's Surgeon uses the Physician Career, and the ship's Carpenter (or Sailmaker) uses the Craftsman Career to make rolls.

Ship Characteristics

Timber: Timber is essentially the Lifeblood of a ship. Ships begin with 10 Timber +10 Timber per point of Size, and +5 Timber per point in Hull.

Complement: The number of crewmen aboard your ship, represented as a percentage. The exact figures are deliberately left vague as they vary based on types of ship, etc. As the ship loses its Complement of crew, it begins to affect the performance of the ship in all things.

SHIP BOONS & FLAWS

Ships do not automatically have a Boon for free. For each Boon a ship has, it must also have one Flaw, up to a maximum of 3 of each.

Ship Boons

Oars: The ship is able to move by rowing even when there is no wind, or when sailing against it. This can be hugely advantageous in certain situations. You ignore penalties for bad wind conditions. However you have to carry twice as many men aboard your ship (but only half that number count towards the "crew"), causing your food to deplete at double the rate. In addition, rowers are usually galley slaves and prone to mutiny.

Large Hold: Your ship can hold extra Tons of Cargo or Supplies equal to its Size.

Smuggler's Hold: Your ship has hidden compartments to help get by nosy customs officials. Up to 1 Ton of cargo can be totally hidden per point of Size. Anyone searching for it would literally have to tear the ship apart to find it.

Sailmaker: Most ships have to go into port to repair their sails. Your ship has a sailmaker aboard who can repair damaged sails, as well as the extra sails and rigging stowed to make the repairs necessary.

Extra Complement: The ship carries a redundancy of crewmen. This allows the ship to start with 150% instead of 100% Complement, making the toll of crew loss less severe. However the extra men require extra food, depleting an extra 50% of Supplies.

Shallow Draft: When you've got a light load aboard (no more than 20 Tons) you get a Bonus Die to rolls to avoid the dangers of shallows such as reefs or shoals, which can prove invaluable in a chase.

Fast to About: The ship is great at turning. The Helmsman gets +1 to all Sails rolls that involve turning the ship.

Swift Sails: The ship is built for speed. The Helmsman gets +1 to all Sails rolls that involve pure speed without turning, such as in a chase.

Extra Gunports: The ship has more than the usual number of gunports for its class. The ship's Guns rating is not limited by its Size. In addition, when figuring the damage caused by a volley and penalties for maneuvering, treat the ship as if its Size were 1 greater. Lastly the ship's guns use up a number of Tons equal to the Guns rating squared. So a ship with Size 2, Guns 3 would take up 9 Tons with its guns, not 6 Tons.

Hated Foe: There is someone out there your crew hates, whether it is the British, Corsairs, Pirates, etc. Whenever facing this foe, you get a Bonus Die to all rolls using the Crew Quality.

Extra Swivel Guns: Your ship is equipped with extra swivel guns (small cannon used for boarding actions). You do an extra 1d6% damage to the enemy Complement when making or repelling a Boarding Action.

Fearsome Reputation: Your ship is legendary (whether by actual deeds or gossip), and inspires fear in those who see it. You get a Bonus Die when trying to convince merchants to surrender their cargos to you.

Unsinkable: Your ship is as sturdy as they come. It has +10 to its maximum Timber.

Ramming Prow: A ship with a ramming prow has +1 to attack and does an extra +1d6 Timber damage to an enemy ship when it rams them.

Long Guns: Your cannon have especially long reach. Treat any target as if they were one range increment closer.

Ship Flaws

Unhappy Crew: The crew hates the captain and will betray him at the first opportunity. They are unlikely to fight very well if boarded, and may even join the other side after the battle. You get a Penalty Die when rolling to make or repel boarding actions.

Bad Food: Whether it is spoilage, vermin, or a terrible cook, the Ship wastes 1 Ton of Supplies per month at sea.

Small Complement: You have difficulty recruiting and supplying a full Complement of crew. You begin with only 75% Complement, meaning that the ship has -1 to all rolls and your Crew rating of the ship is 1 lower as well.

Cursed Reputation: Sailors are a superstitious lot. Whether the ship really is cursed or not, you have great difficulty recruiting new crewmen to sign on. You get a Penalty Die when rolling to recruit new crew Complement.

Jinxed: The ship seems to attract trouble. When the GM rolls for random Hazards, he rolls twice and takes the result that is most "interesting".

Cramped Quarters: While things are always tightly packed on a ship, yours is packed to the gills. Whenever the ship loses some of its Complement, it loses an extra 1d6%.

Small Hold: Your ship can carry a maximum of 8 Tons per point of Size, or be overburdened by carrying as much as 10 Tons per point of Size.

Lightly Armed: The ship carries much lighter guns than typical for its class. Treat the ship as if its Size were 1 less for purposes of damage when it fires a volley and also when determining how many Tons the guns are taking up. So a Size 3, Guns 3 ship would use only 6 Tons for its guns instead of 9 Tons.

Unarmed: Your ship carries no guns at all. Your ship's Guns Quality is non-existent (just put an "X" for the value), and it cannot fire any volleys. This does leave more room for cargo, at least.

Fragile: Your ship cannot withstand a broadside very well. It has -10 Timber from its maximum, or half the maximum, whichever would be more. So a Size 0 ship would have 5 Timber instead of 10, while a Size 4 ship would have 40 Timber instead of 50.

Deep Draft: Your ship cuts deep underwater and is prone to wrecks in shallow water. Your helmsman gets a Penalty Die whenever rolling to avoid shoals, rocks, sandbars, reefs, etc.

Slow to About: Your ship does not turn very quickly. The Helmsman gets -1 to Sails rolls to maneuver the ship by turning.

Leaky Tub: Your ship is beset by problems. It requires twice as much maintenance as a standard ship of its class. If it goes without this, it begins to fall apart, losing 1 point from one of its Qualities each month that the extra maintenance is put off.

Popular Target: Whether it is for a rich cargo, or a bounty on the captain, this ship is targeted by hostile ships. Most ships encountered at sea will be hostile.

Short Guns: Your cannon have a short range. Treat any target as if they were 1 range increment further away when firing upon them (except at Point-Blank).

SHIP COMBAT ROUNDS

Unlike hand to hand combat, a round of Ship to Ship combat lasts several minutes, rather than a few seconds. In this way, Ship to Ship battles last much longer in “game time” while taking about the same time to resolve in “play time”.

Each round, ships only have a single action, in addition to movement. There are no “Minor Actions” in Ship to Ship combat. The Captain of each ship rolls $1d6 + \text{Career}$ to determine initiative, with the ship’s Crew Quality used to break ties.

SHIP TO SHIP COMBAT ACTIONS

Maneuvering

When you are trying to gain on or evade an enemy vessel, or trying to avoid an obstacle, it is time for some maneuvering. Roll Sails $- \text{Size} + \text{Helmsman's Career}$ vs. Sails $- \text{Size}$ of the opposing ship. If the wind is favorable, you get +1, and unfavorable wind can give a penalty from -1 to -6, depending on the situation as the GM sees it. Additional difficulties can be added by “terrain” such as shoals, reefs, etc. (or these can be stand-alone obstacles). If you successfully gain on an enemy vessel, you move 100 Yards closer (200 on a Mighty Success). Likewise, if you successfully evade them, you move 100 Yards further away.

Volley

Firing cannon is the main offensive power of ships. The attacking ship rolls Guns $+ \text{Gunner's Career}$ vs. a Moderate (+0) Difficulty and adds Range modifiers. In addition, the size of the target is taken into account. If the target is within 1 Size of the attacking vessel, there is no modifier. If the target is 2 or more Sizes larger, the attacking vessel gets +1 to hit. If the target is 2 or more Sizes smaller, the vessel gets -1 to hit. The range increment of a volley of cannon is 100 Yards. So modifiers to hit vary from Point Blank (+1) at 50



Yards to Extreme (-6) at 500 Yards. Success indicates that the cannonballs hit her square, and have torn holes in the enemy hull! The ship loses Timber based on the size differences between the two ships:

Attacking ship has Size that is 2 or more higher	3d6 Timber
Attacking ship Size is within 1 of the target	2d6 Timber
Attacking ship has Size that is 2 or more lower	1d6 Timber

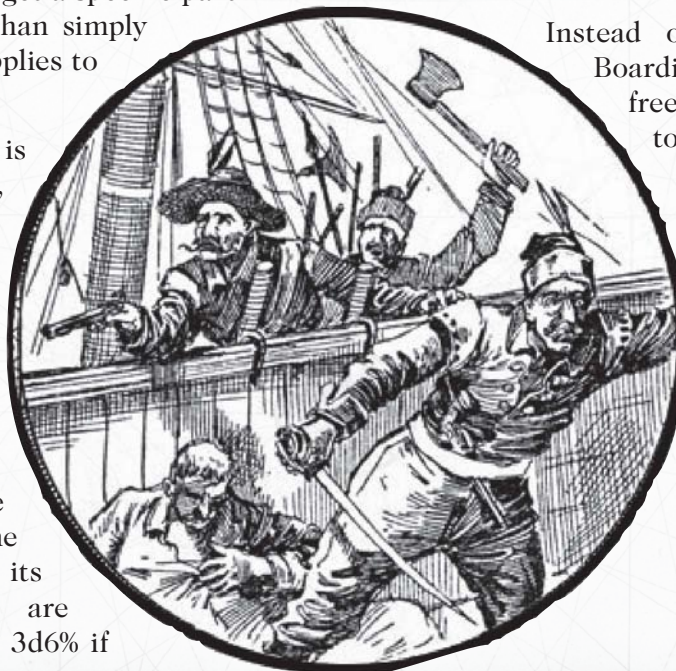
When a ship loses Timber from a volley, some of the Complement is lost! Even if a cannon ball doesn't hit crewmen directly, it splinters timbers that turn into deadly shrapnel. The Complement is depleted 1% for every 2 Timber of damage the ship took (round down). So if a ship took 13 Timber of damage, 6% of the Complement would be lost. As a greater percentage of the Complement is lost, it takes its toll on the ship and its morale (the Crew Quality).

A Volley also has a chance of injuring PCs and major NPCs if the GM declares the shot passed near them. Fortunately, these injuries are small and often heroes make it through unscathed (for some reason). For every "6" that comes up on damage roll against a ship, the PCs and major NPCs aboard lose 1d3 Lifeblood. Heroes can avoid all the damage by making a Tricky (-1) Savvy + Sailor Career roll or spending a Fortune Point.

Special Shots

Special shots are used to target a specific part of the enemy ship, rather than simply sinking it. Size difference applies to these rolls as well.

Grapeshot: Grapeshot is an anti-personnel weapon, meant to kill enemy crew on deck and is usually fired at close range. It has a range increment of only 20 Yards. When firing grapeshot, roll Guns + Gunner's Career vs. Crew and range Modifiers. A successful grapeshot volley doesn't damage the ship's Timber. Instead, the enemy ship loses 2d6% of its Complement if the ships are within 1 Size of each other, 3d6% if



the attacking ship is 2 or more bigger, or 1d6% if the attacking ship is 2 or more smaller.

For every 5 or 6 that is rolled on the dice, the PCs and major NPCs lose 1d3 Lifeblood, which can be avoided just like a Volley (see above).

Chain Shot: Instead of firing a single ball, this fires two solid balls out of a cannon connected by a chain. They spin in midair, like a buzz-saw, with the intent of cutting an enemy ship's masts and rigging. Chain Shot has a range increment of 50 Yards. The attack is made by rolling Guns + Gunner's Career vs. a Hard (-2) difficulty, modified by Range. Success does no damage to the ship. Instead, the ship loses 1pt from Sails (to a minimum of -2, leaving it completely adrift).

BOARDING

Boarding is used when the attackers want to take the opposing ship or its cargo as a prize, rather than simply sink her. The crews swing over grappling hooks and pull the ships together as they swing across to attack. Boarding parties are led by the First Mate, who rolls Crew + Career vs. the enemy Captain's Career. Success means that they have managed to board (or remain aboard) the enemy vessel and the boarded ship loses 1d6% of its Complement per point of Size the attacker has (1d3% for Size 0). So if a Size 3 Ship boarded another, it would do 3d6% Complement loss to the enemy ship. If a boarding party can stay aboard an enemy vessel for 3 rounds, the boarded ship must make a morale roll by rolling Crew + Captain's Career vs. a moderate (-0) difficulty. Failure indicates the crew surrenders; success means the fight on, but must roll again each round at an increasing difficulty.

Instead of using these rules for a Boarding Action, the GM may feel free to instead switch from Ship to Ship combat rules to regular combat rules. Alternatively, the GM might alternate between a Boarding Round and a regular combat round to give individual heroes a chance to shine (and maybe let their actions give a Bonus Die to the next Boarding Action roll).

Repel Boarders

A ship that has been boarded will want to repel the boarders. This is done by rolling Crew + Captain's Career vs. First Mate's Career of the boarding party. Success indicates the enemy Complement loses 1d6% per point of Size the defending ship has (1d3% for a Size 0 ship). In addition to damaging the enemy crew, the boarders are repelled off the ship.

Ramming

Usually employed by the desperate, ramming consists of crashing your vessel into the enemy. Ramming actions are made by rolling Hull + Captain's Career vs. Hull. Unlike a Volley, both ships take damage during a ramming action. If the ships are within 1 Size of each other, they lose 2d6 Timber, a ship that is 2 or more Sizes smaller loses 3d6 Timber, and a ship that is 2 or more Sizes large loses 1d6 Timber. Complement, PCs, and major NPCs are injured by Ramming actions the same as if they were hit by a Volley.

Ship's Timber Loss

A ship down to half its Timber or less is low in the water. This makes it less maneuverable (-1 to Sails). A ship that loses all its Timber begins to sink. Sinking usually takes a few minutes; enough time for heroes and major NPCs to get to lifeboats, or find some floating debris to keep from drowning.

Ship Repairs

Repairing a ship is the job of the ship's carpenter. After a ship takes damage, when there is sufficient time and materials, the ship's Carpenter may roll Crew + Career (Craftsman) vs. a difficulty based on how severe the damage was. For every 10 Timber the ship has lost, there is a -1 Difficulty to the roll. So a ship that had taken 23 Timber damage would require a -2 (Hard) roll. Success indicates that the ship has repaired 5 Timber; a Mighty success repairs 10 Timber lost. How often a carpenter can make a roll for repairs is once in a number of weeks equal to the ship's Size. So a Size 4 ship would take 4 weeks between repair rolls. In a port, repairs are much easier (no roll is necessary) and faster (double speed). If the ship has a Sailmaker, they can also repair the Sails in a similar manner, with a -1 penalty for every 1 point of Sails below maximum the ship is. The time frame between rolls is in a matter of days equal to Size rather than weeks, however. Success indicates 1 point of Sails recovered, Mighty Success recovers 2 points.

Complement Loss

When a ship begins losing its Complement of crewmen, it doesn't immediately impact their Crew Quality, but eventually it will take its toll in several ways. When a ship is down to 75% Complement, it has -1 to all dice rolls (including damage rolled per die) and -1 to Crew Quality. When a ship is down to 50% Complement, it has a Penalty Die on all actions (in addition to the -1 to all rolls) and does half damage on all attacks (instead of -1 point per die). When a ship is down to 25% or less of its crew, all attacks do one-quarter normal damage, and the Crew Quality is -2.

Surgeon

A good ship will have a surgeon aboard. When the ship suffers Complement loss, these numbers do not necessarily reflect deaths—some may simply be injuries—which the surgeon can help crewmen to recover from. Following a battle or accident that has caused crew loss, the ship's surgeon can roll 1d6 per rank in the physician/healer Career (1d3 for having it at Rank 0). The result is the % of the Complement who were able to be saved, up to a maximum of half the damage the Complement sustained. Any remaining Complement lost after this was beyond the surgeon's help. A ship can have more than one surgeon, and the rolls are cumulative; but no more than half the damage can be recovered (some injuries are just too severe). Restoring these crew losses has to be done by recruiting new crewmen in port.

Example: Sister Mona is aboard a ship that was attacked by pirates. They managed to drive them away, but not without taking some damage. The ship lost 26% of its Complement. The good sister did her best: with 2 ranks of Healer, she rolled 2d6 and got a 9. 9% of the Complement would recover from their injuries with her help. All she could do was say a prayer for the other 17%.

SHORE BATTERIES

Batteries of shore guns can do incredible damage to ships. To resolve exchanges with shore batteries, treat a battery as if it were an unmoving ship. Batteries are Size 3 to 6, with an equal Guns rating. Due to the fortifications they are mounted on, a shore battery also has a Hull rating of 3 (a timber fortress) to 6 (thick stone walls). The Crew rating of the battery varies with the discipline of the individual garrison, and batteries have no Sails rating, of course. In addition, because these enormous cannons are placed high on walls, they have a range increment of 200 yards. Because of the discrepancy in range, and high fortified positions,

shore batteries are difficult to attack directly, and often involve sending saboteurs to spike the guns ahead of a big battle or attacking from land instead.

BATTLING SEA MONSTERS

There are times when a ship will be attacked (or choose to attack) a large creature in the sea, such as a whale, or some type of sea monster in a campaign using supernatural elements. Anytime a creature is large enough that it can do damage to a ship, its description will explain what Size ship it is equivalent to. While ordinarily an individual attack cannot hurt a ship, this is not the case for large sea creatures.

Creature Attacking a Ship

Any creature with a "ship size" rating can attack a ship (treating it as if it had -1 Defense), but does half the listed Lifeblood damage (round down) to the ship's Timber. The ship's Complement % takes damage equal to the lost Timber. Every 5-6 rolled (regardless of the total amount after halving) indicates that all Major PCs or NPCs take 1d3 damage, just like a Grapeshot volley.

Example: a Size 5 creature attacks a Size 3 ship. The attack hits and the GM rolls 4d6 damage, coming to a total of 17 (6, 5, 3, and 3). Halving this, the ship loses 8 Timber, and loses 8% of the Complement. On top of that, there was a 5 and a 6 in the original damage roll, meaning that all the major PCs and NPCs aboard lose 2d3 Lifeblood from splintering timbers or the monster's attack. They can avoid this damage with a Fortune Point or by making a Tricky (-1) Savvy + Sailor test.

Ship Attacking a Creature

When a Ship opens fire or rams a beast with a ship Size, it attacks the creature's Defense with an additional -4 Penalty to hit. If an attack hits, it does double the listed Timber damage (based on Size difference) in Lifeblood to the creature. Any Protection the creature has absorbs this damage as normal (with -2 to protection rolls against black powder weapons like the Guns as usual).

Example: a Size 3 ship is attacking a Size 5 creature. The ship's Master Gunner rolls 2d6+Career+Savvy modified by range penalties against the beast's Defense, and manages to score a hit. Because of a Size difference of 2, normally the guns would do only 1d6 Timber, but here they do 2d6 Lifeblood damage to the creature, rolling 7. The creature rolls its Protection (1d6) getting a 4, reduced by 2 because the cannons are black powder weapons, resulting in 5 Lifeblood damage to the creature. Only another 80 to go...

Ship Class

Below are some sample ships. You can feel free to modify a ship from one of the base models below; after all many sea captains did exactly that. There are many more types we couldn't fit in here as well, so feel free to create some more. Most ships have around 5 points spent on Ship Qualities (except the Galleon and Man-o-War).

Launch

This is the largest boat carried by a ship, usually used as a lifeboat. It has a single sail and can be rowed by oars as well.

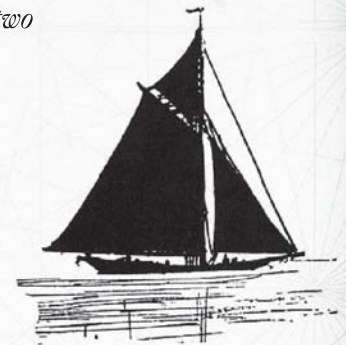
Size 0, Sails 2,
Guns X, Crew 0,
Hull 0; 10 Timber
Ship Boons: Fast
to About, Oars,
Ship Flaws: Unarmed,
Cramped Quarters



Sloop

A light and maneuverable single mast ship, it is favored by smugglers and pirates. It has two or more triangular sails, fore and aft of the mast.

Size 1, Sails 3, Guns 1,
Crew 1, Hull 0; 20 Timber
Ship Boons: Shallow Draft
Ship Flaws: Cramped Quarters



Pinnace

A small two-mast vessel used to guide large merchant and warships through treacherous waters. They are usually unarmed, but very maneuverable.

Size 1, Sails 4, Guns X,
Crew 1, Hull 0; 20 Timber
Ship Boons: Shallow
Draft, Fast to About
Ship Flaws: Unarmed



Cargo Ship

This class of ship is actually a general name for numerous ship classifications, such as a fluyt, freighter, etc. They are lightly armed, made mostly to carry cargo. This makes them popular targets for pirates.

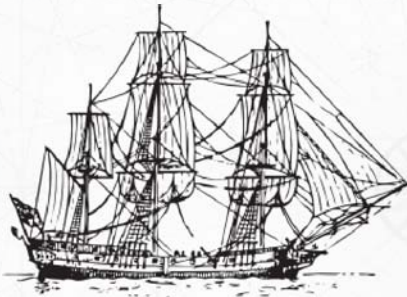
Size 2, Sails 2,
Guns 1, Crew 0,
Hull 2; 40 Timber
Ship Boons: Large
Hold, Swift Sails
Ship Flaws: Lightly
Armed, Popular Target



Corvette

A Corvette is a light ship built for war.

Size 2, Sails 1, Guns 3,
Crew 1, Hull 0; 30 Timber
Ship Boons: Extra
Gunports, Fast to About
Ship Flaws: Small
Hold, Bad Food



Brig

A ship with two square masts, both rigged square. They are used both as cargo- and light warships.

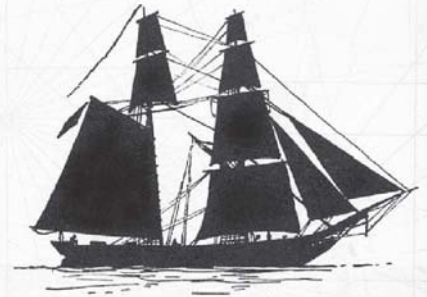
Size 2, Sails 2,
Guns 1, Crew 1,
Hull 1; 35 Timber



Brigantine

A Brigantine is a ship of two masts, the foremast rigged square. Originally they were favored by Mediterranean pirates, thus the name's similarity to "Brigand."

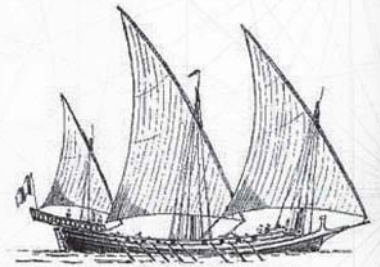
Size 2, Sails 1,
Guns 2, Crew 1,
Hull 1; 35 Timber
Ship Boons: Extra
Complement
Ship Flaws: Cramped
Quarters



Dhow

The type of galley preferred by the Barbary Corsairs, a Dhow has lateen sails but relies on its rowers when the wind is not with them.

Size 2, Sails 2, Guns 1,
Crew 2, Hull 0; 30 Timber
Ship Boons: Oars,
Ramming Prow
Ship Flaws: Popular Target,
Cramped Quarters



Junk

This ship has unique sails, making it easily recognizable as the type of ship preferred by Asian merchants... and pirates.

Size 2, Sails 1, Guns 1, Crew 2, Hull 1; 35 Timber
Ship Boons: Sailmaker
Ship Flaws: Short Guns



Barque

A ship with 3 masts, two rigged square, and one fore-and-aft.

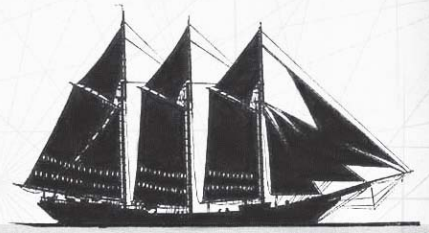
Size 3, Sails 2, Guns 1,
Crew 0, Hull 2; 50 Timber



Schooner

A ship of three or possibly more masts that are fore-and-aft rigged.

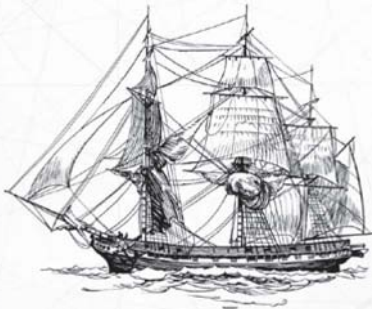
Size 3, Sails 3, Guns 1,
Crew 1, Hull 0;
40 Timber
Ship Boons: Fast
to About
Ship Flaws: Deep Draft



Frigate

A warship built for speed, Frigates have three or more masts, with square-rigged sails.

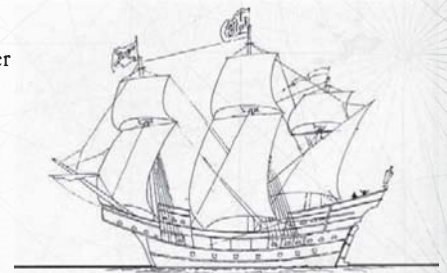
Size 3, Sails 2, Guns 2,
Crew 0, Hull 1; 45 Timber
Ship Boons: Swift Sails
Ship Flaws: Bad Food



Galleon

An enormous Spanish ship, it carried several decks of guns and could easily hold two hundred men. They were used for cargo, especially gold, silver, and Oriental spices. They were also powerful warships, to discourage pirates.

Size 4, Sails 2, Guns 4,
Crew 0, Hull 2; 60 Timber
Ship Boons: Extra
Gunports, Swift Sails
Ship Flaws: Popular
Target, Deep Draft



Merchantman

Also simply known as a "Ship" this is a vessel of 3 masts, usually square-rigged. They can also be modified to serve as warships.

Size 3, Sails 2, Guns 1,
Crew 1, Hull 1; 45 Timber
Ship Boons: Large
Hold, Smuggler's
Hold, Swift Sails
Ship Flaws: Deep
Draft, Slow to About,
Popular Target



Man-O-War

Also known as a "Ship of the Line" these vessels are built first and foremost for battle. They are the biggest ships carrying the most guns.

Size 5, Sails 3, Guns 5, Crew 1, Hull 1; 75 Timber
Ship Boons: Unsinkable,
Ramming Prow,
Hated Foe
Ship Flaws: Bad
Food, Deep Draft,
Slow to About



MASS COMBAT



Battlefield Combat

The 17th Century was a time of near constant warfare. When war is the backdrop of a campaign setting, it may be inevitable that heroes find themselves on the battlefield, where they not only take part, they turn the tide!

BATTLEFIELD ROUNDS

Unlike hand to hand combat, a round of Battlefield Combat lasts much longer than a few seconds. Depending on the scale of the engagement, a Battlefield round could represent an hour between small armies, a day in large pitched battles, or even a month during a siege. Much more “Game Time” passes during a Battlefield Round, while still resolving a battle in the same amount of play time.

For each Battlefield round, one of the heroes may make one roll for their side’s army to see how close

they are to Victory. In between Battlefield Rounds, the GM may run “Heroic Actions” that allow the individual PCs a chance to sway the outcome of a battle.

ARMY RATING

Each side in a battle is given an “Army Rating” comparing their strengths to the enemy army. If one side is weaker in one aspect, write nothing. Instead of reflecting this as a penalty to one side, this is reflected as a bonus to the other. Thus if the PC’s army is outnumbered three to one, it doesn’t affect their Army Rating, but gives the enemy army a +4 bonus to theirs. Essentially, if one army has a Bonus in a category, the other army will have nothing in that category. If both sides are evenly matched, both would have a +0 to that category. The exception is “Commander” which simply uses the Commander’s rank in the Soldier Career as a bonus.

Army Training	+0 No Better	+1 Moderately Better	+2 Much Better	
Army Size	+0 Not Larger	+1 Moderately Larger	+2 Much Larger	+4 Overwhelming
Battlefield	+0 No Advantage	+1 Good Position	+2 Excellent Position	+4 Overwhelming
Supplies	+0 No Advantage	+1 Better Supplied	+2 Much Better Supplied	
Commander	Add the Commander’s Soldier Career rank as a bonus			

Example: In France, the fortified city of La Rochelle is in rebellion. King Louis' army is moderately better trained (+1), and overwhelmingly larger (+4). However, the rebels have an overwhelmingly advantageous position, being in a fortified city that can only be attacked from one side (+4 to their Army Rating). Louis' men are much better supplied, however (+2). Both sides have very competent commanders (+2 to each). This leaves King Louis' army with an Army Rating of 9 and the rebels with a 6, giving Louis' Army a +3 to its rolls. In all likelihood, Louis' army will win the Siege, unless the rebels get reinforcements from England to turn the tide. However, the actions of a small band of Musketeers may be able to hasten victory before that happens.

RESOLVING A BATTLEFIELD COMBAT

Victory Points: Winning and losing a battle is kept track of using an abstract term, "Victory Points". Each side begins a battle with 0 Victory Points. As time passes, you will keep a running total of how many Victory Points the PCs' side has. If the number is positive, it means they are winning the battle. If the number is negative, it means the PC's side is losing the battle. If the PCs' side gets 10 Victory Points, they

have won the battle; the enemy retreats or surrenders. If the PCs' side has -10 Victory Points, it means their side has lost the battle (unless some Heroic Action saves them), and their army retreats or surrenders.

Regardless of whether the PCs' side loses, the PCs should be assumed to survive the battle. Heroes do not take damage with each Battlefield Round. Instead, anything that happens to the PCs is a result of Heroic Actions. Also, once a result of -10 Victory Points is obtained, allow the heroes to resolve one final Heroic Action, which could possibly give their side a glimmer of hope.

The Roll: Each Battlefield Round, one of the PCs rolls for their side in the battle. The roll is $2d6 +$ Their Army Rating minus their Opponent's Army Rating. Take the result and subtract 7, keeping a negative result if necessary. This is how many Victory Points their side achieves this Battlefield Round, and is added to their running total of Victory Points. This is repeated each round until the army has 10 or -10 Victory Points, and the battle ends.

HEROIC ACTIONS

While Battlefield combat is run in Battlefield Rounds, which could take an hour, a day, or even a month during a siege, Heroic Actions are resolved using the regular combat rounds. While rolling battlefield combat rolls determine the outcome of the battle as a whole, Heroic Actions determine what happens to the PCs directly. Even though they are just a part of the battle, heroes have a way of being able to turn the tide, and their actions can even add Victory Points to their own side in a conflict.

Which Heroic Actions come up for the PCs varies. It can be a matter of being at the right place at the right time, or it can be a mission they are assigned by the high command. Alternatively, the PCs may volunteer, or even go off on their own to take on some mission. Missions that take longer are better suited for Sieges and Pitched Battles, while shorter missions would make more sense in a Skirmish or Pitched Battle.

Hold Position: The PCs must keep a key position out of enemy hands. This could be the top of a hill, a bridge, a breach in the wall, etc. If the PCs can hold the area for a 3 combat rounds, their army gets +1 Victory Point. They may hold this position between multiple Battlefield Combat Rounds, gaining +1 Victory Point each time. Instead of defending a "position" the PCs may instead be charged with defending a VIP from their own army.



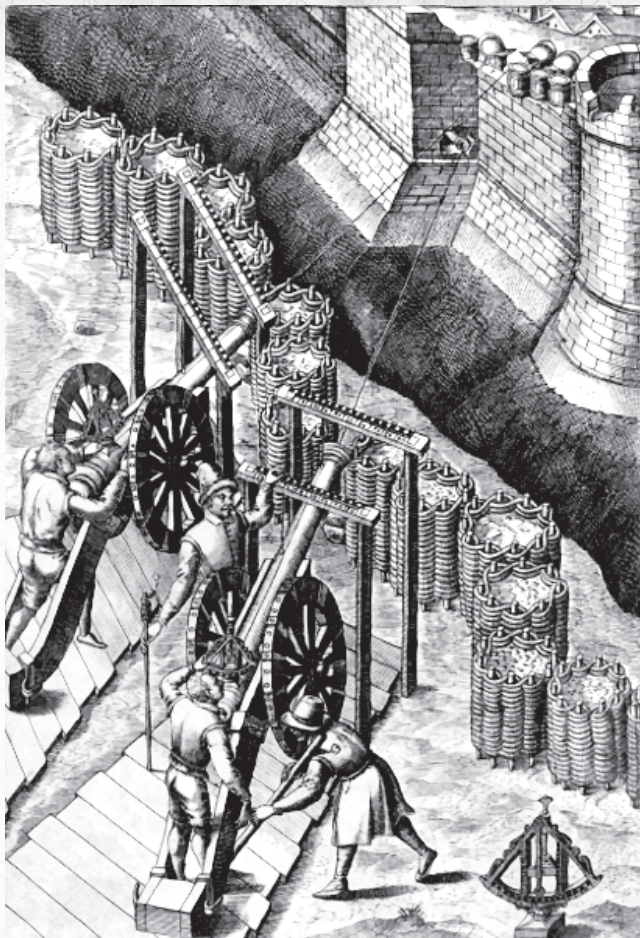
Take Position: The PCs must capture a key position off the enemy. This should be resolved over a few combat rounds. If the PCs succeed in killing or driving off most of the enemy, their army wins +1-3 Victory Points, depending on the location. Then they may have to hold the position, however.

Inspire: The heroes have an opportunity in the battle to greatly affect morale for their side. If they are losing the battle, perhaps they rally the troops. If they are winning, perhaps they lead the charge that decides the day. This would require a Flair + Career test, probably followed by a couple rounds of combat. Success means the PCs' army gets a Bonus Die to its next Battlefield Combat roll.

Rescue Operation: A VIP from the PCs' army is a prisoner in the enemy camp. The heroes have to sneak into the enemy camp and get out alive with the VIP in tow. This is an exceedingly dangerous assignment, and will involve stealth and personal combat. This is an adventure in and of itself. Success gives the PCs' army +2-3 Victory Points.

Capture VIP: There is someone in the enemy army that the high command wants captured alive for their information. This would be an extremely difficult mission involving stealth and espionage, perhaps followed by a Chase Scene as they try to get the VIP back to their camp. +2-3 Victory Points.

Kill VIP: There is an important person on the enemy army that must die if the PCs' army is to succeed. While this could be a simple sniper attack, a more heroic version would involve crossing swords with the person amid the carnage of the battlefield! +1-2 Victory Points.



Deliver Message: There is vital information that the PCs must get into the hands of a commander on their side. This will likely involve a Chase Scene and stealth, perhaps running a gauntlet of enemy fire. Success grants the PCs' army +2 Victory Points.

Steal Intelligence: There is vital information from the enemy army the PCs must acquire. This might mean infiltrating the enemy camp, espionage behind enemy lines, or it could mean intercepting an enemy messenger. Success grants the PCs' army +2 Victory Points.

Destroy: There is something on the battlefield that must be destroyed, and the PCs undertake the mission, which may be an

adventure in itself. This could be blowing a breach in the enemy fortress, destroying a bridge, or spiking enemy cannons. This will usually involve a Career test for some PC with some engineering expertise, will likely involve stealth, and may involve personal combat to infiltrate the area and stay long enough to finish the job (and get out alive). +2 Victory Points.

Bring Reinforcements: This will usually be resolved by a Chase Scene with the heroes getting away from the battle or having to fight their way to get the reinforcements to the battle. Once there, the GM will reassess the compared size of the two armies. Reinforcements can really turn the tide, as it affects how many victory points each side achieves per turn. Similarly, the PCs may undertake a mission to bring supplies to a garrison under siege, etc.

ALTERNATE & OPTIONAL RULES

“OPEN” CHARACTER BUILDING

By default, you are limited when building a character to divide 4 points up between Qualities, Combat Abilities, and Careers. Another option is to instead let each player begin with a certain number of Advancement Points and use those to “buy” their character’s abilities.

The benefit of building characters in this manner is that it is “balanced”, that the cost to build characters is equivalent to improving characters with Advancement Points, and that a character is not required to have 4 points in each category. The downside is that making a character takes longer.

A standard starting character begins with 120 Advancement Points (AP) to spend on building their character. Any leftover points are stored as Advancement Points that the character may spend later on in the campaign.

Qualities, Combat Abilities, & Careers:

Characters begin with a 0 in each Quality and Combat Ability by default. They would also begin with four Careers at 0 as well. The cost to have more in each is the same as it would be in Advancement points, purchased 1 rank at a time (see the chart below for the compounded cost). Likewise, a character can get extra Advancement Points to spend by taking a -1 in a Quality or Combat Ability. For each Career you have beyond the first four, you must pay an additional 10 Advancement Points. The “Non-Combatant” Flaw would become unnecessary with this method of character creation.

Boons & Flaws: As usual, a character gets one Boon for free. To get additional Boons, however, you must pay Advancement. You can take Flaws to get extra Advancement (to a maximum of 20 Advancement from Flaws). A Boon costs 10 Advancement Points and a Flaw gives 10 AP. You may take more than two Flaws if you wish, but you get no more than 20 Advancement Points from them.

Language Slots: You can purchase additional Language Slots for 3 Advancement Points each.

Maneuver Mastery: You can master a Maneuver for 5 Advancement Points each.

Rating	Quality	Combat	Career
-1	-10 AP	-5 AP	N/A
0	0 AP	0 AP	0 AP for first four; 10 AP for each additional Career
1	15 AP	10 AP	5 AP
2	35 AP	25 AP	15 AP
3	60 AP	45 AP	30 AP

VARYING TARGET NUMBERS

Instead of using a set target number of 9, and using Difficulty as a modifier to the dice roll, you can instead use these fixed values as Target Numbers that include the difficulty of the task attempted. You can always adjust the difficulty or add penalties / bonuses to rolls as well. So if you are splitting a Hard action, you’d be trying to get a roll of 11 and have a -2 penalty to the roll.

Easy	8
Moderate	9
Tricky	10
Hard	11
Tough	13
Demanding	15

2D10 DICE SYSTEM

The 2d6 based system of *Honor + Intrigue* is great for short campaigns, as it allows characters to be head and shoulders above the average man right from the beginning. The downside is that characters can easily “outstrip” the variance of the dice of a 2d6 roll by having a high Quality and Combat Ability. To keep things challenging over a more long-term campaign, you can use 2d10 instead of 2d6. Because there is a wider range of results, it reduces the amount of automatic successes and failures. When using 2d10 instead of 2d6, you change the base Target Number from 9 to 12. That is the biggest change. In addition, a natural roll of 19-20 should count as an Automatic Success, and be able to trigger a Mighty Success, while a natural roll of 2-3 should count as an Automatic Failure, and be able to trigger a Calamitous Failure. A Bonus Die adds +1 to the damage. Called shots do +2 damage for every -1 taken to hit.

To re-use an earlier example: Francisco wants to swing from his ship over to the pirate ship as it is sailing away. Because there is now a wide distance of open sea to cross, the GM decides that swinging onto the other ship is Hard (-2). Francisco rolls 2d10 and gets a 11, plus his Daring of 3, and gets 14, -2 for the Difficulty is 12. Francisco has just barely made it across.

D6-D6 DICE SYSTEM

Another very simple alternative to the existing 2d6 system is to use a d6-d6 system. It produces exactly the same odds and results; it is just a different way of thinking about the numbers. Essentially one d6 is “positive” and the other is “negative”. Roll the dice and take the sum of the two, adding Qualities, Careers, or Combat Abilities, as normal. So if you rolled a 3 and a -4, your result would be -1. Adding that to your Quality 3 and Career 2, you end up with a result of 4 (5-1).

In a d6-d6 resolution system, instead of 9, the default target number of any task becomes 2, with penalties to the roll being used to represent difficulty as usual. (Alternatively you can increase the target number by a like amount). A Mighty success comes when the “positive” die is showing 6, and the “negative” die is showing 1. A Calamitous failure results when the results are reversed.

An interesting twist to add into this method is when the dice show a pair of sixes (a roll of “0”) whether you succeed or fail, some positive, interesting result occurs. Likewise when you roll a pair of ones (also a roll of “0”), whether you succeed or fail, some additional negative variable occurs. For instance a PC is trying to talk his way past a guard at the

city gates. A pair of sixes might indicate that a friend happens by that knows the guard and will vouch for the PC. A pair of ones, on the other hand might mean that even though the guard lets the PC enter the city, he has him followed...

FIXED DAMAGE

Another option for use in combat is “Fixed Damage”. Instead of rolling for damage, most weapons base their damage on how much the attack roll exceeded the target’s Defense, plus a bonus amount based on the weapon. Figuring damage this way is simple: each point the attack roll exceeded the Defense by is 1 point of damage. Instead of rolling damage, an attack adds a flat amount to this. A d2 does +0 damage, d3 is +1 damage, and d6 is +3 damage; with any additional modifiers simply added to this. Thus, a two-handed sword (normally 1d6+2 dmg) wielded by somebody with a Might of 1 would do +6 damage on a successful hit. If the attack roll was a 13, and the target had a Defense of 11 (9 + Defense of 2) the attack would do 8 damage. Obviously, this is much more deadly than the original combat system, making the Advantage mechanic all the more important.

The exception to using Fixed Damage should be with firearms. 17th Century firearms are not very accurate, and preserving the random damage method with these weapons allows grazing wounds to remain a possibility. Crossbows, bows, etc. however, could still use Fixed Damage.

TRACKING WEALTH

Money is generally dealt with in very abstract terms, according to the rules. But what if you wanted to keep track? There are two alternatives. One is to actually keep track of every coin your characters carry and spend, to assign prices to various items, etc. This can be somewhat tedious, but there have been a plethora of RPG systems published with exhaustive equipment tables that can easily be put to use for this task. The amount of money characters start with should be based on their Wealth Level (see below). The coins listed are generic silver, but can be changed to whatever currency you wish. While those who are Comfortable or better automatically receive an income each month, those who are Poor or worse must fend for themselves.

Wealth Levels

Another option is to use “Wealth Levels” to keep track. Wealth Levels are rolled (instead of Career + Quality) against a difficulty set by how rare and expensive an item is when a PC wishes to purchase it.

Wealth Level	Starting Cash	Monthly Income
Filthy Rich	10,000	1,000
Rich	2,000	200
Comfortable	500	50
Poor	50	0
Destitute	0	0

Figuring Wealth Levels: Wealth levels are based on ranks in some Careers, Boons or Flaws. If a Career is unlisted, assume it gives +0 Wealth Levels. When a character raises their ranks in a Career with Advancement points, it has no effect on Wealth Levels. Careers are only used to figure the initial wealth Level. Acquiring a Boon or Flaw does, however, affect Wealth Level.



Gambling is an easy way to lose Wealth.

For every rank in Noble or Merchant Careers a character gets 2 Wealth Levels. Having Noble or Merchant at rank 0 gives 1 Wealth Level.

If the character has any rank (even 0) in the following Careers, they gain 1 Wealth Level per Career (regardless of the number of ranks): Scholar, Diplomat, Physician, Soldier, Duelist, Astrologer, Alchemist, or Spy.

If the character has any ranks in the following Careers, they lose 1 Wealth Level per Career (regardless of the number of ranks): Brute, Farmboy, Gaoler, Highwayman, Thief, Sailor, Servant, or Woodsman.

If the character has any ranks in Serf/Slave/Prisoner, they lose 3 Wealth Levels.

A character with the “Great Wealth” Boon starts with 7 Wealth Levels or +2 more than they’d otherwise have, whichever is greater. This benefit replaces getting a Bonus Die to make purchases.

A character with the “Spendthrift” Flaw starts with half the Wealth Levels they’d normally have (round down) or 2 less, whichever is lower.

11+: Filthy Rich.	You live like a king, and can afford to outfit entire armies if you wish.
7-10: Rich.	You live the good life, and little is beyond your reach.
4-6: Comfortable.	You can afford good quality steel and a horse, but still must watch your expenses on extravagant items.
0-3: Poor.	You are able to live simply, but a horse or sword is a major expense.
Negative: Destitute.	You must struggle and toil even to get the basics.

Example: Captain Flint has the Great Wealth Boon, and his Careers are Sailor 3, Merchant 1, Duelist 0, and Aristocrat 0. He begins with a Wealth Level of 7 because of his Great Wealth Boon. His first mate, Alejandro has the Careers of Aristocrat 2, Swordsman 1, Merchant 0, and Sailor 1, and begins with 5 Wealth levels (4 from Aristocrat, 1 from Merchant, 1 from Swordsman, -1 from Sailor). Most of the rest of his crew are less fortunate. Bosun MacDuff for instance has Careers Farmboy 0, Brute 1, Sailor 1, and Pugilist 2, giving him -2 Wealth Levels (1 from Pugilist and -3 from his other Careers).

Spending Wealth: Compare the character's Wealth Level to the value and rarity of anything they want to have. If the PC's Wealth Level is greater, they can automatically make the purchase. If their Wealth Level is equal or lower, however, they must make a roll.

Rolling to make a purchase involves subtracting the item's rarity and value from the PC's Wealth Level. If the item in question is more than one category of rarity higher than the PC can afford, do not roll; failure is automatic. The result of the subtraction becomes the difficulty of the roll, with the target number being 9 as usual. Success means the PC loses a Wealth Level, but gains the item. Failure means the PC couldn't acquire the item, and loses no Wealth levels. Successfully obtaining a Common item, however, never costs a Wealth Level (having negative Wealth Levels is hard enough). Likewise, obtaining a Unique item always costs a Wealth Level, even if your Wealth is above 10 levels. Such a purchase is never trifling.

You may spend Fortune Points as usual on purchase rolls. A character with the "Friends in High Places" Boon can spend Fortune Points to have their friend help them make a purchase if they come up short. Each point of Fortune spent gives a +2 result to the character's roll after the fact. This is of course assuming the friend is in a position to help.

ITEM RARITY AND VALUE

Common (0)	Cheap weapons (matchlocks, clubs, axes), basic food, a low quality shelter
Uncommon (3)	Decent weapons (flintlocks, rapier), food, and a place to live, a horse
Rare (6)	Excellent quality (wheel lock) weapons, the finest vintages, a Hotel or Chateau, an ornate carriage, a staff of dutiful servants, a share of a sailing vessel
Unique (10)	Just about anything, even entire sailing vessels or an army division

Acquiring Wealth Levels: If the PCs acquire a great treasure, or are paid a large sum, they may find they are gaining Wealth Levels. First the GM assigns a Wealth Level to the treasure itself. For every two shares that are taken out of it, reduce it by 1 Wealth Level. If this amount is less than what the PC already has, it has no effect on their Wealth Level. If it is equal to their Wealth Level, they gain 1 Wealth Level. If it is higher than their Wealth Level, it replaces their old Wealth Level.

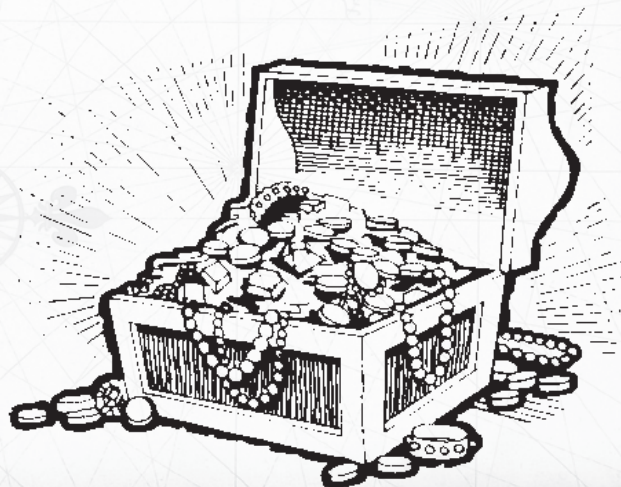
Example: Captain Flint and his crew have found a great treasure with 10 Wealth Levels. The treasure is going to be divided ten ways. This lowers it from 10 Wealth Levels to 5, which is still nothing to sneeze at. To Captain Flint, this has no effect since he already has a Wealth Level of 7. To his first mate with 5 Wealth Levels, it makes a significant difference, increasing his total wealth to 6. For most of the men, it changes their wealth level from somewhere between 0 and 3 to a 5!

CONVERSION TO/FROM OTHER BOL SYSTEM GAMES

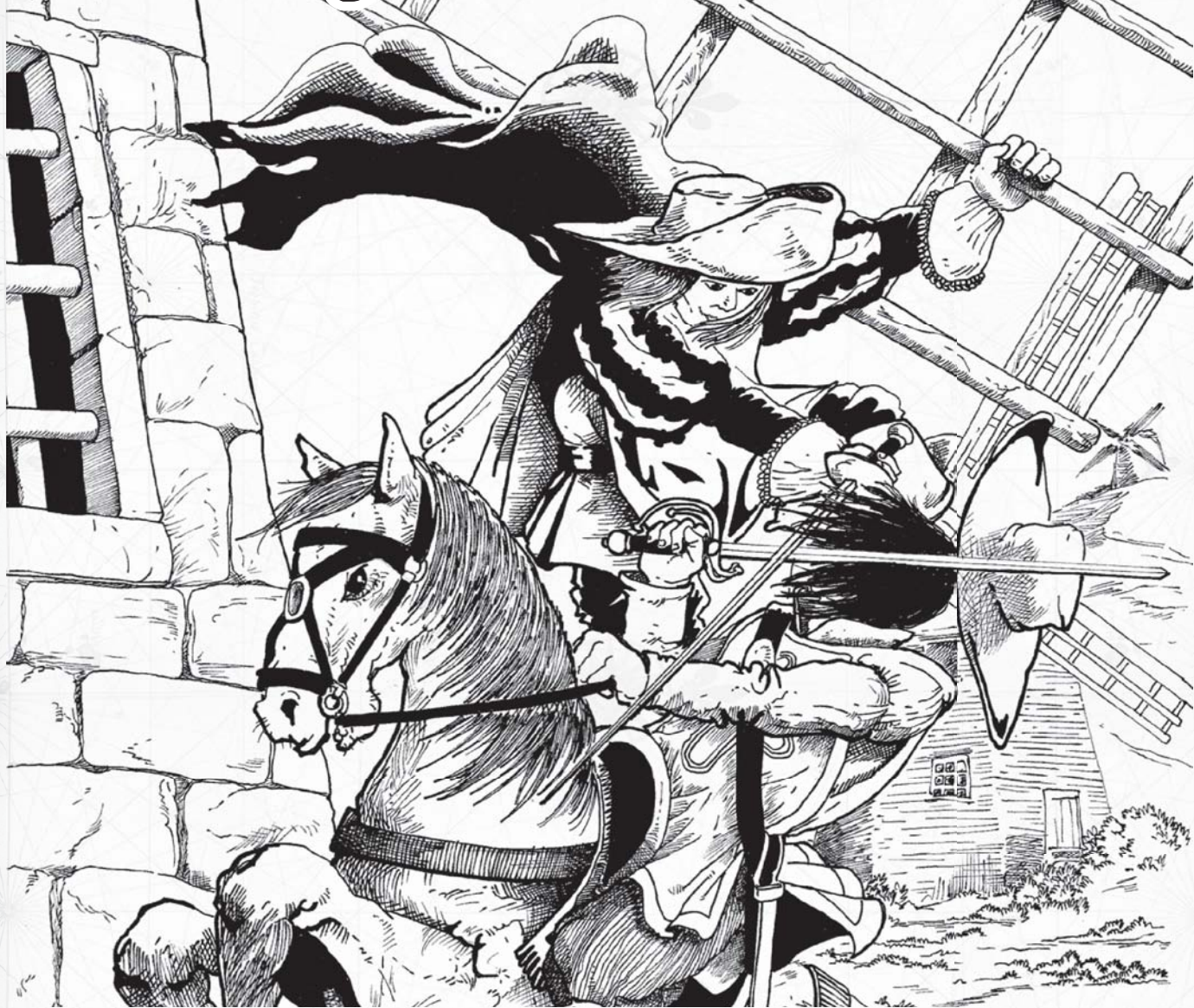
Converting characters from *Honor + Intrigue* to *Barbarians of Lemuria* is fast and easy. Simple change the Attribute/Quality names as follows:

Might = Strength, Daring = Agility, Savvy = Mind, Flair = Appeal. Keep in mind that some things which are done with Savvy in *Honor + Intrigue* may be done with Agility (firing a weapon, being stealthy) or Mind (picking a lock, tricking an opponent) in BoL. Most things that are done with Daring in H+I, such as swinging a sword (or from a chandelier) are done with Agility in BoL, but tests of bravery would likely use Mind. In general, the GM will decide what attribute is used and when.

The Advantage mechanic, indeed the entire dueling system can either be added on to BoL, or completely ignored at the GM's option.



III : ADVENTURE



Mastering the Game

Being the GM can be a difficult job. Not only do you have to come up with the storylines, create all the villains, pawns, and other NPCs the heroes will run into, you have to be ready for when the heroes do things you couldn't have expected. Likewise, the GM should have a good understanding of the rules, and do some research and have a clear idea of the setting for the game.

SWASHBUCKLING AS A GENRE

The Grandson: Has it got any sports in it?

Grandpa: Are you kidding? Fencing, fighting, torture, revenge, giants, monsters, chases, escapes, true love, miracles...

The Grandson: Doesn't sound too bad. I'll try to stay awake.

– *The Princess Bride* (1987)

As a GM, you should be familiar with the swashbuckling genre before you try to run a swashbuckling game. If you aren't familiar (or

want to get the players and yourself in the mood) start watching some swashbuckling films or reading novels (keep reading for recommendations). There are many excellent classics and modern favorites to choose from. In general, there are a few questions you should ask yourself regarding the Tone and Setting of the campaign you are planning.

Creating a Campaign

Before we begin to create one, let us ask, “What is a campaign?” The simple answer is that a campaign is a series of adventures involving the same characters. But there is more to it than that. It is also the people and places the characters will see. Making them memorable is the sign of a well-crafted campaign. The first thing you will have to figure out as the GM is the setting and tone of the campaign you are going to run. Below are some questions that should help you figure this out.

SETTING QUESTIONS

Supernatural or Not?

One question that will absolutely shape your campaign is if there are supernatural elements or not. If you are using the supernatural, you should check out the Mysteries, Horrors, and Wonders section. First consider if you want Fantasy or Horror to be the tone of the game. Beyond that, you need to decide the scale of supernatural forces. Are they beyond the PCs’ ability to grasp, or can PCs be Magicians and Alchemists? Are monster sightings extremely rare, or a common occurrence? Which secret societies do you want to allow in the campaign?

Recommended Supernatural Stories: *Pirates of the Caribbean Series (2003-2011)*, *Stardust (2007)*, *The Adventures of Baron Munchausen (1988)*, *Solomon Kane (2009)*, *The Princess Bride (1987)*

Seafaring or Land-Based?

Something to consider is if you want to run a campaign that is set at sea, or one that is mostly set on land. There is great fun to be had with either, but you should be upfront about it with the players so the PCs can be prepared. Having a landlubber in a seafaring campaign or somebody who cannot ride in a land campaign wouldn’t be very fun. Of course, that isn’t to say that characters in a land-based campaign cannot ever be on a ship, or likewise that characters who are sailors will never find themselves inland. If a character takes the “Landlubber” Flaw, you should put them on a ship at some point in the game. Otherwise, why take the Flaw?

Recommended Seafaring Stories: *Captain Blood (1935)*, *The Sea Hawk (1940)*, *The Black Swan (1942)*, *Master & Commander: The Far Side of the World (2003)*, *Horatio Hornblower (TV series, 1998-2003)*, *Pirate Latitudes (novel by Michael Crichton)*.

What is the Back-drop?

What year is it? Where does the campaign take place? What major events are going on in the campaign world when your game takes place? Is there a major war that the campaign revolves around, or some tyrannical power that must be fought against?

Note that a campaign might take place all over Europe, or within a single city. A city like Paris or London could easily occupy a group of heroes for many adventures through a whole campaign. Likewise, a campaign may see the heroes traveling all over the globe in search of adventure.

The advantage of a campaign set in a central location (a city or village all the PCs live in) is that the GM can develop the places and characters of that location in greater detail, as the PCs will be spending a lot of time there. The advantage of a traveling campaign is that the GM can develop more of the world the PCs will be traveling in, rather than one corner of it.

Of course, no campaign should be constantly in one place, or constantly traveling. It is good to change things up from time to time. So if the PCs are all based out of some village, there probably will be some point where they all have reason to travel a long distance. If the party is normally traveling, there will likely be some point where they need to stick around in one location for a while before they move on.

Sandbox or Saga?

Something you’ll need to decide is whether the campaign has a long-term plot or not. A game with a long-term plot (a Saga) has the PCs ultimately achieving some goal that is established during the campaign. The PCs vanquish the evil tyrant or manage to find the long-lost treasure. There is an ending that the PCs are working towards.

You can also have a campaign without a long-term plot (a Sandbox). A Sandbox campaign has no long-term goal the PCs are supposed to fulfill. Instead, the GM lets the PCs go wherever they want in the campaign world, and largely reacts to what the PCs do.

There are pros and cons to both types of campaign. The Saga style campaign has the advantage of allowing the GM to plan a lot of details in advance. For instance, the GM will already know who the main

villain is, the location of his hideout, and the details of his evil scheme from the beginning. The downside is that things may end up being “too” planned. That is something to avoid by being flexible.

A Sandbox campaign allows the PCs total freedom, but can be a headache for the GM to run. He won't know who all the NPCs that the PCs may run into are in advance. The GM will need to “shoot from the hip” and run things on the fly quite a lot in this sort of campaign. The GM will also need to keep very careful notes and try to tie things together.

Another downside to the Sandbox style is that there may be a lack of central focus to the game, after which the players may become bored without an ultimate goal to achieve. The answer to this problem also lies in flexibility. When the PCs encounter a villain they particularly hate, you can adapt that villain to be much more important later on in the story. When they engage in an adventure that everyone seemed to enjoy, you can decide to make it part of a much larger story.

TONE QUESTIONS

High Action or High Intrigue?

While a great campaign will have both, you may decide you want to focus on one area in particular. Do you want to focus on the political games, backbiting, and webs spun within webs at court, or do you intend for the PCs to be getting into several sword fights per session? There is no wrong answer for this, but if you intend the PCs to be involved in a lot of high-society events, it is best to let them know this. In such a



A game of courtly intrigue could be just as deadly as one filled with action.

campaign, most of the heroes should have the Noble/Aristocrat Career, or if not, something that would put them in frequent contact with the nobility, such as a Diplomat or Servant.

High Intrigue Recommendations: *Dangerous Liaisons* (1988), *The Baroque Cycle* (book series by Neal Stevenson), *The Prisoner of Zenda* (1937)

High Action Recommendations: *The Mark of Zorro* (1940), *The Mask of Zorro* (1998), *The Musketeer* (2001), *The Three Musketeers* (1948, 1973, 1993, 2011), *The Four Musketeers* (1974)

Light-Hearted or Dark?

King: You spent some time in the Italian court?
Hawkins: Why, yes. What better place to court Italians?

– *The Court Jester* (1955, starring Danny Kaye)

Some swashbuckling stories are silly comedies, while others are serious dark dramas. Either style of campaign can be fun; usually there is a blend of serious drama and comedy in a swashbuckling adventure. When deciding the balance of campaign to run, you should really consider your players' own proclivities here. If they are the joking type, it may be best not to expect a serious campaign. It can still be full of drama, but expect there to be jokes as well.

Recommended Comedic Stories: *The Court Jester* (1955), *Casanova's Big Night* (1954, Bob Hope), *The Princess and the Pirate* (1944, Bob Hope), *Blackadder II* (1986 TV Series)

Recommended Serious Stories: *Rob Roy* (1995), *The Man in the Iron Mask* (1998), *Alatriste* (2006), *The Brotherhood of the Wolf* (2001), *The Count of Monte Cristo* (2002)

What are the Themes?

If you were to choose a few words to describe the major events in the campaign you intend to run, what would they be? The Themes of a campaign can change over time, usually between adventures. The Three Musketeers were loyal defenders of Louis XIII, but began fighting against a tyrannical Louis XIV in the tale of *The Man in the Iron Mask*. Here are some ideas of themes that a swashbuckling campaign might deal with:

Fighting Tyranny, Fighting Treachery, Horror, Romance, Vengeance, Mystery, a Secret, Comedy, Mistaken Identity, Duplicity, Discovery, Honor, Survival, a Big Heist, Betrayal, War, Espionage

GETTING THE PLAYERS INVESTED

One of the most important parts of developing a campaign is to make sure that the PCs are invested in it. Do they really care about that NPC they're supposed to rescue? Do they really hate that villain? Are you giving the heroes a chance to work towards their long-term goals? Heroes may embark on an adventure "just because" initially, but ultimately you will need to give players a reason to come back to the game.

Mine the Character Sheets

The best way to make sure the PCs are invested in the game is to draw ideas from their character sheet, as this was something the players created themselves. The character's Motivation, Allies, Enemies, Boons, and Flaws can all help you to develop plots that will matter to that character. If somebody takes "Tragic Fate" as a Flaw, for instance, you should design some of the campaign to lead up to it.

Example: Bob's character Giacamo has the "Maguffin" Boon (a medallion left to him by his father). Throughout the campaign, the GM sent foes after Giacamo for his medallion, which is eventually revealed to be the key to the otherwise indecipherable map. Ultimately, Giacamo discovers the man behind all the attacks is the original owner of the medallion, which was stolen by Giacamo's father. The plot will reach its climax when Giacamo's Maguffin leads him to the fabled treasure, and he has his last encounter with his father's enemy (who had of course been following him)...

Ask the Players What They Want

Perhaps the simplest way to make sure the players enjoy the game is to ask them what they want out of it. Ask them what their ultimate goal is for the character. Ask them what sort of scenario they want their character to shine in. Then, later in the campaign, allow these events to unfold. So if a PC said she wanted to become captain of her own pirate ship, eventually you should have a story in which she gets a chance at a ship of her own. It may be only after she's escaped from the ship's brig and rallied the crew against its evil captain; there are no guarantees, but give her that opportunity. Likewise if a PC says he wants to have a swordfight against an evil tyrant on a crumbling castle wall, at some point you should introduce a tyrannical villain who lives in a castle...



Over the course of a campaign, the PCs will likely make a number of friends and enemies. They may not always know which is which...

Find Connections and Conflicts

Take the time to compare the PC's character sheets. Compare their Boons, Flaws, Enemies, Allies, Motivations, etc. You can add interesting twists to the campaign by finding connections or conflicts between the characters, their enemies, or other backgrounds.

Example: Diego has been on a quest to avenge his sister's death at the hands of a sinister baron for the past ten years, while Luisa has amnesia and is trying to recover her memory. Over time, they discover that Diego's sister may have survived, and when they finally encounter the baron, Luisa regains her memory, where she discovers that her real name is Juana, and that she is Diego's long lost sister.

Conflicts between the characters can also make for some compelling role-playing. A classic conflict of this sort is the "love triangle" where two characters vie for the affections of another. Another classic is the villain turns out to be someone the character loves.

Example: Aedle is on a quest to defeat the bandit king, who killed her beloved father many years ago. In a daring rooftop duel, she finally unmasks him and discovers her father is the bandit king.

Wheels Within Wheels

To make long-term campaigns more interesting, you will want to avoid simplistic storylines. You can start out with something seemingly simple, but then later build it into something more. The bandit the party defeated in the first session? It turns out that the Count didn't execute him after all when they turned him in. Indeed, it seems as if he was working for the Count all along! Suddenly the PCs realize that they are involved in something much bigger than isolated incidents of banditry. They discover that the person in charge of upholding the laws turns out to be the head of the criminals. And what's worse, he knows that they know, because one of the PC's paramours is a spy in the Count's service!

A CAST OF CHARACTERS

A campaign is not simply the setting of the game, it is also made up of all the people that the heroes will interact with; their trusted friends and hated foes. The GM should begin developing a cast of NPCs to use in the campaign before the first session. While you can make some up on the fly, you also should have some prepared. Even in a campaign that is run off the cuff, it cannot hurt to have a few premade NPCs ready to be used.

Enemies & Allies

The first place you should go to create important NPCs is to look at the PCs' character sheets. Each one should have some "Friends & Contacts" and "Rivals & Enemies" written up. You should flesh these characters out to bring them to life. This means more than simply creating a block of game statistics; you give them their own personalities, Motivations, and figure out what their role will be in the campaign. You can involve them in long-term campaign plots, and make connections and conflicts with these characters as well.

When a PC's friend is in trouble, this is instant motivation for the hero to take action. Likewise, when the villain turns out to be the PC's hated enemy, he doesn't need to be offered some reward to take part in the plot against him. While it can be fun to play up animosity between rivals, it can also be an interesting twist when one comes to the aid of another.

Recurring Characters

In addition to using NPCs from the PC's backstories, you should also create some recurring characters of your own. There should be at least one major villain, and a handful of recurring NPCs. If the campaign is in some central location, the NPCs will likely be other important people from that region they interact with regularly. If the campaign is traveling, the NPCs

will be people they have frequent run-ins with. Your main villain may not even be apparent in the first few sessions, as the PCs may not even know that there is somebody else behind the various evil plots they've been foiling.

Cameos

Historical or fictional figures the players will recognize can show up from time to time in the campaign. Encounters with people like Louis XIV or Captain Blood can inject a sense of urgency into the game; just don't overdo it.

Crafting NPCs

When designing NPCs, be sure that you are designing them in such a way that the PCs remain the heroes of the story. There can be little that is less satisfying for a player than being constantly upstaged by the GM's "pet" NPC. Instead, NPCs are a chance for you to add some structure and color to the game. If, for instance, the PCs all work for the same NPC; this would give a reason for them to adventure together. Likewise, if the PCs were always having run-ins with a bumbling sergeant of the Cardinal's guard, this can be a source of humor for the campaign.



Revenge is a classic motivation for heroes and villains. And nothing motivates revenge like a few years chained to an oar...

Quick Random NPCs

You may find yourself in a situation where you need stats for a character you never planned for, or you just want to make something random and quick. Here is a method to make quick NPC heroes and villains: roll 2d3-3 for each Quality, Combat Ability, and Career. The totals likely won't add up the same as a PC, and that's fine. This character isn't a PC. You could make a more powerful NPC by changing the roll to 2d3-2.

Random Careers: To come up with a Career at random, simply roll a d6 two times. The first roll tells you which column to look in, and the second roll tells you which row. If you get a repeated or similar result, simply reroll. If the results don't make sense to you, feel free to change the order of the Careers or reroll.

Creating an Adventure

Designing an adventure for your players can be difficult. But it does not need to be. One of the greatest pitfalls in preparing an adventure for your players is preparing too much. In the first place, it is too much work. In the second, it forces the GM to try and stick to a "script" of events, rather than be able to run things on the fly. Instead, it might be best to come up with a general outline of a plot, write-up the NPCs involved and what they are looking to accomplish, and see where the PCs take it.

Hooks and Seeds

The most important part of creating an adventure for your players is coming up with a basic story. You need a seed from which to grow the plot. Below is a list of sample adventure seeds to get you started. These seeds can be used as the basic framework to build an adventure around. But you also need a hook to make

the individual PCs interested. Look at the PCs. Look at their Motivations, Boons, and Flaws. Look at their friends and contacts, rivals and enemies. Consider prominent NPCs they've dealt with before. You should be able to find some hook to use that will entice the players to take on a daring adventure. This hook could be as direct as the PCs' employer or secret society dispatching them on a mission or something subtle, such as overhearing some plot which the heroes decide to get involved in. When the PC has some stake in the adventure (such as helping a friend, or opposing an enemy) they will have more interest in it. Also don't forget to give a Fortune Point to heroes who take on an adventure at some risk to themselves because of their Flaws or Motivation. A noble motivated by honor for instance should be rewarded if he accepts the king's mission without thought of reward.

Sample Adventure Seeds

- A storm...
 - Blows the PCs' ship off course
 - Sinks their ship... they must survive in a lifeboat
 - Forces the PCs to take shelter... in a place that is dangerous & creepy
- One of the PC's Hunted/Evil Twin/etc. background shows up
- One of the PCs (or somebody close to them) is being blackmailed by an anonymous person
- PCs must steal/recover something of vital importance (Queen's jewels, state secrets)
- Military Mission (see the Battlefield Combat rules page 110)
- The PCs are asked to investigate an area believed to be haunted / home to a terrible beast

RANDOM NPC GENERATION CHART

	1	2	3	4	5	6
1	Craftsman	Diplomat	Gaoler	Magician	Slave/Serf	Performer
2	Alchemist	Don Juan	Highwayman	Physician	Soldier	Actor
3	Artist	Duelist	Merchant	Sailor	Spy	Magistrate
4	Brute	Pugilist	Thief	Scholar	Assassin	Swordsman
5	Charlatan	Explorer	Noble	Servant	Woodsmen	Courtier
6	Clergy	Farmboy	Astrologer	Prisoner	Gambler	Unusual

- Treasure Hunt! The PCs have the map/clues... and there are others on their trail
- The PCs must investigate a heinous crime/spy, before the culprit strikes again
- PCs must escort a VIP/Deliver a message to point B... and someone is determined they fail
- To the Rescue! PCs must rescue/protect a VIP
- Diplomacy: The PCs are part of some important negotiations... and must deal with an unseen agent who wants them to fail...
- Escape from the dungeon where the PCs have been imprisoned (or rescue a friend)
- Hunt down the monster / beast
- The Tournament: PCs are involved in / judging some contest... and the stakes are serious enough that someone is trying to rig the game or knock off the competition
- Survive a hostile environment
- A Duel: one of the PCs is challenged to a duel...
 - ...and the challenger is found dead the day before.
 - ...and the challenger dies in the duel, seemingly on purpose... his last words were cryptic
 - ...and the challenger dies, his final request for the PC to take care of his family
 - ...and the PC is drugged/hobbled in some manner
 - ...and the challenger dies. But he was a VIP whose death must be punished
- The PCs are asked to hide a person/thing... and the authorities are searching high and low

Complications & Plot Twists

No adventure is easy. No adventure worth role-playing, anyway. There are bound to be surprises along the way that make things more interesting. You may have the general plot outline, but you should also think of some unexpected challenges that the heroes must rise to. Complications are another good time to look at the players' Boons, Flaws, and Motivations to spice things up. For example, if the heroes are part of an impending siege against a city, and one of the PCs discovers his own fiancée is within the city walls, this is a major complication!

When you have something beyond the PCs' control completely undo all their efforts, this is considered a "Plot Twist". You should award the PCs two or more Fortune Points for this. For example, after pulling off a daring escape through the swamp, the heroes are suddenly surrounded and recaptured. The 2 Fortune Points takes

some of the sting out of having their actions undone by fiat, even if it was to make the story more interesting. Nevertheless, this option should be used rarely. It's one thing to get the game back on track... it's another to run it like a railroad where the heroes have no control of where they are going at all times.

Don't Over-Plan

Avoid planning too much. There shouldn't be "one way" for the heroes to solve a certain situation. Instead, try throwing them into a situation without any plan of how they are "supposed" to solve it and let them impress you by the cunning ways they figure it out for themselves and reward that creativity.

For instance, if you have the heroes locked in a dungeon, don't plan their escape for them and try to lead them down that path. Instead let them come up with it themselves. They might decide to feign an illness to distract the guards or to tunnel out. Either way, if it sounds like a good idea, let it be possible (but you don't have to make it easy).

Adapt

Sometimes, you may want to make changes to "the script" during the game. For instance, if the PCs have a hunch regarding the mysterious masked villain's identity, you may like their theory better than the one you originally came up with. Feel free to go along with it. When the players seem to particularly enjoy an NPC or enemy you only intended to use once, you may decide to give this character a recurring role. It is even possible that a character you intended as a villain for the campaign later turns into an ally of the PCs. Anything's possible. You just need to be flexible and adapt.

Splitting the Party

There will be sometimes in the course of an adventure where the PCs will decide to split up. This is often a concern for the GM because it might focus too much of the spotlight on one player, leaving the others feeling neglected. It may also be hard for the GM to keep track of several different series of events occurring at once in the game but run separately at the table.

To avoid this when the party splits up, have people roll initiative, even if there is no combat. This way, you can cycle through all the players, finding out what they are doing separately while giving each a chance to participate. If combat erupts, you've already got initiative rolls for them. Don't forget to also roll initiative for the NPCs, too.

Another benefit of this is that you also get a dramatic “back and forth” cut-scene dynamic.

Example: The party has split up. One group is going to investigate at the old library while the other group is going to take the carriage containing the treasure back to their patron. On phase 10 Sister Mona is talking to the old librarian trying to get some information. On 9, the old librarian is being evasive. On 8, the scene cuts to a highwayman who rides alongside the carriage and attacks Guillermo. On 6, Doctor Cervantes also talks to the old librarian, thinking she's hiding something. On 4, the scene cuts back to Guillermo as he fights back against the highwayman while trying to steer the carriage. On 2, Don Francisco climbs into the front seat of the carriage and shoves the highwayman who is now hanging from the side of the moving vehicle.

Time Passes

As a GM, also don't be afraid to “fast forward” to the “meat” of the adventure. You don't need to spend a great deal of time role-playing the details of a shopping trip, or an exchange with a seamstress on the details of a dress. This can be especially important if the PCs are split up and one group is waiting for the other. This can be as simple as saying “A few days pass during which time you make your necessary preparations and get underway.” If you want, you could ask each PC to

briefly describe what they do during the intervening time. This way each character can have time separate from the rest of the group without it taking up a lot of time from the other players sitting at the table.

Cliffhangers

It is said that the first rule of show business is always leave them wanting more. A story that will keep the players coming back is one where they are left in suspense. This will usually happen when either the PCs fall into some sort of peril to be resolved next session, or some shocking revelation is made (or about to be) to them, which must be dealt with next session. On a TV show, this is where it would say “To Be Continued...”

When you use a cliffhanger at the end of a session, it is important to remember details of what happened. You might want to make a few notes about it and begin the next session with a recap of the events leading to the PCs current predicament. Alternatively, you can ask that the PCs keep notes, and ask them to recap the events (which may be good for a Fortune Point). Then you can begin right in the action where you left off.

The End

Ultimately, the PCs will need to have some conclusion that gives resolution to the plot. This should extend beyond the villain getting his comeuppance. When the story ends, you should be sure that there is some worthwhile resolution for each PC. A hero might finally marry his betrothed, while another is knighted, etc. It might be good to look at the PCs' Motivations when considering a resolution for them. Even those who may have died should get some spotlight time highlighting what their sacrifice achieved. Maybe they even get some sort of monument or a child named after them.

However, just because the story has ended, doesn't necessarily mean goodbye forever. Destiny has a way of leading great heroes to cross paths again. After all, even though the Three Musketeers went their separate ways at the end of the novel, they still had more adventures, even *Twenty Years After*.



USING THE ADVENTURE SHEET

The Adventure Sheet found at the back of this book is intended to be copied and used by the GM as a quick reference during play. If you want some more detailed notes elsewhere as well, that is fine too. The Adventure Sheet is mainly used for quick reference or as a way to brainstorm your ideas to develop further.

Adventure Outline

Title: Your own name for this particular adventure.
Example: The Corsair and the Countess

Summary: A few sentence description of what the adventure is about. *Example: A series of kidnappings of beautiful women leads to a plot involving a scheming noble and a Corsair slave-trader.*

Villains: Who are the principal antagonists in this adventure? Why are they doing what they are doing? An entry should be short—simply a name followed by their role in the adventure. *Example: Countess Francesca is behind the kidnappings; she needs money to maintain her household; Rinaldo the Corsair renegade plans to resell these women as harem girls.*

NPCs: What other NPCs are involved? How are they involved? Again, just a name and brief description will do. *Example: Juan Garcia—the Countess' seneschal, seems to be behind kidnappings, is actually innocent; Sergeant Gaspar—the head of the Countess' guards, unwittingly involved in the cover-up.*

Hooks: A few ideas of how to get the PCs involved in this storyline. You might have different hooks for different PCs. *Example: Gerard—his sister was kidnapped; Gustav—his patron sends him to recover his missing fiancée, Étienne—his sense of duty as one of the town guard demands he find the culprit.*

Rewards: What the PCs can hope to gain from the adventure. Again, this may be different for different PCs. *Example: Gerard—rescues his sister; Gustav—is handsomely rewarded by his patron for recovering his fiancée, Étienne—gains honor (and possibly a medal) by successfully stopping this terrible plot.*

Scene Boxes

This is a place to begin fleshing out the adventure's details. It is possible that your adventure will comprise of more than 3 scenes. That is fine; you may simply use a second sheet, or feel like working on separate piece of paper.

Setting: This is when and where the scene takes place. *Example: Sunday, Noon, the town square during a fiesta.*



Summary: This describes what happens in the scene in general. *Example: The joy of the fiesta is interrupted by bandits on horses who ride off with some of the women! The PCs can stop some, but not all of them.*

Complications: This describes any potential wrench that may be thrown into the works for the PCs. *Example: The Countess also comes under attack by the bandits. The PCs may need to rescue her. This should convince people that she was not involved (just as she planned). A member of the Inquisition is also there, and insists on accompanying the PCs on the rescue mission.*

In addition to the Adventure Sheet, you may also find it useful to have the NPCs sheet filled out. This will give you room to keep track of two villains, two retainers, and four groups of pawns. Again, you can always use more than one copy of the sheet, or work on a separate piece of paper if you run out of room.

Sample Characters

Below is a selection of sample characters that can be used either as NPCs, villains, or used as heroes by the players. This can be especially helpful when you're in a rush. Feel free to make alterations. If you envision a Buccaneer motivated by revenge instead of wealth, that is fine. Likewise, you can swap some points in the Qualities or change a Career. These are essentially templates made for you to customize.

Languages: Each character has a list of languages they speak. Unless marked otherwise, these are at the Basic fluency. If one of the languages listed is the character's native tongue, then you will have 1 additional language slot to put elsewhere. So if you make a French Pop, you'd speak French + 2 additional slots.

ARTIFACT HUNTER

MOTIVATION: Discovery

QUALITIES:

Might 0	Daring 1	Savvy 2	Flair 1
Brawl 1	Melee 1	Ranged 1	Defense 1
Explorer 2	Scholar 1	Spy 0	Courtier 1
Lifblood 10	Advantage 3	Fortune 4	

LANGUAGES: English, French, Spanish, Latin, Greek, Hebrew, +1 Slot

BOONS: Learned, Maguffin, Membership (Secret Society)

FLAWS: Untrustworthy, Phobia (Snakes)

EQUIPMENT

Rope, Grappling Hook, Pitons, Pick
Saber 1d6 Dmg, +1 dmg to Quick Cut
Flintlock Pistol 1d6+1 Dmg, 10' Range; Misfire 3; Reload 3

BRILLIANT INVENTOR

MOTIVATION: Fame

QUALITIES:

Might 0	Daring 1	Savvy 3	Flair 0
Brawl 0	Melee 0	Ranged 0	Defense 2
Courtier 0	Scholar 3	Craftsman 3	Physician 0
Alchemist 2			
Lifblood 10	Advantage 3	Fortune 3	

LANGUAGES: Latin, Greek, +5 Slots

BOONS: Learned, Gifted Craftsman, Jack of All Trades

FLAWS: Incompetent Servant, Non-Combatant

EQUIPMENT

Rapier 1d6 Dmg; +1 Parry
Wheel-Lock Pistol 1d6+1 Dmg; 10' Range; Misfire 2; Reload 2

BUCCANEER

MOTIVATION: Wealth

QUALITIES:

Might 1	Daring 1	Savvy 1	Flair 1
Brawl 1	Melee 2	Ranged 0	Defense 1
Pirate 3	Scoundrel 1	Duelist 0	Explorer 0
Lifblood 11	Advantage: 3	Fortune: 4	

LANGUAGES: English, Spanish, Dutch, French, +1 Slot

BOONS: Born Sailor, Carouser, Membership (Brethren of the Coast)

FLAWS: Cursed, Poor Vision (Missing Eye)

EQUIPMENT

Flintlock Pistol 1d6+1 Dmg, 10' Range
(Note: Missing Eye), Misfire 3; Reload 3

Cutlass 1d6+1 Dmg +1 dmg to Quick Cut

FAVORED ACTIONS: Quick Cut, Dirty Fighting, Shove/Trip, Bind, Beat





CLERIC

MOTIVATION: Faith

QUALITIES:

Might 0	Daring 0	Savvy 2	Flair 3
Brawl 0	Melee 0	Ranged 0	Defense 2
Clergy 3	Scholar 1	Healer 2	Magistrate 0
Lifeblood 10	Advantage 3	Fortune 6	

LANGUAGES: Latin, Greek, Hebrew, +1 Slot

BOONS: Learned, Blessed, Beguiling

FLAWS: Soft-Hearted, Non-Combatant

EQUIPMENT

Bible, Crucifix

Dagger 1d3+1 Dmg, +1 Called Shot, 5' Range

CRIMINAL

MOTIVATION: Wealth

QUALITIES:

Might 0	Daring 1	Savvy 2	Flair 1
Brawl 1	Melee 1	Ranged 2	Defense 0
Farmboy 0	Thief 2	Gambler 1	Prisoner 1
Lifeblood 10	Advantage 3	Fortune 4	

LANGUAGES: Any 3

BOONS: Stealthy, Night Sight, Special Thieves' Tools

FLAWS: Hunted, Cursed

EQUIPMENT

Thieves' Tools, Grappling Hook, Rope

Throwing Knife 1d3+1 Dmg, +1 Called Shot, 10' Range, -1 Melee

Stiletto 1d3+1 Dmg, +1 Called Shot, Negates 2 Protection

Flintlock Pistol 1d6+1 Dmg, 10' Range; Misfire 3; Reload 3

FAVORED ACTIONS: Quick Draw, Called Shot, Aimed Shot, Dirty Fighting.

DANGEROUS BEAUTY

MOTIVATION: Power

QUALITIES:

Might -1	Daring 0	Savvy 3	Flair 2
Brawl -1	Melee 2	Ranged 1	Defense 2
Courtier 0	Temptress 2	Assassin 2	
Lifeblood: 9	Advantage: 3	Fortune: 5	

LANGUAGES: English, Spanish, French

BOONS: Attractive, Poisoner, Hidden Weapon

FLAWS: Hot-Headed, City Dweller

EQUIPMENT

Wheel-Lock Pistol 1d6+1 Dmg, 10' Range, Misfire 2; Reload 2

Fan Dagger 1d3+1 Dmg + Poison.

Concealed = Bonus Die to hit,
+2 damage first use. +1 Called Shot

FAVORED ACTIONS: Called Shot, Feint, Quick Draw, Ranged Attack

FOP

MOTIVATION: Reputation

QUALITIES:

Might -1	Daring 1	Savvy 1	Flair 3
Brawl -1	Melee 3	Ranged 0	Defense 2
Courtier 2	Don Juan 2	Duelist 0	Scholar 0
Lifblood 9	Advantage 3	Fortune 6	

LANGUAGES: French +1 Slot

BOONS: Good Etiquette, Great Wealth

FLAWS: City Dweller

EQUIPMENT

Rapier 1d6-1 Dmg; +1 Parry
Cloak +1 Feint, Bind,
Fine Clothing
Horse

FAVORED ACTIONS: Feint (Cloak), Tag, Glide,
Cloak Parry, Bind (Cloak), Riposte

FRENCH MUSKETEER

MOTIVATION: All for One, and One for All

QUALITIES:

Might 0	Daring 3	Savvy 1	Flair 1
Brawl 0	Melee 3	Ranged 0	Defense 1
Soldier 2	Duelist 2	Don Juan 0	Gambler 0
Lifblood 10	Advantage 4	Fortune 4	

LANGUAGES: French, +2 Slots

BOONS: Military Order: King's Musketeers,
Dueling Style: French, Daredevil

FLAWS: Active Duty, Spendthrift

EQUIPMENT:

Rapier 1d6 Dmg; +1 Parry
Main Gauche 1d6-1 Dmg; +1 Bind, Disarm, Sword Break
Flintlock Musket 2d6 Dmg; Range 50'; Misfire 3; Reload 4

FAVORED ACTIONS: Feint, Tag, Glide, Footwork

MASTERED ACTIONS: Riposte

GENTLEMAN HIGHWAYMAN

MOTIVATION: Rob from the Rich

QUALITIES:

Might 0	Daring 2	Savvy 2	Flair 2
Brawl 1	Melee 2	Ranged 1	Defense 0
Aristocrat 1	Soldier 1	Don Juan 0	Highwayman 2
Lifblood 10	Advantage 3	Fortune 5	

LANGUAGES: English, +2 Slots

BOONS: Daredevil, Beguiling, Born in the Saddle

FLAWS: Double Life, Hunted

EQUIPMENT:

Basket Sword 1d6+1 Dmg; +1 Beat
Buckler 1d6-1 Dmg; +1 Parry
2 Flintlock Pistols 1d6+1 Dmg; Range 10'; Misfire 3; Reload 3
Horse

FAVORED ACTIONS: Beat, Quick Cut, Feint, Glide, Riposte





HEALER

MOTIVATION: Altruism

QUALITIES:

Might 0	Daring 0	Savvy 3	Flair 1
Brawl 0	Melee 0	Ranged 1	Defense 3
Merchant 0	Scholar 0	Apothecary 1	Healer 4
Lifblood 10	Advantage 3	Fortune 4	

LANGUAGES: German, French, Latin, Greek, +1 Slot

BOONS: Healing Touch, Gifted Healer, Membership (Secret Society)

FLAWS: Soft-Hearted, Combat Paralysis

EQUIPMENT

Medical Bag, Herbs,

Dagger 1d3+1 Dmg, +1 Called Shot, 5' Range

Flintlock Pistol 1d6+1 Dmg, 10' Range; Misfire 3; Reload 3

HIGHLAND SWORDSMAN

MOTIVATION: Freedom

QUALITIES:

Might 3	Daring 1	Savvy 0	Flair 1
Brawl 2	Melee 2	Ranged 0	Defense 0
Bravo 2	Trader 0	Pugilist 2	Farmer 0
Lifblood 13	Advantage 3	Fortune 4	

LANGUAGES: English

BOONS: Dueling Style: Highland, Herculean, Thick-Skin (1 Protection)

FLAWS: Feels the Heat, Lumbering

EQUIPMENT

Claymore 1d6+5 Dmg; +1 Moulinet

Dagger 1d3+4 Dmg; +1 Called Shot, 5' Range

FAVORED ACTIONS: Hilt Punch, Moulinet, Beat, Footwork

MASTERED ACTION: Shove/Trip

GIANT

MOTIVATION: Altruism

QUALITIES:

Might 4	Daring 1	Savvy 0	Flair 0
Brawl 3	Melee 1	Ranged 0	Defense 0
Farmboy 0	Pugilist 1	Brute 3	Performer 0
Lifblood 16	Advantage 3	Fortune 3	

LANGUAGES: English

BOONS: Hard to Kill, Herculean, Thick-Skinned (1 Protection)

FLAWS: Lumbering, Unsettling

EQUIPMENT

Fist 1d2+4 Dmg

Club 1d6+3 Dmg

Thrown Rock 1d3+4 Dmg Range 20'

FAVORED ACTIONS: Shove/Trip, Grapple, Choke, Beat, Brawling

ITALIAN SWORD MASTER

MOTIVATION: Prove Himself

QUALITIES:

Might 1	Daring 3	Savvy 0	Flair 0
Brawl 0	Melee 3	Ranged 0	Defense 1
Scoundrel 0	Gambler 0	Mercenary 2	Duelist 2
Lifblood 11	Advantage 4	Fortune 3	

LANGUAGES: Italian, +1 Slot

BOONS: Dueling Style: Italian, Maneuver Mastery x2 (Lunge, Sword Break, Stop-Thrust, Beat)

FLAWS: Spendthrift, Drunkard

EQUIPMENT:

Rapier 1d6+1 Dmg; +1 Parry
Main Gauche 1d6 Dmg; +1 Bind, Disarm, Sword Break
Flintlock Pistol 1d6+1 Dmg; Range 10'; Misfire 3; Reload 3

MASTERED ACTIONS: Lunge, Sword Break, Stop-Thrust, Beat, Bind

MAGICIAN

MOTIVATION: Knowledge

QUALITIES:

Might 0	Daring 0	Savvy 3	Flair 1
Brawl 0	Melee 0	Ranged 0	Defense 2
Courtier 0	Scholar 1	Magician 3	Alchemist 3
Lifblood 10	Advantage 3	Fortune 4	

LANGUAGES: Latin, Greek, +5 Slots

BOONS: Nose for Magic, Gifted Magician, Membership (Secret Society)

FLAWS: Non-Combatant, Tragic Fate

EQUIPMENT

Rapier 1d6 Dmg; +1 Parry
2 Talismans (1 Uncommon 1 Common)
2 Alchemical Preparations (1 Uncommon 1 Common)

MARKSMAN

MOTIVATIONS: Survival

QUALITIES:

Might 0	Daring 0	Savvy 3	Flair 1
Brawl 0	Melee 0	Ranged 3	Defense 1
Soldier 2	Hunter 2	Craftsman (Gunsmith) 0	Alchemist 0
Lifblood 10	Advantage 3	Fortune 4	

LANGUAGES: French, Spanish, English, German +1 Slot

BOONS: Keen Eyesight, Crack Shot, Maneuver Mastery (Quick Draw, Hilt Punch)

FLAWS: Illiterate, Active Duty

EQUIPMENT

Wheel-Lock Musket 2d6 Dmg + Bonus Die; Range 60'; Misfire 2; Reload 3
Brace of 4 Wheel-Lock Pistols 1d6+1 Dmg + Bonus Die; Range 20'; Misfire 2; Reload 2

FAVORED ACTIONS: Quick Load

MASTERED ACTIONS: Quick Draw, Hilt Punch





POLISH HUSSAR

MOTIVATION: Glory

QUALITIES:

Might 2	Daring 1	Savvy 0	Flair 1
Brawl 0	Melee 3	Ranged 1	Defense 0
Soldier 2	Aristocrat 1	Hunter 1	Scholar 0
Lifblood 12	Protection 1d6+1	Advantage 2 (3 w/o Armor)	Fortune 4

LANGUAGES: Polish, French

BOONS: Damascus Steel Saber; Military Order: Winged Hussars; Dueling Style: Eastern

FLAWS: Feels the Heat, Landlubber

EQUIPMENT

Heavy Armor + Helmet	1d6+1 Protection
Damascus Steel Saber	1d6+3 Dmg + Bonus Die; +1 dmg to Quick Cut

Lance 1d6+4 Dmg while mounted

Warhorse

FAVORED ACTIONS: Disarm, Moulinet, Feint, Quick Cut

MASTERED ACTION: Glide

PURITAN WANDERER

MOTIVATION: Justice

QUALITIES:

Might 1	Daring 2	Savvy 1	Flair 0
Brawl 0	Melee 3	Ranged 0	Defense 1
Sailor 0	Mercenary 1	Traveler 2	Theologian 1
Lifblood 13	Advantage 3	Fortune 3	

LANGUAGES: English, Latin, Greek, +2 Slots

BOONS: Dueling Style: Old, Fearsome Looks, Hard to Kill

FLAWS: Taciturn, Can't Lie

EQUIPMENT

Basket Sword	1d6+2 Dmg; +1 Beat
Buckler	1d6 Dmg; +1 Parry
Flintlock Pistol	1d6+1 Dmg, Range 10'; Misfire 3; Reload 3

FAVORED ACTIONS: Dirty Fighting, Beat, Hilt Punch, Bind

MASTERED ACTION: Shove/Trip

RENAISSANCE MAN

MOTIVATION: Discovery

QUALITIES:

Might 0	Daring 1	Savvy 3	Flair 1
Brawl 1	Melee 1	Ranged 1	Defense 1
Scholar 1	Craftsman 1	Artist 1	Physician 1
Astrologer 1			
Lifblood 10	Advantage 3	Fortune 4	

LANGUAGES: Dutch, Greek, French, Latin, English

BOONS: Savant, Jack-of-All Trades, Learned

FLAWS: City Dweller, Tragic Fate

EQUIPMENT:

Painting Set, Medical Bag, Astrology Charts, Workshop, Books
Rapier 1d6 Dmg, +1 Parry
Dagger 1d3+1 Dmg, +1 Called Shot, 5' Range
Flintlock Pistol 1d6+1 Dmg, 10' Range; Misfire 3; Reload 3

FAVORED ACTIONS: Parry, Riposte, Called Shot, Aim Shot, Ranged Attack

SPANISH DUELIST

MOTIVATION: Honor

QUALITIES:

Might 0	Daring 3	Savvy 2	Flair 0
Brawl 0	Melee 3	Ranged 0	Defense 1
Courtier 1	Scholar 0	Duelist 2	Mercenary 1
Lifblood 10	Advantage 3	Fortune 3	

LANGUAGES: Spanish, Latin, +2 Slots

BOONS: Daredevil, Perfectly Balanced Blade, Dueling Style: Spanish

FLAWS: City Dweller, Distinctive Appearance (Scar)

EQUIPMENT

Perfectly Balanced Rapier 1d6 Dmg; +1 Parry + Bonus Die to Parry

FAVORED ACTIONS: Footwork, Quick Cut, Dodge, Tag

MASTERED ACTION: Riposte

SPANISH MASKED HERO

MOTIVATION: Champion of the People

QUALITIES:

Might 0	Daring 3	Savvy 1	Flair 2
Brawl 0	Melee 3	Ranged 0	Defense 1
Aristocrat 1	Duelist 1	Don Juan 0	Highwayman 2
Lifblood 10	Advantage 3	Fortune 5	

LANGUAGES: Spanish, +1 Slot

BOONS: Dueling Style: Spanish, Daredevil, Beguiling

FLAWS: Double Life, Hunted

EQUIPMENT:

Rapier 1d6 Dmg; +1 Parry

Whip 1d3-1 Dmg; +1 Bind, Disarm;
Enemy gets Penalty Die to parry

Flintlock Pistol 1d6+1 Dmg; Range 10'; Misfire 3; Reload 3

FAVORED ACTIONS: Quick Cut, Riposte, Footwork, Dodge,
Whip-Crack

MASTERED ACTIONS: Tag

SPY

MOTIVATION: Duty

QUALITIES:

Might 0	Daring 1	Savvy 2	Flair 2
Brawl 0	Melee 2	Ranged 1	Defense 1
Don Juan 1	Courtier 0	Diplomat 0	Spy 3
Lifblood 10	Advantage 3	Fortune 5	

LANGUAGES: English, French, Latin, +4 Slots

BOONS: Savant, Master of Disguise, Good Etiquette

FLAWS: Active Duty, Lust

EQUIPMENT:

Rapier 1d6 Dmg, +1 Parry

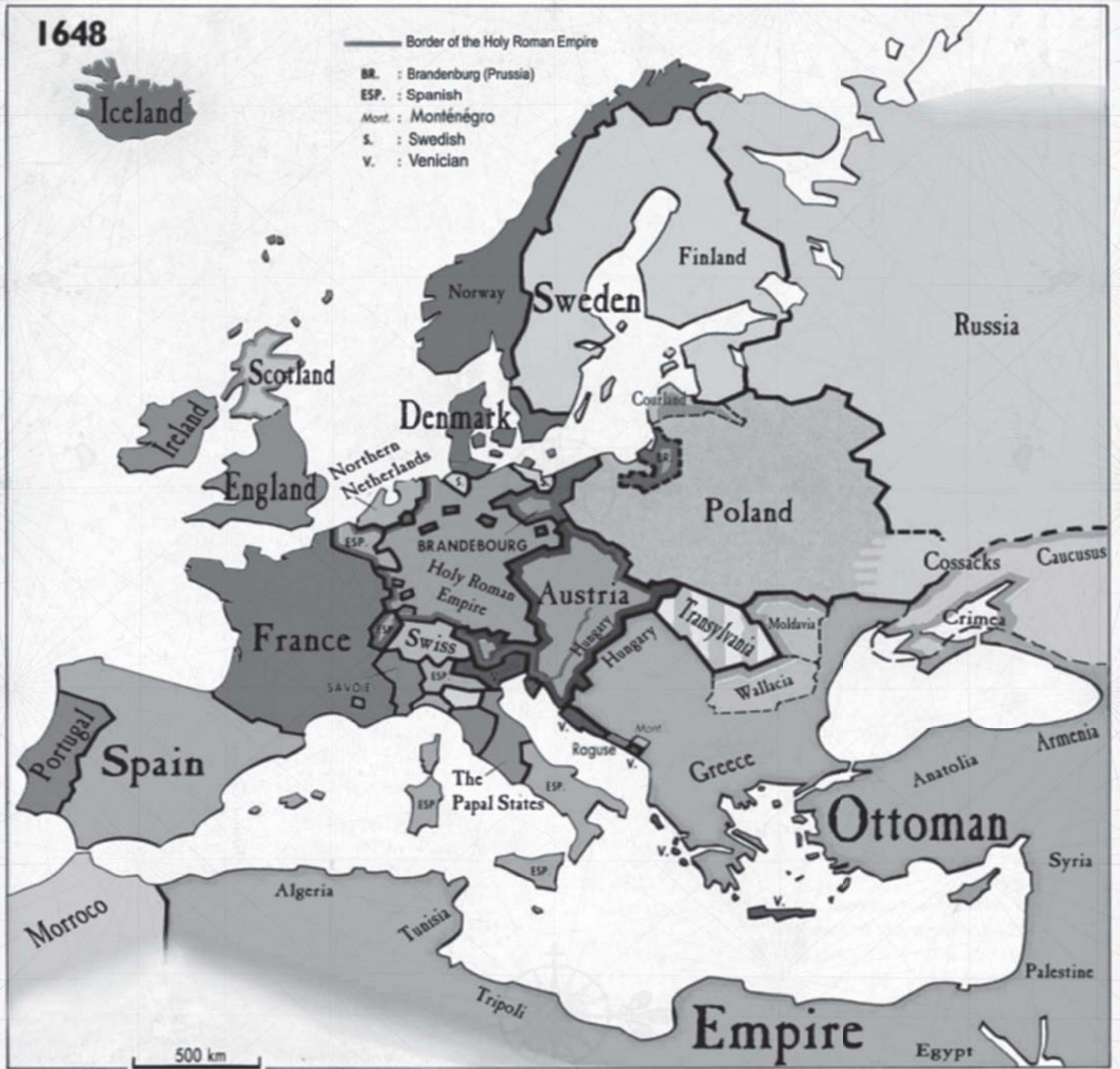
Dagger 1d3+1 Dmg, +1 Called Shot, 5' Range

Hand Crossbow 1d3 Dmg, 20' Range

FAVORED ACTIONS: Parry, Riposte, Called Shot, Footwork,
Quick-Draw



IV : GAZETTEER OF THE 17TH CENTURY WORLD



About History in Role-Playing Games

Honor + Intrigue can be played as a very detailed, historical role-playing game—but it doesn't have to be. History is something that the GM should use for inspiration, but not something that they should feel obligated to adhere to when it doesn't suit the purpose of the game. In addition, the GM should feel free to create fictional situations, even fictional countries if it suits the purpose of the game. If History and Hollywood are at odds in how you envision the game, by all means, err on the side of Hollywood! Likewise, the GM should feel free to be more open-minded than real 17th Century people would have been. Female musketeers? Why not? If that fits your game, do it!

The purpose of this section is not to give you a thorough, detailed history of each nation. For that, you could easily use the internet or a textbook. Indeed, much of this gazetteer is inspired by Hollywood's dramatized accounting of history. This section will cover some major events, which may give you inspiration of when and where you want to set your game.

In general there are five historical eras that a game might be set in.

Late 16th Century

This is the Elizabethan Era, the time of the French Wars of Religion, and the Spanish Wars of Conquest. It is the time of Sabatini's *The Sea Hawk*, Howard's *Solomon Kane* stories, and *The Adventures of Don Juan*. In this time period, firearms have only advanced as far as the matchlock, and the sword reigns supreme.

Early 17th Century

This is the time of England's Golden Age, the Thirty Years War, and the intrigues of Richelieu. It is the time of Dumas' *The Three Musketeers*, and Arturo Perez-Reverte's *Captain Alatriste*. At this time, wheel-lock firearms have been invented, but are rare and expensive.

Mid 17th Century

This is a time of sweeping change and uncertainty in Europe. The English Civil War ends with Cromwell's rule over England, the Fronde challenges the king and the cardinal in France, and the Thirty Years War reaches its end. It is the time of *The Man in the Iron Mask*. By this time, flintlocks are commonly available and cheap.

Late 17th Century

This is the era of the Restoration in England followed by the Glorious Revolution. It is also the zenith of the Sun King in France. It is a time where science has begun to displace superstition to a greater degree, and fashions of the nobility grow more elaborate. Long coats and cravats replace tabards and ruffs. This is the time of Sabatini's *Captain Blood*, and *The Black Swan*. The small sword has begun to replace the rapier among the fashionable elite.

Early 18th Century

Known as the last golden age of Piracy, this is the time of Blackbeard, and the Jacobite Rebellions in Scotland. The frequent wars that occasion Europe have also made their way to the colonies. This is the time of the *Pirates of the Caribbean*, and *Rob Roy*.

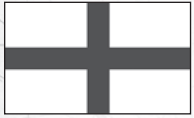
Other Times; or "If It Ain't Baroque, Don't Fix It"

Of course, you need not stick to these choices to find adventure. *Scaramouch* and *The Scarlett Pimpernel* were set against a backdrop of the French Revolution. The Napoleonic wars were background for the *Sharpe* and *Hornblower* series. *Zorro* took place in 19th Century California, while *The Prisoner of Zenda* was set in a fictitious country "Ruritania" in the late 19th Century. Indeed, "the First Swashbuckler" *Robin Hood* took place in the 1200s.

Europe

Below is a brief history of each of the major nations characters are likely to be from, and where the GM may wish to set a campaign. At the end of each is a list of possible character names based on nationality.

ENGLAND



The Cross of St. George, flag of England

The early 17th Century was a Golden Age for England. After its victory over the Spanish Armada, England ushered in a new era of exploration, trade, and colonization. After Queen Elizabeth's death, James of the House of Stuart—the royal family of Scotland—assumed the throne, uniting both nations under a single king. However, it is not a time without turmoil. Religious strife became especially fierce, with Anglicans, Catholics, and Puritans at one another's throats. A group of Catholic religious fanatics were caught in the infamous "Gunpowder Plot" to blow up Parliament over attempts to reform the church. Meanwhile Puritans grew ever angrier that reforms had not gone far enough. Puritan anger with the king ultimately lead to civil war...

In the mid-17th Century, England was a land torn apart by civil war, culminating in the execution of King Charles I. Those loyal to the king (the Cavaliers) lost their lands, their heads, or their freedom in the struggle. Some managed to escape, some turned highwayman. Oliver Cromwell was declared "Lord Protector" and England became a dictatorship. During the Interregnum, England slipped towards becoming a Puritanical police state, while launching armies to subdue Ireland and Scotland. Under Cromwell's rule, England lived under a shadow of tyranny and fear. People hoped for a champion to restore the freedom they once enjoyed, but dared to speak of it only in whispers...

After Cromwell's death, the Interregnum ended, and the Crown returned from exile. Charles II was crowned King, and the Restoration had begun. The Royal Society was created and female actors were allowed upon the stage—but dark times still were at hand. The plague returned and the Great Fire of London destroyed much of the city. Charles' successor, his brother James II was greatly despised and ultimately deposed in a coup in 1688 known as "The Glorious Revolution". His daughter Mary and her husband William of Orange ascended the throne, ushering in an age of Constitutional Monarchy.



Cromwell Dissolves the Long Parliament, by Andrew Gow

English Characters: English heroes might be brave naval officers, highwaymen who fight for the people, or privateers bearing royal letters of marque. English villains might be corrupt Roundhead merchants or military officers, a sadistic sea captain, or scheming nobles attempting to play kingmaker.

English Adventures: The heroic highwayman, "The Black Fox", has been captured by Roundheads, and is going to be executed at dawn; the PCs' ship has been sent to raid an enemy fort by cover of darkness and capture secret plans; a member of Parliament and friend of the PCs has been framed for treason... can they prove his innocence in time to save his neck?

English Names, Male: *Arthur, Brian, Charles, Edward, Garret, Henry, James, Jeremy, Joshua, Peter, Richard, Roger, William.* **Female:** *Anne, Deborah, Elizabeth, Fannie, Jane, Mary, May, Nancy, Rose, Samantha, Scarlet, Tabitha, Vanessa*

Puritan Names, Male: *Abraham, Adam, Elijah, Ezekiel, Isaac, Jacob, Jeremiah, Joseph, Noah, Obadiah, Zachariah,* **Female:** *Abigail, Chastity, Constance, Faith, Grace, Hope, Mercy, Patience, Prudence, Rebecca, Ruth, Temperance*

IRELAND

Red Ned Lynch: "I'm not a gentleman. I'm an Irishman."

—*Swashbuckler (1976)*



Flag of the Irish Confederation

Much of Ireland's history during the 17th Century relates to invasion by England. The Tudors began a full-scale invasion in the 1500s. They succeeded by 1607 when Hugh O'Neil and the clan chiefs fled for the mainland in the "Flight of the Earls". After this, English nobles began establishing "plantations" for themselves in Ireland. While the people of Ireland resisted this encroachment, culminating in the 1641 Rebellion, England continued to send more armies to reinforce its expanding holdings. Cromwell crushed the Irish Confederation, and gave Catholic and Royalist lands to his army. In this devastating war, hundreds of thousands were killed, and 50,000 were sent to be slaves in the Caribbean. After the Restoration of the Crown to England, some Royalist lands were returned, but the vast majority of landowners remained Anglo-Protestants with native Catholic tenants. Towards the end of the century, a Jacobite rebellion against King William and Queen Mary resulted in Catholics being further stripped of their rights. Needless to say, Ireland was a land thirsty for justice.

Irish Characters: While Ireland may be a place of oppression at the hands of the English, the Irish refuse to be beaten or miserable. Singing, fiddling, dancing, boxing, and carousing are enjoyable pastimes. Irish folk music is especially famous and emotional, whether it is inspiring patriotism ("Wearing of the Green"), merriment, or lament. An Irish hero may be a musician, a pugilist, protective parish priest, or likely some manner of freedom fighter, whether it be as a pirate at sea, or a marauder on land. An Irish villain might be a cruel landlord, a clan chief who sold out his own people, or a freedom fighter who has gone too far, slaughtering innocents.

Irish Adventures: The local garrison commander has taken a liking to one of the village girls. When her brother laid hands on the commander to protect her he was arrested. The commander said he will spare his life if she marries him; otherwise they both hang at dawn! Can the PCs save the girl and her brother before they both swing? A local landlord has starved his peasants to sell the grain to the English Army. Can the PCs recapture the food before it is loaded on an English ship? Atop the sea cliffs, people have seen an old hag shrieking foretelling of doom. The next day a ship has run aground on the rocks. Some say it is the Bean-Sidhe herself, but that cannot be true, can it?

Irish Names, Male: Aaron, Patrick, Sean, Connor, Hugh, Riley, Aiden, Finn, Liam, Brayden, Shannon, Kevin
Female: Keira, Callie, Katie, Alaina, Molly, Brianna, Meghan, Abigeal, Fiona, Eileen, Shannon

SCOTLAND



The Cross of St. Andrew, flag of Scotland

Though the ascent of the House of Stuart to the throne of England unified both lands under a single monarch, Scotland remained a separate country. This was partly due to religious tension, as Scotland was largely Presbyterian, and King James was an Anglican. When his son, Charles I tried to enforce an Anglican prayer book to be used in Scotland it resulted in riots, which eventually led to war with England, and ultimately, the English Civil War. This began a civil war in Scotland over which side to back (England's Parliament or their own king). Ultimately, King Charles I surrendered to a Scottish army and was

Honorifics: How to Address a Noble

Different titles confer with them not only various lands and privileges, but also different forms of address. When speaking to someone with a title higher than your own, do not call them "you". Instead, you use one of the following, honorifics:

Monarch: Your Majesty

Royal Family: Your Royal Highness

Duke: Your Grace

Other Noble: My Lord

Royal Governor, Official, or Ambassador: Your Excellency

Pope: Your Holiness

Cardinal: Your Eminence

Bishop: Your Grace

handed over to Cromwell. However, the Scots were outraged when Cromwell had the king executed, and rebelled against him, declaring Charles II their king. Cromwell used this excuse to invade and subjugated Scotland to English rule.

With the Restoration of Charles II to the throne, Scotland's independence was returned. In the wake of the Glorious Revolution, most Scots supported William and Mary, but James had supporters in the Highlands. These were the Jacobites, and there was a series of Jacobite uprisings in Scotland into the early 18th Century attempting to restore the House of Stuart to the throne.

Scottish Characters: Scotland is itself divided between the more traditional Highlands and the more modern and Anglicized Lowlands. A Scottish hero might be a rebellious Highland clan chief, a loyal Lowland noble, or aspiring poet. A Scottish villain might be a cruel ship's bosun, an embezzling merchant who blames an innocent man for his crime, or an iron-fisted vindictive noble.

Scottish Adventures: The true heir to an allegedly haunted castle has hired the PCs to help to find the will hidden within its walls... but someone (or something)



Richelieu at the siege of La Rochelle, by Henri Motte

is trying to stop them. There is a feud between the clan chiefs, and the village is caught in the middle. The PCs must find a way to settle the matter before it erupts into war.

Scottish Names, Male: *Andrew, Scott, Jacob, Angus, Keith, Nathan, Bruce, Gordon, Lewis, Ryan, Ewan, Malcolm, Ian* **Female:** *Allis, Annabel, Blair, Bonnie, Sophie, Emma, Elaine, Roslyn, Hannah, Janet, Karen, Margery, Mary*

FRANCE



Royal Flag of France

The late 1500s in France is marked by fierce religious strife, pitting the Huguenots (Calvinists) against the Catholics. This strife cooled when Henry IV, a Huguenot who converted to Catholicism, assumed the throne. He issued the Edict of Nantes, a proclamation allowing Huguenots to live in France, though as second-class citizens. The cooled tensions did not last long, however. Within a decade, Henry was assassinated, leaving a nine-year-old heir, Louis XIII. The Queen, Marie de Medici, served as Regent, and had a number of enemies among the nobility and Huguenots. Though she managed to fight off several intrigues and rebellions, ultimately it was her own son who banished her.

Louis had to contend with his own Huguenot uprisings, and relied heavily on Cardinal Richelieu for advice. As Prime Minister, Richelieu was a decisive leader, crushing the Huguenot rebellion at La Rochelle (an event made famous in *The Three Musketeers*). While curbing the threat of rebellious nobles, he raised Louis XIII to an absolute monarchy. In spite of his religious office, Richelieu was pragmatic in foreign affairs, and allied Catholic France with the Protestants in the Thirty Years War. This move weakened Spain and Austria, which were enemies of France. With the French armies in the struggle, the war came to an end that left France a rising power in Europe.

Richelieu and King Louis XIII both died within a couple years of one another at mid-century. Like his father, King Louis XIV inherited the throne at a young age. His reign was tested by rebellious nobles controlling a mob called "The Fronde", and the king had to flee Paris for safety. However, when Louis XIV came of age, and his Prime Minister, Cardinal Mazarin had died, he named himself Prime Minister, making him an absolute power in 1661, at the age of twenty-three.

It was the dawn of the Sun-King. Louis built himself a magnificent palace outside of Paris at Versailles and invited key nobles to join him there. Instead

of rebelling against him, nobles bickered with one another over the privilege to help the king get dressed in the morning. Louis launched a series of wars, further weakening the power of the Spanish and Austrians, as well as invading the Netherlands. He continued expansion in the New World, and made France a super power, reigning until 1715.

French Characters: France is a place where opulence and squalor exist in stark contrast. The nobles engage in decadence, spending extravagantly to keep up with the latest fashions, while the poor sell their own teeth to buy bread. French heroes may be brave Musketeers, gentlemen of the sword, or cunning thieves, while French villains will likely be soldiers in the Cardinal's guard or callous nobles who don't bat an eye at destroying someone's life to win a bet.

French Adventures: A merchant asks the PCs to help "rescue" his daughter who is betrothed to a cruel nobleman, and locked in his chateau; the Cardinal's Guard is inspecting all mail, but the Queen's letter must make it to England undetected; a great fencing master has agreed to take on the PCs as his students, but only if they can prove themselves worthy.

French Names, Male: *Antoine, Michel, Bernard, Girard, Gaston, Jean, Guy, Guillaume, Durand, Louis, Leon* **Female:** *Marie, Claire, Cosette, Bernadette, Camille, Zoe, Sabine, Patricia, Michelle, Jeanne, Isabelle, Gabrielle*

SPAIN

Percy: I'd like to see the Spaniard that could fight his way past me!

Edmund: Then go to Spain. There are millions of them.

—*Blackadder II "Bells" (1986)*



Spanish Cross of Burgundy Flag

At the end of the 16th Century, shiploads of gold and silver from the New World made Spain the most powerful nation in Europe. The Hapsburgs, the royal family of both Austria and Spain, were also fervently Catholic, and determined to restore the church to all Europe. To this end, Spain sponsored the Inquisition to ensure Catholicism remained the only and unquestioned faith in the land. Spanish



The Surrender of Breda to Spanish forces, by Diego Velázquez, 1645

ships led a crushing defeat of the Turks at the Battle of Lepanto, enabling European shipping to rule the Mediterranean. This success convinced King Phillip II that Spain was an instrument of God's will. He planned to restore Catholicism to England by invasion with the great Spanish Armada. Divine intervention did not come to Spain's aid, however, and against all odds, the Armada was defeated in 1588.

Spain's grip on its empire began to slip, with the Dutch Republic and later Portugal wresting free of Spanish control. In the Thirty Years War, the Spanish Hapsburg Empire supported the Austrian Hapsburgs. When the war was lost, most of Europe was ready to lick its wounds, but Spain continued war with France well after the Peace of Westphalia. Spain was a titan whose strength was faltering—but a titan nevertheless—throughout the 17th Century.

Though they were preyed upon by pirates on the high seas, the gold and silver still filled the coffers of Spain, and its grip on most of the New World remained firm. While Spain's political power had passed its zenith, and the Inquisition remained a powerful deterrent to dissent, the 17th Century was considered a Golden Age of Spanish art, music, and literature.

Spanish Characters: Spain is a land where there is great oppression, but also great joy. It is the land of the Inquisition and conquest, but also the land of dancing and guitar music, bullfights and festivals. Writers, artists, and thinkers abound here. Spanish heroes might be academics, noble duelists, or artists, while Spanish villains may be brutal Inquisitors or conquistadors.

Spanish Adventures: One of the PCs' friends has been taken by the Inquisition and must be rescued. A duel must be fought to defend a lady's honor. Somebody in the royal court has been selling secrets to the enemy... but whom?

Spanish Names, Male: *Antonio, Alfonso, Esteban, Enrique, Jose, Manuel, Miguel, Ramon, Fernando, Francisco, Luis* **Female:** *Carmen, Esperanza, Guadalupe, Maria, Vanesa, Sofia, Camila, Carmen, Isabel, Selena, Angela*

PORTUGAL



Flag of Portugal bearing the royal arms

At the start of the 1500s, Portugal was the super power of Europe. It was the Portuguese who began the Age of Exploration, and they built an empire along the African coast, trade routes to the orient, and a large New World colony in Brazil. Portugal had great wealth from trading slaves, sugar, gold, ivory, and spices. However, in 1578, there was a crisis of succession when the young king was killed in battle without an heir. One of the claimants to the throne was none other than Phillip II of Spain, who easily defeated his rivals, leading to the Iberian Union.

Because of its great wealth, Phillip treated Portugal as an important part of the Empire, and gave the Portuguese nobles favorable appointments at court. However, Portugal also was now tied to Spain in all matters of foreign affairs. When the Dutch began to rebel against Spain, they also took over Portuguese holdings in Africa, South America, and the Orient. When Phillip's grandson, Phillip IV of Spain took over, he changed Spain's policy dealing with Portugal, raising taxes and treating the Portuguese nobles as inferior to those of Spain. This resulted in a revolution by Portugal, which occurred simultaneously with the Thirty Years War. Because of this, and a new alliance with England, Spain granted Portugal its independence.

Portuguese Characters: Portuguese heroes might be bold explorers, traders, or navigators. Portuguese villains may be scheming dishonest merchants, brutal slavers, or spies working for Spain.

Portuguese Adventures: Several coastal towns have been raided and the PCs go to investigate. They see the blood red sails of the crimson corsair, Abdullah Reis! An important member of the Spanish Inquisition was poisoned while traveling through Portugal. Now the entire village must withstand the scrutiny of the Inquisition... unless the PCs can find the real killer and bring sufficient proof.

Portuguese Names, Male: *Tiago, Gabriel, Ricardo, Duarte, Carlos, Cruz, Humberto, Ronaldo* **Female:** *Bianca, Mariana, Fatima, Tatiana, Catarina, Lydia, Emilia, Helena, Eliana, Valeria, Veronica*

THE DUTCH REPUBLIC



Arms of the Dutch Republic

In the mid-17th Century, the Dutch Republic stood at the height of a Golden Age. But in the 16th Century, the Netherlands were once one of many Protestant provinces under the vast Catholic Hapsburg Empire. When a group of Calvinist extremists burnt Catholic Churches, King Phillip II revoked religious tolerance and reacted with mass executions and taxing of Calvinists, spawning a rebellion in 1572. The Northern provinces formed the Dutch Republic under the leadership of Stadtholder Prince William of Orange, while the Southern provinces remained under Spanish rule.

The Republic allowed religious tolerance for all Christians and Jews, though Calvinism remained the “official” religion, and the “Puritan Work Ethic” infused the entire culture. The “Dutch Miracle” of the 1590s was the total transformation of the Dutch economy to be one of international trade, especially with the advances in horticulture, shipbuilding, and the creation of the East and West India Companies and stock exchange.

Amsterdam became the center of global banking and trade. It was also a major center of science and the arts. In 1648, the Hapsburgs officially recognized the Dutch Republic with the Peace of Westphalia. However, the Republic’s former ally, England became a rival and the resulting Anglo-Dutch Wars usurped much of the Republic’s economic power and colonies in the late 17th Century.

Dutch Characters: The Dutch Republic is a land with a great deal of personal freedom and wealth, but it is not all tulips and windmills. The growing disparity between the rich and the poor is noticeable. Dutch heroes might be artists or scientists, bold sea captains, or soldiers who fight to keep the Republic free from its latest enemy. Dutch villains might be slave-traders, gang leaders, or spies in the employ of the Republic’s enemies.

Dutch Adventures: An East India company encoded ledger finds its way into a PC’s hands due to mistaken identity. Now there are several bands of armed men trying to get it at any cost. What could possibly be encoded in that ledger? The PCs are walking down the street minding their own business when the guards grab them and take them before the court. Their crime? Vagrancy. But a merchant is willing to pay their fine, if they’ll take on a mission for him...

Dutch Names, Male: *Adriaen, Arne, Benji, Claes, Diederick, Dirck, Hendrick, Jan, Nicolaes,*



Rembrandt, The Night Watch, 1642.

Piet, Willem Female: *Agnes, Anneka, Betje, Brandi, Britt, Geertruida, Hendrika, Hilda, Lia, Marysa, Saskia, Wilhelmina*

Peoples without Lands

In Europe there were also a number of distinct groups of people with no country to call their own. The two most prolific were the Jews and the Romani (whom Europeans scornfully called “Gypsies”). Both groups were targets of superstition, prejudice, discriminatory laws, and acts of violence. Because they weren’t allowed to own land, European Jews usually made a living as traders outside their own communities (segregated areas of the city called “Ghettos”) while the wandering Romani did odd-jobs or street performances. Many Jews moved to the Dutch Republic, Poland, or the Ottoman Empire, where things were generally better, while Romani were treated poorly almost everywhere.

Despite their marginal status in the 17th Century, Jews and Romani could make for potentially interesting PCs. How this persecution is handled in play is a matter best discussed by each individual gaming group, as it might make some players uncomfortable. See “Prejudice and Persecution” page 150 for more.

THE HOLY ROMAN EMPIRE

(GERMAN STATES)



Imperial Flag of the Holy Roman Emperor

In the 17th Century, there was no nation called Germany, only Germans. They lived in a collection of principalities, free states, and Austria, the seat of the Hapsburg "Holy Roman Empire" which nominally united them. That empire began to fray with the introduction of Protestantism by the German monk Martin Luther, sped along by Gutenberg's printing press. Ensuing religious warfare divided the region up into a Catholic, Lutheran, and Calvinist patchwork. Rivalries between these factions exploded into war again in 1618, with the revolt of Bohemia against the Emperor, beginning the most horrifying war in history.

The Thirty Years War raged across Europe, with the Principalities of Germany bearing the brunt of the suffering. Entire towns were destroyed, civilians butchered, tortured, and maimed by both sides. From the ashes of war, some began to rebuild the ruined cities and restore order. Meanwhile, famine, disease, and bandits stalked the lawless lands like hungry beasts. While many seem resigned to their fate, exhausted of fighting, there are some who still cling to the ideas of law and justice.

Austria, the seat of the Empire, has its own set of troubles after the war. Both the Austrians and the Ottoman Turks fought for control of Hungary, and towards the end of the century, the Janissaries were at the gates of Vienna. Though he was a co-religionist of Austria's Leopold I, Louis XIV opted not to aid his political rival. It was only by the aid of King John III Sobieski, a former enemy, and his army of Polish winged Hussars that Austria, and possibly Europe, was saved from Ottoman conquest.

German Characters: The Holy Roman Empire is a land that has been devastated by war, sowing discord in its wake. Yet some German cities, unscarred by war or quickly rebuilt, are beacons of the arts and sciences. A German hero might be a composer seeking a wealthy patron to fund his opera. A German mercenary Doppelsöldner (Double Soldier) hefting a huge Zweihänder (two-handed sword) could make for a stalwart hero or terrifying villain. A German villain might be a cruel count with a scarred face and missing eye from a duel, or a mad inventor occupying a ruined castle.

German Adventures: Bandits have demanded tribute from a small village unable to pay. The PCs are asked to help the villagers defend their homes when the bandits return in three days. A terrified mother beseeches the PCs to find her lost son and daughter who wandered into the Black Forest. It is getting near dark, and the forest is home to vicious wolves... or worse.

German Names, Male: *Heinrich, Hans, Felix, Gregor, Gottfried, Gustav, Helmut, Maxmillian, Klaus, Rudolf* **Female:** *Greta, Adele, Agnes, Hilde, Evelyn, Heidi, Konne, Josephine, Katrina, Laura, Liesel, Petra*

ITALY

17th Century Italy is not a nation, but a collection of varying rival merchant republics, city-states, kingdoms, and Papal holdings. Some of these city-states, such as Venice and Florence, were major powers unto themselves. Their wealth made them centers of art and culture. Other regions, like the Kingdom of Sicily, remained poor and rustic. Rich and poor alike died in great numbers due to outbreaks of plague throughout the first half of the 17th Century. In addition to the plagues, death awaited those caught in wars (and intrigues) between rival merchant princes or the Italian states under the control of the Hapsburgs. Even the church was drawn into these wars and deadly plots.

It is no surprise then, in a place where the wrong word could get you a knife in the back, that there was great interest in protecting oneself. As a result, Italy produced some of the greatest swordsmen in Europe, many of whom traveled abroad setting up their own fencing schools or selling their swords.



Italian Characters: While a character from Venice and another from Rome would both be regarded as “Italians” while abroad, they would not regard one another as countrymen. Indeed, depending on the territories involved, two Italians may see one another as natural enemies. With so many feuding princes, popes, and kings, Italian states are steeped in intrigue, espionage, and murder when not engaged in open war. Vendetta, the act of revenge, has been honed into an art form. Though it can be a dangerous place, the great princes and the church are also great patrons of the arts and sciences, attracting the best and the brightest to their courts. Italian heroes might be scholars or artists in the employ of a great patron, a traveling sword instructor, or a noble of a small (but proud) house trying to keep his people safe as titans clash around them. Italian villains might be a hired knife, a criminal “prince”, or a corrupted cardinal.

Italian Adventures: While attending the Carnivale of Venice, a merchant (and good friend of the Doge) is murdered. Nobody was able to get a good look at the perpetrator (everyone is wearing masks). The heroes must try to find out who killed him and why, before someone else dies this night. In Rome, a rash of robberies has been plaguing the local aristocrats, leaving a calling card of a black rose each time. Can the PCs track down this cat burglar before he escapes on the rooftops?

Italian Names, Male: *Vincenzo, Mario, Giuseppe, Giovanni, Aldo, Luigi, Angelo, Carlo, Giorgio, Sergio* **Female:** *Maria, Rosa, Carmela, Elena, Teresa, Francesca, Sophia, Margherita, Gina, Alotta, Antonia, Bianca*

SWEDEN



Flag of Sweden

Sweden played a major role in the Thirty Years War, and was the most powerful of all the Nordic States. Sweden embraced Lutheranism with great zeal. Catholics were removed from all high positions and banished. Sweden was also a great military power, frequently involved in wars against its traditional enemies Poland and Russia. In the Thirty Years War, King Gustavus Adolphus coupled military genius with religious fervor and joined the side of the Protestants. After leading his armies to victory and turning the tide of the war, he was killed in battle. The king was succeeded by his daughter, Queen Christina. Christina was raised as a prince, on Gustavus' orders. She was taught statecraft, swordplay, military strategy, riding, Latin and Greek as if she were a man. She was

a very popular ruler, but secretly became a Catholic, and eventually abdicated the throne for this reason. She then left to travel the world in men's clothes, seeking excitement.

Swedish Characters: Sweden's place as a major power is assured, which means that Swedish soldiers, diplomats, and traders can be found throughout Europe. Swedish heroes or villains could be among any of these occupations. While Sweden does not possess many colonies, Swedish sea captains may be hired for missions of exploration by other nations. A hero may be an especially brilliant military officer, while a villain could be his utterly ruthless equivalent.

Swedish Adventures: While enjoying a sleigh ride through the snowy fields, or a hunting trip, the PCs come across an abandoned campfire, still burning. From the looks of the site, the person was bleeding, but abruptly ran into the forest. There is another, large set of footprints that follow. While exploring some caves, the PCs discover clues to an old Viking treasure. Not only do the PCs have to find the treasure, they must move it from a dangerous place in the fjords while avoiding the other treasure-hunters.

Swedish Names, Male: *Henrick, Sven, Gustav, Erik, Hansel, Jan, Ivar, Konrad, Natanael, Olaf*; **Female:** *Britta, Frida, Gertrud, Inga, Ingrid, Greta, Hilda, Laura, Olga, Vivien*

DENMARK-NORWAY



Flag of Denmark-Norway

Denmark and Norway were united as a single kingdom from 1536 until 1814. Its holdings also included Iceland and Greenland. In the early 1600s, Denmark-Norway successfully invaded Sweden, but following the Thirty Years War, Sweden was a rising power, as Denmark-Norway began to decline and became an absolutist monarchy. Denmark-Norway waged and lost a few brief wars against Sweden, throughout the 17th Century.

Danish-Norwegian Names: These will be similar to those in neighboring Sweden.

THE POLISH-LITHUANIAN COMMONWEALTH



*Arms of
the Polish-
Lithuanian
Commonwealth*

In the 17th Century, The Kingdom of Poland & Grand Duchy of Lithuania were the strongest of all the nations of Eastern Europe, joined in a single government. The Commonwealth was an unusual place by 17th Century standards. The king was elected by a council of nobles, called the Sejm. The Polish nobility consisted of a single class called Szlachta, and all Szlachta were equal under the law (though the richest, called the Magnates, had more influence). Moreover, the Commonwealth was very diverse and offered full religious freedom. The Szlachta class had members of various religions and ethnicities. It should be noted however, that the Szlachta were supported by the work of serfs, a practice since abandoned by Western Europe (in favor of outright slavery in the New World).

At mid-century, there was a period of decline known as “The Deluge” when Sweden and Russia both invaded, shortly after the Commonwealth was weakened fighting Cossacks in the Ukraine. The Commonwealth did resurge, however, and under King John III Sobieski, the Polish Winged Hussars drove the Turks away from the gates of Vienna, rescuing a former rival. Poland’s Winged Hussars were heavy cavalry reminiscent of the age of heavily armored knights, though they wielded pistols along with their sabers and lances.

Polish Characters: Characters from the Commonwealth are likely members of the Szlachta class; however it is possible that they might be a freed (or runaway) serf. Depending on their demeanor, a winged hussar could be a hero or villain. A traveling Szlachta swordsman or student might venture west to broaden their education. Polish villains are likely to be corrupt Magnates or spies colluding with the Swedes or Russians, or possibly renegades aiding Cossack bandits.

Polish Adventures: An extremely wealthy Magnate challenges one of the PCs to a duel. If the PC wins, surely the Magnate’s family will track them down, but if the PC loses the Magnate will probably kill him. Decisions, decisions... The village the PCs are traveling through was attacked by Cossack bandits who’ve promised to return... in one week. The villagers are desperate for the PCs help but can they help this small village hold off a small army of Cossacks?

Polish Names*, Male: *Karol, Antonin, Bartłomiej, Cyryl, Dawid, Grzegorz, Henryk, Konrad, Krystian, Ryszard, Wiktor, Stanislaus* **Female:** *Olga, Wanda, Regina, Monika, Lucja, Kamila, Iwona, Irina, Helena, Elwira, Brygida*

*Note: a “w” is pronounced like a “v” in English.



Sobieski at Vienna, by Juliusz Kossack

RUSSIA



*Imperial Arms
of the Czar*

Russia began the 17th Century in “The Time of Troubles”. The Czar had no clear successor, the Patriarch of the Orthodox Church was imprisoned, and the Boyars fought amongst themselves. Polish and Swedish armies launched deadly invasions, while usurpers and imposters fought over the throne. Caught in the middle, peasants struggled just to survive. In 1613, the Romanov dynasty of Czars began, and the Russians made peace with Poland and Sweden, who were now fighting each other.

Russian power was built on the brutal oppression of the peasantry. The Boyars wielded the power of life or death over their serfs, and used it to extract crushing taxes. Peasant rebellions were common, but also crushed with brutal efficiency. While Western Europe began to modernize, Russia remained remarkably medieval. Firearms remain rare and outdated. In the late 17th Century, a new Czar with a more modern (and Western) outlook ascended the throne. Peter the Great was not content to share power with the Boyars or the Patriarch of the Orthodox Church, and put Russia down an absolutist path. Revolts within the ranks of the nobles or army were brutally crushed, and Peter himself even served as a headsman at some executions.

Russian Characters: If there is a place where people can endure great suffering without losing their sense of humor, it is Russia. It is a black sense of humor, to be sure, but no matter how bad things get, they can laugh, knowing that it could be a lot worse. They’ve likely endured the cruelty of Boyars, survived raids by enemy armies, been hunted by fierce animals, known famine, and survived brutal winters. An Alpine blizzard is a gentle spring snow by comparison. Russian heroes might be a runaway serf, a traveling noble, a Cossack rebel, a skilled huntsman, or acrobat in the circus, while Russian villains are likely sadistic Boyars rumored to imbibe blood or bandits who prey on the peasantry.

Russian Adventures: The PCs are asked to hunt a “monster” which turns out to be coming from a Boyar’s manor; the PCs see an old woman in need of help with a heavy load. If they don’t help her, she curses them. If they do help her, she offers to tell their fortune, but foresees something bad! Bad stuff begins happening to the PCs, leaving them to wonder if it is all a coincidence or not...

Russian Names, Male: *Dmitri, Boris, Ivan, Vladimir, Alexi, Sasha, Grigorii, Igor, Iosif, Mikhaal, Misha, Yuri*
Female: *Ava, Anya, Sasha, Tania, Natalia, Angelica, Iona, Nina, Sonia, Natasha, Valeri, Ivana*

THE OTTOMAN EMPIRE (TURKEY)



*Ottoman
Battle Flag*

The Ottoman Turks became a near unstoppable power in the 15th Century with the sacking of Constantinople (now Istanbul). Until the Spanish defeated them in the Battle of Lepanto, they also dominated the Mediterranean Sea as well. Undeterred, the Ottoman Empire and its army of Janissaries swallowed up Greece, the Balkans, and by the late 17th Century, it was at the gates of Vienna. Their empire also stretched across Persia, Arabia, and the Barbary Coast. The powerful Barbary Corsairs took vessels of nations that hadn’t paid proper tribute; not only for their cargo—but also to sell their passengers into slavery, whether it be pulling an oar on a galley or in the Sultan’s harem.

The Empire was ruled by the Sultan, an absolute monarch, supported by ministers and slaves. Because its lands were vast, the Empire’s people were very diverse. While the Empire was an Islamic state, it allowed Christians and Jews to practice their faiths, be governed by their own laws, and even achieve high offices within the ministry.



However, they were still essentially second class citizens, required to pay an additional tax. Christian subjects in rural areas were also subjected to the devirme, the conscription of children to be enslaved. The children were converted to Islam and reared to become servants of the court, scribes in the bureaucracy, or Janissaries. Because these were considered privileged positions in Ottoman society, many parents bribed officials to take their sons.

Ottoman Characters: Ottoman characters may vary from wealthy merchants to runaway slaves.

Heroes may be traveling Turks, but may also be Arabs, Persians, or Berbers from the Empire. In addition, they may also be among the subjugated people: Greeks, Slavs, Armenians, etc. In addition, Jews fleeing oppression in Spain were invited to settle in the Empire where they enjoyed greater tolerance than in most European states. An Ottoman hero may be a famous wrestler, traveling merchant, a loyal Janissary, or rebellious Greek, while an Ottoman villain may likely be a bloodthirsty Reis commanding a galley of Corsairs or a corrupt vizier.

Alternate Countries: Of Ruritania and Florins

If you don't want to worry about any historical inaccuracies, you may want to set your campaign in a completely fictional country "somewhere" in Europe. This can be an effective tool in that it allows you to completely create your own rulers and schemers without stepping on any historical toes. In addition, you can have historical events or figures make "guest appearances" without dominating the campaign with them. Anthony Hope's *The Prisoner of Zenda*, and William Goldman's *The Princess Bride* both made good use of this story-telling device, creating the nations of Ruritania and Florin respectively.

ALTERNATE HISTORIES

You may also wish to completely throw actual history out the window and establish an Alternate History. Constructing one is simply a matter of choosing some major event turning out with different results. What if the Spanish Armada was successful in conquering England? What if the Cavaliers beat the Roundheads? The further back in time you set your alternate history to begin, the more you can rewrite history. So for instance, in a game set in 1651, if the Cavaliers had won the English Civil War, Charles I would still be king of England, presumably Oliver Cromwell would be executed, but many of the other important people (especially outside Britain) would remain the same. However, in a game set in 1651 where there had been no Protestant Reformation, you would likely have a different-looking map of Europe, ruled by different people entirely. A popular possible Alternate History would involve "magic actually exists". See "Mysteries, Horrors, and Wonders" for ideas on this.

ALTERNATE WORLDS

Instead of setting your game on our own Earth, you may choose to run it on a world very similar to Earth during the 17th Century. *The Pirates of Dark Water* TV series is a good example of this technique. The advantage of this is you don't need to worry at all about matching up your game with actual history. The disadvantage is you have to create a whole other world. That is unless you've found one from some other source and want to set your game there. When making your own Alternate World, you can try to make fictional analogs to every country and religion, but it is far easier to simplify this. For example, let's say we are making a fictional world where the country Tristania is culturally similar to both Spain and Portugal. By combining some countries together, you could reduce the time you spend preparing the campaign. Real life is always more complicated than good fiction needs to be. It may be even more interesting (though not as easy) to create completely new nations and cultures to use.

Another advantage of using an Alternate World is that you can easily incorporate more supernatural elements into your campaign.

Another fun approach would be to take the setting into the far future. Swashbuckling in space is a very well-known genre blend from *Buck Rogers* and *Flash Gordon* to *Star Wars*. It is quite easy to re-imagine a swashbuckling saga involving space pirates instead of Caribbean pirates and rocket ships instead of sailing ships. You can simply "re-skin" the muskets to be blaster carbines and rapiers to be made of laser energy instead of steel.

Ottoman Adventures: The PCs have been captured at sea and have been chained to the oars of a galley. They must somehow break free, and help others to escape. Alternatively, a friend of the heroes has been taken by Corsairs at sea, and must be rescued. A woman runs into the heroes at the bazaar and begs them to hide her. It turns out she is part of the local Pasha's harem who has escaped, and the Janissaries are tearing the town apart looking for her.

Turkish Names, Male: *Abdul, Ali, Arin, Beyazid, Derin, Kerem, Mehmet, Mustafa, Salim, Serhan, Suleiman, Yusuf.* **Female:** *Adile, Bahar, Cemile, Deniz, Fatma, Leyla, Heydiye, Selda, Talya, Yasemin, Zaide*

The World Beyond Europe

Europe is the main presumed setting for *Honor + Intrigue*, and much of the land beyond it is mysterious and unexplored by Europe and its colonies. This isn't to say that any of the heroes haven't traveled the world. Below are some examples of legends that exist about some of the different parts of the world.

AFRICA

All of the north of Africa is under the control of the Ottoman Empire, where major ports are ruled by the Beys (chieftains), appointed by the local Dey (regent). These ports are famous hubs of Corsair activity where the Reis and his crew may sell their booty and captives in the slave markets. Most European interaction in

Africa is along the coasts, where the Portuguese (and later the Dutch) became extremely wealthy by setting up fortresses called for use in the slave trade. Yet much of the interior of Africa remains "dark" and unexplored by Europeans. Rumors abound of a "lost" civilization lying hidden in the heart of Africa. Some say that this civilization is descended from the line of King Solomon himself, while still others say it is ruled by a Christian called "Prestor John". Still there is the rumor that it is ruled by an immortal queen who has grown mad over the centuries. On the east coast, the island of Madagascar serves as a stronghold for the Brethren of the Coast to raid ships in the Indian Ocean.

NORTH AMERICA

With the exception of Mexico and the Eastern seaboard, North America remains largely unexplored by Europeans. Legends abound of a "North-West Passage" that supposedly makes a navigable means to sail through the continent instead of making the dangerous journey around Cape Horn. Whoever finds such a passage would, of course, control trade with the Orient, and become the greatest power in Europe... Likewise, there is the legend of El Dorado: the City of Gold, a land that would make the civilization of the Aztec look impoverished by comparison. Then there is the Fountain of Youth. Explorers have spent time, money, and lives searching for all three, and never returned with anything more than stories, if they returned at all.



In the 17th Century, the Spanish control the southern part of North America, from Florida to Mexico, the French control eastern Canada and the Great Lakes region, and the English and Dutch vie for control over the land in between. The Dutch colony of New Netherland bisects New England from the Chesapeake bay, something that the English Duke of York (who later became King James II) eventually conquered.

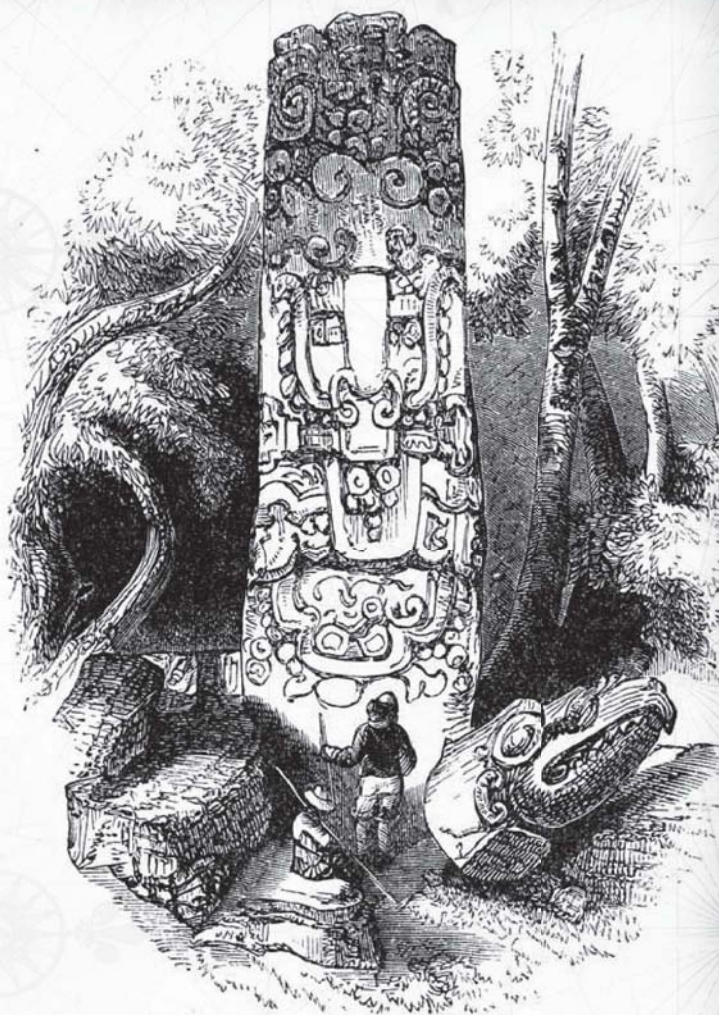
SOUTH AMERICA

Control of South America was split between Portugal (who got Brazil) and Spain (who got the rest) by a Papal decree. While Pizarro did succeed in conquering the Inca of the Andes, most of the mountains and jungles remain unexplored. Likewise, the Amazon River still is a wild, untamed land, supposedly home to fierce animals, and fiercer headhunters. But it is believed that golden idols remain hidden within undiscovered ruins in the deepest, most forgotten of these jungles.

THE CARIBBEAN

On his first voyage, Christopher Columbus established the first European colony in the New World in the Caribbean. Soon, sugar plantations brought great riches to Spain, and great misery to slaves. Spain's rivals fought to obtain islands and wealth for themselves. In the Caribbean, piracy and warfare abound as Spain, England, France, and the Dutch all vie for control of the region. Each have islands which they entrust to governors. Being so far from the royal court, corruption abounds, and the line between a pirate and a privateer is blurry at best. With continual wars and raids, a governor has to be careful. Some islands changed governors ten times in as many years!

Tortuga is an infamous pirate port, regardless of which nation claims dominion. While the Brethren of the Coast have an underground presence in virtually all Caribbean ports, Tortuga serves as a Brethren stronghold. A pirate can spend his plunder drinking, gambling, and wenching in (relative) safety until it is gone... then sign aboard another ship. There is great plunder to be had along the Spanish Main, where ships carrying valuable cargos can fall prey to the black flag. The most sought after (and perhaps most dangerous) prize to capture are Spanish galleons laden with silver and gold. And of course, there are also maps supposedly leading to buried treasure...



Spain remains the dominant power in the region (thus “the Spanish Main”), controlling much of the nearby mainland as well as Cuba, Puerto Rico, and half of Hispaniola (San Domingo). The other half, San Dominique (today known as Haiti) is the jewel in the crown of French colonies which also include Martinique and Guadeloupe. The English have wrested Jamaica and Barbados off the Spanish, as well as the Virgin Islands. The Dutch claimed a number of smaller islands, including the chain of the Antilles close to South America. St. Kitts and many smaller islands repeatedly changed hands between English, Spanish, French, and Dutch forces as peace never seemed to last for long.

While the wealth of the Caribbean was largely in the hands of white colonists, it was made by the sweat and blood of slaves. Extremely brutal treatment at the hands of their masters lead many to run away, either into the mountains where they formed armed bands called “Maroons” or out to sea, possibly joining a pirate crew. Likewise, slave revolts were something that the colonists feared.

ASIA

The silk and spices of the Orient were the goal of European exploration for centuries. Although the Portuguese first discovered a route by sailing around Africa, the Spanish later made a route of their own ending in the islands they named “The Philippines” after their king. In time, the Dutch became the dominant traders, and England and France also acquired outposts.

Nippon (Japan) is a land constantly embroiled in civil war, with a rigid caste system where the Samurai have the power of life or death over any peasant. While European traders (and priests) were originally welcomed, a regime change in the late 16th Century led to a complete ban on Christianity, and executions of Japanese converts. Since then, foreigners have been severely restricted. Only the Dutch are allowed to trade with Japan, limited to a single port—where they live in what is essentially a luxury prison.

Cathay (China) likewise restricts the travel of “barbarians” from Europe, though it does engage in trade in a number of ports. Any foreigners must be accompanied by state officials, to ensure they only see that which the Emperor wants them to see. It is believed that perhaps they are hiding some magnificent treasure, perhaps the road to the fabled mountain valley of Shangri-La. The Jesuits have a significant presence in Cathay, though they have not won a great many converts. In addition to being the land of silk, Cathay has a number of skilled alchemists, numerologists, and astrologers.

Hindoostan (India) is a land ruled by the Mughal emperor. It is also relatively friendly with European traders, allowing multiple nations to have ports open to trade for its valuable spices. However, there are rumors of dark forces at work as well. The Thuggee, an evil cult devoted to the death goddess Kali, stalk the streets at night searching for victims to sacrifice in her name.

Of course, where there is prosperous trade far from the centers of power, there is also piracy. Singapore has become a haven for pirates.

17th Century Crime and Punishment

TORTURE

Believe it or not, the use of torture was not a punishment for a crime. Instead, it was part of the trial in order to get the accused to confess. Judicial torture was typically reserved for accusations of severe crimes or heresy. Torture was also used by militaries to extract information from prisoners during interrogations. While it was often associated with the Spanish Inquisition, torture was used by virtually all European powers in the Early Modern period.

PUNISHMENTS FOR MINOR CRIMES

Pillory/The Stocks: This is among the most minor of punishments, reserved for offenses that by modern standards would often not even be crimes (drinking too much, swearing, being idle, etc). In a pillory, the culprit would have their head and hands clamped into a heavy wooden harness, which they would have to hunch over in order to stay in. Often, the public would be encouraged to throw rotting vegetables at the person, and a sign would be hung on the stocks saying





what they had done. The main goal was to humiliate offenders so that they wouldn't repeat the crime. The Stocks were similar, but they held the offender's feet instead of their hands.

Flogging: Public whippings were also not uncommon, and might accompany another punishment, such as a branding. Flogging as a sole punishment would be used for crimes too serious to merely send a person to the stocks, but not serious enough to warrant a branding. Flogging was a common punishment in both armies and navies.

Branding: Serious crimes that did not warrant a death penalty (such as theft) would usually be punished by branding on the first offense. Depending on the crime, the brand would be located on the shoulder, or even the face. The shape of the brand depended on the crime. A "T" might represent a thief, while a "D" might represent a deserter. If a culprit was caught for a crime and already bore a brand, they would likely be executed, as a repeat offender.

Hard Labor: This was usually a punishment for debtors, held in a special prison where they were supposedly working to pay down their debts. However, often the jails charged the inmates for their room and board, allowing few to succeed in paying it off.

Transportation: Deportation to a penal colony was often offered as an alternative to the death penalty for lesser capital crimes, such as poaching. The person would be taken to settle under-developed colonies, likely beginning with a period of indentured servitude. Once the period of servitude / imprisonment ended, they had to remain in the colony, never to return to the mother country.

Enlistment: Military service could also be offered as an alternative to the death penalty or Transportation, especially in times of war when soldiers were greatly needed. The militaries used brutal discipline to change unruly criminals into soldiers.

PUNISHMENTS FOR MAJOR CRIMES

Enslavement: A very serious crime might allow for enslavement in lieu of execution. This was also a common method used with political prisoners, as a way of showing "leniency" (and also making a few coins selling the slaves). The most common means of enslavement was to pull an oar aboard a galley, or to serve on a chain gang. In these cases, the enslavement might be temporary (sentenced to a certain number of years) however, galley slaves often did not live long enough to finish their sentences. Even more severe was enslavement in the Caribbean, where the accused would most certainly die on a sugar plantation.

Hanging: Probably the most common punishment of the 17th Century law. Hanging was not only for murderers, but rapists, robbers, and repeat offenders of lesser crimes.

Draw & Quarter: Usually reserved for treason, the accused would be cut open with blades, and later hung. Following the hanging, the body would be chopped into quarters, and sent to the four corners of the realm, while the head was placed on a pike at the capital.

Breaking on the Wheel: Among the most serious of punishments, breaking on the wheel was usually used against counterfeiters. The accused would

be tied to a gigantic wheel, spread eagle. Then, one by one, their hands and feet would be broken, before finally killing them.

Burning at the Stake:

This was used as a punishment for witchcraft and also for heresy. While these crimes would be tried by the Church, after a conviction (usually following a torture-extracted confession) they would be handed over to the civil authorities, who would carry out the burning. Most of the time, the victim would be strangled first, and their corpse would later be burnt. However, in some cases, they would burn the accused alive.



the hero, Sir Wilfred of Ivanhoe, fights a trial by combat to the death to defend Rebecca, a Jewish healer falsely accused of witchcraft.

Likewise, the persecuted can be heroes in their own right. In my own campaigns, I've seen an African Musketeer, a Japanese samurai turned Catholic priest, a Caribe native scholar and alchemist, and a Jewish sword master. At the end of the day, the goal of a campaign is to make sure everybody is having fun.

If the GM and player agree to make dealing with societal prejudice a facet of the campaign, it is suggested that the GM allow the PC to take a "Persecuted" Societal Flaw (though the word "flaw" better describes

Prejudice and Persecution

The Early Modern world was a place where intolerance was the norm. People of different ethnicities or faiths were often treated badly, from daily casual prejudice to extreme acts of violence by the dominant group. It was believed that it was more important for the people of a nation to be the same religion than speak the same language. Religious strife was at the heart of the Thirty Years War and other bloody conflicts of the era. English Catholics, Spanish Jews, German Anabaptists, and French Huguenots are but a few examples of persecuted groups. Likewise, people from other cultures were generally regarded as inferior, even "savages", by Europeans. Obviously, these views clash with a modern appreciation for tolerance.

A group playing a light-hearted swashbuckling campaign may not want to deal with the ugliness of prejudice that was pervasive in 17th Century Europe, while another group would want to address it in a more serious campaign. One thing that should be remembered is that heroes are exceptional people, even in a pitiless, unfair world. In a campaign where morality is black and white, save the evil of prejudice for villains. Heroes fight injustice. A classic example would be in Sir Walter Scott's *Ivanhoe*, when

the society that persecutes than the victim), which gives them a Penalty Die in social situations dealing with prejudiced people. Likewise, it can also cause the character to be targeted with senseless cruelty, arrest, or violence, at which point the character ought to be awarded a Fortune Point. However, this Flaw should only be used if this ugliness won't ruin the fun of the group.

Honor and Dueling

Robert Roy MacGregor: "Honor is what no man can give you and none can take away. Honor is a gift man gives himself."

—Rob Roy (1995)

HONOR

In the early modern world, honor wasn't everything... it was the only thing. Many men fought and died for honor, not merely for themselves, but their families. Honor was the measuring stick by which all men were judged in that time. While we often think of honor as being associated with the nobility, there were people of all social strata who strongly adhered to the concept of honor. Nobles and the

gentry, however, were expected to act with honor at all times. When a gentleman gave his word, he was expected to keep it. An honorable gentleman would rather die than break his word of honor, because once it is broken, his honor is lost. He would forever after be known as an oath breaker, and never trusted again. Thus, when a gentleman gave his word, it was usually considered good enough. A character who intentionally breaks their word automatically receives the “Untrustworthy” Flaw (unless they already have it).

While upholding one’s agreements and refraining from theft and lies was a matter of honor for both sexes, early modern society had two different standards of honor for men and women. For women, honor was a matter of fidelity to her husband and family. An unmarried woman was expected to be chaste; a married woman was expected to be faithful. Word to the contrary would be a stain upon that woman’s honor, and her brother or husband would be honor-bound to fight a duel to defend it. However, some women (like La Maupin) fought their own duels.

For men, honor often meant risking great pain, death, or financial ruin to uphold his principles. Thus a gentleman who swore to fight for his king would be honor bound to fight, and if needs be, die for him unless ordered to retreat. Honor would make a man whose pistol had misfired stand still while his opponent in the duel carefully aimed his shot.

However, honor could also be used as an excuse for taking a certain course of action. For instance, if a gentleman had an enemy he wanted to rid himself of, he could claim that the enemy had offended him in some way and demand an apology. The accused party, who gave no offense, could thus not apologize (to apologize for something you did not do would also be dishonorable). Then the accuser would be able to demand “satisfaction” which would mean a duel.

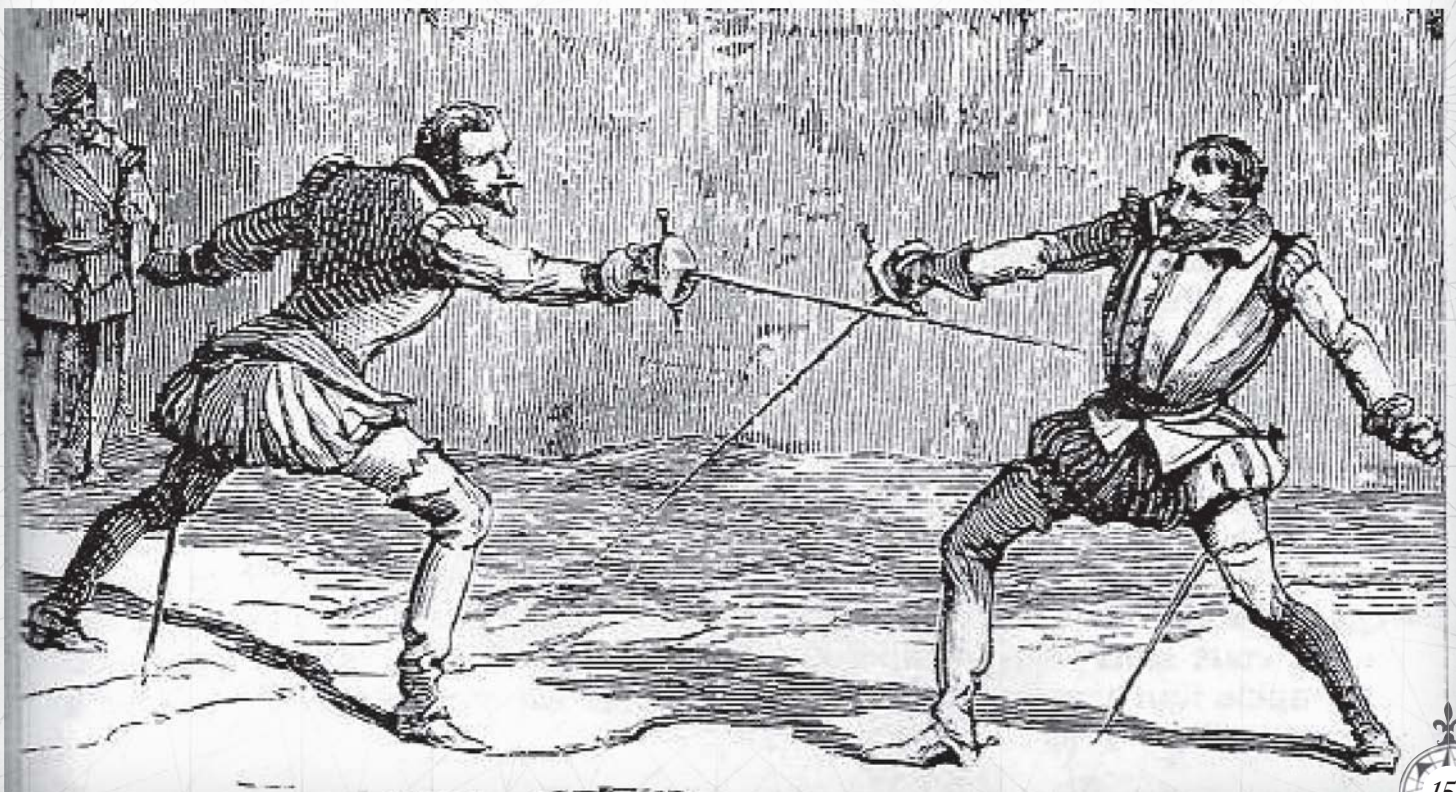
DUELS

The aggrieved party who demands satisfaction would then issue a challenge. The two parties would then settle upon a time and place to meet where they would carry out the duel. A duel was not simply a fight. There were traditions and rules that strictly governed dueling, even though dueling was illegal throughout most of Europe (a law that the authorities seemed to often turn a blind eye to).

The Weapons & Their Use

Both duelists would have to agree to the weaponry to be used. In some cultures, the challenged has the right to choose the weaponry; in others, it is the right of the challenger. There are sometimes subtle variations in the rules.

Until the 18th Century, the most common weapon for dueling was the sword. In Western Europe, it was the rapier, while in the East, it was the saber. In the 18th Century, pistol dueling became much more



common. By this time, sword dueling continued to be practiced, but the smallsword had replaced the rapier as the duelist's weapon of choice. Pirates also fought duels but used a different set of rules entirely. Usually duels had to be fought ashore, either with cutlasses, or with knives standing in the surf with their left wrists bound together.

Usually both parties used the same type of weapons. However, in a role-playing game where each character may have their own separate dueling style, it's suggested that style and fun outweigh historical accuracy. That said, never let somebody bring a gun to a swordfight.

The Code Duello

Duelists had to abide by the rules of dueling, or Code Duello. Aside from the time and place, and weaponry, the next thing to decide was whether the duel was to the first cut, or to the death. A duel to the first cut is fought by using the Advantage mechanic. When somebody takes damage from an enemy sword, or has 0 Advantage remaining, they have lost the duel, either by suffering a cut, or being at the opponent's mercy. A duel to the death ends when one opponent is dead, dying (at 0 or less Lifeblood), or at 0 Advantage, meaning that they are at the foe's mercy. At that point, the duelist could choose to spare the life of his opponent, but has no obligation to do so.

In the case of a pistol duel, it was usually a matter of a single shot. Both parties would walk ten paces, turn and fire simultaneously. In another variant they had to take turns firing, with the aggrieved party being allowed to fire first. Most of the time, if both fired a single shot and missed (as often happened with these early firearms) honor was satisfied and the duel was done. In others, the accuser had the right to demand a second shot, and even a third, etc. until somebody was dead. Sometimes, a duelist might choose to throw away their shot, firing it into the ground or into the air. This was called "deloping", and was considered a very noble thing to do. For the opponent to demand a second shot after this was considered utterly ruthless.

Both participants would bring one or more "seconds", someone who was there to ensure that the opponent was not cheating. The second would also fight in the duelist's place should he fail to



show up. In some variations, each duelist's seconds would also fight each other! This is not a bad idea to give other players something to do rather than just watch another player fight a duel.

There was also a neutral "referee" who would explain the rules to the participants, examine the weapons, and ensure both sides fought fair. In addition, there would often be a physician to tend the wounds of any survivors. Because duels were illegal affairs, they were usually fought in discreet locales, and often at dawn, when there would be enough light to fight, but fewer people about.

However, sometimes the duel took place immediately after the challenge, with the offended party drawing his blade! These impromptu affairs were obviously governed by much fewer rules. These sorts of duels are also very common in swashbuckling stories.

Military Orders

Below are some examples of military orders that heroes or villains might be members of by taking the “Elite Order” Boon. Some reference “Armor Familiarity” which is discussed under Armor on page 55. In addition to these examples, the players and GM can work to create some of their own.

THE CARDINAL’S GUARD

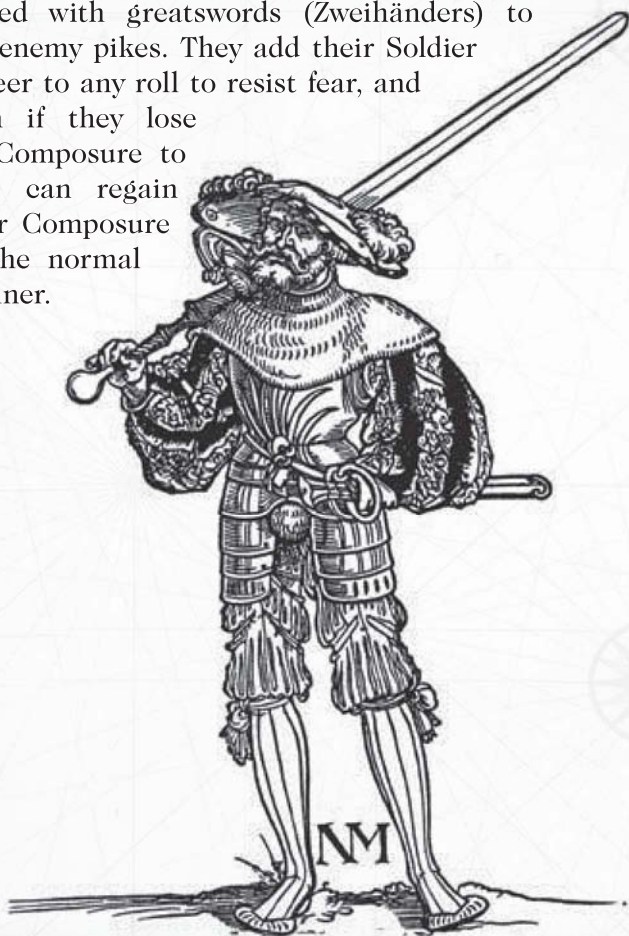
(France) Requires: Clergy/Theologian or Duelist Career.

Designed to be the cardinal’s counterparts to the king’s Musketeers, heroes and villains in the Cardinal’s guard also get +1 Advantage while wearing their tabards without armor. Commoners are also fearful of them, as they act as a sort of secret police in France. They gain a Bonus Die whenever trying to bully or browbeat NPCs in France. This does not work on Royal Musketeers.

DOPPELSÖLDNER

(Germany) Requires Ruffian or Swordsman Career

The so-called “Double Soldiers” get their name because they command twice the pay of most mercenary troops—and tend to live half as long. They are used to defend artillery and attack pikemen. They are armed with greatswords (Zweihänders) to cut enemy pikes. They add their Soldier Career to any roll to resist fear, and even if they lose all Composure to fear, can regain their Composure in the normal manner.



DRAGOONS

(Any) Requires Courtier or Aristocrat Career

Armored cavalry who use pistols and sabers in the field. They have Armor Familiarity.



GRENADIERS

(Any) Requires Ruffian or Farmboy Career

These troops are known for their great size and fearlessness. They often have to be in the first wave, in order to get close enough to throw their grenades (which are almost as dangerous to the thrower as the target). They are also often the first over the wall in a siege. Grenadiers are recognized by the “miter caps” that they wear—a pointy hat resembling the one worn by a bishop. Grenadiers (who manage to survive a battle) are so used to working with grenades that they can spend 1 Fortune to completely avoid a misfire with one. They may also use their Soldier Career as a bonus on checks to resist fear, and can recover Composure lost from Fear even when it has been reduced to 0. Finally, a Grenadier may light and throw a grenade with a single Major Action.

HALBERDIERS

(Any) Requires Farmboy, Servant, or Ruffian Career

These troops are often employed as guards, armed with halberds. They have Armor Familiarity

HEAVY INFANTRY

(Any) Requires Ruffian or Farmboy Career

Usually armed with spears/bayonets and muskets, some also carry swords. They have Armor Familiarity.

HIGHLANDERS

(Scotland) Requires Woodsman, Swordsman, or Farmboy Career

Armed with broadswords (basket-swords) and bucklers or greatswords (claymores), Highlanders are exceptionally hardy and able to live off the land. They may add their Soldier Career to any checks to endure hardship or outdoor survival, which stacks with other Careers such as Woodsman.

JANISSARIES

(Ottoman Empire) Requires Slave Career.

Technically slaves of the Sultan, the Janissaries view him as a father and are loyal to him unto death. Despite being technically slaves, Janissaries have great prestige within the Ottoman Empire, and get a Bonus Die whenever making demands or attempting to persuade Ottomans. Janissaries also carry a special large musket called a "trench gun" that does 2d6+2 damage. Any non-Janissary trying to use this weapon takes a Penalty Die to do so.

LANCERS

(Any) Requires Courtier or Aristocrat Career

Armored cavalry who use lances in the field, they also carry pistols. They have Armor Familiarity.

LANDSKNECHTE

(Germany) Requires Swordsman Career

"Land-Knights" are heavily armed footmen. They are typically armed with broadswords (Katzbalgers). They have Armor Familiarity.

MARINES

(Any) Requires Ruffian or Sailor Career

Naval infantry, Marines act as the lead fighters in boarding parties, shore raids, and also act as ship security. Even without the Sailor Career, Marines do not suffer from



lack of sea legs, and also know enough about ships that they can fill in when needed, using their Soldier Career at -1. Marines are known for being exceptionally tough, and have +1 maximum Lifeblood.

NEW MODEL ARMY

(England) Requires Farmboy, Theologian, or Merchant Career

These are Cromwell's Roundhead troops, usually armed with broadswords, muskets, and wearing buff-coats with cuirass. They have Armor Familiarity.

ROYAL MUSKETEERS

(France) Requires: Noble/Aristocrat/Courtier or Duelist.

The Musketeers' reputation gives them +1 Advantage while wearing their tabards (and no armor). Though officially armed with muskets to operate as mounted infantry, the musketeers also have a reputation for using rapiers with deadly skill. Widely regarded as heroes by the people, Royal Musketeers get a Bonus Die whenever trying to persuade or charm NPCs in France. This does not work on the Cardinal's Guard.

STRELTSY

(Russia) Requires: Ruffian or Craftsman Career.

Created as royal guards by Ivan the Terrible, service in the Streltsy is lifelong and hereditary from father to son. They are instantly recognizable by their long coats, fur caps, sabers, and pole-axes. They are also armed with arquebuses (matchlock muskets), and are trained to make every shot count, using their pole-axe as a pole-brace for the musket. The training that the Streltsy endure is brutal, and the conditions they must survive in during a winter campaign are even worse. Surviving Streltsy are thus incredibly tough, and get +1 Lifeblood to their maximum. They may also add their Soldier Career to any other task that involves winter survival, stacking with other Careers, such as Woodsman.

SWISS GUARD

(Swiss) Requires Servant or Courtier Career

Swiss Mercenaries often hired as Royal Guards; Swiss Guard are known for their colorful slashed tunics, and are armed with halberds and rapiers. Members of the Swiss Guard have access to some very important people, usually within the Royal Family. Swiss Guard can add their Soldier Career bonus to combat rolls used to defend their charge from danger.



VALKYRIES

(Any) Requires Duelist Career & Character must be Female

It is believed that this mercenary company traces its origins back to Queen Christina of Sweden, who was raised on her father's orders as a prince. She learned many skills, including the manly arts of combat. Realizing that a woman could be as good as a man, she decided to create a company of bodyguards entirely of women, recruiting from the best fighting women on the continent. When she abdicated her throne, the Valkyries were dismissed from royal service. Now they serve as mercenaries often employed as bodyguards for important women. Valkyries are recognized by the black leather buffcoats they all wear, and they have Armor Familiarity.

WINGED HUSSARS

(Poland) Requires Noble Career

Poland's heavily armored cavalry, whose armor is adorned with wing-like protrusions. Hussars are armed with sabers or lances in the field, and also carry pistols. They have Armor Familiarity. In addition, they do not have the -1 penalty to Flair in armor if they are wearing the winged armor of their order.

YEOMEN OF THE GUARD

(England) Requires Servant or Courtier Career

These are the King's guard of England, who usually are armed with halberds and broadswords. They have Armor Familiarity and also access to the royal family. They add their Soldier Career bonus whenever defending members of the royal family directly.

YEOMAN WARDERS OF THE TOWER

(England) Requires Servant or Courtier Career

These are the guards of the Tower of London, also known as "Beefeaters". They wield halberds and broadswords. They have Armor Familiarity and can add their Soldier Career bonus whenever they are fighting in the Tower of London. They are also the keepers of the ravens in the tower (it is said if the ravens ever leave the tower, the monarchy will fall).

Powerful Groups

Below are some examples of powerful groups that heroes or villains might be members of. In addition to these examples, the players and GM can work to create some of their own.

THE BARBARY CORSAIRS



The Barbary Corsairs were privateers associated with the Ottoman Empire, especially its protectorates along the northern coast of Africa, based out of Tripoli, Tunis, and Algiers. They plied the Mediterranean Sea in galleys, searching for prizes. But the cargos and ships they took were but a part of their prize. The most valuable plunder were the people aboard the ships, who would be taken as slaves. Because of this, Corsairs tended to board ships rather than sink them. Indeed, the Corsairs would sail to European port towns as far as Iceland to make slave raids.

Upon being captured, a slave might end up rowing a Corsair galley for the rest of his short, miserable life, or she could end up a pampered favorite in the Sultan's harem. The wealthy could hope to be ransomed by their families, while the poor had little hope. Those with talent, however, might instead be offered a chance to work at their prior professions (if they converted to Islam), some even becoming Corsairs themselves. These European Corsairs were called "Renegadoes". Renegadoes were especially hated because they pretended to command friendly vessels in order to lure unsuspecting victims into a trap. The captain of a Corsair galley was called a

"Reis". This title would be placed after their name. So a captain named Abdullah would be called "Abdullah Reis". In addition to serving as Corsairs, they might also serve in the Turkish Navy. Unlike European pirates, Corsairs were not outlaws in their homelands, and were even seen as heroic.

Timeline: The Corsairs plied the Mediterranean and beyond since the 15th Century. While the Spanish and the Holy League defeated the Ottoman fleet in the Battle of Lepanto in 1571, the Corsairs continued to operate into the 19th Century.

Membership: Corsairs are usually Turks, Berbers, or Arabs from the Ottoman Empire, but they may also be among the Ottoman subjected peoples of Greece, Albania, or elsewhere. Likewise, they may be European Renegadoes. All Corsairs must have the Pirate Career. Beyond that many will have the Slave Career, and some may even be Janissaries. Corsairs are almost always villains (being a slaver isn't really heroic, but Sabatini managed to make a Renegadoe hero in his novel *The Sea Hawk*).

Corsairs have free and safe passage in all Ottoman ports. However, Corsairs are hated in Europe. Any European ship that captures a Corsair galley will invariably free the (European) slaves aboard, and slaughter everyone else. In addition, the Knights of Malta are entirely devoted to hunting them down, and are good at it. But the Corsairs are not without their own advantages. They know the Mediterranean like the backs of their hands, and get a Bonus Die to avoid bad weather and natural obstacles beneath the surface.



BRETHREN OF THE COAST



A brotherhood of pirates, privateers, and buccaneers, they administer the code that all pirates adhere to, as well as provide shelter, information, and protection in exchange for a share of the booty. Unless they wish the Brethren of the Coast to hunt them to the ends of the Earth, unaffiliated pirates are wise to join them. The Brethren have strongholds in the Caribbean, Madagascar, and Singapore and prey upon the seas around them. They have a truce with the Barbary Corsairs and do not encroach upon their waters, and vice-versa. Because the Brethren sail against all flags, they are considered enemies by all of the European navies, especially the British, Dutch, and Spanish.

Timeline: The original founding of the Brethren of the Coast is a mystery. It seems as if they have been around since the 16th Century, in one form or another.

Membership: Because they are not loyal to any nation, the Brethren may be from any European nation, and indeed may be from anywhere in the world. There are quite a few Colonials as well as Africans, Asians, and Island Natives among the Brethren. Likewise, even though they are called The Brethren of the Coast, they do not bar women from joining their ranks. The Brethren expect loyalty to one another, therefore a member of this society cannot have the “Pirate Killer” Boon. If the Brethren declare that a man has betrayed the Brethren, that man has “the black spot”



put upon him and is hunted by the Brethren. Brethren are also expected to “keep to the Code”. Benefits of membership include free travel in pirate ports, such as Tortuga and Madagascar. This gives the Brethren access to a marketplace to buy (and sell) their stolen cargoes, as well as a safe (and debauched) place to hide from the Navy. These ports also always have captains ready to hire on more crew. Members may also make use of the Brethren’s fearsome reputation to get a Bonus Die at intimidating ships at sea.

The Code:

Every man has a vote in affairs of moment and has equal title to the fresh provisions, or strong liquors, at any time seized, unless a scarcity makes it necessary to vote a retrenchment.

All Brethren serving aboard a ship shall have a share of all booty taken by that ship. Any prize taken jointly by two captains will be divided equally. Of any prize, the Captain is to have two full Shares; the Quarter-Master is to have one Share and one Half; The Doctor, Mate, Gunner and Boatswain, one Share and one Quarter. A man who loses his limb in taking a prize shall receive an additional share.

If any Man shall run away, or divulge any Secret of the Brethren, or keep any Secret from them, he shall be marooned with one Bottle of Powder, one Bottle of Water, one small Arm, and a single Shot.

If any Man shall steal any Thing from his Brethren to the Value of a Piece of Eight, he shall be marooned or shot.

Any who are marooned shall stay marooned. Any Captain who allows a maroon to board and sign his articles without consent shall face retribution by the Brethren.

If any brother shall strike another, let him suffer what Punishment the Captain and the Majority of the Crew shall see fit.

If any brother shall be derelict in his duty, let him suffer what Punishment the Captain and the Majority of the Crew shall see fit.

No striking one another on board, but every man’s quarrels to be ended on shore. If they come to their cutlasses, he is declared the victor who draws the first blood. If the challenge be to the death, let them be bound at the wrist and fight in the surf with knives till one of them be dead.

If at any time you meet with a prudent Woman, that Man that offers to meddle with her, without her Consent, shall suffer present Death.

THE DUTCH EAST INDIA COMPANY



Created in 1602, the Vereenigde Oost-Indische Compagnie (VOC), or “Dutch East India Company”, was the first multinational corporation and the first to issue stock. It dominated Asian trade with an exclusive

monopoly which it protected with warships. Not only did the VOC have its own warships, it minted its own money and established its own colonies independent of any government authority. It had the ability to try, convict, and execute criminals, with a special emphasis on pirates.

The capital of the Dutch East India Company was in Indonesia, in a city then called “Batavia” (now Jakarta). They also had outposts in various other parts of the world, including the only European outpost in Japan. The VOC’s nearest competitor, the British East India Company held a much smaller proportion of Asian trade by comparison.

*The VOC shouldn’t be confused with the Dutch West India Company, which was created in 1621 to dominate trade in the Caribbean, New World, Africa, with an emphasis on slave trading.

Timeline: The VOC was created in 1602 and continued operation until the end of the 18th Century, so it could fit into just about any campaign from the 17th Century on.

Membership: Most members of the VOC will have the Merchant Career, and can be of any nationality. This company employed many Europeans, not merely Dutchmen. Dutch East India traders could be heroes or villains depending on the situation. One of the benefits of Membership is the ability to borrow money against the faith and credit of the VOC. However, a member who borrows money from the VOC and does not repay the loan (with interest) may find themselves in a VOC debtor’s prison. In addition, members may invest money in the VOC, and will almost certainly see a profit (about 18% per year)! Most importantly, members may trade in VOC owned ports of call, and have access to commodities the VOC has monopolized (such as nutmeg). Lastly, the VOC has its own fleet and mercenary troops. A member who fears pirates can call on the VOC for protection (or retribution).

THE KNIGHTS OF MALTA



The Knights of Malta were once known as the Knights Hospitaller, and were formed during the first Crusade, where their chief interest (outside combat) was in giving medical aid to the injured. By the 1500s, however, the Crusades had

ended, the Ottoman Empire had breached the walls of Constantinople, and the Knights had been forced from their base in Rhodes by the Turks. In 1530, King Charles V of Spain gave them the island of Malta to use as a new headquarters, where they worked towards a new mission: policing the Mediterranean and destroying the Barbary Corsairs.

Enraged, the Sultan sent an enormous army to besiege the island of Malta, and though half their force was slain, and many of the survivors wounded, the Knights of Malta held their defenses and inflicted terrible casualties upon the Turks. When word came that a fleet was coming from Sicily to aid the Knights, the Turks abandoned the island. For more than a century, the Knights of Malta would prey on the Corsairs and Turkish merchant ships alike, using the spoils to fill their coffers.

Timeline: The Knights of Malta come into existence in 1530, as a continuation of the Knights Hospitaller. They last until well into the 18th Century.

Membership: While it was originally established as a Catholic militant holy order, the Knights of Malta accepted Protestant members as well by the 17th Century. In attacking the Corsairs, they provide a valued service to all Christendom. They also couldn’t afford to be choosy regarding who they accepted funding or members from. Members hail mostly from Western Europe. All must have the Sailor Career. In addition, many have the Physician Career (a hospital was quickly constructed on Malta). Many are heroes, but there are some rogue Knights who besmirch the order by looting traders and falsely claiming they carried Turkish cargo.

Members have access to the Island of Malta, which offers them safe haven, and is protected by strong fortifications, patrols, and lighthouses. In combat against Corsairs, a Knight of Malta can always add their Sailor Career rank to attack and damage rolls.

THE ROYAL SOCIETY

Formed by natural philosophers of the Invisible College, the Royal Society was founded by King Charles II in 1660, following the Restoration. No longer needing to be secretive, the Invisible College came out into the open as The Royal Society. They meet regularly to discuss key scientific issues of the day, and advise the King on matters of scientific importance. In an age where increasing importance is placed on science, and great discoveries are being made, it is not surprising that many of the members have been granted knighthoods for their service.

Timeline: It was founded in 1660 by King Charles II, and has continued to exist ever since. Its luminaries include Sir Isaac Newton and Sir Edmund Halley. Before this time, it operated as a Secret Society (see Invisible College).

Membership: Royal Society members are English, Scottish, or possibly Welsh or Irish. Members must have the Scholar Career, with serious pursuit of the sciences. This isn't to say that members cannot have supernatural Careers such as Alchemist (in fact, Newton himself was an alchemy enthusiast). Members have access to laboratories, and state of the art equipment. They also have access to certain powerful people, with some even getting to know the king. Their connections and resources allow members of the order to spend 1 Fortune Point to add +2 to any Scholar Career test after the dice are rolled. In addition, they can spend a Fortune Point to get an additional Craft Point to spend on an invention.



THE SPANISH INQUISITION



Originally known as Tribunal of the Holy Office of the Inquisition, Ferdinand and Isabella formed this organization to ensure Spain became a universally Catholic nation. The recent gains made in the Reconquista meant that Jews and Muslims were now living in Spanish controlled lands, and Ferdinand and Isabella gave them the choice of converting to Christianity or expulsion. Of those who chose conversion, many were never fully trusted as "true" Christians, and were accused of secretly practicing their old faith. The Inquisition sought them out, using torture to extract confessions and, more importantly, the names of others whom they might bring before the tribunal.

This was judicial torture, meaning that it wasn't the punishment; it was simply a part of the accused person's trial. The punishment would come afterward, when a court would decide innocence or guilt.

Burning at the stake was the most serious of all punishments, while other people may be branded, or in some other way scarred and let go after swearing loyalty to the church. In addition to persecuting converts, the Inquisition also investigated Heresy and Witchcraft.



Membership: Members of the Spanish Inquisition are usually Spanish, and always villains with the Zealot Flaw. While many members are priests, some are merely enthusiastic laymen, serving as guards, spies, informants, etc. Members wear a special seal, an emblem with a cross, a branch, and a sword upon it. Fear of the Inquisition is palpable in all Spanish lands, and has even spread beyond Spain's borders. Members get a Bonus Die on any attempt to intimidate when they invoke threats of the Inquisition's involvement. The Inquisition also has its own small army of soldiers devoted to its service, and members can make use of them to capture, try, and execute suspected heretics. Wherever it goes, the Inquisition is above the law, and wields the power of judge, jury, and executioner.

Timeline: Formed in 1478 by Ferdinand and Isabella of Spain, the Inquisition can exist in just about any campaign, and has power around the globe in Spanish colonial holdings from the Philippines to the Americas and Caribbean, as well as in Spain and its European holdings.



Notes: If your campaign is going to have a supernatural element to it, it may likely be that the Inquisition does find and destroy monsters and Sorcerers; but it is also possible that true Dark Sorcerers have infiltrated the Inquisition and use it as a weapon against their own enemies, such as the Systerhood of Isis, and other benign practitioners of the Hermetic Arts.

Secret Societies

Below are some examples of secret societies that heroes or villains might be members of. Some of them are based in fact, while others are fictitious inventions made to tell interesting stories. Some have a supernatural bent, while others do not. In addition to these examples, the players and GM can work to create some of their own.

THE ACTORS' GUILD



The story of the Actors' Guild begins two thousand years ago, in the theater of ancient Athens. Actors performed great tragedies upon the stage, while in the audience great tragedies occurred. Among the most treasured artists of the polis, actors trained their whole lives to don the masks, and play before the most important citizens. Just when the first actor took the contract to eliminate someone during one of the performances remains shrouded in mystery, but it is whispered that the profit was such that the whole troop never went hungry again.

The Actors' Guild grew up among the tiniest fraction of performers. A cadre of assassins from the shadows of theaters across Western Civilization, the guild grew slowly as each assassin would watch another actor for years before training was even considered. Generation by generation the secret organization grew. When the Greeks went into decline, the Actors performed in Latin to packed houses in Roman coliseums. When fewer Senators left than had come to see the show, most suspected the Senator's innumerable enemies. None imagined the virginal maiden singing amongst the reeds over her love in the third act had actually put a poison pellet into the Senator's cup.

By the fall of the Roman Empire and the rise of the myriad European Kingdoms the Actor's Guild was upon a stage in every major city and among at least one troop traveling through the countryside of every nation in the civilized world from Madrid to Peking. By the 8th Century the Actor's Guild was able to receive a contract in Budapest and murder an important official in London three days later merely by passing word

amongst its vast network of mummers, stagehands, traveling minstrels, and professional troupes.

Secret beyond imagining, the assassins worked through intermediaries to receive their contracts, always able to pick and choose their tasks. By the 12th Century the guild was invisible even to those contracting it. In the 17th Century, the Actor's Guild has become indistinguishable from the theatrical society that hides it. These masters of disguise and uncanny performance can slip in amongst any rung of society, their victims often dying still believing the assassin their closest and most trusted advisor. The victim often seems to die from illness or accident, unless the contract specified otherwise...

Timeline: The Actors' guild traces its origins back to Ancient Greece, and lasts well into the 19th Century. Thus, it can be placed in nearly any campaign.

Membership: The Actors' Guild membership consists of the most talented and remarkable performers from troupes throughout the world. Becoming a member of the guild happens as a part of an actor's training. As a guild member passes on the craft, he unveils to the prospect the deadly arts of assassination. The prospect either takes up the craft or disappears. Thus the Actor's Guild is both by invitation only and made completely of volunteers. A member in training is known as a "Thespian". Once a prospect proves to be a viable assassin, he is passed among many troupes traveling throughout the theatrical world studying and performing minor parts in various assassinations. As the actor gains experience his part in the assassination becomes more instrumental. When an actor finally lands his "lead" role, he is considered "Actor" in the guild. This is a great day for any member of the guild as it marks his capacity to choose his own roles. From there on out, the Actor moves among theaters of the world performing in plays. Once in a while, after a performance, the performer receives flowers of particular arrangement, signaling a job. Orchids with a single rose indicate a political assassination; daisies with lavender, a merchant; tulips with a single branch of nettle indicate one of the clergy, etc.

Assassination is treated as an art by the guild. Thus there is very little pressure from the guild hierarchy to take a contract; rather there is a sense of artistic integrity and pride that drives the great actors of the guild. The most difficult assassinations are sometimes even "auditioned" for; those not "cast" often disappear never to perform again. The guild's hierarchy is spread throughout the world, and meets only once every ten years to discuss open positions. The structure of the guild is always based upon the model for a theatrical

production. The Guild Master is the director; there are assistant directors, stage managers, stage hands, leads, ingénue, comic relief, set designers, costumers, etc. each responsible for a different aspect of the guilds network.

Thespians of the Actor's Guild are able to call upon any theater or traveling troupe in the area upon reputation of the Guild alone. Though the theater troupe will likely know nothing of the actor's true intent, they know they're dealing with someone important.

An actor of the guild is trained in remarkable performing techniques, as well as disguise, stealth, poisons, and a variety of weapons and fighting techniques, all under the auspices of "stage combat" of course, as well as being versed in several languages. On top of this, members of the Actor's Guild can sing, dance, and perform any number of plays, mummer shows, or the like. Finally, the actor is an assassin and while perhaps not evil, is certainly a bit macabre.

A character who is part of the guild must have the Assassin and Performer (Actor) Careers. To be a full-fledged lead "Actor" a character must have at least 2 ranks in each. These ranks "stack" when used to perform assassinations, use poisons, disguise oneself, or when the GM allows them to be used in combat due to training. Members also receive 2 extra language slots.

THE BLACK WATCH

While the Thirty Years War did not engulf all of Germany, in some places ash fell like black snow in a thirty year winter. The war was a time of horrors—murders, rapes, torture, starvation, and burnt ruins that once were home. In the aftermath of the war, the places hardest hit are still beset by chaos, where absentee landlords leave the people with no justice save one... The Black Watch. A vigilante society, the Black Watch does not bring Law and Order, but attempts to bring justice to a land in ruins.

War criminals who walk the land are brought before the Midnight Court of the Black Watch to answer for their sins, sometimes being taken from other countries to be tried in the village they burned, where victims and witnesses of their torture will give testimony. The verdict is usually immediate death by hanging, whether for commoner or noble. The body is left to hang from a tree, always wearing a black blindfold, as a warning to others. Those who exploit suffering people by theft or cheating them are likewise visited and warned to deal fairly with the people... or deal with the Black Watch. Those not sentenced to die may receive other punishments, the most terrifying of which is the Black Brand, which is applied to the face, so that others might heed the warning.

While the Black Watch's stated goal is for justice, they have also instilled a climate of fear. Those who love liberty decry the methods used by the Black Watch, as they bypass the rule of law, and the Midnight Court usually seems to have decided its verdict before it captures the suspect. Indeed, it is alleged that there have also been many innocent people executed or maimed by the hasty judgment of the Black Watch.

Timeline: The Black Watch comes into existence towards the end of the Thirty Years War. It is most appropriate for a campaign set at mid-century.

Membership: Members of the Black Watch come from all walks of life, and may be German heroes (who seek to bring justice to a land where it has too long been extinguished) or villains (overzealous and drunk with power). In either case, members of the Black Watch are known to be pitiless in carrying out their judgments. In order to prevent bloody reprisals, a member of the Black Watch swears an oath never to reveal the identities of the other members, on pain of death. Members can rely on one another for a place to stay or hide if needed. Because it is comprised of commoners, the Black Watch does not have much resources, but it does have wide reaching influence. Likewise, if a member of the Black Watch is taken captive, the other members will attempt a rescue, and to bring his captors to face the Midnight Court. Obviously, membership in this Secret Society is only really useful in a campaign set in Germany. Black Watch members wearing their masks get a Bonus Die on any rolls to intimidate someone while in Germany.



THE COURT OF MIRACLES

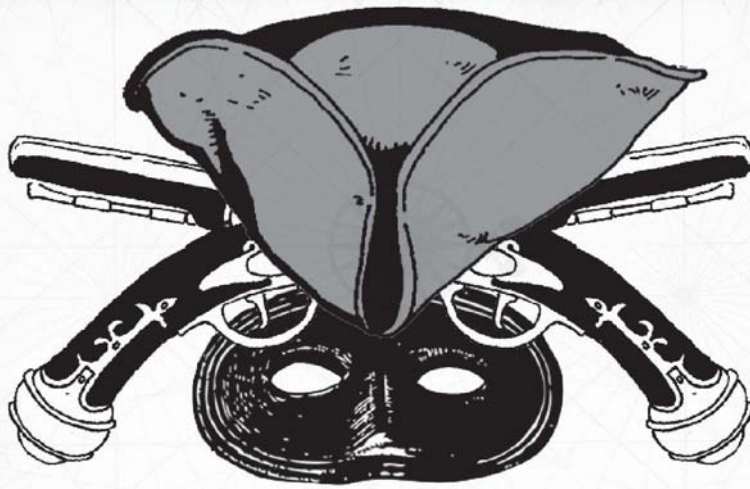
Each large city in Europe has its own "Court of Miracles" where the beggars and thieves of the city gather after a long day plying their trade. It is what some might crudely refer to as a "thieves guild" but such a name does not do the Court justice. It gets its name because each night as the beggars return, the blind shed their blindfolds and see again, the lame set down their crutches and walk, and various other "miracles" occur. Each Court is ruled by a "Prince" who appoints underlings to various titles, divided by rackets or sections of the city.

The rank and file members are called "Courtiers". Proven members who lead their own gangs are called "Knights", and the leaders of individual districts or rackets in the city are called "Lords". All beggars and thieves within the city must pay homage (and 20%) to the Prince, who in exchange provides patronage. It is even rumored that the Princes all answer to a King of Thieves, but only they know for sure. If you want to beg or steal in a Prince's city, you better have his permission. The first warning to trespassers is usually painful, and there is no second warning.

Membership: Members must have the Thief, Vagabond, Scoundrel, or Mountebank Career. Members have access to fences who will sell their take in exchange for a share, which goes to the Prince. The Court also assigns jobs to its members. Lords have the right of refusal, but Knights and Courtiers must do as they're bid. Beggars serve as the eyes and ears of the Court. People talking in the streets of the city have often passed information to the Court without realizing it. Whenever trying to gather information in the city, members get to roll a Bonus Die. Lastly, the members know every short-cut, back-alley, sewer tunnel, catacomb, and other hidden passage in the city, getting a Bonus Die when making use of these features to evade capture.

In addition, all members get a free language slot in the "Argot" which is a language of slang and innuendo allowing Courtiers to communicate with one another without fear of eavesdropping.

While the Court performs all manner of illegal activities, and the Prince does in fact hold power of life and death over those who cross the Court, they do not engage in murder for hire, lest they cross the Actors' Guild. Any killing done by the Court is incidental in completing a job or in reprisal for some offense against the Court.



THE HIGHWAY CAVALIERS

Also sometimes referred to as “the Black Sheep”, the Highway Cavaliers are a band of English outlaws that also happen to be publicly regarded as a sort of folk heroes, in a manner similar to Robin Hood. But they share more than a common disregard for the law; they know of the Sheperds’ Shadow Government that secretly controls Cromwell and drove the realm to civil war. Though they know that Shepherds are a part of this conspiracy, they do not know who the true leaders of the organization are. Some Highway Cavaliers are people who were asked to join the Shepherds or had their lands or families come to harm for their refusal to cooperate with them. Many are staunch Royalists, who were recruited and told of the Shepherds’ plan, and took up the cloak and the sword to fight against them. The Highway Cavaliers take care to rob only those who serve the Roundheads or have enriched themselves with lands confiscated from the King’s supporters. Often as not, the take is given to the local poor box, or used to buy an honest man out of a debtor’s gaol. They are also building a war chest with the aim of restoring the Charles II to the throne.

Timeline: The Highway Cavaliers come into being during the turmoil immediately preceding the English Civil War, and are at their height during the Interregnum at mid-17th Century. Following the Restoration, they seem to disband, though from time to time the Highwaymen will ride again!

Membership: Most members are nobles or gentlemen (and their loyal retainers) who backed the King. Members know of a series of safe-houses, trustworthy individuals, hiding places, weapon caches, escape routes, secret

passages, etc, all throughout England. As of yet, they have not gone public with their purpose—fearing it would force the Shepherds to act on their plans—but the Shepherds are also unaware of the Highway Cavaliers’ true purpose beyond mere robbery.

Members wear a black outfit with a black mask and cloak, and can identify one another in their ordinary identities by their password “baa baa black sheep”. Most members are unaware of the other members’ true identities, however (making it less likely for the organization to be discovered). Each Highway Cavalier uses a pseudonym, which is also their nickname among the commoners who consider them heroes and on the wanted posters placed by their enemies. Common names include: “Black Powder John”, “Silver Sword”, “The Black Fox”, “Shadow Rider” etc. Highway Cavaliers get a Bonus Die to persuade or charm English commoners or Royalists while wearing their masks. Likewise, they get a Bonus Die when trying to intimidate Roundheads and their collaborators while wearing their masks.

There have been times that the authorities have sought to draw the Highway Cavaliers into a trap, often by announcing the execution of some innocent peasants. However, the Cavaliers somehow manage to slip by the guards, create some brilliant distraction, ride into the square, and ride off with the prisoners. The guards giving chase fall victim to traps, or are delayed by some unforeseeable hazard (such as cattle crossing the road at just the wrong moment) that allows the highwaymen to escape into the mist. Highway Cavaliers get a Bonus Die to evade capture when riding through the English countryside.

THE INVISIBLE COLLEGE

In the English Civil War, those devoted to knowledge found their pursuit of truth disrupted by the events of the war. Scholars from Cambridge and Oxford found themselves divided against each other by armies, and could not effectively communicate with one another. But natural philosophers would not let a war prevent them from obtaining and sharing knowledge. A group calling itself “The Invisible College” was formed by the top natural philosophers in the land, where they wrote of their experiments in secret coded messages, largely in the margins of books. In Cromwell’s England, where scientific study was especially discouraged, the Invisible College kept the dialogue of knowledge and discovery going. After the Restoration, members of this group become The Royal Society, ceasing to be a secret society, and becoming a powerful organization.



Timeline: The Invisible College is created during the turmoil shortly before the English Civil War, and continues to exist throughout the Interregnum. Following the Restoration, Charles II created the Royal Society, and the Invisible College formed its original membership.

Membership: Members of the Invisible College are English natural philosophers. All must have the Scholar Career, and many will have the Alchemist or Astrologer Career as well. It is possible that some members may also be members of the Rosicrucians, as the division between chemistry and alchemy is still hazy. Members of the Invisible College have access to hidden laboratories and scientific equipment as well as libraries of banned books. They have an encrypted language they can use to send each other messages, usually regarding scientific discourse. The code is usually hidden within an otherwise mundane letter. Their hidden knowledge allows members of the order to spend 1 Fortune Point to add +2 to any Scholar Career test after the dice are rolled. In addition, their hidden resources allow them to spend a Fortune Point to get an additional Craft Point to spend on an invention (see page 188). Even a non-magic campaign should allow Common and Uncommon inventions to be built.

THE JESUITS



The Society of Jesus was created by Ignatius Layola in 1534. A soldier who was wounded in battle, Layola had a powerful conversion experience, and wanted to prepare a new generation of “spiritual warriors”. Around the world, the Jesuits are primarily engaged in missionary and scholarly work, with outposts from Montreal to Mongolia. This much is widely known. Why then is it listed here as a Secret Society?

In addition to vows of chastity and poverty, the Jesuits swear obedience to the Pope. To a king who wants to be an absolute monarch, the Jesuits then would be seen as a nuisance, and have been expelled from many kingdoms. Likewise, there are also lands where Catholicism itself has been outlawed. Official expulsion, however, has not prevented the order from carrying out its mission; it merely does so secretly. In some areas, a priest may conceal the fact he is a Jesuit, while in others, the fact he is a priest at all may even be concealed. These Jesuits work undercover, gathering information on behalf of the church, keeping Rome informed. When they can, they try to subtly influence powerful people or causes in the church’s favor. Because of this information sharing,

and missionary work around the globe, the Jesuits are extremely knowledgeable about events of which most laymen are ignorant.

Timeline: Being created in 1534, a member of the order could be in just about any campaign.

Membership: Nearly all members have the Clergy or Missionary Career, even if they must conceal this fact in unfriendly lands. Many (secret) Jesuits also have the Spy Career out of necessity. It is also very common to have the Scholar Career. Knowledge of Latin is required, Greek is recommended. Jesuits get 1 free extra language Slot in addition to any granted by Savvy or Careers.

Missions that a Jesuit might be given by the order can vary widely. On one extreme, one might be assigned to be a noble's confessor, and in this way would have tabs on what that noble was doing and would be in a very strong position of influence over the noble's conscience. It should be noted that while the priest would never violate anything said in a confessional, he is free to report on anything he observes outside it with a clear conscience. At the same time, one might be secretly living in a land where Catholics are persecuted, and tasked with hiding people, or rescuing them from a dungeon. Likewise, a Jesuit might find himself in a position where he is defying the orders of the king by helping native people resist his soldiers, or fomenting rebellion in the streets in the guise of a politician. Because they have access to a lot of information, Jesuits who spend a Fortune Point to get information will get very detailed information, rather than just general information. Likewise, they may have access to information that is very secretive. Last, if the Jesuit is himself in need of help, the order will likely know about it and send someone to aid them, like a "new guard" recently hired at the dungeon (who then helps him escape).

THE KNIGHTS TEMPLAR



Originally this organization was not secret, but a widely known group of knights during the Crusades. They take their name from the Temple of Solomon, because the order was housed in its ruins in Jerusalem.

They served to protect pilgrims on their way to the Holy Land, and this duty entailed protecting property as well; allowing people to deposit valuables in Europe and retrieve them in Jerusalem. This early banking system transformed the Templars from a poor monastic order to an extremely wealthy one, operating with the blessing of the Church. The Templars grew ever more

powerful, given immunity to all laws but that of the Church by papal decree, and the crowned heads of Europe grew jealous. In the 14th Century, King Phillip IV of France (Phillip "The Fair", who owed a great sum of money to the Templars) demanded the Pope disband the Templars. The Pope, Clement V (also a Frenchman), agreed. Clement was little more than a pawn of Phillip, who had had the prior pope thrown in a dungeon and beaten (dying shortly thereafter).

Under torture, many Templars admitted to heresy, witchcraft, and various other crimes, and Phillip used these confessions to have them burnt at the stake. The order was disbanded, and disappeared. That is what the history books say.

In truth, the Templars carried a far greater secret that they never revealed: the location of the Holy Grail. They did not die out, either. The leadership sacrificed themselves to protect the secret of the Grail, and the remaining Templars went underground to keep its secret safe. At that time, the Templars transformed from a holy order with the sanction of the Church to a secret society.

Now the Templars exist as a secret society with a most unusual secret mission: to make the world a better place for all mankind. Catholic or Protestant, peasant or noble, black or white, makes no difference to them. Wherever people suffer, they strive to relieve it. They use their influence to prevent devastating wars and famines on the large scale, but also may send members to put an end to banditry that has been plaguing a small village. They do this without expectations of gold or glory and live by the credo "virtue is its own reward".

How did the most rich and powerful knights in all Europe become a secret cabal of selfless do-gooders? It is true that the Templars became extremely wealthy bankers, and this wealth and influence had a corrupting effect. However there were some who remembered the true purpose for which they were founded: to protect the weak and the innocent. As the leadership sacrificed themselves to save the Grail, those that survived swore to become worthy of it, forsaking their worldly aims and adornments, and pursuing the cause of peace and prosperity for all men.

Timeline: The Templars become a secret society starting in the 14th Century; it is conceivable that heroes could be Templars during any era after that.

Membership: During its original incarnation, the Templars included warriors, but its ranks were not limited to this; nor are they now. Once, the Templars only recruited from within the Nobility or the Church. Now, the Templars seek talented people who are

worthy of the Grail. Physicians, engineers, scholars, diplomats, alchemists, and others may be recruited by the Templars if they are worthy. Recruits are not limited by devotion to any one religion, nation, social class, or gender. Such worldly vanities distract from their true purpose.

The Grail profoundly changes many who drink of it. It is said that if a man is virtuous, selfless, and good, that the Grail will make him the best he can possibly be, for the rest of his life. If the man be selfish or cruel, however, the Grail has no effect. Whenever a Templar is facing overwhelming odds to commit a selfless act of righteousness, the player rolls a Bonus Die. This is called "the Strength of the Grail". In addition, the Strength of the Grail allows Templars roll a Bonus Die to resist fear or torture.

For example, a Templar would get a Bonus Die for single-handedly defending a peasant from a group of marauders, but not for a fair one-on-one fight. Likewise, the Strength of the Grail may help to defend someone's life--but it will not aid in taking a life. Templars avoid killing whenever possible, and deem every death a failure. A Templar who kills or otherwise does evil, even with the best of intentions, loses the Strength of the Grail until he atones.

While the Templars themselves no longer pursue wealth or glory for its own sake, they will make use of it to further their goals. Thus if a wealthy nobleman joins the Templars, he would be willing to use his wealth and influence to further their cause.

In addition to their main mission of making the world a better place, the Templars also must protect and defend the Grail. There are secret chapterhouses of the Knights Templar in several places throughout Europe, from a humble church in the hills of Scotland to the halls of the greatest chateaux. These sites serve as meeting places for the Templars, but also as potential homes for the Grail. When war or espionage makes the Grail's resting place unsafe, it must be spirited away to another chapterhouse for safety. Being chosen to carry the Grail to the next site is among the greatest honors (and dangers) that a Templar can know.

THE SHEPHERDS

While the people of England have scorned the tyranny of Cromwell and the Puritanical government, few are aware of the secret cabal behind the scenes known as the Shepherds. The Shepherds are in fact a shadow-government, controlling Parliament and the judicial system by blackmail, manipulation, flattery, and murder when necessary. Those who are asked to join are not told this secret until they have finished



The Truth of the Grail

Is the Grail real? That is up to the GM. Maybe nobody knows. But the point is not to know. The point is to believe. The Templars believe that the Grail is real, and draw strength from that. The Grail is a symbol of man's better nature, of what mankind should be, and of how we should treat our fellow men.

a year of membership in the Shepherds' front group, a gentleman's social club in London called "The Round Table". By that point, the Shepherds know their secrets. If the person is unwilling to join, they are coerced to at least remain quiet and do as they're told. If not, such people often die by mysterious accidents or sudden illness. Those who join the Shepherds have enough legal connections to get them out of jail, or get a slap on the wrist for even major crimes. However, if one draws undue attention to the order (robbing a bank in broad daylight, revealing information about the organization), the Shepherds are more likely to kill the offender themselves than risk such a loose end. One of the current agendas of the Shepherds in Parliament is to invest more power in the hands of Cromwell. Cromwell is unaware of the organization's existence, but they have saved his life from assassins on more than one occasion, and paved his way on the road to power.

Timeline: Mid 17th Century. From the turmoil just before the English Civil War, through the war, and the Interregnum. Some members no doubt managed to remain hidden, even after the Restoration... but the Highway Cavaliers haven't given up the search (even if they no longer wear the masks).

Membership: Most members of the Shepherds are English villains. Usually, they are wealthy businessmen who supported the Roundheads in the war.

Sample NPCs

SAMPLE PAWNS

Remember, Competence not only determines how many points can be spent on a pawn's Qualities, Combat Abilities, and Careers; they also determine what phase they act on in initiative.

Angry Mob Competence 0 (Rabble)

A bunch of peasants or laborers that have been whipped up into a frenzy.

MIGHT -1	BRAWL+1	RUFFIAN OR FARMBOY 0
Pitchforks	1d6 Dmg	
Knives	1d3 Dmg	
Fists	1d2-1 Dmg	

Bandits Competence 2 (Average)

Robbers who prey on the weak, seeking to exact tribute.

DARING 1	RANGED 1	BRIGAND 0
Pistol	1d6+1 Dmg	
Saber	1d6 Dmg	

Cardinal's Guard Competence 3 (Veteran)

The rank and file of the Cardinal's personal guard in France, they act as a sort of secret police as well as body guards.

DARING 1	MELEE 1	DEFENSE 1	SOLDIER 0
Rapier: 1d6 Dmg			

Hangers-On Competence 2 (Average)

A group of sycophants who laugh at their leader's every joke, and seem to go everywhere with them.

MIGHT -1	FLAIR 1	COURTIER 2
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Headhunters Competence 0 (Rabble)

Native killers who may even be cannibals.

DARING 1	FLAIR -1	RANGED 1	DEFENSE -1	WARRIOR 0
Spears	1d6 dmg, Range 20' Increment			
Bows	1d6 dmg, Range 50' Increment			
Blow-Gun	1d2 Dmg +Poison, Range 30' Increment			
Poison does 1d3 damage per round, for 1d3 rounds.				
Each round, the victim may make a Might check to stop it. Once it stops, the poison runs its course.				

Hired Swords Competence 2 (Average)

Bravos hired to fight on someone else's behalf. Usually part of some criminal enterprise.

DARING 1	MELEE 1	RANGED -1	DEFENSE 1	DUELIST 0
1d3 Protection (Buff coat)				
Rapier	1d6 Dmg			



Inquisition Troops

Competence 4 (Elite)

Heavily armed and armored soldiers fanatically loyal to the Spanish Inquisition.

MIGHT 1 DARING 1 MELEE 2 GAOLER 0

1d6+1 Protection (Breastplate & Helmet)

Broadsword 1d6+2 Dmg

Torch d3+1 Dmg

Whip d3 Dmg

Royal Guard

Competence 4 (Elite)

Elite soldiers given the honor of defending the royal family. They will eagerly lay down their lives to protect them.

MIGHT 1 DARING 1 MELEE 1 DEFENSE 1 SOLDIER 0

1d6+1 Protection (Breastplate & Helmet)

Halberd 1d6+3 Dmg

Sailors/Pirates

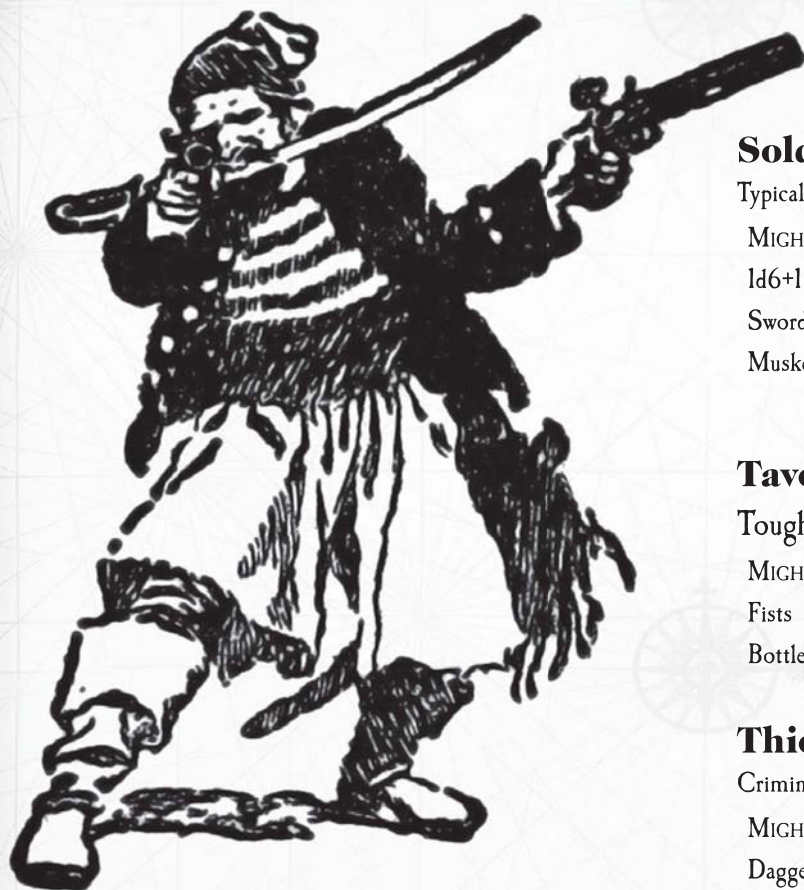
Competence 2 (Average)

These are the able seamen who form the bulk of the crew aboard a ship.

MIGHT 1 MELEE 1 PIRATE 0

Cutlass 1d6+1 Dmg

Pistol 1d6+1 Dmg



Soldiers/Guards

Competence 2 (Average)

Typical troops who make up the rank and file.

MIGHT 1 DARING 1 SAVVY -1 RANGED 1 SOLDIER 0

1d6+1 Protection (Breastplate & Helmet)

Swords 1d6+1 Dmg or Halberds 1d6+3 Dmg

Muskets 2d6 Dmg, 50' range increment

Tavern Brawlers

Competence 1 (Green)

Tough tavern patrons who enjoy a good dust-up.

MIGHT 1 SAVVY -1 BRAWL 1 RUFFIAN 0

Fists 1d2+1 Dmg

Bottle 1d6-1 Dmg

Thieves

Competence 1 (Green)

Criminals who prefer to use stealth over direct confrontation.

MIGHT -1 SAVVY 1 MELEE 1 THIEF 0

Dagger 1d3+1 Dmg

SAMPLE RETAINERS

A Retainer's level determines how many points it had to spend on Qualities, Combat Abilities, and Careers.

Army / Guard Lieutenant Lv 2

MIGHT 1 DARING 1
 MELEE 1 DEFENSE 1
 SOLDIER 2
 LIFEBLOOD 9 ADVANTAGE 1
 Protection 1d3+1 (Buffcoat + Helmet)
 Rapier 1d6+1 Dmg, +1 Parry
 Pistol 1d6+1 Dmg

Bandit Leader Lv 2

MIGHT 1 DARING 1 SAVVY 1 FLAIR -1
 MELEE 1 RANGED 1
 BRIGAND 2
 LIFEBLOOD 11 ADVANTAGE 1
 Hard to Kill, Lumbering
 Broadsword 1d6+2
 Pistols (x2) 1d6+1 Dmg

Cardinal's Guard Lieutenant Lv 3

DARING 2 SAVVY 1
 MELEE 1 DEFENSE 2
 SOLDIER 1 DUELIST 2
 LIFEBLOOD 8 ADVANTAGE 2
 Dueling Style (Spanish), Active Duty
 Action Mastered: Riposte
 Rapier 1d6 Dmg, +1 Parry

Headhunter Elite Lv 2

MIGHT 1 DARING 1
 MELEE 1 RANGED 1
 HUNTER 1 WARRIOR 1
 LIFEBLOOD 9 ADVANTAGE 1
 Thick-Skinned, Primitive
 Protection 1
 War Axe or Macuahuitl 1d6+2 Dmg
 (Obsidian Sword)
 Spear 1d6+1 Dmg, 20' Range Increment



Highwayman Lv 3

DARING 1 SAVVY 1 FLAIR 1
 MELEE 1 RANGED 1 DEFENSE 1
 HIGHWAYMAN 3
 LIFEBLOOD 8 ADVANTAGE 1
 Attractive, Landlubber
 Saber 1d6 Dmg, +1 dmg to Quick Cut
 Pistols (x2) 1d6+1 Dmg

Inquisition Guard Captain Lv 3

MIGHT 1 DARING 1 SAVVY 1
 MELEE 2 DEFENSE 1
 INQUISITOR 1 SOLDIER 2
 LIFEBLOOD 9 ADVANTAGE 1
 Fearsome Looks, Zealot
 Protection 1d6+1 (Breastplate + Helmet)
 Broadsword 1d6+2 Dmg, +1 Beat

Naval Officer

Lv 3

DARING 1 SAVVY 1 FLAIR 1
MELEE 1 RANGED 1 DEFENSE 1
ARISTOCRAT 1 SAILOR 2
LIFEBLOOD 8 ADVANTAGE 1
Cutlass 1d6 Dmg, +1 Quick Cut Dmg
Pistol 1d6+1 Dmg

Royal Musketeer

Lv 3

DARING 2 FLAIR 1
MELEE 2 DEFENSE 1
SOLDIER 1 DUELIST 2
LIFEBLOOD 8 ADVANTAGE 2
Dueling Style (Choose either French*, Spanish, or Italian**), Active Duty
Maneuver Mastered: (Choose either Riposte or Stop-Thrust)
Rapier 1d6 Dmg, +1 Parry
Musket 2d6 Dmg
*Cloak +1 Feint, Bind
**Main Gauche 1d6 Dmg,

Nun/Priest/Preacher

Lv 2

SAVVY 1 FLAIR 1
DEFENSE 2
CLERGY 1 HEALER 1
LIFEBLOOD 8 ADVANTAGE 1
Learned, Soft-Hearted

Ship's Bosun

Lv 2

MIGHT 2
BRAWL 2 MELEE 1 DEFENSE -1
SAILOR 2
LIFEBLOOD 10 ADVANTAGE 1
Fearsome Looks, Ugly & Brutish, Thick-Skinned, Poor Vision (Missing Eye)
Whip 1d3+2 Dmg, +1 Bind
Protection 1 Thick Skin

Pirate Officer

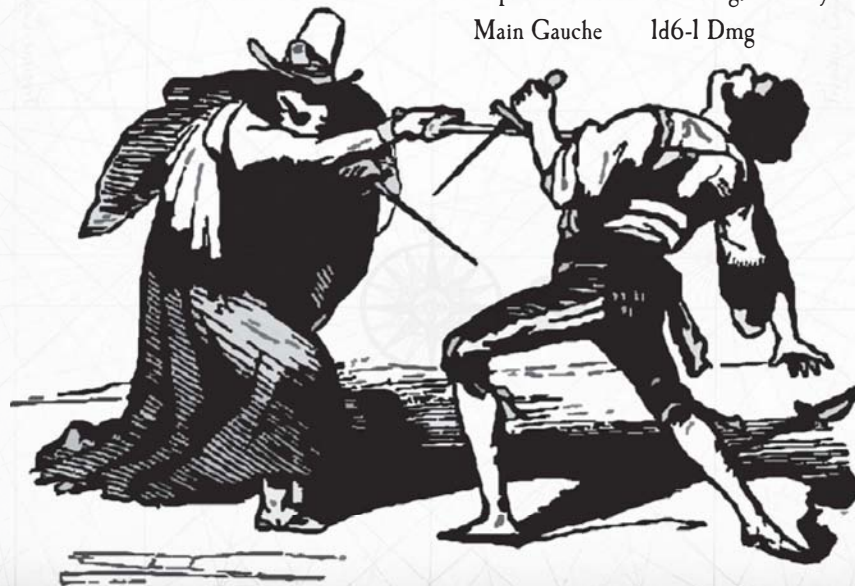
Lv 3

MIGHT 1 DARING 1 SAVVY 1
BRAWL 1 MELEE 1 RANGED 1
DUELIST 1 PIRATE 2
LIFEBLOOD 9 ADVANTAGE 1
Dueling Style (Drake's), Born Sailor, Greed, Hot-Headed
Action Mastered: Dirty Fighting
Cutlass 1d6+1 Dmg, +1 Quick Cut Dmg
Belaying Pin 1d6 Dmg
Pistol 1d6+1 Dmg

Swordsman

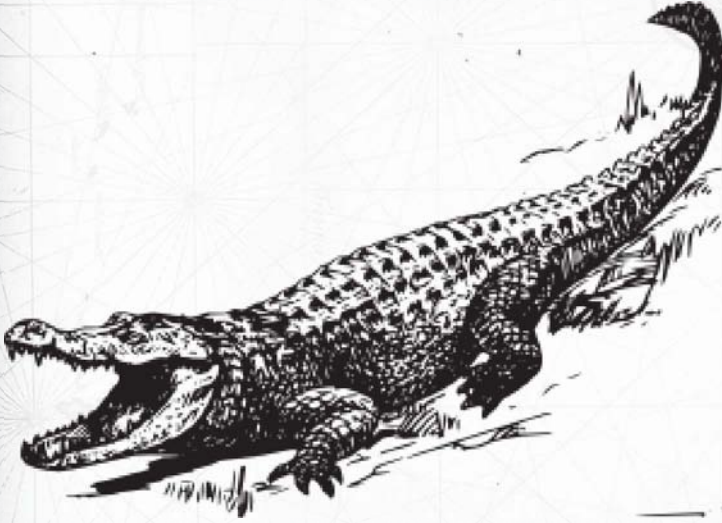
Lv 2

DARING 2
MELEE 1 DEFENSE 1
DUELIST 2
LIFEBLOOD 8 ADVANTAGE 1
Maneuver Mastery, Braggart
Maneuvers Mastered: Parry, Riposte
Rapier 1d6 Dmg, +1 Parry
Main Gauche 1d6-1 Dmg



Bestiary

While most foes heroes face will likely be their fellow men, there are a number of fearsome beasts that they may find in the wild places of the world. In addition animals are a part of people's daily lives, and so you may need to know the stats for a horse or donkey from time to time.



Alligator/Crocodile

These terrifying beasts live in the rivers and swamps of the New World, Asia, and Africa.

MIGHT 4 DARING 1 SAVVY -2 TERROR 2

DEFENSE 0

COMBAT

- **SCALY HIDE:** 1d3+1 Protection
- **BITE:** +2 Attack, 1d6+2 Dmg + Roll
- **ROLL:** Once a gator has prey in its jaws, it will instinctively roll to cause greater harm. The prey is grappled, and the gator can roll 2d6+5 vs. the opponent's Might to do 1d6+2 damage per round to the victim. If the roll attack fails, or the gator is injured, it releases its hold. It also gets +1 to Roll while in water.
- **STEALTHY:** Alligators are very hard to see when they are standing still. Spotting one is a Hard (-2) Savvy check, and Tough (-4) if they are in water.
- **HOLD BREATH:** An Alligator can hold its breath 20 Rounds before having to make checks to avoid drowning.
- **SLOW ON LAND:** Alligators can burst forward with great speed on land.. but only for a few steps. They have a speed of 20'.
- **FAST IN WATER:** Alligators have a swimming speed of 40'.

20 LIFELOOD

Bear

One of the mightiest of all the creatures of the woods, bears are often found in mountains and forests.

MIGHT 4 DARING 2 SAVVY -1 TERROR 2

DEFENSE 1

COMBAT

- **THICK HIDE:** 1d3 Protection
- **BITE:** +1 Attack, 1d6 Dmg
- **2 CLAWS:** +1 Attack, 1d3+1 Dmg + Hug
- **HUG:** If a bear hits the same opponent with both claws, it has grappled the opponent and can Hug for 1d6 damage by rolling 2d6+5 vs. the opponent's Might. If the attack fails, or the bear is injured, it releases its hold.

20 LIFELOOD

Big Cat

These stats are used for Lions, Tigers, Panthers, Jaguars, Leopards, and similar beasts. These creatures are not usually seen in Europe outside of cages, but can be found in the New World, Africa, and Asia in mountains, jungles, savannahs, and deserts. For a smaller beast, like a Bobcat, reduce Might to 2, and subtract 1 from Attack and Damage rolls, but improve its stealthy ability by 1. For a Cheetah, do the same, but add a running speed of 70 feet! A Bobcat has 5 Lifeblood, and a Cheetah has 10.

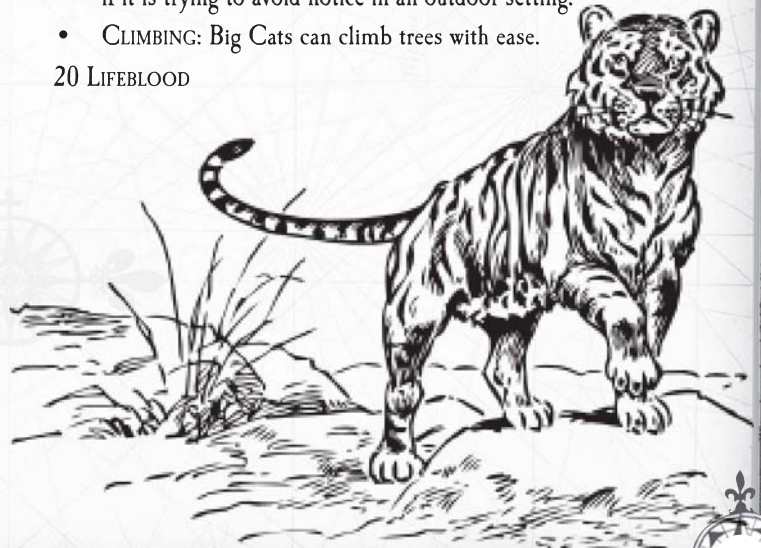
MIGHT 4 DARING 2 SAVVY -1 TERROR 2

DEFENSE 1

COMBAT

- **BITE:** +3 Attack, 1d6 Dmg
- **2 CLAWS:** +1 Attack, 1d3 Dmg + Rake
- **RAKE:** If a Big Cat manages to hit a victim with both claw attacks, it has its opponent grappled. Each round, it can rake that opponent with its back claws (for 2d3 Dmg) by rolling 2d6+5 vs. the opponent's Might. If the attack fails, or the cat is injured, it releases its hold.
- **STEALTHY:** Big Cats are especially adept at prowling and lying in wait. Spotting or hearing one is (-2) Hard if it is trying to avoid notice in an outdoor setting.
- **CLIMBING:** Big Cats can climb trees with ease.

20 LIFELOOD



Dog

These are the stats for a typical sized dog. For very large breeds (Mastiffs, Great Danes, and St. Bernard's) see Wolf. For very small breeds, reduce Might and Daring by 1 each, lower damage to 1d2, and reduce Lifeblood to 2.

MIGHT 0 DARING 1 SAVVY -1 FLAIR 0

DEFENSE 1

COMBAT

- **BITE:** +2 Attack, 1d6-1 Dmg +Pull
- **PULL:** A dog that bites an opponent will instinctively try to pull it down to the ground, where it can get at more vulnerable parts. Anyone bitten by a dog must make a Moderate (+0) Might check or be pulled to the ground. While on the ground, the opponent is At a Loss until they spend a Minor Action to stand up.
- **MAUL:** Dogs get +2 to damage against any opponent who is At a Loss.
- **POWERFUL NOSE:** Canines get +5 to notice checks using smell, and can track by smell as well.

5 LIFEblood

Donkey/Mule

Usually used as pack animals, Donkeys can also be ridden (usually by people unable to afford a horse).

MIGHT 5 DARING 0 SAVVY -1 FLAIR -1

DEFENSE 0

COMBAT

- **THICK HIDE:** 1d3 Protection
- **BITE:** +1 Attack, 1d3 Dmg
- **BACK KICK:** +2 Attack, 1d6+2 + Knock Down
- **KNOCK-DOWN:** A creature kicked by a mule's powerful back legs will be knocked to the ground and At a Loss until they spend a Minor Action to get back up.
- **RUNNING:** A donkey has a movement speed of 40 feet.

20 LIFEblood



Falcon/Hawk/Eagle

While these are wild birds of prey, they can be trained to be used as hunting animals as well, and falconry remains a popular sport among the nobility. Birds of prey don't often attack people, but they will when defending a nest, or if they have been trained to do so. Though they don't do much damage, they often make use of Called Shots to attack the face and especially the eyes of a larger beast.

MIGHT -2 DARING 2 SAVVY -1 FLAIR 1

DEFENSE 2 (4 IN MID-AIR)

COMBAT

- **BEAK:** +4 Attack, 1d2 Dmg
- **2 TALONS:** +2 Attack, 1d2 Dmg +Blinding
- **BLINDING:** If a bird of prey makes two Called Shots to the face (-3 or greater difficulty) with its talons, the victim is also temporarily blinded by blood getting in their eyes. A visored helmet will protect against this. A blinded victim is At a Loss and has a Penalty Die for all rolls until they spend a Major Action to wipe the blood out of their eyes. For each Mighty Success the bird got on its attacks, it manages to scratch out one of the victim's eyes permanently (they gain the Poor Vision Flaw)!
- **FLIGHT:** Birds of Prey are known for their very fast flying. They have a base flight speed of 60 feet.
- **EAGLE EYES:** Birds of prey have +5 to notice things visually.

3 LIFEblood

Horse

The stats below are for an ordinary riding horse. For a specially trained War Horse, add +1 Daring, and give +1 to hit and Damage with all attacks.

MIGHT 5 DARING 0 SAVVY -1 FLAIR 1

DEFENSE 0

COMBAT

- **THICK HIDE:** 1d3 Protection
- **BITE:** +1 Attack, 1d3 Dmg
- **2 FRONT HOOVES:** +0 Attack, 1d6 Dmg + Knock Down if both hooves hit
- **BACK KICK:** +0 Attack, 1d6+2 + Knock Down
- **KNOCK-DOWN:** A creature kicked by a horse's powerful legs will be knocked to the ground and At a Loss until they spend a Minor Action to get back up.
- **TRAMPLE:** A horse can make an attack with the two front hooves and continue running. Anyone in a straight path that the horse runs can be trampled.
- **FAST RUNNING:** A horse has a movement speed of 50 feet.

30 LIFEblood



Monkey

Often taken as a pet by sailors and circus folk, monkeys are wily and mischievous creatures. Sometimes they are even trained by thieves to steal shiny objects in the crowded streets.

MIGHT -2 DARING 1 SAVVY -1 FLAIR 1

DEFENSE 3

COMBAT

- **BITE:** +2 Attack, 1d2 Dmg
- **SNEAKY & NIMBLE:** Monkeys are sneaky little devils. They get +4 to sneak by or steal something. They likewise get the same bonus to climb, jump, swing, etc.

3 LIFELOOD

Parrot

Often seen on the shoulder of a buccaneer, Parrots can be trained to mimic human speech, whistle, and perform all manner of tricks. Though they tend to avoid fighting, a Parrot that must will usually bite at the face, making a Called Shot. You can use these same stats for a Raven, which can also be trained to do mimicry and other tricks.

MIGHT -2 DARING 0 SAVVY -1 FLAIR 1

DEFENSE 1 (3 in Mid-Air)

COMBAT

- **BEAK:** +3 Attack, 1d2 Dmg (A Mighty Success w/ a Called Shot to the face of -3 or more plucks out an eye, giving the victim the Poor Vision Flaw permanently).
- **FLIGHT:** Parrots have a base flight speed of 40 feet.
- **KEEN VISION:** Parrots have +4 to notice things visually.
- **MIMICRY:** Parrots can be taught to say certain phrases mimicking human speech.

3 LIFELOOD

Shark

Among the most frightening creatures of the sea, this is a large variety of shark that would actually attack a person in the water, like a Great White. For smaller varieties of sharks, lower their Might to as low as 4, Terror to as low as 0, and adjust Damage and Lifeblood appropriate to their size.

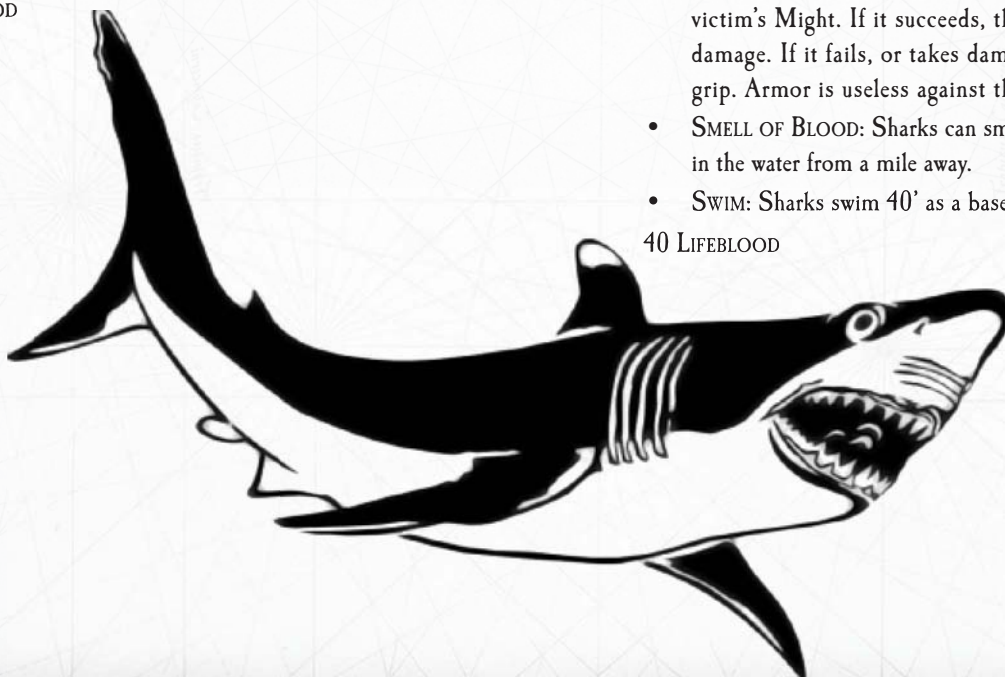
MIGHT 8 DARING 2 SAVVY -2 TERROR 2

DEFENSE 0

COMBAT

- **TOUGH HIDE:** 1d3 Protection
- **BITE:** +3 Attack, 2d6-1 Dmg + Thrash
- **THRASH:** Once a shark has bitten a victim, it holds it fast in its jaws, shaking wildly. A Tough (-4) Might +Brawling check using a Major Action is necessary to break free. Each turn, the shark rolls +5 vs. the victim's Might. If it succeeds, the victim takes 2d6 damage. If it fails, or takes damage, the shark loses its grip. Armor is useless against thrashing damage.
- **SMELL OF BLOOD:** Sharks can smell blood in the water from a mile away.
- **SWIM:** Sharks swim 40' as a base speed.

40 LIFELOOD



Snake, Constrictor

These giant snakes are usually found in steamy jungles or fetid swamps in the New World, Africa, and Asia. They kill their prey by crushing it to death.

MIGHT 4 DARING 0 SAVVY -2 TERROR 0

DEFENSE 0

COMBAT

- **TOUGH HIDE:** 1d3 Protection
- **BITE:** +1 Attack, 1d6 Dmg
- **GRAPPLE:** +5 vs. Brawling. If it succeeds, it will Crush the victim each round. A grappled victim can roll Brawl +Might vs. -4 Difficulty to break free of the grip as a Major Action.
- **CRUSH:** +5 vs. Might. If it succeeds, the victim takes 1d6 Dmg. If it fails, or takes damage, it releases its grip.
- **STEALTHY:** In its natural environment, a Constrictor is hard (-2) to notice, and usually tries to surprise prey by dropping down from above. Aquatic constrictors like the Anaconda that strike from the water are Tough (-4) to notice.
- **SLOW ON LAND:** Constrictors have a speed of only 20' on land. They can climb just as fast however, and often spend time up in trees.
- **ANACONDA: FAST IN WATER:** Aquatic snakes like the anaconda can swim 40' and can hold their breath 20 Rounds before rolling to avoid drowning.

20 LIFE BLOOD

Snake, Viper

Venomous and deadly, these creatures inhabit the jungles, forests, swamps, and deserts of nearly every continent and even live in the seas around them.

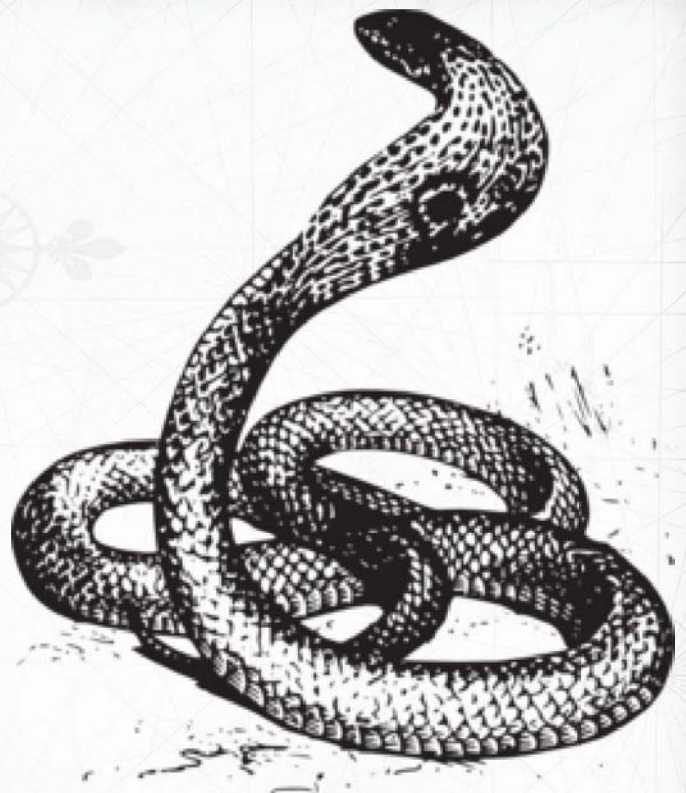
MIGHT -1 DARING 2 SAVVY -2 TERROR 1

DEFENSE 2

COMBAT

- **BITE:** +3 Attack, 1d3 Dmg + Venom
- **VENOM:** The victim must make a Tough (-4) Might check or be severely weakened and feverish, taking a Penalty Die on all rolls for 1-3 hours. In addition, the victim takes 1d3 damage per round for the next 1d3 rounds.
- **STEALTHY:** In its natural environment, a viper is Tough (-4) to notice.
- **SEA SNAKE:** Sea Snakes swim 40' and can hold their breath 20 rounds before they start to drown.

3-5 LIFE BLOOD



Whale, Baleen

These great beasts of the deep are hunted for their blubber and oil by humans in the New World, the North Sea, and off the coast of Asia. It is extremely dangerous, but also extremely profitable.. Whales instinctively avoid large boats, so harpooners must approach them in small row boats. A whale that is angry enough can attack a full sized ship. Treat a Baleen Whale as if it were a size 2-4 ship.

MIGHT 15 DARING 2 SAVVY -1 FLAIR 1

DEFENSE -1

COMBAT

- **BLUBBERY HIDE:** 1d3 Protection
- **TAIL SLAP:** +2 Attack, 3d6+2 Dmg +Capsize. The tail can attack an entire 10 foot wide area.
- **CAPSIZING:** The pilot of any small boat, such as a skiff that is hit by a whale's tail slap must make a Demanding (-6) Career +Savvy check or the entire boat is forcefully flipped up into the air, with all the hands falling into the water amid the carnage. Everyone on a capsized boat takes 2d6 damage unless they spend a Fortune Point to luckily avoid the wreckage or thrashing tail.
- **HOLD BREATH:** A whale can hold its breath 30 Rounds before having to make rolls to avoid drowning.
- **FAST SWIMMER:** A whale has a 50' swim speed.

85 LIFE BLOOD

Whale, Tooth

These giants of the deep are even more fearsome than their large, toothless cousins, and include Sperm Whales and Killer Whales. Whales instinctively avoid large ships and harpooners must board small row boats to approach them. Needless to say, hunting a Tooth Whale can be even more dangerous than hunting the baleen variety. A whale that is angry enough can attack a full sized ship. Treat a Tooth Whale as if it were a size 0-2 ship.

MIGHT 12 DARING 2 SAVVY -1 TERROR 1
(3 IF YOU ARE IN THE WATER)

DEFENSE -1

COMBAT

- **BLUBBERY HIDE:** 1d3 Protection
- **BITE:** +4 Attack, 2d6+2 Dmg +Swallow
- **SWALLOW:** A victim of a Whale's bite must make a Tough (-4) Flair check or be swallowed whole, taking 1 damage per round from digestive acids and also unable to breathe until they can be cut out of a dead whale's stomach. A character can spend a Fortune Point to avoid being swallowed instead of rolling.
- **TAIL SLAP:** +2 Attack w/ 2d6+2 Dmg +Capsize. The tail can attack an entire 10 foot wide area.
- **CAPSIZE:** The pilot of any small boat, such as a skiff that is hit by a whale's tail slap must make a Demanding (-6) Career +Savvy check or the entire boat is forcefully flipped up into the air, with all the hands falling into the water amid the carnage. Everyone on a capsized boat takes 2d6 damage unless they spend a Fortune Point to luckily avoid the wreckage or thrashing tail.
- **HOLD BREATH:** A whale can hold its breath 30 Rounds before having to make rolls to avoid drowning.
- **FAST SWIMMER:** A whale has a 50' swim speed.

60 LIFE BLOOD

Wolf/Large Dog

These predators can be frightening on their own, and are the subject of many tales used to frighten children. However, wolves also hunt in packs, where they become especially deadly to their prey.

MIGHT 1 DARING 2 SAVVY -1 TERROR 0

DEFENSE 1

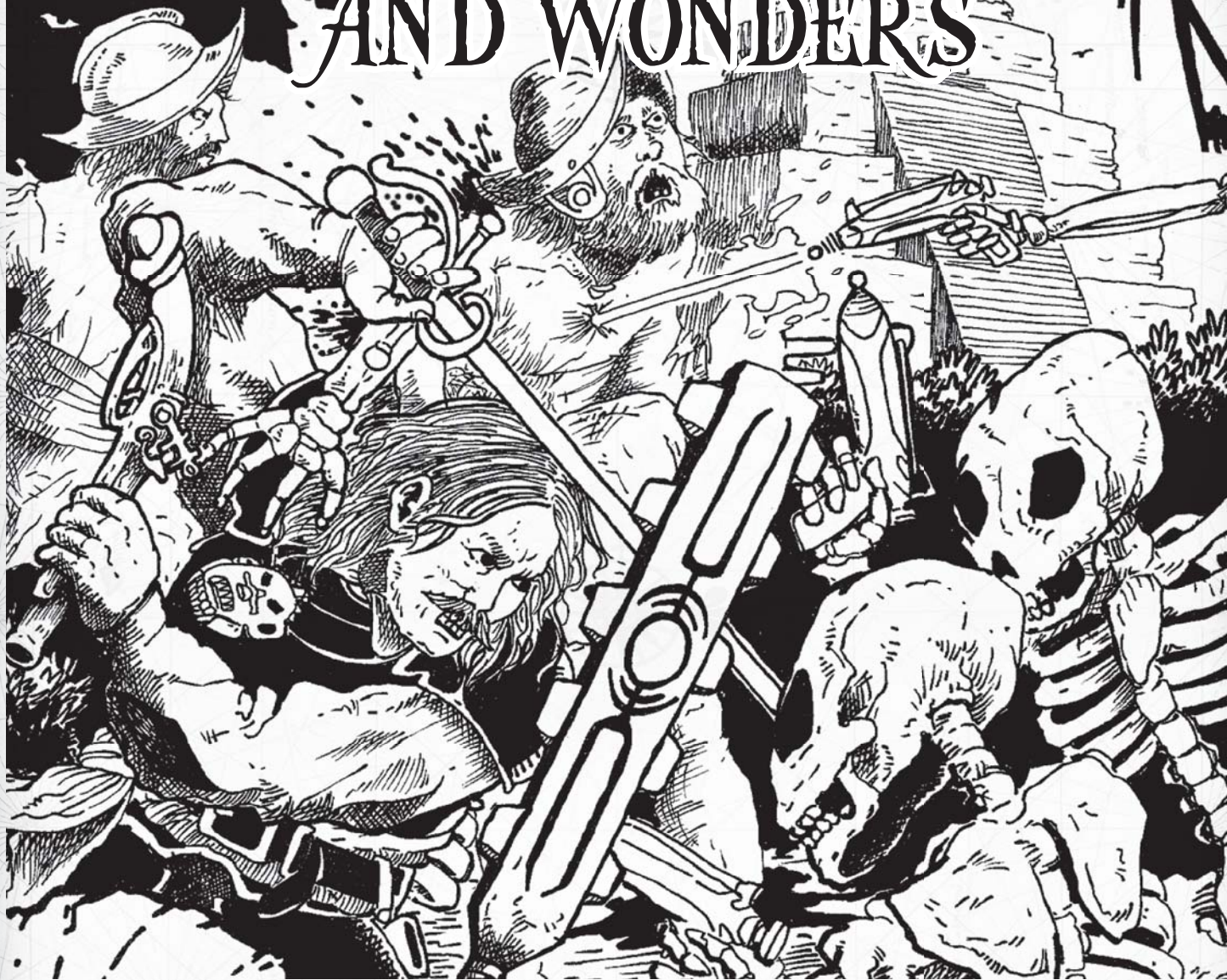
COMBAT

- **BITE:** +3 Attack, 1d6-1 Dmg +Pull
- **PULL:** A wolf that bites an opponent will instinctively try to pull it down to the ground, where it can get at more vulnerable parts. Anyone bitten by a wolf must make a Tricky (-1) Might check or be pulled to the ground. While on the ground, the opponent is At a Loss until they spend a Minor Action to stand up.
- **MAUL:** Wolves get +2 to damage against any opponent who is At a Loss.
- **POWERFUL NOSE:** Canines get +5 to notice checks using smell, and can track by smell as well.

10 LIFE BLOOD



V&M MYSTERIES, HORRORS, AND WONDERS



The Secret History

To have a world where magic, mad science inventions, supernatural monsters, and sorcery are real things, we have to alter the history of the world a bit to reflect these changes. What you are about to read below is an example of a "Secret History" which is unknown to virtually all mankind, but explains the origins somewhat of these supernatural forces. You are welcome to come up with your own alternate magical history. In your world, magic may even be widely acknowledged and played an enormous role in historical events.

THE DAWN OF CIVILIZATION

About 10,000 years ago, when civilization was in its infancy, creatures from "beyond the stars" traveled to Earth. These beings wielded scientific knowledge beyond the ken of the primitive humans and wielded a dark power called "sorcery". These beings are known (to those few aware of their existence) as "the Dark Ones," and through history have been referred to by many names: Baphomet, Marduk, Ba'al, Mammon, Huitzilopochtli, and many yet unknown.

Their dark power depended on the offering of souls, both by pact and by sacrifice to their unholy names.

They sought to yoke these humans as slaves, servants, and sacrifices to enhance their own powers. Three civilizations were chosen in this era to be uplifted by the Dark Ones: Atlantis, El Dorado, and Babel. Perhaps there were others... still undiscovered.

These civilizations soon dominated those around them while others began building new ones. Egypt, Minos, the Inca, and still others arose to challenge the thralls of the Dark Ones. Many paid a heavy tax in blood for their defiance. The Atlanteans struck Egypt and Minos at once. These raiders, referred to as "the Sea People" were the followers of Ba'al, raiding the coasts and burning and slaughtering all that they found unfit to bring home to Atlantis to be sacrificed. But while the Dark Ones were united in wickedness, they were rivals for power.

Seeing an opportunity, Marduk called on his priests to sacrifice a thousand men, and channeled the dark force of their last shrieks to sink Atlantis: the kingdom of his great rival for leadership of the Dark Ones. Atlantis, the greatest of all the civilizations, fell into the sea, and nearly all traces were destroyed. A group of Atlanteans managed to sail away in time; and founded a new civilization, which they named Phoenicia. The Phoenicians continued their sacrifices to Ba'al, and their civilization grew, spawning Carthage, while Babel was ultimately dominated by the Babylonians and then by the Persians; the cults of Marduk and his followers were nearly forgotten.



AGE OF ANTIQUITY

In Egypt the Sea Peoples had wreaked havoc, but the civilization remained intact. The Egyptian Thoth-Hermes Trismegistus developed the art of "white magic" to combat the dark sorcery of Egypt's enemies. Alchemy, divination, and Talismans were used in this fight, which they taught to others struggling against the darkness. Angered by these practices, the Dark Ones sent one of their own, Aten 'the Day Star', to corrupt the Egyptian people to their will. When the Pharaoh was corrupted and ordered all his people to abandon their old ways and worship Aten, the Egyptian people rose in rebellion and Aten was driven out of the land. The Greeks, and later the Romans learned to hate and fear those who practiced human sacrifice, for it was their blood that fueled the Dark Ones.

There were exceptions. Many times, mortal men gave into the temptation to wield dark Sorcery for themselves. The Greek King Agamemnon broke this law to further his own conquest of Troy, sacrificing his own daughter, and paid with his life and his soul. Caligula and Nero Caesar both dabbled in sorcery with disastrous consequences.

The last great effort by the Dark Ones was when Carthage challenged the rising Republic of Rome. Carthage sacrificed its own children to give their gods strength, but it wasn't enough, and Carthage was vanquished. Without followers willing to sacrifice, the Dark Ones were becoming increasingly weak. As time went on, the knowledge of the Dark Ones passed into legends, and were forgotten by most mortals. But not to all. Some maintained their secret knowledge and were determined to hunt the followers of the Dark Ones wherever they were: with magic, with steel, and with wisdom.

THE AGE OF REASON

For a thousand years the Dark Ones slept. They rested and regained their strength. In their dreams, they visited the dreams of others and twisted their minds. They gathered their forces quietly, letting man think he was master of the world. They encouraged men's own corruption and selfishness, dividing them so they could be more easily conquered in the future. With no enemy to band against, the nations of men did turn on one another. War, slavery, fanaticism, and the lust for gold moved men to sail around the globe.

One by one, the Dark Ones began to awaken, as cults to their power began to arise in the remote corners of the world and amid the wealthy and powerful. While the Christian explorers were appalled by the blood sacrifices of the Aztecs,

it is ironic that the Dark Ones also used the Church to their own ends as well. The most zealous fanatics were the most easily corrupted. The Inquisition and "Witch Hunters" were guided by agents of the Dark Ones to persecute and destroy women who maintained ancient knowledge that could be their undoing. So called "witches" were burned by the thousands in the 17th Century, but some managed to evade the stake and dedicated themselves to saving others and fighting the Dark Ones. These women called themselves "the Systerhood of Isis".

Still others turned to the Dark Ones to aid them in their worldly conflicts. In the Carpathian Mountains, the Transylvanian Prince Vlad Tepes, in his desperation to defeat the Turks, called upon Baphomet who gifted him with undeath & vampirism. Though he has been defeated before, he is not yet destroyed... merely asleep. Now his people live under the Turk's boot, and a cult devoted to waking Dracula has formed to drive them out. Still others hunt all vampires and similar monsters as they realized the Dark Ones are the true enemies of all mankind. These are the Bogatyrs.

Still other secret societies formed, dedicated either to destroying the Dark Ones, preserving lost knowledge, or hiding evil artifacts from corrupting the world.

Magic

In this world, there are but two types of magic. The Hermetic Arts, developed by man, and Sorcery, developed by the Dark Ones. Sorcery is a dark and unnatural power, which is fueled by sacrifices and rituals to the Dark Ones; the Hermetic Arts are ways for man to better understand and manipulate the natural world, such as alchemy, astrology, etc. Most people do not recognize a difference between the two; many benevolent practitioners of the Hermetic Arts, such as the Systerhood of Isis, were burnt as witches. For this reason, most practitioners of magic continue their studies in secret.



THE HERMETIC ARTS

These magical disciplines are named after the ancient Egyptian scholar Hermes Trismegistus "Thrice Blessed Hermes". He was later seen to be an amalgam of the Egyptian god Thoth and the Greek god Hermes, both of whom are patrons of magic. Numerous cults and religions were created in the ancient world revolving around magical arts, devoted to mythological figures such as Orpheus, Mithra (Sol Invictus "the unconquered sun"), and Isis. As the Roman Legions marched on the Germanic barbarians of the frontiers, they encountered another magical tradition practiced by "wise women". In Judea, mystics practiced an art called Kabala using the power of words and numbers to decipher the will of God, and gain enlightenment. The knowledge of these cultures was combined with that of the ancients, creating the Hermetic disciplines as they exist in the 17th Century. While Hermeticism is studied for the purpose of understanding nature and purifying one's own being, it was often discouraged,

sometimes declared witchcraft by the Church. Meanwhile, "science" has begun to take root in men's imaginations. While some see science and magic as mutually exclusive, many see them as inexorably linked, as both are means to understanding the nature of the universe (Newton toiled away in his alchemy lab in between inventing calculus).

Hermetic arts are either studied as a personal secret, or with the practitioner having membership in a secret society that discusses them. The main secret societies involved in the Hermetic Arts are the Systerhood of Isis, the Hermetic Order of the Grey Owls, and the Rosierucians.

CAREERS AND THE SUPERNATURAL

Astrologer/Magician: Astrologers and Magicians are both adept in the Hermetic Arts of Talisman craft and divination. While a Magician dabbles in both, the Astrologer is a specialist and receives a +1 Bonus to their Rank on anything involving astrology for Divination, but -2 Ranks to anything involving Talismans, as it isn't their strong suit.

Magicians and Astrologers are also well versed in knowledge of the Dark Arts, as knowledge of the enemy's power is the only way to defend against it. Magicians can recognize rituals, Talismans, and implements of dark sorcery, and often its effects. A magician may be able to figure out what spell has been cast by investigating the scene where a ritual took place. However, even knowing a little about Black Magic has led some once-honorable magicians down the Sorcerer's path... so it is not a something to be taken lightly.

The Astrologer/Magician is also knowledgeable about all sorts of occult matters including supernatural monsters of every sort, and can make Career + Savvy tests to know something about a given monster they encounter. The GM will assign the difficulty of this roll, but most are Hard (-2).



Alchemist/Apothecary: This Career has its very own discipline (see Alchemy page 180). Even in a campaign without magic, an Alchemist/Apothecary can still make Common Preparations, but in that case, a GM may disallow Uncommon, Rare, or Unique preparations. When it comes to using their skills compared to an Alchemist, Apothecaries get +1 to make potions, powders, etc, but -2 to anything to do with metallurgy.

Clergy: This Career is seldom used in combat, except when you are fighting unholy monsters such as demons or the undead. In such instances, the Career bonus can be transferred to another ally whom you bless to fight the monster or onto a weapon that is used to fight it. Such a bonus will last for the entire scene. A Clergy member may confer such a blessing by spending a Major Action and a Fortune Point.

Clergy can also pray to protect an individual from harm from such creatures, adding their Career Bonus to the ally's Defense against them. Such a bonus will also last for the entire scene. A Clergy member may confer such a blessing by spending a Major Action and a Fortune Point.

Clergy can also perform an exorcism to drive incorporeal evil spirits away. This is done by rolling $2d6 + \text{Flair} + \text{Clergy}$ with a difficulty based on the creature's Flair or Terror rating, +1 for every 10 Unlife or Lifeblood the creature has. This will also work on a Sorcerer traveling in astral form or controlling an individual with mind control.

Undertaker/Mortician: A character with this Unusual Career is a professional involved in the business of funeral rites. These tasks often entail the embalming and burial or cremation of the dead, as well as the planning and arrangement of the actual funeral ceremony. It may even involve making the casket to put the body in, but unless the Undertaker is a skilled carpenter, these boxes can be very basic.

Undertakers also happen to be experts on creatures that should be dead but aren't: the undead. It is an Undertaker's job to put the undead to rest once and for all. Many take to the road, seeking out restless souls whoever they may be. Undertakers may use their Career + Savvy to know details about particular types of undead, add their Career to any roll against fear caused by undead, and may use a Career bonus when fighting undead once per scene.

Undertakers do not tend to favor any particular Quality over the others.

Disciplines of the Hermetic Arts

There are many means to practice Hermetic Magic from Alchemy to Numerology, Astrology to Palm Reading. Between these different forms, there are three Disciplines that encompass the functions of the Hermetic Arts. These are Alchemy, Talismans, and Divination. While an Astrologer, Numerologist, and tarot card reader may all employ different methods to see the future, they are all taking part in the discipline of Divination.

Alchemy

Alchemists do not cast spells; they change things and create things. They would be called scientists and inventors today. Peasants often mistake them for wizards, not understanding (nor caring about) the distinction.

Alchemists can create 'magic' potions, salves, gasses, liquids, and powders. They use all manner of scientific flasks, alembics, pots, tubes, and crucibles in their experiments. They can use metallurgy to put extra strength and lightness into weapons and armor. They often work on their projects with blacksmiths.

Among the chief goals of alchemists is to transform metal from one "state" to another. They believed that there were 7 metals that were actually 7 different stages of development, from lead until it was purified into gold. The secret to being able to make this transformation was the Philosopher's Stone. If one could purify a base metal into Gold, one would purify one's own soul in the process.

Time & Money

Alchemists must pay a price for their science, both in time and money. Alchemy is something that cannot normally be performed during an adventure—it needs time to gather and ready the materials, work out the quantities and designs, have craftsmen build any special equipment. Even that isn't the end of it, because the finished article must be tested and corrected several times or more before it is ready to use.

Alchemy is something that is done, in effect, between adventures, when you have at least a week of downtime. Before embarking on a new adventure, the character should describe what he did with his time and money since the last adventure, including what preparations he (attempted) to make.



The way that Alchemy preparation is tracked is through Craft Points. Between adventures, a character will have a number of Craft Points equal to their Ranks in Alchemist. So if you have 3 ranks, you would get 3 Craft Points. Some items require spending your Craft Points over several adventures—which is actually necessary to make Unique items. So if you have 3 Ranks, it would take you at least 3 adventures to generate the 8 Craft Points needed to make a Unique preparation. You cannot spend more than 5 Craft Points per adventure, and they cannot be saved between adventures as they represent time as well as materials. So before each adventure, you need to invest Craft Points in a project, even if that project will remain unfinished (see "Stages" below). Lastly if you have Craft Points from another Career they do not "stack". Alchemist Craft Points are not interchangeable with Magician Craft Points, etc.

Uncommon preparations also cost 1 Fortune or Advancement Point.

Rare preparations cost 2 Advancement Points.

Unique preparations cost 2 Advancement Points per Stage.

Alchemy Craft Costs

- One Common Preparation costs 1 Craft Point.
- An Uncommon Preparation costs 2 Craft Points.
- A Rare Preparation costs 4 Craft Points. You can make a maximum of one item per adventure.
- A Unique Preparation costs 8 Craft Points. You can make no more than one per two adventures.

An Alchemist can work on Common and Uncommon Preparations at the same time, so one with a Career rank of 3 could produce one Potion of insect repellent (Common) and one enhanced strength powder (Uncommon) between adventures. This is not possible with Rare and Unique preparations, as the Alchemist needs to devote all of his time and energy to the project.

Craft Points and Starting Equipment

The GM may decide to let an Alchemist spend Craft Points before the first adventure. However these Craft Points must be spent on a completed project, and cannot be spent as a Stage in an ongoing project. Thus, the GM could let a PC with Alchemist 2 begin with burning oil, but not let them start with 2 Craft Points invested in a Unique preparation.

Stages

Where it takes an Alchemist more than one period of 'downtime' between adventures to create something, this is referred to as Stages. You spend Craft Points at each 'Stage' of the preparation, until you have enough Craft Points to finish the preparation. In other words, when producing a Unique Preparation, an Alchemist of rank 2 would require four Stages to complete his work. At the final Stage he would have to make a successful Savvy + Career roll. If he fails, his work is ruined and all the Craft Points invested are lost. The Task Resolution difficulty for Savvy + Career when creating Alchemical Preparations is set out below:

ALCHEMICAL PREPARATIONS TABLE

Preparation	Difficulty	Modifier to Roll
Common	Moderate	+0
Uncommon	Hard	-2
Rare	Tough	-4
Unique	Demanding	-6

Note: The table above assumes access to a proper laboratory/shop and having the raw materials present. Otherwise increase the difficulty by two.

Additional Modifiers

- Where the Alchemist is analyzing a previously unknown object or potion: increase the level of difficulty by one. No Craft Points are needed to examine things.
- Where the Alchemist is simply repairing an item or refreshing a potion: reduce the level of difficulty by one, but only for Common and Uncommon Preparations. Repairs require half as many Craft Points as the equivalent creation.

COMMON PREPARATIONS

These are potions, fumes, and creations that can readily be created by other professions without the use of magic (so even if you aren't using Magic rules, common preparations can still be made). They are not common knowledge but rather the result of careful observation and experimenting by knowledgeable practitioners. When you make a common preparation you must spend 1 Craft Point whether you succeed or fail.

Potions & Creations

These concoctions and poultices could be prepared by an ordinary herbalist, someone with the knowledge, skill and expertise to mix and brew a variety of raw materials in the right proportions. They tend to be ordinary things that could be found at the drug store of modern times. These tend to be temporary effects, except those that heal or restore:

- Pain-killers (lasts 2d6 hours, 3 doses)
- Sleep inducers (ingested, gives 2d6 hours very sound sleep, 3 doses)
- Fever relief (lasts 2d6 hours, 3 doses)
- Acids (1 small vial, does 1d3 damage or burns through up to 1 cubic inch of metal or wood)
- Animal poison (kills small pests for 1d3 days. Enough to spray one room)
- Antidotes to natural Venoms and Herbal toxins (3 doses, recovery in 1 hour)
- Insect repellent (lasts 4d6 hours)
- Alcoholic spirits (good quality brandy, rum, etc)
- Gunpowder (enough for 20 rounds of shot or one grenade)
- Invisible Ink (becomes visible when wet or warmed)

Damaging or healing items typically cause or cure 1d3 Lifeblood of damage to the recipient.

Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

Example: Aaron Argyle feels that the group will need some insect repellent perfume for their journey through the jungles of the Yucatan in search of Mayan treasure. He is an Alchemist of rank 1, so he can make one common preparation before the adventure begins. He is in a tavern room so he is making do with whatever resources are at hand. Therefore the difficulty moves from Moderate to Hard (-2). Aaron does have Savvy 1 and Alchemist rank 1. This means he must roll 9 to make the perfume.

UNCOMMON PREPARATIONS

These things are in an Alchemist's knowledge and beyond

the normal village wise-woman's ability to produce from commonly found materials. These materials are normally obtainable at the local marketplace or from relatively accessible places and are easily stored. Uncommon preparations, and those that are still rarer, are magical in nature (so in a campaign where there is no magic, they will not work). When you attempt to make an Uncommon preparation, you must spend 1 Fortune or Advancement Point and 2 Craft Points when you roll, whether you succeed or fail.

Potions

These would be mixtures that imbue the recipients with improvements or reductions to their normal capabilities. In combat, using a potion takes a Major Action. These tend to be temporary effects, except those that heal or restore:

- Faster speed (Bonus Die on Initiative rolls and +10' of movement for one scene)
- Enhanced Strength (+1 Might for one scene)
- Enhanced Courage (+1 Daring for one scene)
- Enhanced Charisma (+1 Flair for one scene)
- Improved vision (Bonus Die on all Savvy checks to notice something)
- Infatuation (Imbiber must roll Flair vs. your Alchemist rank or be infatuated for a day)
- Instant sleep (Imbiber must roll Might vs. your Alchemist rank or fall unconscious for 8 hours)
- Antidote to chemical poisons (3 doses, recovery in 1 hour)
- Acid Neutralizer (instantly stops effects of equal amount of acid. Makes 1 pint)

Creations

These are chemicals, metallurgical treatments, or machines, which are often complex beyond the skills of the best craftsmen or the most cunning distiller. Examples would include:

- Flash powder (Throw it to blind someone for one round if you hit)
- Light-producing chemical (provides light for 8 hours)
- Fire self-starter (light campfires quickly and easily)
- Burning Oil (lights on contact and burns for 1d6 damage)
- Rust reversal (enough to clean all the rust off a suit of armor)

Damaging or healing items that in themselves would not normally cause any damage (i.e. not weapons or armor) typically cause or cure 1d6 Lifeblood of damage to the recipient.

Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

RARE PREPARATIONS

These preparations are known to many Alchemists, but only produced in the larger cities or the hidden laboratories of isolated Alchemists. These miracles are things that are often heard of in a storyteller's tale. They tend to have temporary effects, except those that heal or restore.

Ingredients for these creations are usually rare, exotic, or easily spoiled. They often aren't found in the region the Alchemist is located in and he will need to hire adventurers to obtain it for him.

They could range from near-extinct animals, plants raised under special conditions, distillates of exotic minerals, materials that can only be produced under starlight or moonlight, and/or animals with special diets.

When you attempt to make a Rare preparation, you must spend 2 Advancement Points and a total of 4 Craft Points when you roll, whether you succeed or fail.

Potions & Creations

Rare potions and effects would include:

- Love (Imbiber must roll Flair vs. your Alchemist rank or be in love till the next full moon)
- Plague cure (Imbiber is cured of the plague)
- Appearance of Youth (imbiber appears to be no more than 25 years old for a week)
- Paralysis (imbiber must roll Might vs. your Alchemist rank or be completely paralyzed for 24 hours)
- Heroism (Imbiber gets +1 to all Qualities for one scene)
- Brutal Strength (Imbiber gets +2 Might, -1 Savvy for one scene. If Savvy is reduced to -1 or lower, they go berserk attacking the nearest living creature until all nearby creatures are dead)
- Resilience (Imbiber's skin counts as Protection 1d6 armor for one scene)
- Shape Change (Imbiber changes to look like someone else for 1 hour. Requires some hair, fingernails, blood, etc from that person to make it).
- Universal Antidote (can cure any poison, instantly reversing its effects. 1 Dose)
- Water-Breathing Tincture (Allows imbiber to breathe underwater for 8 hours)
- Invisibility Powder (people seem not to notice the wearer unless he does something to draw attention to himself, such as attack. Lasts for one scene.)
- Greek Fire (explodes in a 10' radius, doing 2d6 damage)
- Make Damascus Steel (must work with a very skilled Craftsman to shape it into something; see Rare Devices (page 190) and also Magnificent Arms or Armor, page 38).



Damaging or healing items that in themselves would not normally cause any damage (i.e. not weapons or armor) typically cause or cure 2d6 Lifeblood of damage to the recipient.

Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

UNIQUE PREPARATIONS

These things are mentioned in ancient writings and in the legends of lost civilizations. To see one of these in a lifetime is unusual. Once found they are guarded and secreted away from curious eyes, often for centuries.

The raw ingredients for these may take several years to decant, grow, or infuse. Necessary plants, animal parts and/or minerals may be only located in faraway lands or exotic environments (undersea, north slope of a mountain top, a swamp-drowned tomb, mummy coffin, and anything involving danger and travel.) Once gained they must be preserved in exotic ways or else lose some of their potency. Even uncovering the Philosopher's Stone is possible.

When you attempt to make a Unique preparation, you must spend 2 Advancement Points when you begin each Stage, whether you succeed or fail. You must also spend a total of 8 Craft Points to complete it.

Potions

Such unique elixirs and effects would be things like:

- Elixir of Life (permanently have the health and appearance of a 25 year old. However, first you must have the Philosopher's Stone. You are effectively immortal, and only by violence or accident will you die)
- Permanent Alteration (+1 to any Quality permanently. Will only ever work once on any given individual).
- Perfect Regeneration (re-grows a lost limb, eye, etc, effectively erasing the Flaw associated with it).
- Invincibility (Imbiber's skin counts as if it were armor with 2d6 Protection for a scene).
- Phoenix Dust (powder that burns on contact for 3d6 damage, even underwater).

Creations

These are concepts that all Alchemists strive to know, but few truly believe are possible. These could include:

- The Philosopher's Stone (The ultimate goal of most Alchemists, it is believed by purifying the stone, one purifies his own immortal soul. Gain +1 to Fortune Characteristic, and you may also use the stone to make other Unique preparations).
- Transmute one bar of lead into one bar of gold (First you must have the Philosopher's Stone. The transmutation takes 24 hours to complete).
- Create an Adamant weapon or armor (see below).
- Create man-beast hybrid life-forms

Damaging or healing items that in themselves would not normally cause any damage (i.e. not weapons or armor) typically cause or cure 3d6 Lifeblood of damage to the recipient.

Adamant weapons allow the wielder to roll a Bonus Die on every attack. In addition, they are unbreakable and ignore regular armor. Special armor created by an Alchemist would provide half the protection. Adamant weapons also cause +1d3 damage when they hit.

Adamant can be used to make Heavy Armor, which has penalties as if it were Light Armor. It is so light for its strength, you can even swim while wearing it. It also provides +1d3 Protection.

Other potions and items would have to be worked out between the player and the GM using the above as guidelines.

Talismans



Talismans are objects imbued with supernatural power by a Magician. A Talisman can be a piece of jewelry like an amulet, brooch, or ring, but does not have to be. Most Talismans are protective in nature, inscribed with magic words, numerological formulae, or containing reagents with certain supernatural properties. For instance, a ward against death might be made of lead and shaped like Saturn, while a good luck Talisman might be a silver figurine in the shape of Mercury. Even though the Church disdains sorcery, people in general are very superstitious and it is not all that uncommon to find a home adorned with Talismans to ward off evil spirits.

Magicians can create Talismans that are worn on the person, protect a location, or enhance an object that they are placed upon. To the untrained eye, a Talisman just looks like decoration that is added to an otherwise ordinary object.

Time & Money

It takes time and money to make a Talisman, as their creation often requires an intense and lengthy ritual which must be performed very precisely using materials that are difficult to get. For instance, inscribing a design on a cloak by writing the word “Abracadabra” thousands of times all over it in a special ink infused with a snake’s venom might be necessary to create a Talisman protecting against snakebites. Creating Talismans is a lengthy process that requires at least a week’s downtime between adventures.

Making Talismans uses Craft Points, just like Alchemy. You get 1 Craft Point to spend on Talismans per rank in Magician.

Talisman Craft Costs and Difficulties

- One Common Talisman for 1 Craft Point. (+0 Difficulty)
- An Uncommon Talisman for 2 Craft Points. (-2 Difficulty)
- A Rare Talisman for 4 Craft Points (maximum one item). (-4 Difficulty)
- A Unique Talisman for 8 Craft Points (maximum one item per two adventures). (-6 Difficulty)

The rules for using Craft Points to make Talismans are the same as those for making alchemical preparations (see page 180). This extends to the rules for creating an item in Stages (except temporary Circles made of chalk, see below). The difficulty of the roll to make a Talisman likewise corresponds directly with that of the alchemical equivalent. Uncommon and rarer Talismans may require Fortune or Advancement points to build.

Relation to Alchemy

In many ways, creating a Talisman is very similar to Alchemy. Both rely on complicated formulae and rare ingredients, and both are often used for relatively common things—such as insect repellent. The difference is in how they work. An alchemical insect repellent may produce a scent that drives away insects, while a Talisman would function by supernaturally causing the insects to fear the Talisman. How this works isn’t fully understood by Magicians, but is believed to be connected to the spiritual realm. Unlike alchemical preparations, however, Talismans never directly cause or cure damage. They may however enhance the damage that an object can cause. Unlike Alchemy, Talismans are always made for extended use. A ward against Nightmares will never “run out” of uses, unlike a potion.

Types of Talismans

Talismans generally take three forms: Wards, Charms, and Circles. A Ward is a protective Talisman that either protects an individual who is wearing it, or protects a room that it adorns. A Charm is a beneficial Talisman that gives some bonus to the person who wears it or to the object it adorns. A Circle is drawn onto the ground, and either protects or traps those within it. A circle can be made to be very subtle, a pattern made in the tile of a floor or the weave of a carpet, but often they are simply drawn with chalk (and in those cases, quite obvious). While Charms and Wards must be made during down-time between adventures, a chalk circle can be made in a matter of an hour per Stage.

It is more elaborate than a mere circle drawn on the ground. It is surrounded by mystical symbols as the Magician speaks the proper incantations.

Activation & Deactivation of Talismans

A Magician has limits to how many Talismans can be active at once. The limit is equal to the Magician's Rank x2. Thus a character with Rank 3 could have 6 Talismans active at once. So he might have one in his home, three that he wears on his person, and two more that he has given to be used by friends. Rare Talismans count as 2 activations, and Unique count as 3. So the same Magician could have only two Unique Talismans. A Magician can deactivate a Talisman by performing a ritual requiring 1 hour, even if the Talisman is not nearby.

Below follow some example Talismans. These are only examples of what can be done. The GM and player can work out some additional Talismans if they wish. The GM should keep in mind that Talismans tend to be continuous effects, not single use items, so they should be comparatively less powerful than Alchemy.

COMMON TALISMANS

Common Talismans are items that may accomplish things we use modern medicines, materials, or items from the hardware store to accomplish. Most often, common Talismans are used for health purposes. Note that to the non-believer, common Talismans could just as easily be explained by coincidence or psychosomatic effect. Making a common Talisman costs 1 Craft Point, if you succeed or not.

- Ward against Pain (Wearing it soothes agony)
- Ward against Illness, Lesser (Gives a +2 bonus to avoid illnesses)
- Ward of Animal repulsion (Keeps a specified type of animal at bay)
- Ward of Insect repulsion (Keeps insects at bay)
- Ward against Drunkenness (Get a Bonus Die to avoid effects of alcohol)
- Magic Circle against Ghosts (Ghosts must make a Daring roll to cross through; Difficulty = Magician's Rank)
- Charm of Deep Sleep (Placed under the pillow, it gives a restful night's sleep; difficult to wake).



UNCOMMON TALISMANS

Uncommon Talismans are items that have a more obvious supernatural effect. Their effects can still be confused with sheer coincidence, but it is harder to suspend one's disbelief that something is happening because of the Talisman. When you attempt to make an uncommon Talisman, you must spend 1 Fortune or Advancement Point and 2 Craft Points when you roll, whether you succeed or fail.

- Charm of Clear Mind (Wearer gets a Bonus Die to resist any magic affecting their mind)
- Dousing Rod (This charmed stick helps to find water, giving a Bonus Die to find it)
- Charm of Vigor (An amulet that allows one to go with only four hours sleep a night with no ill effect)
- Ward Against Fire, Lesser (Gives +1d3 protection vs. fire, objects much harder to ignite, as if wet)
- Ward Against Poison, Lesser (Gives the wearer +2 to resist any poison)
- Magic Circle against Beasts (All Animals and bestial monsters must make a Daring Roll to cross through; Difficulty = Magician's Rank).
- Magic Circle against Undead (Vampires, Zombies, etc must make a Daring roll to cross through; Difficulty = Magician's rank).

RARE TALISMANS

Rare Talismans have a magical effect that is unmistakable. Those who disbelieve may chalk these effects up to coincidence, but struggle to convince even themselves. When you attempt to make a Rare Talisman, you must spend 2 Advancement Points and 4 Craft Points when you roll, whether you succeed or fail.

- Ward Against Fire, Greater (Gives +1d6 protection vs. fire, impossible to ignite, as if stone)
- Ward Against Evil (Any unfriendly magic or supernatural creatures targeting the wearer have -2 to affect him on rolls to hit or damage)
- Ward Against Illness, Greater (Wearer is immune to all illnesses)
- Ward Against Injury (All damage caused by cuts or bruises to the wearer is reduced by 1)
- Magic Circle against Sorcery (Sorcerers in the area have a penalty to use magic equal to the Magician's Rank).
- Ward against Drowning (Allows the wearer to hold their breath twice as long as normal)
- Ward against Hunger (Allows the wearer to get by on half as much food and water)
- Good Luck Charm (Whenever the wearer uses a Fortune Point, roll a d6. On a 6, the point is not lost when it is used).
- Charm of Speedy Recovery (Whoever sleeps under this charm heals at twice the usual speed).

UNIQUE TALISMANS

The effectiveness of a unique Talisman is undeniable. When you attempt to make a Unique Talisman, you must spend 2 Advancement Points when you begin each Stage, whether you succeed or fail. You also must spend a total of 8 Craft Points to complete it.

- Charm of Monster Slaying (Any blade bearing this Talisman never dulls. It does +2 damage to any supernatural creatures, and halves any Protection from damage they get. If a monster has a weakness, this weapon will affect the creature as if it were that weakness. A werewolf for instance will be as vulnerable to this weapon as they are to one made of silver. Note: this Charm will also work against Sorcerers).
- Inscription of Life (Gives a being bearing this inscription the semblance of life. It is not truly alive, however, merely under control. This will work on a corpse or on a statue, creating a Golem [see page 207])
- Ward Against Sorcery (Whenever the wearer is targeted with an evil spell, the Sorcerer must roll a Career test with a difficulty equal to the rank of the Magician who made the ward. If the ward succeeds, that Sorcerer cannot affect the wearer of this ward as long as they wear it).
- Ward Against Poison, Greater (The wearer is immune to any poison)
- Magic Circle against Demons (Demons must make a Daring Roll to cross through; Difficulty = Magician's Rank).
- Magic Compass (This charmed compass always points towards a certain thing as if it were North, which is described in great detail in magical inscriptions around it)
- The Charmed Tomes (These are always made in pairs. Each one resembles a blank book when created—but its pages are inscribed with magic words using invisible ink. Whatever is written in one book using regular ink will appear in the other the next time the book is opened, and vice versa, making it possible for people to communicate almost instantly despite long distance between them. Each magic book has about 100 pages in it, before a new one must be created).

Divination

Divination is the most widely used of the Hermetic Arts. It can be accomplished using astrology, tarot cards, crystal balls, communing with angels or spirits, using numerology to analyze the Bible for coded messages, and various other means; though the practitioner usually has a preferred method. Characters with the Astrologer Career get +1 to rolls to use Divination using astrology. The Magician Career can use any means, but gets no special bonus.

SOOTHSAYING

Divination can be used for soothsaying, which can be used to bring luck to allies and doom to enemies. You can spend a Fortune Point on an ally's behalf by succeeding on a Moderate (0 difficulty) Savvy roll, adding your Career. This does not use an action, and can be performed when it is not your turn. You can also predict doom for an enemy. You must spend a Major Action and a Fortune Point to do this. Roll Savvy + Career against a difficulty based on the opponent's Flair. If you fail, you lose the Fortune Point and there is no special effect. If you succeed, that enemy loses a Fortune Point. If you roll a Calamitous Failure, you lose 2 Fortune Points. If you roll a Mighty Success, your opponent loses 2 Fortune Points. If a victim cannot lose a Fortune Point they take 1d6 damage from some accident that scene instead.



OMENS

You can also see omens, which may reveal information about the future or the past. The GM will tell you when you see one. It will take some time to decipher its meaning and the GM will secretly make a moderate (+0) Savvy + Career roll on your behalf. If you succeed, he will tell you what the omen means. If you fail, he will say you do not know what it means.

On a Calamitous Failure, he will give you a false understanding of the omen. The GM can also choose to just tell you about an omen if he wants to give you a clue.

In addition to seeing portents of the future, you can see lingering curses. If a person, place, or thing is cursed or haunted, you will be able to see it, again with the GM rolling a moderate difficulty check on your behalf.

FORTUNE TELLING

While omens are seen when you are not looking for them, Fortune Telling is the art of discovering information while actively looking for it. An astrologer accomplishes this by consulting the stars and planets to create a horoscope, while others might consult tarot cards, seeing stones, or even casting bones.

Fortune telling either involves resolving a specific question or seeking general knowledge about the future of a person, place, or thing. In general, fortunes foretold are rather vague and open to interpretation. For instance, when a queen asked for the horoscopes of her four sons, the astrologer told her that each would be a king, and she was relieved. But each of the children died young, each briefly becoming their sibling's successor in turn. However, sometimes a seer has a startlingly precise prediction.

When you try to tell a fortune, spend a Fortune Point, and the GM will secretly roll Savvy + Career on your behalf. The difficulty to know a general future of a person, place, or thing is Hard (-2) because deliberately telling a fortune is more complex than simply seeing the omens that are already there. Telling your own fortune is a Demanding (-6) task.

The better your roll result (after subtracting difficulty) the more information you can discover. An individual's fortune can be used not only to see that person's future, but also to see connections between themselves and another person, place, or thing. For instance, if you are telling a noble lady's fortune, you can see that she has an admirer or someone who wishes to do her



harm. You may also see what Boons and Flaws an individual has, as well as their Motivation, by telling their fortune. Not only do you see that they have those Boons, Flaws, Adversaries, etc, but also foresee if they will come up in the near future.

Success By	Information Discerned
0-1 Above target	General Information, Careers
2+ Above target	Boons, Flaws, Qualities
4+ Above target	Motivation, Adversaries, Contacts

Answering a specific question is Tough (-4), as this is even more difficult. If you are successful, the GM will give you a general statement about the subject you are trying to predict. Questions must be about the future, never the past or present. For instance, you cannot ask, "Is Duke Rudolfo the murderer?". Instead you could ask, "Will Duke Rudolfo be found guilty of murder?". It could be that he is guilty and is never brought to trial (perhaps dying at the hands of an avenger before going to court), or it could mean that he will go to trial and avoid conviction whether he is guilty or not.

Whenever rolling to predict a future or answer a question, a Mighty Success indicates that the character has had an extremely vivid and clear insight. This will not be a vague prediction. Likewise, a Calamitous Failure will also indicate a very vivid and clear depiction, however it will be one that is entirely wrong.

Inventions & Contraptions for Craftsmen & Scholars

A character who has both the Scholar and Craftsman Careers, or a pair of characters that each have at least one of those Careers, can create fantastic contraptions in much the same way that an Alchemist can make potions. While common devices require only the Craftsman skill, Uncommon and rarer devices require ranks in Scholar as well to design the invention. Common and Uncommon devices can be produced in the real world, but Rare and Unique inventions are more "Clockwork Punk" type devices that the GM may decide to restrict from a campaign.

Time & Money

For creating a Device, time and money function virtually the same way they do for an Alchemist, using Craft Points to represent time and materials (see Alchemy, page 180). Because you need both Craftsman and Scholar Careers, your Craft Points are based on whichever of the two Careers is lower.

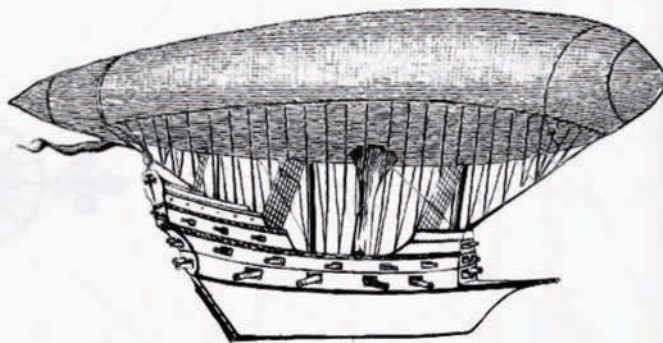
Device Craft Cost & Difficulties

- One Common Device for 1 Craft Point. (+0 Difficulty)
- One Uncommon Device for 2 Craft Points. (-2 Difficulty)
- One Rare Device costs 4 Craft Points. (-4 Difficulty)
- A Unique Device costs 8 Craft Points. (-6 Difficulty)

The rules for using Craft Points to make devices are the same as those for making alchemical preparations (see page 180). This extends to the rules for creating an item in Stages. The difficulty of the roll to make a device likewise corresponds directly with that of the alchemical equivalent. Uncommon and rarer devices may require Fortune or Advancement points to build. The difficulties above assume access to a proper laboratory/shop and having the raw materials present. Otherwise increase the difficulty by two.

Additional Modifiers

- Where the scholar is analyzing a previously unknown object or plans: increase the level of difficulty by one. However, this requires 0 Craft Points.
- Where the craftsman is simply repairing an item: reduce the level of difficulty by one, but only for Common and Uncommon devices. Repair uses half the number of Craft Points as building a new item.





Sometimes inventing is a team effort

COMMON DEVICES

These are finer made items of common use. A Craftsman is needed to make these items, but a Scholar is not. Normally they are lighter and stronger than other items created under normal conditions. You must spend 1 Craft Point, whether you succeed or fail.

- Masterwork armor
- Masterwork weapon
- Locks (Ordinary lock of -2 Difficulty)
- Traps (Ordinary trap of -2 Difficulty to find and disarm)
- Tools
- Composite Weapon (such as an Axe-Pistol, or a Sword-Gun. They have -1 to attack in either mode)

Masterwork weapons and armor reroll any result of a "1" when rolling Damage or Protection. Traps do 1d3+1 damage when triggered.

UNCOMMON DEVICES

Uncommon devices would be items that are difficult to make, and require a Scholar's detailed research and technical ability in addition to the Craftsman's skill. When determining ranks for making an Uncommon or rarer device, use whichever rank is lower between Scholar and Craftsman. When you attempt to make an uncommon device, you must spend 1 Fortune or Advancement Point and 2 Craft Points when you roll, whether you succeed or fail.

- Elaborate locks and traps (Difficulty is -4 to get by them)
- Hollow Glass Knife (can be filled with acid or poison)
- A Clock or Pocket watch
- Grappler Crossbow (A crossbow which fires a silk rope and grappling hook with a 25' Range Increment)
- A Printing Press
- Artificial limbs (with few or no moving parts, but nicer than a hook or peg)
- Hidden Weapon (see Magnificent Arms or Armor Boon page 38)
- A Periscope
- Perfectly pitched musical instruments (give a Bonus Die to performance by trained musician)
- A Telescope
- A Gun Scope (Increases range increment of a Musket by 10 Feet)
- A Microscope
- A Firearm with multiple barrels (Every 2 barrels the weapon has gives it a -1 penalty to hit with every shot, up to a maximum of 10 barrels for a -5 penalty. Each barrel requires the standard reload time separately. You can fire the barrels all at once if you choose, either taking out multiple pawns in a group, or adding +1 damage to the base for each bullet that hits a single target after the first)
- A Diving Bell (Diving bells have been used for salvage and fishing for certain marine life since the time of Aristotle. It is a bell-shaped inverted container that moves straight down underwater, lowered by heavy chains, and attached to the surface. It also has an air hose attached, which has a pump that is manned to push fresh air down for the divers. Without pumping, there is enough air for 1 person to last an hour).

Elaborate traps do 1d6+1 damage when triggered.



RARE DEVICES

Rare devices are things that are well ahead of their time. When determining rank for building a Rare device, use the lower of Scholar or Craftsman. When you attempt to make a rare device, you must spend 2 Advancement Points and 4 Craft Points when you roll, whether you succeed or fail.

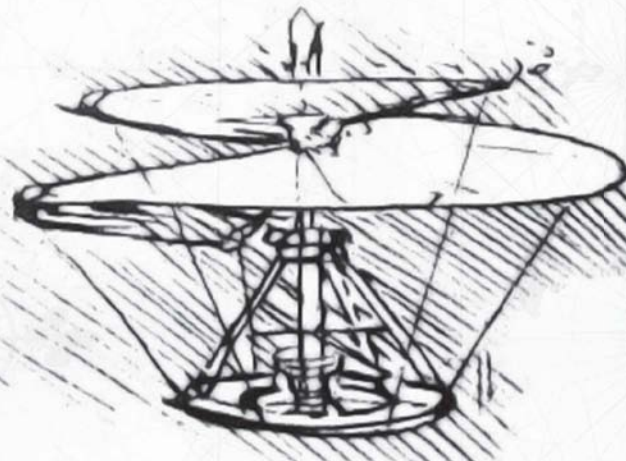
- Hot Air Balloon (Will carry up to five people with the wind, for about 60 miles over 8 hours. It takes 24 hours to refuel and re-inflate between flights).
- Ingenious Locks or Traps (-6 Difficulty to get by them)
- An Analytical Engine (a clockwork machine that can solve mathematical problems in seconds. Of course, it does take some time to plug in the equation.)
- Revolver (A flintlock pistol, which can fire 6 shots before it must be reloaded. Reloading it takes 9 Minor Actions, however).
- A Diving Helmet (fitted with an air-hose connected to the surface. Maximum depth of dive is based on the length of the hose, but no more than 50 feet. To get down to such a depth, the diver must wear lead weights. Someone at the surface must man a pump that pushes air down the hose).
- A Stethoscope (Gives +2 bonus to hear on the other side of a door, gives a Physician +1 to checks involving internal diagnosis).
- A Damascus Steel Weapon or Armor (Requires an Alchemist to first produce the steel, see Magnificent Arms or Armor Boon page 38)

An ingenious trap does 2d6+2 damage when triggered.

UNIQUE DEVICES

Many of these devices were only dreamed of by men like Leonardo DaVinci, and are centuries ahead of their time. When determining rank for building a Unique device, use the lower of Scholar or Craftsman. When you attempt to make a Unique device, you must spend 2 Advancement Points when you begin each Stage, whether you succeed or fail. You will need a total of 8 Craft Points on the project as well to complete it.

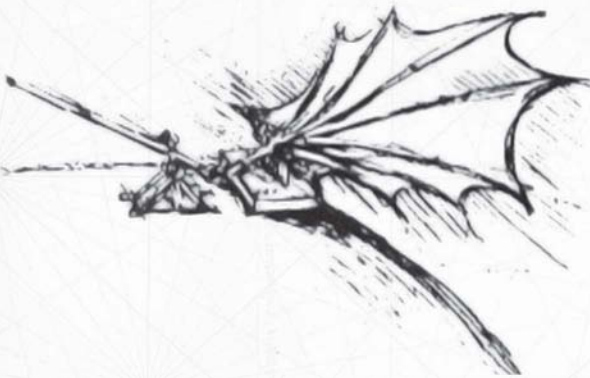
- DaVinci's Helicopter (A small craft with a corkscrew shaped propeller, it can carry only 2 men at most, who must pedal to provide propulsion. Unlike the Hot Air Balloon, however, it can travel in any direction at 20 miles per hour. A person can power it for 1 hour per point of Might. If it carries two people, use whoever has less Might. If only one person is pedaling, it moves at half speed.)



- Airship (Will carry up to 20 people and remain aloft for over 24 hours. It takes 24 hours to refuel and re-inflate between flights). It is built like a Size 1 ship with 5 points to spend on its Ship Qualities. Because it floats, it gets +2 to its Sails rating when moving with the wind, but -2 when moving against it. When it is "adrift" it is pushed by the wind, unable to control its movement.
- DaVinci's War Wagon (A small mobile fortress driven by a crew of ten men, who can also fire out the gun ports, which provide -2 Cover penalty to enemy attacks. The War Wagon is as slow as a walking man, but it has an Armor Protection of 6 and can take 60 Damage before being destroyed. Knocking a hole in it large enough for a man to come through takes 10 damage.)
- DaVinci's Ornithopter (A hang-glider that can also flap its wings to create lift for longer sustained gliding. It moves about 50 miles an hour, but must take off from a high height, or be launched from a catapult, gliding downward as it moves forward. The most it can stay aloft is 1 hour.)
- Submersible Boat (a submarine that can carry a crew of four, but no more than 20 feet beneath the water's surface. It can be fitted with a floating hose that carries down air from the surface, but this can be noticed. Otherwise, it holds enough air to last four people 1 hour while submerged. It can move about 5 miles an hour by people inside pedaling to turn the propeller).

- Triple Cannon (A three-barreled cannon that can be fired 3 times before it must be reloaded).
- Lightning-Gun (Essentially a musket that fires a bolt of lightning. It functions as a musket in every respect, except it can fire 3 times on a single charge without needing to be reloaded. However, it takes over an hour to charge).
- Unique Lock or Trap (requires two rolls at -6 Difficulty to get by these)
- Mind Transfer Machine (transfers the mind of one subject into the other, and vice-versa. It takes 2 hours to complete the process, and is reversible. However each subject must succeed on a Hard [-2] Savvy check when the change is first made or go mad. Subjects rendered insane may try again to regain their sanity by making the same check daily).
- Vivification Machine (Used to bring dead bodies back to life when struck by lightning. However, the life-form will be completely new, with no memory of its former life and hideously disfigured by the experience. See "Flesh Golem" page 208)
- Clockwork Guardian (An animated suit of armor powered by gears and springs. It can be "programmed" to perform a complex repetitive task, or to begin a task should a certain contingency arise such as "attack any intruders that come in this room". It takes 1 hour to program the guardian to do a new task. Every 24 hours, it must be rewound, which takes 1 hour. See "Clockwork Guardian" page 203)

Unique traps do 3d6+3 damage! They are quite deadly!



The Dark Arts: Sorcery

While there are good men who strive to study the supernatural world in order to better themselves and understand the universe, there are likewise those who bargain with forces of evil beyond their ken in exchange for power. But power is not without its price—which is often paid in blood, obedience, and one's own soul. Such characters have the "Sorcerer" Career, which enables them to utilize Black Magic. This is a Career intended only for evil NPCs. While a Magician uses his abilities (White Magic) mostly for protection or uncovering truth, and then only

through long hours of study, Sorcerers can unleash fireballs from their hand or summon demons to their side. Obviously, Sorcery is flashier and faster than the disciplined road walked by the Magician. Sorcerers, in fact, often begin as Magicians who become corrupted (when this happens ranks in Magician are simply changed into ranks of Sorcerer).

Sorcerers want to destroy magicians... but only if they cannot be corrupted to join their ranks. Clergy are often infiltrated by Sorcerers who use churches as a weapon to hunt down magicians who've proven too "inconvenient" in the past. The Inquisition, Witch Burnings, etc., were often manipulated by Sorcerers.

CASTING SPELLS

The "fuel" which powers Sorcery is called Arcane Power, and it is gained by performing unholy rituals, human sacrifices, and bargaining with demons. Villains with ranks in the Sorcerer Career begin play with Arcane Power equal to 10 plus their Sorcerer rank.



All spells fall into one of four classes: Cantrips and spells of First, Second or Third Magnitude. Sorcerers always have some sort of focus through which they cast their spells, whether it is a cane, an ancient cuneiform tablet, an amulet, etc. If they are stripped of these items, they have difficulty casting their spells (use the more severe difficulty modifier; Third Magnitude spells become impossible).

The Task Roll to cast a spell is Savvy + Sorcerer rank, against a difficulty. Spells of increasing magnitude have a greater cost in Arcane Power and increasing difficulty levels to successfully cast. These can be mitigated by fulfilling the casting requirements for the spell. The table below shows these costs and difficulties.

ARCANE POWER COST & CASTING DIFFICULTIES

Spell Magnitude	Difficulty	Arcane Power Cost
Cantrip	Automatic / Easy (+1)	1 or 2
First	Moderate (+0) / Tricky (-1)	5 (2 minimum)
Second	Hard(-2) / Tough (-4)	10 (6 minimum)
Third	Demanding (-6)	15 (11 minimum)

Mind-Affecting Spells

Spells that directly interfere with a person's psyche or his perceptions, such as mind control and mind reading have an additional modifier based on the Savvy rating of the victim of the spell. Spells that cause fear in a victim likewise are resisted by the victim's Daring. A character under such an effect can spend a Fortune Point to roll to break free of it, with a difficulty based on the caster's Sorcerer Career rank.

Healing with Arcane Power

One may think that evil magic does not lend itself well to healing, but one of the most terrifying displays of a Sorcerer's power would be to laugh after a sword has just plunged into his heart, then pull it out as the wound instantly closes! Arcane Power makes it possible for a Sorcerer to heal even mortal wounds in a matter of seconds, spending 1 Arcane Power per Lifeblood healed. This is a Moderate difficulty check and uses a Major Action.

Attack Spells

Spells that blast an enemy with fire or hurtle lightning arcing into their body are among the more effective and frightening a Sorcerer can unleash. An attack spell is rolled just like any normal spell, with an additional difficulty based on the target's Defense. Unlike ranged attacks, the victim cannot spend a Fortune Point to avoid the effect, nor can they Yield Advantage to an attack spell.

CANTRIPS

These are very basic spells allowing the caster to conjure a brief pool of light, the distant sound of laughter, or a spark to light a fire. Cantrips can be used to repair a common object, sour a jug of ale, or make the brief illusion of a common object. Other examples might include making a coin vanish, causing a rope to slither up a castle wall, or distracting a guard with an imagined sound. Such spells rarely cost more than 1 Arcane Power and only require a Task Roll when directly affecting a sentient target or perhaps if the Sorcerer has been deprived of his focus (when the Arcane Power cost would be higher too). Cantrips are the more innocent looking spells a Sorcerer can cast, which is in part why it is easy to seduce Magicians into dabbling in sorcery. More powerful spells are trickier though and are really the stuff of villainous Sorcerers.

Cost: 1 or 2 Arcane Power

Requirements: None

Minimum: 1 Arcane Power

Difficulty: Automatic or Easy (+1)

SPELLS OF THE FIRST MAGNITUDE

These tend to be spells that the Sorcerer can cast with little preparation. They are utility spells; they allow the Sorcerer to perform activities that anyone with the right training and equipment could manage. Such sorcery might allow the caster to glide up the side of a cliff—since a normal person with rope and pitons could achieve the same result (eventually). Damaging spells of this type would typically cause 1d6 Lifeblood of damage to the target. These spells cost 5 Arcane Power and have a price too. The Sorcerer must select one casting requirement to be able to produce the spell at all (usually a Focus). For every additional casting requirement that the Sorcerer can meet, in full, reduce the Arcane Power cost by one point. The minimum Arcane Power cost of a First Magnitude spell is always 2.

Cost: 5 Arcane Power

Requirements: -1 per extra requirement taken

Minimum: 2 Arcane Power

Difficulty: Moderate (+0) or Tricky (-1) without requirements.

First Magnitude Casting Requirements

- **Special Focus:** A forbidden tome, ancient cuneiform tablet, enchanted amulet, or cane is required
- **Line of Sight:** The caster must be able to clearly see his or her intended target
- **Casting Time:** The spell will take at least 1d6 x 30 minutes of meditation, chanting, dancing etc. to correctly execute
- **Intimate Materials:** A personal item of the intended target (or a tile from the target building, for example) is required
- **Special Knowledge:** The caster must conduct lengthy research before he or she has the necessary information to cast the spell
- **Obvious Technique:** The caster must gesture, chant, dance or make strange sounds during the brief casting process
- **Hour of Power:** The spell may only be cast at a specific hour of the day
- **Wounds:** The Sorcerer suffers d3 Lifeblood of damage when the spell is cast

Example: A sorceress, the Baroness DuNoir unleashes a javelin-like bolt of flame at Gerard. The GM considers this a First Magnitude spell for the Baroness and she has line of sight (appropriate for a bolt of fire) and Special Focus (she's launching the flames from the ruby amulet she wears). With the first requirement to cast the spell met and with one additional requirement taken, the cost is reduced to 4 Arcane Power. The GM thinks the flame is worth 1d6 Lifeblood damage for Gerard if it hits him.

SPELLS OF THE SECOND MAGNITUDE

These are powerful sorceries indeed and are often only possible following a great deal of research and preparation made by the caster, who must have at least 4 Ranks in the Sorcerer Career. Minds can be controlled, buildings leveled, and the dead can be raised to do the Sorcerer's bidding.

These spells are defined as activities that would be impossible for a single person. Destroying a door would be a spell of the First Magnitude, destroying the wall is definitely Second Magnitude.

These spells cost 10 Arcane Power. For every casting requirement after the first that the Sorcerer can comply with or chooses, you can reduce the cost by 1 point, down to a minimum of 6 Arcane Power.

Cost: 10 Arcane Power

Requirements: -1 per extra requirement taken

Minimum: 6 Arcane Power

Difficulty: Hard (-2) or Tough (-4) without requirements.

Second Magnitude Casting Requirements

- **Special Focus:** A forbidden tome, ancient cuneiform tablet, enchanted amulet, or cane is required
- **Rare Ingredients:** An expedition is required to locate the necessary items to perform the magic. It will take 1d6 weeks and at least a purse of gold to obtain the necessary items (of course any Sorcerer worth his salt would have plenty of willing mercenaries to track down those special herbs for him!)
- **Permanent Focus:** The caster must undertake ritual tattooing to permanently inscribe the details of the spell on his or her person
- **Pentagram:** The caster must stand within a circle with five points (candles, standing stones, etc) forming a pentagram throughout the spells duration. It takes 1 hour to make the pentagram.
- **Casting Time:** The spell will take at least 2d6 hours of meditation, chanting, dancing etc. to correctly execute
- **Ritual Sacrifice:** An animal (of at least the size of a lamb) must be sacrificed prior to casting
- **Lunar:** The spell may only be cast during a specific phase of the moon
- **Personal Ordeal:** The caster must fast for 2d6 days
- **Wounds:** The Sorcerer suffers d6+1 Lifeblood of damage when the spell is cast

Example: The Baroness has managed to elude Gerard, who has chased her into a graveyard shrouded in mist. Little did Gerard know she was leading him directly into a trap! She runs to the center of an open mausoleum where the pentagram she prepared is ready on the floor. This meets the first casting requirement. She then draws a special focus: an ancient obsidian dagger,

which she uses to carve an ancient rune into her own arm, taking $1d6+1$ Lifeblood of damage and permanently scarring her. This act fulfills 3 requirements (a focus, wounds, and permanent focus), reducing the casting cost to 7 Arcane Power. This is a Tough spell to cast, but the sorceress succeeds, and Gerard finds he has lost the baroness in the fog just as the silhouettes of a dozen groaning zombies can be seen encircling him!

SPELLS OF THE THIRD MAGNITUDE

These are incredibly rare in any game, and should be seen more as a rare plot device. These spells bring about natural disasters and terrible curses spanning generations. Such spells cost 15 Arcane Power and require a minimum of 5 Ranks in the Sorcerer Career. For every casting requirement that the caster complies with, reduce the Arcane Power cost by 1. The minimum cost for spells of the Third Magnitude is 11 Arcane Power. Additionally, whenever the Sorcerer casts Third Magnitude magic, a point of Arcane Power is permanently lost. This loss of Arcane Power can be exchanged for lowering a Quality by 1 instead (down to negative numbers if necessary, to a minimum of -2).

Cost: 15 Arcane Power

Requirements: -1 per extra requirement taken

Minimum: 11 Arcane Power

Difficulty: Demanding (-6) or impossible without requirements.

Third Magnitude Casting Requirements

- **Destroy Special Focus:** The forbidden tome is burned, ancient cuneiform tablet is shattered, enchanted amulet is crushed, or ensorcelled cane is broken
- **Personal Ordeal:** The caster must undertake ritual scarring and/or mutilation and bloodletting to achieve the right frame of mind for casting.
- **Ritual Sacrifice:** An innocent person must be slaughtered to empower the spell (a beautiful maiden would be most suitable but they tend to have heroic swashbucklers waiting to rescue them)
- **The Stars Are Right:** The spell may only be cast when the necessary stars and planets are correctly aligned
- **Place of Power:** There is only one place known to man where this spell may be cast and guess what? It's not close!
- **Demonic Transformation:** Casting the spell will permanently (maybe) transform the caster into some horrible demonic form with an even more clichéd maniacal laugh
- **Wounds:** The Sorcerer suffers $2d6+1$ Lifeblood of damage when the spell is cast

Example: Having been revealed at court by Gerard as the mastermind behind the cult kidnapping children in Paris, the Baroness DuNoir narrowly escaped being burnt at the stake.



She has decided that the entire city of Paris must be destroyed in a column of fire for this affront. GM rightly assesses this spell as being of the Third Magnitude and selects 'The Stars ARE Right' as the first casting requirement and 'Ritual Sacrifice' as the second one (she has arranged for Gerard's own sister Jacqueline to be kidnapped from the palace where she is a lady in waiting), reducing the Arcane Power cost to 14 and also costing her one permanent point of Arcane Power.

Gerard and the other heroes only have 30 days to stop the evil baroness and rescue Jacqueline before the coming eclipse spells the doom of Paris!

RECOVERING ARCANE POWER

The caster recovers 4 Arcane Power spent to create First Magnitude spells at midnight every day. Arcane Power spent on Cantrips is recovered both at noon and at midnight.

Arcane Power spent in the creation of Second and Third Magnitude spells is recovered at the rate of 4 points per lunar month (usually the first night of the full moon but the Sorcerer may choose his or her phase). Permanent Arcane Power lost from casting spells of the Third Magnitude can never be recovered, so the number of Third Magnitude spells that can be cast in a Sorcerer's lifetime is limited.

Black Magic Spell Examples: First Magnitude

COMPEL

The Sorcerer can bend the target of this spell to his will. The victim will be compelled to do the Sorcerer's bidding, provided the Sorcerer's instructions are within the bounds of what the target would be likely to do if not under control (i.e. he is unlikely to attack his friends).

- The target's Savvy is always used to modify the difficulty

CONSORT WITH DEMONS

The Sorcerer may seek guidance from the very forces of Hell. If the spell is successful, a demon will speak to the caster, giving advice and directions to help the caster achieve his goals, perhaps even revealing visions of the future, or making revelations that the caster could not otherwise discover.

This spell is usually automatic when used by NPC villains because it serves as a plot device, allowing the villain to become aware of certain Maguffins or characters, and thus put the plot into motion. It makes it also possible for the villain to know things the PCs thought were secret.

CONJURE ITEM

This spell enables the Sorcerer to conjure a small ordinary item—a length of rope, a tool or a weapon, clothing, or a flask of wine or water.

- Line of sight is not normally a requirement that a Sorcerer can take for this spell
- This spell usually has the casting time requirement, but without it, it could be used to magically reload a firearm by calling the powder and shot into the chamber
- This spell often has the obvious technique requirement

EVIL EYE

The Sorcerer can cause the target to suffer a curse that affects his ability to perform any normal actions. It effectively gives the target a Penalty Die on all actions whilst affected by the curse.

- This spell always requires line of sight
- The target's Flair is always used to modify the difficulty



PASS UNNOTICED

The spell allows the Sorcerer to walk through his enemies without being noticed—he is not invisible, they just don't look directly at him or assume he has every right to be there, or don't even notice him.

- The strongest enemy's Savvy is usually used as a modifier to the spell

SUMMON BEAST

The Sorcerer can summon a monster, which will have a slightly demonic appearance. The beast will be one of up to very large size, such as a Night-Mare. Once it appears, it will normally do the summoner's bidding until it has completed the task required of it.

- This spell usually has the casting time requirement

SCALE-SKIN

This spell causes the recipient's skin to turn tough and scaly—it provides armor protection of 1d6 to the recipient.

- The spell's normal initial requirement is a piece of scaly skin from a reptile

Black Magic Spell Examples: Second Magnitude

AWAKE THE UNDEAD

This spell allows the caster to turn 3d6 corpses into undead minions (skeletons or zombies) who arise to serve their master.

- The spell must be cast in a place where there are numerous corpses, such as a graveyard or battlefield
- The spell usually has the wounds requirement

BEGUILE

This spell is used by the Sorcerer to put the victim completely and utterly in the power of the caster. The victim will obey the caster's every command without question and is helpless to do anything else, unless they can break free.

- The target's Savvy is always used to modify the difficulty.

The target can spend a Fortune Point to attempt to break free of the power, rolling Savvy +2d6 modified by the caster's rank in Sorcerer



- Rare ingredients are generally needed to perform the spell, including some personal item belonging to the victim

SUMMON MIGHTY BEAST

The Sorcerer can summon a hideous demonic monster. The beast will be one of up to colossal size and, once it appears, will normally do the summoner's bidding until it has completed the task required of it.

- This spell usually has the casting time requirement
- This spell often has the rare ingredient requirement

DREAD SHIP

This spell summons a sunken ship and a ghostly crew up from the depths of the ocean. The crewmen are Ghost Pirates (see page 206). It will sail wherever the Sorcerer wants it to and will carry out orders as well as it is able to. It cannot change orders unless the Sorcerer actually sails with it. Unlike an ordinary ship, the Dread Ship does not need to sail with the wind, as its ragged sails cannot hold any. Instead they billow with some unseen infernal force which drives the ship.

- If the Sorcerer opts to take Lifeblood damage, for each d6 of damage suffered the ship gains 1 point to spend on Ship Qualities.

Black Magic Spell Examples: Third Magnitude

DEATH PLAGUE

This spell brings a plague to a named city that kills about 25% of the inhabitants in a week and affects up to about 50% of the city, making them weak and violently ill during that period.

- This spell would normally require a ritual sacrifice as its first requirement

NATURAL DISASTER

This spell causes nature to become incredibly violent, summoning earthquakes, volcanic eruptions, deadly blizzards, hurricanes, tidal waves, or even fire from the sky. The disaster will be severe enough to cause tremendous casualties (25-50%) and destroy most of the property in a major city. It can also be used to sink a fleet of ships or bury an army in snow (in the middle of summer).

The Spell usually has either The Stars ARE Right requirement or the Place of Power requirement

Secret Societies & the Supernatural

While some Secret Societies have already been covered (see page 156), the entries below are specifically designed to be used in a campaign that will feature the supernatural.

THE BOGATYRS

The Bogatyrs are a secret society that seeks out and destroys demons, Sorcerers, werewolves, and especially the undead (vampires in particular). They trace their origins to the Roman Empire, during the reign of Caligula. Though he began his reign as a capable leader, one of the provinces in Mesopotamia sent him a set of recently unearthed cuneiform tablets. Caligula read them and slowly began losing his mind, as he had discovered and begun to practice Dark Sorcery.

Ultimately, it was members of his own Praetorian Guards that killed Caligula and saved the Empire from a horrible fate. He had entered into an evil bargain with one of the Dark Ones and offered to sacrifice the whole city of Rome to them. These Praetorians, followed by their descendants, devoted themselves to the cause of destroying all servants of the Dark Ones and preventing them from corrupting the Imperial line. They learned and passed down knowledge of

“I Want to Play a Sorcerer”

Sorcerers as described here are not meant to be played by heroic player characters. They are meant to be among the most heinous of NPC villains. Sorcery is “Black Magic” whereas the heroes should be expected to use “White Magic” from the Magician or Alchemist Careers, which were designed to emulate 17th Century scholarly magical traditions. However if the GM wants to make “non-evil” sorcery available in the game, it’s certainly possible, but requires some modification.

First, the back-story of where these powers come from will need to be altered. Heroic characters will not be the sort that gain their powers from demonic forces. Maybe it is a hereditary ability passed down through the bloodline, or gained by the possession of some special artifact. The GM may also limit the sorcery in other ways, such as having all the characters’ spells follow some theme (such as light, earth, fire, wind, water, nature, etc).

Second, Healing with Arcane Power should be impossible for heroic Sorcerers—their type of magic simply doesn’t lend itself to that ability. The ability to “play God” and reverse mortal injuries is unnatural, and would be a tell-tale sign that a Sorcerer is of the demonic variety. Repairing objects may be possible, however.

Next, the player should be warned to be extremely careful in using sorcery. 17th Century people are unlikely to distinguish between varieties of sorcery. If a hero is seen blasting a rampaging monster with a bolt of lightning from his hand, the crowd would not be grateful to the hero... they’d be terrified, and likely turn him into the witch hunters! In addition, if “good” Sorcerers exist, they will of course be targeted by practitioners of the Dark Arts for corruption or death.



how these things could be destroyed. Among their discoveries, they found that for some reason the monsters hated and feared the Christian cult. Holy water and blessed weapons were sure ways to destroy them. They persuaded the Emperor to legalize the religion. When the Empire relocated to the East, the center of the order moved with it to Constantinople.

Centuries passed, and the Dark Ones seemed to have disappeared. Regardless, the order never forgot about them or their vow to destroy them should they ever resurface. When Emperor Basil II's sister, Anna, was betrothed to the Russian King Vladimir I, he told of the many monsters that hid within Russia and preyed upon its people. The people bowed to their idols in vain hope of mercy. Here was the moment the Praetorians had been awaiting: a chance to do battle with the fiends of the Dark Ones. They secretly met with Vladimir and pledged him their aid, and suggested that part of the reason the beasts were so abundant was that they were unhampered by holy ground. Vladimir abandoned his pagan gods for the Orthodox faith and married Anna. He returned to Kiev and smashed the idols in a show of defiance to the Dark Ones, and renamed the order the Bogatyrs ("the Heroes"). He sent them about the kingdom, hunting fiends and reclaiming the land from the Dark Ones. They transformed from royal bodyguards to legendary wandering heroes who

reported to the king.

This continued until Ivan the Terrible dismissed them from his service in a rage because they refused to hunt his political enemies. Ivan established a terrifying secret police (the Oprichniki) to hunt them down and torture and destroy his own enemies. Some say he went mad, that Baba Yaga whispered dark thoughts into his dreams, and he slew his own son. It was Caligula all over again, but this time the Bogatyrs were in no position to strike him down. They were on the run for their own lives. Many fled Russia, fulfilling their calling hunting monsters in other parts of the world, but most remain, in secret.

Though they have done much, there is a lot more hunting left to do. Witches, vampires, werewolves, ghouls, ghosts, and other vile things still stalk the land. Their operations continue in secret, for the East is a land where vampires or Sorcerers may in fact also be extremely powerful people. The "Blood Countess", the vampire Elizabeth Bathory, bathed in the blood of hundreds of young girls for years before the Bogatyrs hunted her down in Hungary (the authorities claimed she was simply imprisoned). The sorceress Baba Yaga and Dracula are among the most powerful foes they've faced, and have yet to be destroyed... They also continue to hunt a monster known as Koschei the Deathless, a being whose true form (when he chooses to reveal it) is that of a hideous deformed skeleton possessing terrible sorcery and technology they cannot understand.

Timeline: They trace their roots back to Imperial Rome as part of the Praetorian guards, however the Bogatyrs as a secret society came into existence in the 16th Century. So it would be appropriate to just about any campaign.

Membership: Members of the Bogatyrs are usually drawn from descendants of previous members, however it is also possible for someone who seems very skilled (especially if they have encountered and destroyed a monster) to be inducted into the order. Members can be from any country, but most are from Eastern Europe. Members are as likely to be male or female, from a variety of professions. Clergy are valuable in their ability to bless weapons and ward off evil. Warriors of any stripe and Hunters are valuable when it comes time to face a monster. Likewise, Magicians are especially needed when it comes to dealing with Sorcerers (although they are carefully watched, in case they become corrupted).

Among the benefits of membership, each Bogatyr possesses a specially blessed weapon that can always

harm a supernatural monster. These weapons are called “Night Reavers” and each member only has one such weapon. Any Protection that the monster has is ignored by this weapon. If the monster has some sort of weakness, the weapon is treated as if it were that weakness. So a monster that can only be hurt by silver weapons would be able to be hurt even by a wooden Night Reaver. In addition to this ability, a Night Reaver can be blessed as usual by clergy, but when it is, treat it as if the clergy were 1 Rank higher.

Training of members includes a very in-depth knowledge of various supernatural monsters and Sorcerers. Because they actively seek these monsters and have prepared themselves for them, any monster with a Terror rating is treated as if it were 2 lower (if this lowers it to -1 or less, the Bogatyr is automatically un-phased by the creature). Likewise, Bogatyrs have +2 to resist or avoid any sorcery used on them. Bogatyrs require no special Career (like Magician) to make Savvy rolls to recall information about supernatural monsters, and have a +2 bonus to any such roll. In addition to access to knowledge, the members also have access to resources. These include holy water, repair for broken Night Reavers, and a library of information on the supernatural (with an emphasis on how to destroy it).



THE HERMETIC ORDER OF THE GREY OWLS

Also simply known as “The Grey Owls”, the order claims to trace its origins back to Hermes Trismegistus himself, and includes study of Kabala numerology, tarot, astrology, scrying, herbalism, Talisman creation, and other Hermetic traditions. The order takes its name from the symbol of the Greek Goddess of Wisdom, Athena.

Timeline: The order traces its origin back to ancient Egypt, and thus could exist at any point in time thereafter. It became especially active during the Renaissance, when interest in Hermetic magic was increasing.

Membership: Members of the Order must have the Magician and Scholar Careers, and many also have the Alchemist Career. They can be men or women from just about anywhere in Europe. They are typically from the upper classes of society as this affords them the free time to engage in their mystical studies. The Grey Owls study ancient texts that have been encoded in a cipher script which they use as a universal language. Any member of the Order can read this language, but is forbidden from teaching it to anyone who is not also

a member. The reason for this secrecy is that both the Church and Dark Sorcerers would destroy the Order. The most famous of the Grey Owls’ texts is one now known as the Voynich Manuscript, which is a treatise on the magical properties of plants, minerals, etc. with a special emphasis on the creation of Talismans.

Members of the Grey Owls are most adept at ciphers and may get a Bonus Die for any attempts at cryptography. Their vast array of collected knowledge allows members of the order to spend 1 Fortune Point to add +2 to any Magician test after the dice are rolled. In addition, they can spend a Fortune Point to get an additional Craft Point to spend when creating Talismans.

In addition to support from their own members, the Grey Owls have a loose alliance with the Systerhood of Isis, and at times cooperate with them or share information.

THE KNIGHTS OF EL DORADO

History tells us that in 1532, Francisco Pizarro led an expedition into the Andes mountains and conquered the Inca. Like Cortes before him, Pizarro was a successful conquistador. There were also some who were not so successful. Expeditions to find the Fountain of Youth and El Dorado were failures. What history doesn’t tell us is that they simply weren’t looking in the right place.

In 1534, Pizarro sent another expedition led by Esteban de Mendoza seeking to conquer another Andean civilization rumored to exist. The expedition never returned, save one man, who told of how they were nearly all slaughtered by natives. In his story, he was sure to stress the fact that these natives had no gold, or anything of value. The expedition was seen to be of no value, and no further expeditions were made... Just as Mendoza had ordered.

What Mendoza and his men actually found was both wondrous and horrifying. A “ship of the stars” in the shape of a golden pyramid stood amid a hidden valley. Like the conquistadors of Spain, the voyagers had come to a new world, bent on conquest, armed with technology far beyond the understanding of the natives. Beyond gold and technology, their greatest and most horrifying treasure was the Fountain of Youth. When the waters were drunk, they rendered the drinker immortal... but not un-aging. To maintain a youthful body, one must continue to drink from the fountain. Without it, the body desiccates to a skeletal appearance, and is wracked with agony. Thus, the voyagers were trapped within the valley, awaiting the falling star that would bring more of their kind like a swarm of locusts upon the earth. In

the meantime, they kept humans around as servants, slaves, and spies against their fellow humans. They also used them as sacrifices, to fuel their Dark Sorcery. When the explorers arrived, the voyagers were glad to finally have new servants from the world beyond the Americas, who would help them infiltrate Europe, where they believed another of their star ships had landed in the ancient past. Or so they thought.

Realizing that these voyagers were a threat, not only to themselves but to all humanity, Mendoza and his men turned on them and managed to capture the temple of the fountain. The voyagers were unprepared to fight men with armor and firearms; and when the natives of the valley saw their chance for rescue, they rebelled against their alien masters. While many of the voyagers were destroyed that day, some managed to escape the valley. Knowing that they would likely return; Mendoza and his men vowed to stay in El Dorado, to protect it. Fortunately, without the fountain, the voyagers' sorcery began to wither along with their bodies.

Mendoza also realized that the valley had to be protected from their fellow conquistadores. Thus, Mendoza sent a man back to Lima to proclaim the area devoid of anything of value and filled with head-hunters. Realizing that this ruse would not be enough, Mendoza began to send some members to Europe and the vice-royalty, where they used their gold and influence to ensure that no more expeditions would seek out the valley and spread rumors that the Fountain and El Dorado were actually in North America. Some also sought to discover if voyagers had ever arrived in other places of the world, seeking artifacts and knowledge about the Dark Ones to combat them. They also recruited individuals they found worthy to add to the order. A number of ships "lost at sea" actually delivered men and cargo headed to the valley, the ship burned or sunk afterwards.

After spending a few decades abroad, a Knight of El Dorado would return to the valley, where they would drink from the fountain and restore their youth. Years later they might return to Europe, claiming to be their own descendant.

Timeline: The Knights of El Dorado date back to the 1530s, so it is available for use in any era after that.

Membership: Members of the Knights of El Dorado are largely Spaniards, but this is not always the case. There are a number of Andean Indians and members from other European powers. When a person is chosen, they must serve as a guard of the valley for twenty years before they are allowed to first drink from the

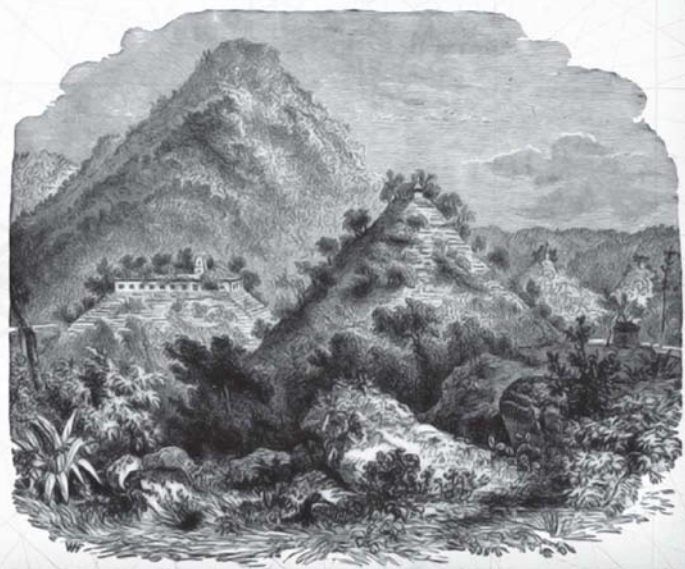
fountain. Once fifty years has passed since their arrival, they are then given the opportunity to serve the Knights abroad, where they seek to cover-up general knowledge of the valley, the voyagers, their artifacts, and especially the fountain and El Dorado itself. To carry out this mission, they are granted some gold, and if needed, given a title (other members who've infiltrated the Spanish government see to this).

Among the benefits of membership is immortality. Members will not die of old age, illness, starvation, or thirst, but continue to age every day they do not drink from the fountain. Though they do not need to eat or drink, they will still feel the pain of hunger and thirst if they do not. Likewise, they can still be killed by violence, accident, or drowning.

PCs who are members of the Knights will likely be on their first mission abroad — and a full fifty years older than they actually appear. They will know others who are abroad on their third or fourth "lifetime", however. These people can have extremely valuable knowledge of "history" that they were actually witnesses to, and are often very influential people in society.

Because they have a large supply of gold, the Knights can spend a Fortune Point to make use of it for an especially large purchase, though they know better than to do anything that would draw attention to their activities or squander the gold.

Because of their knowledge of the voyagers, they will be able to immediately recognize any technology that was made by them, including how it works. Thus, a member who finds a voyager blaster would be able to use one. However, because they are supposed to suppress knowledge of such devices, the Knights are never equipped with such items and are supposed to hide or destroy them if they cannot return them to El Dorado. Fortunately, many of these devices can only be



recharged in El Dorado itself. Many of them function as more advanced versions of Rare and Unique inventions found on page 190. A voyager blaster, for instance, functions exactly as a pistol, but has up to ten shots before it must be recharged (when discovered, such a blaster would have 2d6-2 shots remaining).

Responsibilities of membership include obedience to orders, which includes carrying out missions for the Knights such as spying, stealing any voyager artifacts that unwitting people discover, and sabotaging any efforts that would lead to the valley's discovery. They are also supposed to find out whatever they can about the Dark Ones, whom the voyagers seemed to be followers of. So far, they have uncovered bits and fragments of the secret history, but beyond knowing that there are some humans who practice Dark Sorcery, and the names of some of the Dark Ones, they know little.



ROSICRUCIANS

Founded in 1614 by Christian Rosenkreuz, the Rosicrucians are scholars who also experiment in the discipline of alchemy. They communicate and publish their materials in code, which appears to the casual reader to be nonsensical stories about chemicals attending a wedding, etc. In truth, they are allegorical explanations of powerful alchemical formulae. A few members have even managed to create the Philosopher's Stone, and Rosenkreuz himself has drunk the Elixir of Life. Over the centuries before founding the order, Rosenkreuz went by many names, such as Nicholas Flamel. At the end of the 17th Century he adopted his most famous name, the Comte de St. Germain.

While the order was originally created to share the knowledge of Alchemy's greatest truths with those who were worthy, it operated secretly because of the danger posed both by overzealous churchmen, laws against alchemy, and above all Dark Sorcerers who would try to infiltrate or destroy them. Some members of the Rosicrucians also were among the founders of the Invisible College in England.

Timeline: The order begins in 1614, and reaches its height in 1630s. However, it continues to exist after that, well into the 18th Century.

Membership: Rosicrucians exist throughout Europe. Members must have the Alchemist Career, and many have the Physician or Magician Careers as well. The key benefit of membership is access to Rosicrucian texts which can only be understood by members of the order. This allows members of the order to spend 1 Fortune Point to add +2 to any Alchemy test after the



dice are rolled. In addition, they can spend a Fortune Point to get an additional Craft Point to spend on alchemical preparations.

THE SYSTERHOOD OF ISIS

Also simply called "The Systerhood" they are the last remnants of an ancient order of female magicians, midwives, healers, and wise-women. A great many of those burnt as witches were in fact members of the Systerhood, who've been enemies of the Dark Ones from ancient times. They maintain use of the "old ways"—traditional medicines (especially herbal) that predated Christianity—in healing and comforting the sick. The Bible said that women must suffer in childbirth—yet midwives eased this suffering (and could even prevent it through birth control), seemingly in defiance of scripture. In times of turmoil (such as the Thirty Years War), wise-women were accused of witchcraft and condemned as a great evil to be snuffed out while many true Dark Sorcerers managed to stay hidden, or lit the stakes themselves.

In the 1500s, Tom Switch, a self-appointed "witch finder", terrorized young women in the name of saving the world from witchcraft. In truth, he was a Dark Sorcerer who was hunting members of the Systerhood in hiding. Eventually, the Systers managed to turn a crowd against him and he was made to undergo his own test; he failed and was executed. However, he was not dead for long. Granted a second life by his dark master in exchange for another 100 years of service and another 100 souls, he hunts the Systerhood with a renewed fervor driven by revenge.

Members of the Systerhood are those who keep the ancient secrets alive and work to rescue poor young women from the stake. When they find servants of the Dark Ones, they fight them. The symbol

of the Systerhood is a woman with an arching pair of wings, which were also the sigil of the Egyptian goddess of healing and magic: Isis. Often these sigils are disguised in plain sight as angels.

Timeline: The Systerhood traces its origins back to the temples of ancient Egypt, but suffered greatly as targets of persecution. As such they went underground in the era of Christendom, and faced even greater persecution at the hands of witch-burners in the 15th to 17th centuries.

Membership: Members must be women, usually from the lower classes, with the Healer and Apothecary or Magician and Apothecary Careers. They use their talents to aid people in need. Due to their emphasis on fighting evil, helping others, and scholarship, several happen to be nuns with the Clergy Career. It should be noted that while the Systerhood of Isis traces its origins to the temple of a pagan deity, they are not members of a cult. Systers may be followers of any religion. They simply study occult knowledge that has been passed down and been previously forbidden due to its pagan origins. Because of this, they must hide the source of their knowledge at all times.

Systers share information with one another and undertake missions to thwart witch-hunters from burning innocent girls. Whenever they find information about the Dark Ones and their followers, they collect it and fight them wherever they are. Resources that can be utilized by the Systerhood include safe-havens and potent herbal medicines, some of which are alleged to be able to cure people certain to die. A Syster can spend 2 Fortune Points to allow someone else to Escape Death (see page 16), by applying the curative medicines to their injuries. Even a character who was certainly dead a moment ago, turns out to simply be “mostly dead” thanks to this medicine. When making a regular check to aid in healing, a Syster can spend 1 Fortune Point to increase the damage healed by +2 Lifeblood.

In addition to support from their own Systers, members of the Systerhood have a loose alliance with the Order of the Grey Owls, and at times cooperate with them or share information.

Monsters & Malefactors

The early modern period is also known as “The Age of Reason”, when a growing number of people turn their backs on the superstitious beliefs of their ancestors and embrace the light of science. And it appears they are right. By the light of day, in the great cities of the world, there is little evidence of any supernatural beings. But in the dark and far flung corners of the world, amid desolate ruins and wilderness, there are menaces horrifying to behold.

Rules-wise, monsters are creatures, the same as an animal, even though some monsters may indeed be sentient. As creatures, they do not have Advantage to track or Fortune to spend. Many have Terror ratings. Remember that when a PC encounters a creature with a Terror rating for the first time, they must make a Daring check (with the Terror rating as the modifier) or lose 1 Composure.

Yet, some of the most horrifying things that a hero may face are their fellow human beings. Those that have been listed here are ones who consort with the Dark Ones, or have some other supernatural involvement. These will be listed as villains, retainers, or pawns as appropriate. As usual, if a Quality is not listed, assume it to be a “0”.

The Undead

Some monsters are unliving horrors, such as ghosts, zombies, skeletons, mummies, or vampires. These creatures do not have “Lifeblood”, but instead have “Unlife” which functions in the same manner. When their Unlife is zero or below, they are returned to death. However, many undead are difficult to kill, regenerating, or having a supernatural toughness that counts as armored Protection.

In addition, Undead are terrifying to look upon. All undead have a Terror rating of at least 1, regardless of whether they are pawns, retainers, villains, or creatures. This “costs” nothing when building undead monsters.

CREATURE DESCRIPTIONS



The Beast of Gévaudan

A legendary monster from the south of France, it is believed to be a gigantic wolf, larger than a horse with a tail like that of a lion. Peasants whisper rumors that it was sent from Hell. It is a man-eater and far more cunning than an ordinary wolf, easily evading hunters sent to slay it... until it decides to hunt them. It is possible that there are more such beasts, particularly within the Black Forest of Germany and in the Alps.

MIGHT 6 DARING 3 SAVVY 0 TERROR 2

DEFENSE 1

COMBAT:

- +4 Attack w/ 2 Claws 1d6+2 Dmg
- +6 Attack w/ Bite, 2d6-1 Dmg +Pull
- PULL: The Beast instinctively pulls its prey to the ground where it can get at its more vulnerable parts. The victim of its Bite must make a Demanding (-6) Might check or be immediately thrown to the ground. While on the ground, the opponent is At a Loss until they spend a Minor Action to stand up.
- MAUL: The Beast gets +2 to damage against any opponent who is At a Loss.
- POWERFUL NOSE: Canines get +5 to notice checks using smell, and can track by smell as well.
- STEALTH: The beast is surprisingly good at avoiding notice. Anyone trying to spot it in a natural setting has a Tough (-4) Savvy check.

40 LIFE BLOOD

Clockwork Guardian

Created by a mad scientist, this mechanical man can be directed to perform very rudimentary tasks, such as “attack all intruders”.

MIGHT 5 DARING 1 SAVVY -1 TERROR 1

COMBAT:

- METAL BODY: 1d6+1 Protection. This cannot be bypassed in any way.
- +3 Attack w/ 1 Fist 1d6 Dmg
- +1 Attack w/ 2 Fists 1d6-1 Dmg each
- FEARLESS: As a machine, the Clockwork Guardian has no pity and no fear. It is immune to any sort of intimidation, taunts, etc.

20 LIFE BLOOD

Dark Sorcerer

What began as a quest for knowledge became an obsession with power, and this person has traded their soul (and that of others) to get it. Dark Sorcerers usually have some long-term scheme that is part of their pact with one of the Dark Ones.

MIGHT 0 DARING 1 SAVVY 3 FLAIR 2
BRAWL 0 MELEE 2 RANGED 1 DEFENSE 2

SORCERER 2-5, + ANY 3 OTHER CAREERS

COMBAT

- SPELLS: A Dark Sorcerer can employ any number of sorcery spells, but will often make use of “Consort with Demons”, “The Evil Eye”, and “Summon Beast.”
- HEALING: In lieu of taking an action, a Dark Sorcerer can convert Arcane Power into Lifeblood, healing injuries with unnatural speed.
- +3 Attack w/ Rapier 1d6 Dmg, +1 Parry
- +4 Attack w/ Pistol 1d6+1 Dmg

10 LIFE BLOOD 12-15 ARCANE POWER FORTUNE 5

Dark Sorcerer's Apprentice

The student of a Dark Sorcerer, the Apprentice has begun the path of corruption by the Dark Ones and has been gifted with some minor magical abilities. An apprentice is often used by the master as an expendable servant in missions where they don't wish to risk themselves. Success on such a mission is necessary to prove themselves worthy of greater power.

Lv. 3 RETAINER

SAVVY 2

FLAIR 1

MELEE 2

DEFENSE 1

SORCERER 0-2 + 1 OTHER CAREER

COMBAT

- **SPELLS:** Apprentices have learned "Scale Skin", "Pass Unnoticed", and "Compel", as these are most useful in their capacity as servants of Dark Sorcerers.
- **HEALING:** In lieu of taking an action, a Dark Sorcerer's Apprentice can convert Arcane Power into Lifeblood, healing injuries with unnatural speed.
- **+2 Attack with Dagger** 1d3+1 Dmg (1d3 Dmg thrown)

8 LIFE BLOOD

8-10 ARCANE POWER



Demon

The spawn of Hell, demons often appear as some bizarre chimera of reptile, bird, insect, and beast in a vaguely humanoid shape. Some demons, such as the succubus, prefer to take on a human appearance to charm and deceive their victims, while others have no physical form at all, and use possession to control victims. Demons are always trying to obtain souls, and will make bargains with mortals for their own, or for those of others if possible. Demons also serve as messengers and intermediaries for the Dark Ones.

Demon Qualities vary greatly, but most have a minimum of 2 in each. A random lesser demon has 1d6+1 in each Quality, while a greater demon would have 2d6 in each. Most demons have the Terror Quality instead of Flair.

DEFENSE 2

COMBAT:

- **DARK SORCERY:** Demons have innate magical powers that seem inexhaustible. They can create effects like that of a Sorcerer, but no roll is necessary, nor do they have to pay any Arcane Power cost, or perform any rituals. Demon magic tends to be very dark and cruel in nature, with fire often playing a major role.
- **HELL'S HIDE:** 1d6+1 Protection for lesser demons, 2d6 Protection for greater demons. This is half effect against blessed weapons and holy water.
- **BINDING:** Demons are susceptible to being bound by sorcery. Demons can also be held at bay by using circles of protection. Demons have a Penalty Die whenever trying to resist binding. They also are unable to violate the terms of any agreement they make. They will twist the words, and only uphold the letter of the agreement, but they cannot ignore it.
- **TOOTH AND CLAW:** Demons use their Daring to attack with teeth and claws. The damage is equal to their Might+1d3.

20 LIFE BLOOD FOR LESSER DEMONS,

40 LIFE BLOOD FOR GREATER DEMONS.

Faerie

Faerie are magical creatures that are often imagined as being cute mischievous tiny people with wings. While some Faerie do in fact appear that way, they come in many shapes and sizes. They can be both beautiful and terrifying, tiny or gigantic, good or evil. One thing that all Faerie have in common is a general disdain for mortals, which can be expressed in ways that range from mischievous pranks to malevolent murderous acts. Faerie of all sorts are most common in Ireland, Scotland, and Wales.

MIGHT ranges from -2 for a tiny faerie to 10 for a hideous giant; **DARING** 4 **SAVVY** 2 **FLAIR** 5 (or **Terror** 1-3)

DEFENSE Ranges from 0 for very large faerie to 2 for very small

COMBAT

- **MYSTIC RESILIENCE:** 1d6 Protection
[No effect vs. cold-wrought iron weapons]
- **FAERIE MAGIC:** Faeries have innate magical powers that seem inexhaustible. They can create effects like that of a Sorcerer, but no roll is necessary, nor do they have to pay any Arcane Power cost, or perform any rituals. Faerie magic tends to be impractical, however, and usually revolves around casting embarrassing curses. A Faerie would not cast a spell to launch a ball of fire at an enemy. Where is the imagination in that? They would instead cast a spell to turn that person's head into a donkey's head, or make the victim fall in love with somebody they shouldn't, etc.
- **+4 Attack w/ Weapon.** Only larger fairies ever do this. The tiny ones generally avoid physical fighting. Damage is by weapon for man-sized Faerie, or by weapon +1d6 for larger than man sized. While man-sized fairies will often wield very beautiful & ornate swords, larger hideous giants often wield hammers and clubs.
- **FADE INTO MIST:** Faeries are not native to our world, and can return to their own world by fading into mist. A faerie that seems to be killed will likewise fade into mist, along with all their possessions.
- **INVISIBILITY:** This is an ability that only the smaller varieties of faerie seem to possess. At will, they can become invisible, but cannot seem to use their magic in this form.
- **FLIGHT:** Not all faeries can fly, and only the smaller varieties have any likelihood to be able to. They can dart around very quickly, with a 40' base speed.

LIFEBLOOD RANGES FROM 5 FOR THE SMALLER VARIETIES TO 50 FOR THE LARGER TYPES.



Not all Faeries are cute...

Gargoyles

Stone creatures similar to the statues that adorn cathedrals, Gargoyles are often under the control of a Sorcerer who sends them against his enemies.

MIGHT 2

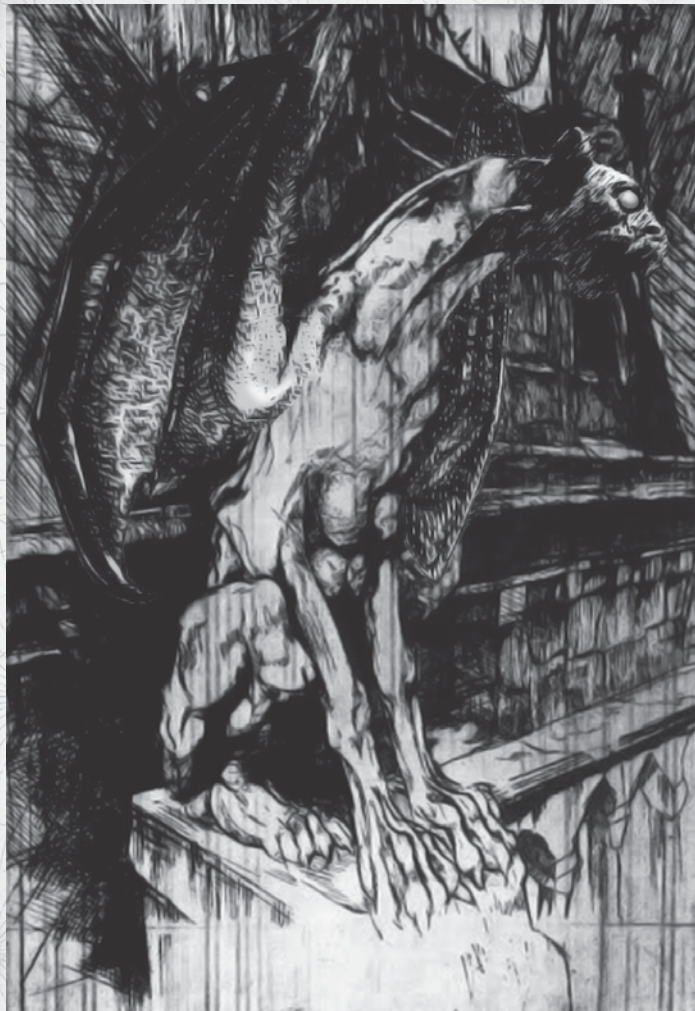
DARING 1

TERROR 1

COMBAT

- **STONY SKIN:** 1d6+1 Protection.
- **+2 Attack w/ Bite** for 1d6-1
- **+1 Attack w/ two Claws** for 1d3 dmg each
- **WINGS:** Despite their stony bodies, Gargoyles are able to fly at a speed of 40'.
- **STEALTH:** A gargoyle standing perfectly still may be confused with a statue. It is **Tough** (-4) to notice one posing as a statue.

10 **LIFEBLOOD**



Ghost Pirates

The victims of an ancient curse, or perhaps the ghosts of a mutinous crew, Ghost Pirates are damned to sail forever. Ghost Pirates and their ship only appear at night. By the light of day, they evaporate with the fog.

COMPETENCE 3 (VETERAN) PAWN
 MIGHT 1 DARING 1 MELEE 1 TERROR 1 PIRATE 0
 RUSTY CUTLASS 1d6+1 Dmg

*Each round, 1d3 defeated Ghost Pirates will rise again. Ghost pirates that have been slain with fire or with blessed or silver weapons do not rise.

GHOST PIRATE SHIP

SIZE 3 SAILS 2 GUNS 2 CREW 0 HULL 2 50 TIMBER

- **GHOSTLY GUNS:** The cannon balls seem to have some supernatural force, doing +1d6 Timber damage to enemy ships.
- **GHOSTLY HULL:** In spite of all the gaping holes in its hull, the ship never seems to sink. Any volley hitting a Ghost Pirate Ship does -1d6 less Timber damage, to a minimum of 0. However, if a volley of blessed or silver cannon balls is used, the damage is instead +2d6.
- **GHOSTLY SAILS:** The ship can move any direction it wants, independent of the wind. Some unseen force seems to billow its tattered sails.
- **TERRIFYING TO BEHOLD:** A crew seeing a Ghost Pirate Ship must make a Daring check against a Terror rating of 4. This supersedes the Terror rating of individual ghost pirates.

Gremlins

These little beasts resemble wingless gargoyles the size of a dog. Despite their small size, they can be extremely vicious, and in packs, become quite deadly.

MIGHT -1 DARING 3 SAVVY -1 TERROR 0

COMBAT

- Scaly Hide: 1d3 Protection
- +3 Attack w/ Bite for 1d3 dmg
- +2 Attack w/ two claws for 1d3-1 dmg each
- +1 Attack w/ two claws and bite

5 LIFE BLOOD

Giant Animal

Take a regular animal's stats and increase its Lifeblood and Damage to the appropriate amount on the chart on page 92. It also gets +1-3 Might and -1 or more Defense.

GIANT CRAB

These crustaceans normally scavenge in seaside caverns, but if they see fresh food, they will pursue it relentlessly. Unlike their smaller cousins, Giant Crabs are inedible, their bluish blood and flesh reek with a foul ammonia odor.



MIGHT 3 DARING 2 SAVVY -2 TERROR 1

DEFENSE 2

COMBAT

Shell: 1d6+1 Protection

+3 Attack w/ 1 Claw 1d6 Dmg

+1 Attack w/ 2 Claws 1d6 Dmg + Rend

- **REND:** A crab that pinches the same target with both claws has it grappled. Escaping this takes the victim a Major Action to make a (-3 Difficulty) Might +Brawling check. Each round the crab will try to pull its grabbed victim apart, doing 3 Dmg if it makes a +4 roll vs. the victim's Might. If the roll fails or the crab takes damage, it releases its grip. Armor is useless against rending damage.

20 LIFE BLOOD



GIANT SCORPION

These creatures are usually found amid desert ruins, presumably left behind to kill all intruders.

MIGHT 2 DARING 2 SAVVY -2 TERROR 2

DEFENSE 2

COMBAT

- **CARAPACE:** 1d3 Protection
- +3 Attack w/ 1 Claw 1d6-1 Dmg
- +1 Attack w/ 2 Claws 1d6-1 Dmg + Sting
- **STING:** A scorpion that pinches the same target with both claws has it grappled. Escaping this takes the victim a Major Action to make a Hard (-2) Might +Brawling check. Each round, the scorpion can make a +4 attack vs. the foe's Flair. If it hits, the victim is poisoned. The victim must make a Tough (-4) Might check or take 1d3 damage each round and be At a Loss for 1d3+1 rounds.

20 LIFE BLOOD

GIANT SPIDER

Arachnids the size of a pony, Giant Spiders are deadly predators. They prefer to wait until prey has gotten caught in their web to strike.

MIGHT 2 DARING 1 SAVVY -2 TERROR 2

DEFENSE -1

COMBAT:

- **CARAPACE:** 1d3 Protection
- +3 Attack w/ Bite 1d6 Dmg + Venom
- **VENOM:** The victim of the spider's bite becomes extremely weak. They must make a Tough (-4) Might check or be At a Loss, and also have a Penalty Die on all Might rolls for 1d3 hours.
- **WEBBING:** Giant spiders often weave webs throughout their lairs. These webs are hard to see if you aren't searching for them (-2 to notice). Anyone walking into the webs must make a Hard (-2) Might check or be held fast. Each round, a character may spend a Major Action retrying to break free. If a spider spends its round wrapping a stuck victim, their difficulty to escape is increased to Tough (-4). Wrapping in this way leaves the spider vulnerable, however (it is At a Loss for the round).
- **SNEAKY:** Giant spiders are very stealthy, often following prey, climbing along walls or ceilings out of their prey's field of vision, and dropping on them when they run into a web. Spotting or hearing a Giant Spider is a Hard (-2) Savvy check.

20 LIFE BLOOD

Golem

A stone, metal, or ceramic statue that has been brought to a semblance of life, the Golem has a tablet inside its mouth containing the charm which gave it animation. It is believed that a golem was created in Prague in the 16th Century, which defended the Jewish ghetto of that city from violence.

MIGHT 5 DARING 1 SAVVY 0 TERROR 1

COMBAT

- **SOLID BODY:** 1d6+1 Protection. This cannot be bypassed in any way.
- +3 Attack w/ 1 Fist 1d6 Dmg
- +1 Attack w/ 2 Fists 1d6-1 Dmg
- **FEARLESS:** As an automaton, the Golem has no pity or fear. It is immune to intimidation, taunts, etc.
- **OBEDIENCE:** A Golem will always follow its creator's instructions. If the creator dies, it will follow his last instruction forever. The creator can deactivate the golem by ordering it to open its mouth, and then removing the tablet giving it animation.

20 LIFE BLOOD

Golem, Flesh

Made from a corpse (or a combination of several) that has been animated in some fashion, a Flesh Golem is alive and intelligent. It does not resemble its former self and does not remember its former life. Though it is hideous to behold, the creature is not inherently evil. Though by default it has none, a Flesh Golem can learn Careers.

MIGHT 4 DARING 3 SAVVY 1 TERROR 2

COMBAT

- **TOUGHNESS:** 1d3 Protection. This cannot be bypassed in any way.
- +3 Attack w/ 1 Fist, 1d6 Dmg OR One Weapon (damage by weapon +2)
- +1 Attack w/ 2 Fists 1d6-1 Dmg

20 LIFE BLOOD

Headhunter Witch Doctor

While the Chief may be the leader of the tribe, headhunters most fear the witch doctor, as should any explorers who cross them.

MIGHT 0 DARING 1 SAVVY 2 FLAIR 1
BRAWL 0 MELEE 1 RANGED 1 DEFENSE 2
HUNTER 0 HEALER 0 APOTHECARY 2 SORCERER 2

COMBAT

- +5 Attack vs. Flair w/ Doll, 20' Range Increment. The Witch Doctor picks up a doll and stabs it, and the victim immediately feels intense pain in the area on the doll that was stabbed. If successful, the victim is At a Loss for 1d3 rounds. Instead of Defense, the attack is made against the victim's Flair, as a strong personality can resist its effect.
- +3 Attack w/ Knife 1d3 Dmg + Poison, 10' Range Increment.
- **POISON:** This poison severely weakens the victim. Unless they succeed at a Hard (-2) Might check, they take a Penalty Die to all dice rolls. Every minute they may re-attempt to resist the poison (without the Penalty Die). It lasts until it has been successfully resisted by a Might check.

LIFE BLOOD 10 ARCANE POWER 12 FORTUNE 4

Headless Horseman

Believed to be the undead corpse of a decapitated dragoon, the Headless Horseman haunts the site of the battlefield where he was slain. It is said that he rides a Night-Mare, stalking the land to ride down travelers to take their head for his own... But no matter how many heads he takes, he never finds the right one.

MIGHT 3 DARING 3 SAVVY 1 TERROR 3
DEFENSE 3

COMBAT

- **HELLISH RESILIENCE:** 1d6+1 Protection [no effect against Blessed Weapons]
- **LIGHTNING FAST:** The Headless Horseman rolls 1d6+2 for Initiative.
- +5 Attack w/ Flaming Saber 2d6 Dmg
- +5 Attack w/ Axe 1d6+4 Dmg
- +4 Attack vs. all Adjacent Foes (Moulinet)
- +3 Attack w/ both weapons
- **PARRY:** Once per round, the Headless Horseman can make a Parry against a hand-to-hand attack. This is at +3 with the Saber or +2 with the Axe.
- **MANEUVERS:** In addition to his attacks and free Parry per round, the Horseman may do any of the following once per Round:
 - Bind (+6 w/ Saber, +7 w/ Axe)
 - Riposte (+4 Attack)
 - Beat (+6)
 - Shove/Trip (+6)
 - Stop-Thrust (+6 w/ Saber)

30 UNLIFE

Hell Hound

This creature resembles a large and vicious mastiff, with eyes that glow red with hate. It is believed to be some manner of demon, and the air surrounding its body shimmers with heat.

MIGHT 3 DARING 3 SAVVY -1 TERROR 2

COMBAT

- **UNHOLY TOUGHNESS:** 1d3 Protection [bypassed by blessed weapons or holy water]
- **IMMUNE TO FIRE**
- +4 Attack with Bite for 1d6-1 dmg
- +2 Attack with gout of flame (hits targets in a 10' cone in front of it), 1d6 dmg

10 LIFE BLOOD

Kraken

A legendary beast that all sailors fear, the Kraken seems to be the living embodiment of the sea's fury. It is a thirteen-armed squid large enough to destroy a Man-O-War. Unlike most beasts, the Kraken seems to act as if manipulated by some force, or with some motivation, as it has been seen deliberately passing one ship to attack and destroy another. Perhaps some sort of Sorcery or a Sea Hag is controlling the beast? A Kraken counts as a Size 5 Ship if it is ever in a ship to ship combat.

MIGHT 18 DARING 5 SAVVY 1 TERROR 5

DEFENSE -1

COMBAT

- **EXTREMELY TOUGH HIDE:** 2d6-1 Protection
- **+6 Attack w/ Bite,** 4d6 Dmg (it can only bite victims that are held by the Suckers)
- **+4 Attack w/ 4 Large Tentacles,** 3d6 Dmg +Crush
- **CRUSH:** Any ship that is hit by at least 2 Large Tentacles is crushed for an additional 3d6 Timber Damage. Once a ship has been crushed, it is grappled by the 4 Large Tentacles. The Kraken will release the ship if one of the Large tentacles is destroyed. Otherwise, it will continue to do 3d6 Timber damage to the ship each round. The round after a Kraken has a ship grappled with its Large Tentacles, it will begin sweeping the deck with its Lesser Tentacles.
- **+2 Attack w/ 9 Lesser Tentacles,** 1d6 Dmg +Suckers
- **SUCKERS:** Any individual hit by a Lesser Tentacle must make a Demanding (-6) Might test or be grappled by the tentacle. Within 1d6 rounds, the tentacle will feed the mouth with any grappled prey. Each round, a victim may spend a Major Action to try another Demanding (-6) Might check to break free of its suckers. If the Kraken's body is damaged, or the lesser tentacle is destroyed, it will let the prey go.
- **FAST SWIMMER:** Krakens have a base speed of 50' in water.

100 LIFELOOD (BODY)

EACH LARGE TENTACLE HAS 20 LIFELOOD, AND 1D6 PROTECTION, AND 1 DEFENSE.

A LESSER TENTACLE HAS 10 LIFELOOD, 1D3 PROTECTION, AND 3 DEFENSE.



Leviathan

The only thing more terrifying than the Kraken, the Leviathan is the demonic whale spoken of in the book of Job. It is believed that it is the only beast of its kind. Its eyes cast a bright yellow light, and wherever it swims, the seas froth and boil. Whenever a sailor sees such lights or foam from beneath the waves, terror strikes them. If any ship is unfortunate enough to be attacked by a Leviathan, treat the beast as if it were a Size 7 ship! Fortunately, it is said that the beast slumbers beneath the sea for centuries at a time.

MIGHT 20 DARING 10 SAVVY 2 TERROR 6

DEFENSE -1

COMBAT

- **IMPENETRABLE HIDE:** 2d6+2 Protection
- **+4 Attack w/ Steam Breath,** 3d6 Dmg in a 50' area. The Leviathan's blowhole can blast a geyser of sulfurous steam.
- **+5 Attack w/ Bite,** 4d6 Dmg +Swallow. A Leviathan's bite can hit everyone in a 20' area.
- **SWALLOW:** A victim of a Leviathan's bite must make a Demanding (-6) Flair check or be swallowed whole, taking 1d6 damage per round from digestive acids and also unable to breathe until they can escape its stomach. A character can spend a Fortune Point to avoid being swallowed instead of rolling.
- **+6 Attack w/ Tail Slap,** 4d6 Dmg +Capsize. The tail can attack an entire 30 foot wide area.
- **CAPSIZING:** The helmsman of any ship Size 0-3 that is hit by Leviathan's tail slap must make a Demanding (-6) Career +Savvy check or the entire ship is forcefully flipped up into the air, with all the hands falling amid the carnage. Everyone on a capsized ship takes 2d6 damage unless they spend a Fortune Point to luckily avoid the shattered splinters or thrashing tail.
- **HOLD BREATH:** Leviathan can hold its breath indefinitely.
- **FAST SWIMMER:** Leviathan has a base speed of 60' in water.

100 LIFELOOD

Mermaids

Though sailors tell of beautiful women who live beneath the waves, they also are known to lure men to their deaths as they seem to sing “come join us”. If their spell is broken, the Mermaids appear as they truly are: vicious creatures with mouths filled with rows of shark-like teeth.

DARING 1 SAVVY -1 FLAIR 3 (BECOMES TERROR 3 ONCE THE SPELL IS BROKEN).

COMBAT

- **ILLUSION OF BEAUTY:** The Mermaid’s song makes it appear as a beautiful woman. Any who makes a Tough (-4) difficulty Savvy + Sailor roll will know that this is only an illusion and see the Mermaid’s true form. This will then call for an immediate Daring check against the Mermaid’s Terror rating by anyone who is in the water with them.
- **SUGGESTION:** Anyone hearing the Mermaid’s beautiful song and who has not broken the mermaid’s Illusion will feel the urge to join them in the water.
- **SCALY HIDE:** 1d3 Protection
- **MERMAID’S KISS:** +4 Attack w/ Bite for 1d6-1 dmg to anyone under the spell. Anyone under the spell will not feel the pain, instead feeling pleasure.
- +2 Attack w/ Bite for 1d6-1 to anyone not under the spell.
- **FINS:** Mermaids can swim at a speed of 40’
- **STEALTHY:** Mermaids in the sea are Hard (-2) to spot if they don’t want to be seen. If there is kelp or sea caves to hide in, it is Tough (-4) to spot them.

10 LIFE BLOOD

Mummy

While the best known mummies are from ancient Egypt, mummified bodies have been found in the bogs of England, the deserts of Cathay, and in Incan burial grounds. The stats below are for a non-intelligent undead creature that simply attacks anyone who comes near it, or may target a specific person who has offended some curse. There are also mummies that are as intelligent as they are evil, which have an agenda of their own. These mummies have a Savvy of 2, and also have 5 points of Careers, which may include Sorcerer.

MIGHT 4 DARING 2 SAVVY 0 TERROR 2

DEFENSE 0

COMBAT

- **UNDEAD RESILIENCE:** 1d6 Protection [No effect against Fire or Blessed Weapons]
- +5 Attack w/ Fist, 1d6 Dmg
- +3 Attack w/ 2 Fists, 1d6 Dmg + Strangle
- **STRANGLE:** A mummy that hits the victim with both fists has it grappled. Escaping this takes the victim a Major Action to make a Tough (-4) Might +Brawling check. Each round the mummy will try to choke the life out of the victim, doing 4 Dmg if it makes a +5 roll vs. the victim’s Might. If the roll fails or the mummy takes damage, it releases its grip. Armor is useless against strangling damage.
- **CURSE:** Instead of attacking, a Mummy can curse a victim. The victim of the Curse loses 1 Fortune or takes a Penalty Die on all rolls for the next day.

30 UNLIFE



Night-Mare

Also known as a “Hell-Horse” these beasts are the steeds of the legions of Hell itself. They are jet-black, with flaming hooves and mane, able to outrun any mortal beast. Some of these beasts also have bat-like wings that can carry the rider aloft.

MIGHT 6 DARING 2 SAVVY 0 TERROR 2

DEFENSE 1

COMBAT

- **HELL'S HIDE:** 1d6 Protection [bypassed by blessed weapons or holy water]
- **IMMUNITY TO FIRE**
- +3 Attack w/ Bite, 1d6-1 Dmg
- +2 Attack with gout of flame (hits targets in a 10' cone in front of it), 1d6 dmg
- +2 Attack w/ 2 Fiery Front Hooves, 1d6+2 Dmg + Knock Down if both hooves hit
- +0 Attack w/Bite and 2 Flaming Front Hooves
- +2 Attack w/ Back Kick, 2d6 Dmg + Knock Down
- **KNOCK-DOWN:** A creature kicked by a Night-Mare's powerful legs will be knocked to the ground and At a Loss until they spend a Minor Action to get back up.
- **TRAMPLE:** A Night-Mare can make an attack with the two front hooves and continue running. Anyone in the path of the charging monster can be trampled.
- **Fast Running:** A Night-Mare has a movement speed of 100 feet.
- **Flight:** A few of these beasts can fly on bat-like wings at a speed of 50 feet. Such creatures are usually reserved for the most powerful of evil masters.

30 LIFELOOD

Sea Hag

Legends tell of the “Salt Witch” or the “Crone of the Depths”. She is an ancient (perhaps immortal) sorceress who can command the sea itself. Sailors both fear and respect the Sea Hag, and the brave may seek her out for aid. But the Sea Hag demands a great price if she is to offer any help. And woe unto the sailor who refuses her or shows disrespect.

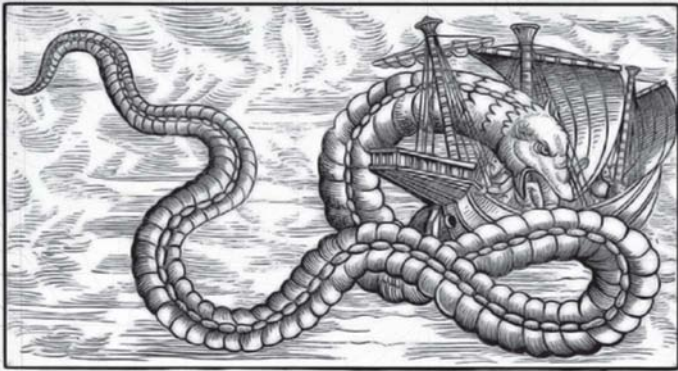
MIGHT 0 DARING 1 SAVVY 3 TERROR 1

DEFENSE 2

COMBAT

- **SORCERY OF THE SEA:** The Sea Hag can use sorcery as a Rank 6 Sorcerer. However all of her magic has an ocean theme. She can summon sea serpents or even a kraken. She controls the weather, and calls hurricanes and tidal waves.
- **THE SIGHT:** The Sea Hag can see anything happening on the sea anywhere in the world. So if she wants to see what's happening on any ship, or to any sailor whose name she knows, she can see it. She can also foresee future events upon the sea, but if she tells someone the future, it will always be cryptic and vague.
- **CURSE:** Anyone who harms the Sea Hag is immediately afflicted by a terrible Curse which will remain in their family for six generations. They gain the “Cursed” Flaw. The only way to end the Curse is to appease the Sea Hag in some manner, often by performing some harrowing task (which may take more than a single generation to complete). Anyone who already has the Cursed Flaw will receive no Fortune Points whenever the curse is affecting them.
- **PACT WITH DEATH ITSELF:** Even if the Sea Hag is killed, within a year and a day, the Sea Hag will reappear. It is unknown whether this is the original or a replacement. Any who “kills” the Sea Hag will suffer an even more horrible curse. They will die within a year and a day themselves.

20 LIFELOOD



Sea Serpent

Sailors often speak of horrifying sea monsters. The Sea Serpent is a gigantic aquatic snake, one which does not seem to need to breathe. It feeds by coiling around its prey, such as a giant squid or whale—and crushing it. Sea Serpents count as a Size 3 Ship for sea combats.

MIGHT 15 DARING 4 SAVVY -1 TERROR 4

DEFENSE -1

COMBAT

- **TOUGH HIDE:** 1d6+2 Protection
- +5 Attack w/ Bite, 3d6 Dmg +Swallow
- **SWALLOW:** A victim of a Sea Serpent's bite must make a Tough (-4) Flair check or be swallowed whole, taking 1 damage per round from digestive acids and is also unable to breathe until they can be cut out of a dead monster's stomach. A character can spend a Fortune Point to avoid being swallowed instead of rolling.
- +5 Attack w/ Tail, 2d6 Dmg +Constriction
- **CONSTRICTION:** Each round, the Sea Serpent wraps itself tighter and tighter around its prey, crushing the life out of it. Usually this attack is saved for large prey (like a ship) rather than tiny morsels, such as an individual person (they prefer to bite them). A constricted vessel loses 2d6 Timber per round, while a constricted creature loses 3d6 Lifeblood per round. While it is constricting a ship, a Sea Serpent's head will try to bite any sailors who dive or fall into the water that get too close.
- **FAST SWIMMER:** Sea Serpents have a 50' base speed in water.

70 LIFEblood

Serpentmen

A race of beings who serve the Dark Ones, Serpentmen once enslaved entire civilizations. Now few remain, living among ruins in the most desolate deserts and jungles of the world, hoping to awaken the Dark Ones and retake their place as their servants.

COMPETENCE 3 (VETERAN)

PAWN

DARING 2 SAVVY -1 TERROR 1 BRAWL 1 WARRIOR 0

COMBAT

- **SCALY BODY:** 1d3 Protection
- +2 Attack w/ Sword, 1d6 Dmg
- +3 Attack w/ Bite, 1d3 Dmg + Venom
- **VENOM:** Each round, the victim must make a Tricky (-1) Might check or lose 1 Lifeblood. Once a victim has successfully avoided damage, the poison has run its course and the effect ends.

Serpent Queen

Each Serpentman clutch is ruled by a Queen, who is the only female among them. They will die to protect her, but she is also the deadliest of all of them, for she not only possesses a deadly bite and hypnotic powers, but also the knowledge of Dark Sorcery.

MIGHT 1 DARING 2 SAVVY 2 FLAIR 2

DEFENSE 2

CAREERS: SORCERER 4

COMBAT

- **SCALY SKIN:** 1d3 Protection
- +5 Attack w/ Sacrificial Knife, 1d3+1 Dmg; +1 to Called Shots
- +5 Attack w/ Bite, 1d3+1 Dmg + Venom
- **VENOM:** The Serpent Queen's venom is the most deadly of all. The victim must make a Hard (-2) Might check each round or take 1 point of damage, as they become feverish. However it takes three consecutive successful checks for the poison to run its course. Until then, the person is still under the effects of the poison.
- **HYPNOTIZE:** A Serpent Queen's voice or gaze can coerce people to bend to her will. The victim must make a Savvy roll against a Hard (-2) difficulty or immediately obey her order. Each round, the victim may reroll. If they fail, she may continue to give the victim orders.
- **SORCERY:** A Serpent Queen also employs Dark Sorcery to fight their enemies, and is perfectly willing to sacrifice other Serpentmen to fuel the Arcane Power costs (and the Serpentmen are willing to be sacrificed by her).

20 LIFEblood

14 ARCANE POWER

Serpentman Warlord

The most physically powerful of Serpentmen command their lesser brethren and serve as bodyguards to their Queen.

MIGHT 2 DARING 2 SAVVY 0 TERROR 1

DEFENSE 1

COMBAT

- **SCALY BODY:** 1d3 Protection
- +4 Attack w/ Sword, 1d6+2 Dmg
- +2 Attack w/ 2 Swords, 1d6+2 Dmg
- +4 Attack w/ Bite, 1d6 Dmg + Venom
- **VENOM:** Each round, the victim must make a Hard (-2) Might check or lose 1 Lifeblood. Once a victim has successfully avoided damage, the poison has run its course and the effect ends.

20 LIFEblood

Skeletons

Skeletons are mindless sets of bones animated by Sorcerers to serve them. There are some places so touched by evil that the dead there rise to do evil again. Skeletons usually attack in groups of five.

COMPETENCE 2 (AVERAGE)

PAWN

DARING 1 SAVVY -1 BRAWL 1 MELEE 1 TERROR 1

COMBAT

- +2 Attack w/ Sword, 1d6 Dmg
- +2 Attack w/ Fist, 1d2 Dmg
- **UNDYING:** Each round, 1d3 defeated Skeletons per group will rise again. Skeletons that have been destroyed with fire or with blessed or silver weapons do not rise.



Vampire

An undead horror known for its thirst for human blood, Vampires are notoriously hard to kill and have a number of supernatural powers. Unlike most undead, a Vampire is often quite attractive, not a rotting corpse (they have Flair instead of a Terror rating). There are some tell-tale signs, however. Vampires cast no reflection, and will avoid eye contact with a crucifix. Animals are repulsed by the presence of a Vampire, and will become agitated in its presence.

MIGHT 5 DARING 3 SAVVY 2 FLAIR 2

DEFENSE 2

CAREERS: Even though they are monsters, Vampires were once mortal and often maintain a ruse of mortality. Vampires have 5 points worth of Careers, with Noble usually being the most common, but Vampires who are also Sorcerers are not unknown.

COMBAT

- **PROTECTION:** A Vampire takes 1d6 less damage from any attack that isn't blessed in some way.
- +3 Attack w/ Bite, 1d3 Dmg. A Vampire that has bitten a victim restores lost Unlife at a rate equal to the damage the bite caused. To break free of its bite, a victim must make a Might +Brawl roll against a -5 Difficulty which takes a Major Action. As long as the victim has not broken free, the Vampire will continue to drain 1d3 Lifeblood from the victim each round as its action, restoring an equal amount of Unlife. A Vampire who is a Sorcerer can gain Arcane Power instead of Unlife if they wish.
- **WEAPONS:** A Vampire can also wield swords, daggers, pistols, or their bare fists as a mortal can.
- **WALL-WALKING:** Vampires can walk or run along walls and ceilings as if they were the floor.
- **MIST FORM:** A Vampire taken down to 0 Unlife by something other than one of its weaknesses will immediately turn into mist, in which form it is invulnerable. It will then float away to one of its grave sites to recover.
- **WOLF OR BAT FORM:** A vampire can turn into a wolf or bat.
- **DOMINATE:** A Vampire can issue commands to a mortal, which are difficult to resist. The victim must make a Savvy roll against a -2 difficulty (the Vampire's flair) or immediately obey the Vampire's order.
- **WEAKNESSES:** While they have many powers, Vampires also have many weaknesses. A Vampire exposed to daylight takes 1d6 damage per round. If the vampire is killed by this, it is destroyed forever. Immersion in running water hurts a vampire as fire harms a mortal. A stake through the heart (a -4 Difficulty Called Shot) will immediately paralyze a Vampire. Vampires are repulsed by the sight of a crucifix and have a -2 Penalty to attack anyone holding one up before them.

30 UNLIFE

Voyager

A race of beings from “beyond the stars” Voyagers are most often found in the Andes Mountains, seeking to retake control of El Dorado. However, it is possible that some have traveled to other lands seeking rumored other fountains, perhaps making use of one of their technological devices to disguise themselves. Because they have not drunk from the fountain in a long time, a Voyager’s true form will look like a skeletal husk, with an obviously inhuman body. They are in constant pain, and seething with anger towards all humanity.

MIGHT 0 DARING 2 SAVVY 2 TERROR 1

DEFENSE 1

CAREERS: Although they are monsters, most Voyagers have 4 points worth of Careers, which would include “Starfarer”, a space-traveling analogue to Sailor, and also Scholar or Soldier. In addition, some Voyagers have the Sorcerer Career.

COMBAT

- +4 Attack w/ Macuahuitl (Obsidian Sword), 1d6+1 Dmg
- +5 Attack w/ Voyager Hand Blaster, 1d6+1 Dmg, 10' Range Increment. It has 2d6-2 Charges remaining.

20 LIFEBLOOD

Voyager Technology

In addition to the blaster, any Voyager encountered will likely have one or more item of Voyager technology on their person. A member of the Knights of El Dorado will likely recognize it for what it does, although it is possible that this item is something they’ve never seen before. To figure out how to use a piece of Voyager tech takes 1 week of experimentation, making a Demanding (-6) Scholar + Savvy check. It is possible to let a character keep a Voyager device they find, or even begin with one as a Maguffin Boon. However, the Knights of El Dorado will certainly try to obtain it if it is ever discovered. Don’t forget that a character with such a device who is being watched by the Knights will not even know who they are or why they want it. For all they know, the Knights are evil villains. However, it is not out of the ordinary for them to invite someone who knows about the Voyagers to join them.

In addition, Voyager technology runs on a power source that nobody understands. Once they run out of charges, they can only be recharged by returning the item to El Dorado for an entire day. The GM will keep secret just how many charges an item has when it is obtained. Below are some examples of their technology. In addition the GM can invent new items using Talismans and Inventions as examples, possibly making even more fantastic versions of them.

- **Communicator Device:** This appears to be a piece of jewelry worn on the face, such as an earring. It allows one to listen to the voice of someone with a matching device, and likewise they can listen to you, even if you are separated by thousands of miles. Of course, you may not know who is listening on the other end unless you have both, and even then, perhaps there are more than two. Each device will function for 3d6 hours before it burns out, so they must be used sparingly.
- **Shield Device:** This item seems to be a decorative bracelet. By depressing one of the engravings on it, the wearer’s body is surrounded by an invisible envelope of force. The device has the ability to completely absorb ranged attacks and falling damage without using a Fortune Point, and provides 1d6 Protection against any hand to hand attacks. However once it has absorbed a total of 20 damage, it burns out and ceases to function.
- **Medical Device:** This seems to be a bizarre looking piece of jewelry which covers the palm, held on by a band of gold over the back of the hand. Passing the device over any injury immediately begins healing it, as if the device were a Physician with 5 Ranks. The device even seems to destroy foreign bodies, like bullets, that are lodged in the body without requiring surgery to remove them. Each time the device is used to make a Career test, it uses up a charge. When it is found, it will have 2d6 charges remaining.
- **Light Source Device:** This tiny glass tube will emit an extremely bright light when squeezed. It can be used both for extended periods to light up the darkness (it’s as bright as daylight within 100 feet of the device) or used as a signaling device (it can be seen miles away when flashed at night). When found, it will have 1d6+1 hours of use remaining before it burns out.
- **Fire Starter Device:** This appears to be a tiny jeweled snuff box that produces a tiny flame whenever it is opened. The flame goes out after 1 minute, but burns hotly enough that it can even ignite damp tinder. When discovered, it will have enough flame to be used 3d6-3 more times.
- **Disguise Device:** What appears to be an ordinary brooch or medallion can make the wearer appear to be another person. The device can “store” one person’s image and disguise you as that person. The disguise can be changed to another person, but doing so removes the original stored disguise. Each time the device is activated, or a disguise is changed, it uses 1 Charge. A found Disguise Device has 2d6 Charges remaining.

Werewolf

A victim of another werewolf's bite, at the full moon this creature becomes a near unstoppable wolf-man hybrid. Only silver weapons can bring one down. It is said that there may be a cure to the disease that causes this condition, but Alchemists and Magicians who know how to make it are hard to find.

MIGHT 6 DARING 3 SAVVY 0 TERROR 2

DEFENSE 1

COMBAT

- **IMPERVIOUS TO HARM:** 1d6+1 Protection against any damage not caused by a silver weapon. Even then, a Werewolf recovers all damage done to it by any other means (other than silver) at the end of the scene, even if it seemed to be slain.
- +4 Attack w/ Savage Bite, 1d6 Damage + Lycanthropy
- +2 Attack w/ Claws, two attacks, 1d3 Damage
- **LYCANTHROPY:** A victim of a werewolf's bite may become a werewolf by the next full moon. To figure out if this happens, take the damage that the werewolf's bite caused the victim, and cut it in half (round down). Use this number as the difficulty for a Might check. If the victim fails the check, they become a werewolf at the next full moon, using the above stats. In this form, the player is not in control of the character, and the character's personality is replaced by that of a completely feral monster. As an option, the GM may decide to allow a character to take Curse of Lycanthropy as a Flaw at character creation.

20 LIFE BLOOD



Zombies

Zombies are corpses given unlife by Sorcerers to serve them. There are also some places so touched by evil that the dead there rise to do evil again. Zombies have an overpowering urge to eat human flesh.

COMPETENCE 0 (RABBLE)

PAWN

MIGHT 1 SAVVY -1 BRAWL 1 DEFENSE -1 TERROR 1

COMBAT

- **UNFEELING:** Count as if they have 1d6 Protection Armor. Attacks for the head (at -2 to hit) will bypass this. +1 Attack w/ Bite, 1d3+1 Dmg
- **SLOW MOVING:** Zombies shamble along at a mere 10' move speed.

QUICK REFERENCE

CAREERS

Alchemist/Apothecary
 Artist/Composer/
 Performer
 Brute/Laborer/
 Ruffian
 Charlatan/
 Mountebank/
 Gambler
 Clergy/Theologian/
 Missionary
 Craftsman/Armorer
 Diplomat/Official/
 Magistrate
 Duelist/Swordsman/
 Pugilist
 Explorer/Traveler
 Farmboy/Farmgirl
 Gaoler/Executioner
 Highwayman/Brigand
 Magician/Astrologer
 Merchant/Banker
 Noble/Aristocrat/
 Courtier
 Physician/Healer/
 Barber-Surgeon
 Prisoner/Slave/Serf
 Sailor/Pirate
 Scholar/Academic
 Servant/Housekeeper
 Soldier/Mercenary/
 Warrior
 Spy/Assassin
 Temptress/Don Juan
 Thief/Scoundrel/
 Vagabond
 Woodsman/Hunter
 Unusual

BOONS

Artistic
 Attractive
 Beast Friend
 Beguiling
 Blessed
 Born Athlete
 Born in the Saddle
 Born Sailor
 Carouser
 Crack Shot
 Daredevil
 Destiny
 Devil's Own Luck
 Dueling Style
 Excellent Laboratory
 Favored by Fortune
 Fearsome Looks
 Fencing School
 Friends in High
 Places
 Friends in Low Places
 Gifted
 Good Etiquette
 Great Wealth
 Hard-to-Kill
 Healing Touch
 Herculean/
 Amazonian Strength
 Jack of All Trades
 Keen Eyesight
 Keen Hearing
 Keen Scent
 Knighted
 Laugh in the Face
 of Danger
 Legacy
 Left-Handed Training
 Learned
 Linguist
 Maneuver Mastery
 Master of Disguise
 Master Tracker
 Magic Resistance*

Magnificent
 Arms/Armor
 • Damascus Steel
 • Hidden Weapon
 • Perfectly
 Balanced
 • Trick Sword
 • Lucky Sword
 • Create Your
 Own
 Maguffin
 Membership
 Military Order
 Night Sight
 Nose for Magic*
 Pirate Killer
 Poison Resistance
 Poisoner
 Quick Recovery
 Savant
 Speed
 Ship
 Silver Tongue
 Sneaky
 Seeking
 Special Thieves Tools
 Strength Feat
 Trusted Companion
 Thick-Skinned
 Weapon of Choice
 Visions/Voices
 *= Supernatural Only

FLAWS

Absent Minded
 All Thumbs
 Active Duty
 Arrogant
 Braggart
 Can't Lie
 City Dweller
 Combat Paralysis
 Country Bumpkin
 Cowardly
 Cursed
 Delicate
 Delusions of
 Grandeur
 Distinctive
 Appearance
 Double Life
 Distrust of Magic*
 Drunkard
 Evil Twin
 Feels the Cold
 Feels the Heat
 Greed
 Hopeless Romantic
 Hot-Headed
 Hunted
 Hapless Friend/
 Loved One
 Illiterate
 Incompetent Servant
 Infamous
 Landlubber
 Lumbering
 Lust
 Missing Limb
 Non-Combatant
 Obligation
 Obsession
 Phobia
 Poor Hearing
 Poor Recovery
 Poor Vision
 Primitive
 Soft-Hearted
 Spendthrift

Superstitious
 Taciturn
 Terrible Secret
 Tragic Fate
 Trusting
 Uncultured
 Unsettling
 Untrustworthy
 Vice
 Young
 Zealot

COMBAT MANEUVERS

MAJOR ACTIONS
 Blade Throw
 Bladework
 Brawling
 Choke/Crush
 Dirty Fighting
 Disarm
 Glide
 Hilt Punch
 Hurl Axe/Spear
 Lunge
 Moulinet
 Quick Cut
 Ranged Attack
 Regain Composure
 Repartee
 Staple
 Sword Break
 Tag

MINOR ACTIONS

Aim Shot
 Barehand Bind
 Beat
 Bind
 Feint
 Footwork
 Grapple
 Quick Draw
 Quick Load
 Shove/Trip

REACTIONS

Barehand Parry
 Cloak Parry
 Dodge
 Parry
 Riposte
 Stop-Thrust

ADVENTURE

SECRET

Title _____

Summary _____

Villains _____

NPCs _____

Hooks _____

Rewards _____

SCENE I

Setting _____

Summary _____

Complications _____

SCENE II

Setting _____

Summary _____

Complications _____

SCENE III

Setting _____

Summary _____

Complications _____

SHIP'S LOG

QUARTERS

ROARS

Size _____
Sails _____
Guns _____
Crew _____
Hull _____

Maneuver _____
Volley _____
Board _____
Repel _____
Ram _____

Name _____
Class _____
Colors _____

SHIP'S CREW

Captain _____
First Mate _____
Master Gunner _____
Helmsman _____
Carpenter _____
Surgeon _____

SHIP'S HOLD

Max. Tons _____
Cargo _____ Tons _____
Supply Tons _____ Gun Tons _____ Total _____

Timber _____ / _____
Complement _____ % / _____ %

Boons _____

Flaws _____

RETAINERS

Lvl _____ Name _____
Qualities _____
Combat _____
Careers _____
Attacks _____

Notes _____

Lvl _____ Name _____
Qualities _____
Combat _____
Careers _____
Attacks _____

Notes _____

PAWNS

Name _____
Competance _____
Stats _____
Combat _____

Notes _____

Name _____
Competance _____
Stats _____
Combat _____

Notes _____

Name _____
Competance _____
Stats _____
Combat _____

Notes _____

Name _____
Competance _____
Stats _____
Combat _____

Notes _____

NPCS

Name _____
Motivation _____
Might _____ Daring _____ Savvy _____ Flair _____
Brawl _____ Melee _____ Ranged _____ Defense _____
Careers _____

Lifefood _____ Fortune _____
Composure O O O
Boons _____
Flaws _____

Equipment _____

Notes _____



SHRIMP

Name _____
Motivation _____
Might _____ Daring _____ Savvy _____ Flair _____
Brawl _____ Melee _____ Ranged _____ Defense _____
Careers _____

Lifefood _____ Fortune _____
Composure O O O
Boons _____
Flaws _____

Equipment _____

Notes _____



HONOR & INTRIGUE

BACKGROUND

Name _____
 Origin _____
 Motivation _____
 Description _____

QUALITIES

COMBAT

CAREERS

Might _____
 Daring _____
 Savvy _____
 Flair _____

Brawl _____
 Melee _____
 Ranged _____
 Defense _____

1st _____
 2nd _____
 3rd _____
 4th _____
 *5th _____
 *6th _____

Languages _____

 Boons _____

 Flaws _____

LIFEBLOOD

FORTUNE



EQUIPMENT

Arms & Armor _____

 Items & Wealth _____

MANEUVERS

BACKSTORY

Friends & Contacts _____

 Rivals & Enemies _____

ADVANTAGE



MAJOR ACTIONS

Repartee (Flair vs. Flair, Savvy, or Daring)

You try to Taunt (vs. Flair) or Intimidate (vs. Daring) a foe to cause them to lose 1 Composure; or Trick (vs. Savvy), to give them a Penalty Die. A taunted foe takes -1 penalty to Defense instead of dice rolls from Composure loss. Each side gets career bonus if appropriate to the situation.

Regain Composure (Automatic)

You spend a Major action collecting yourself, and recover 1 Composure.

Bladework (Daring + Melee vs. Defense)

This is a standard armed melee attack.

Brawling (Daring + Brawl vs. Defense)

Unarmed attacks do 1d2 dmg. Kicks have -1 to hit and do 1d3 dmg.

Ranged Attack (Savvy + Ranged vs. Defense, Range Modifiers)

A standard ranged attack, requiring aim and finesse, such as a firearm, bow, or thrown knife. Opponents cannot Yield Advantage, but can spend a Fortune point to have a Close Call.

Blade Throw (Flair + Melee vs. Defense, Range Modifiers)

You hurl your sword at the enemy with a 5' range increment and +2 Phases sooner. This counts as a Ranged attack.

Choke/Crush (Might + Brawl vs. Brawl)

You do 1+Might damage to a grappled enemy. They cannot Yield Advantage. If the attack fails, the enemy has broken free. If you use a garrote to choke, you have +2 to hit and damage. You are At A Loss and cannot Yield Advantage while choking an enemy.

Dirty Fighting (Flair + Brawl vs. Defense)

You throw sand in the enemy's eyes, pull a rug from under their feet, kick them in the groin, etc. The enemy is At A Loss until they expend a Major Action or 1 Advantage to recover.

Disarm (Might + Melee [or Brawl] vs. Might + Melee)*

You must be in a Bind, a Grapple, or have gotten Mighty Success on a Parry to Disarm. Success: opponent's weapon hits the ground 1d6 feet away. Mighty Success: you have the weapon. Quick Disarm: Penalty Die, but no Bind/Grapple needed; can follow Parry as Reaction, or Free action with Mighty Success Parry.

Glide (Flair + Melee vs. Might)

When your sword is trapped, you slide it out and slash your opponent in the process for Half damage.

Hilt Punch (Might + Melee vs. Defense)

You hit the opponent with the hilt or butt of your weapon for 1d3 Dmg. The opponent takes a Penalty Die on their next attack, Reaction, or initiative roll.

Hurl Axe/Spear (Might + Ranged vs. Defense, Range Modifiers)

Treat this as a Ranged Attack for an axe or spear.

Lunge (Daring + Melee vs. Defense)

+1d6 Dmg with impaling weapon. You get -1 Defense & cannot Yield Advantage till next turn.

Moulinet (Might -1 + Melee vs. Defense)

Using a swung weapon, like an axe, you attack everyone adjacent to you- at -1 to hit. You cannot make a Reaction until next turn.

Quick Cut (Flair + Melee vs. Defense)

You make two attacks (each does half damage; round down). You go 1 phase sooner. Must use a light 1-handed cutting weapon.

Staple (Flair -2 + Melee or Ranged, vs. Defense)

You pin an enemy's clothing to the wall using an impaling weapon like a dagger, arrow, or rapier. The weapon remains lodged in the wall. Freeing oneself takes a Major Action. Pinning a sword arm sleeve is a -4 difficulty instead of -2.

Sword Break (Special)

You must have opponent's weapon in a Bind, or get a Mighty success when parrying. You and foe both roll damage (ignore Might). If your roll is greater, their weapon breaks.

Tag (Flair + Melee vs. Defense + Daring, or Flair -4 + Melee)

You use your blade to slash initials, put out a candle, etc to impress your foes. If you succeed vs. one foe, they must Yield Advantage or Lose 1 Composure. Against an object: All foes engaged with you must spend a Minor Action to recover from awe.

* If the attacker is using a 2-handed weapon, they get +2 to their modifier. If the Defender is using a 2-handed weapon, increase the difficulty by 2.

MINOR ACTIONS

Arm Yourself

You draw a weapon or pick one up. You must Yield 1 Advantage to recover a weapon from the ground. Also, see Quick Draw.

Move Far

You get to move short distances as part of every action, but sometimes, you need to cover a lot of ground or go up a ladder. The GM decides if actions are needed to cover ground & how many.

Load Weapon

You spend 1 Minor Action towards loading a weapon. Some weapons require more time loading than others. See also: Quick Load.

Return Weapon

A classic swashbuckling show of gallantry, you toss your disarmed opponent a weapon, and gain 1 Advantage and 1 Fortune Point.

Aim Shot

Increase Range Increment 10' with your next ranged attack.

Barehand Bind (Daring + Brawl vs. Melee)

You grab a foe's sword with your hand. Foe makes Daring check or lose 1 Composure and give you a free attack using other hand. You take 1d3+1 Dmg per round you maintain this hold- but their weapon is trapped. Freeing their weapon is a Melee attack against your Might. If it succeeds, you take +1 damage from their weapon and lose your grip on it. You can also do this as a Reaction after a Barehand Parry. Gloves & gauntlets protect vs. the damage you take.

Beat (Might + Melee vs. Might)*

You hit the foe's weapon. Next ally to attack foe gets a Bonus Die, or foe's next attack gets a Penalty Die.

Bind (Might + Melee vs. Melee)*

You trap your enemy's sword with your own, (or un-trap yours). Neither sword can be used during a bind (but an off-hand can be used, or the original sword dropped).

Feint (Flair + Melee vs. Savvy)

You get a Bonus Die on your next attack vs. this opponent.

Footwork (Savvy + Melee vs. Savvy)

You can get around an opponent or obstacle that is impeding you. Or, you can take an Advantageous Position that grants +1 Melee or +1 Defense as long as you hold it.

Grapple (Might + Brawl vs. Might)

You grab the enemy and hold them, or free yourself from an enemy's grapple. Grappled opponents can only attack Corps-a-Corps. It is risky to grapple an armed foe.

Quick Draw (Hard [-2] Flair + Ranged or Melee)

If you succeed, it takes no action to draw your weapon. If you fail, you must spend a Minor Action to draw, or split your action.

Quick Load (Hard [-2] Savvy + Ranged)

If you succeed, you achieve 2 Load Actions instead of 1. If you fail, you achieve 0. You may add Ranks in Soldier to your roll.

Shove/Trip (Might + Brawl vs. Might)

You knock an opponent off their feet or into the rails. They are At A Loss, until they spend a Minor Action to stand.

REACTIONS

Dodge (Automatic)

You get +2 to your Defense for this Phase, turning a hit into a miss.

Barehand Parry (Daring + Brawl +1 vs. Attack Roll)

You knock aside the foe's sword with your hand, taking 1d3 dmg. Gloves and Gauntlets lessen the damage.

Cloak Parry (Flair + Melee vs. Attack Roll)

This works like a Parry, but you use a cloak, hat, etc.

Parry (Savvy + Melee vs. Attack Roll)

You block opponent's attack if your roll ties or exceeds their Attack roll.

Riposte (Savvy + Melee vs. Defense)

After a successful Parry or Dodge, you make an attack on your opponent.

Stop-Thrust (Daring + Melee vs. Attack Roll)

Instead of parrying, you hold your blade out to impale your attacking foe. Success= you hit w/ +2 Damage. If they live, they hit you. If you fail, the enemy hits you w/ +2 Damage. Neither of you can Yield Advantage.

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HONOR + INTRIGUE ARMS AND ARMOR

Swords

Weapon	Damage	Notes
Backsword	1d6	+1 Damage with Quick Cut (after halving)
Broadsword	1d6+1	Requires 2 hands if Might is 0 or lower, +1 Beat
Epee	1d6	+1 Parry
Greatsword	1d6+2	-1 Parry, +1 Moulinet
Small Sword	1d3+1	+1 Parry, +1 Quick Draw, Able to Split Actions singly 1d3+3 Damage to resist Sword Break

Black Powder Weapons

Weapon	Damage	Notes
Blunderbuss	1d6+6	10' range inc., range penalties apply to damage instead of attack roll, 3 Minor Actions to load, Misfire 2-3, Hits 1d6 tightly-grouped targets
Arquebus	2d6	50' range inc., 5 Minor Actions to load, Misfire 2-4
Musket, Flintlock	2d6	50' range inc., 4 Minor Actions to load, Misfire 2-3
Musket, Wheel-Lock	2d6	50' range inc., 3 Minor Actions to load, Misfire 2
Pistol, Matchlock	1d6+1	10' range inc., 4 Minor Actions to load, Misfire 2-4
Pistol, Flintlock	1d6+1	10' range inc., 3 Minor Actions to load, Misfire 2-3
Pistol, Wheel-Lock	1d6+1	10' range inc., 2 Minor Actions to load, Misfire 2
Pole-Brace	N/A	1 Minor Action to set, +10' to Musket range increment
Grenade	4d6	-1d6 Damage (highest remaining) per 5' from the blast origin, 1 Minor Action to light, 1 Major Action to throw, 10' Range inc.

Other Weapons

Weapon	Damage	Notes
Axe	1d6	10' range increment when thrown, -1 Parry, +1 Bind
“”Two-Handed	1d6+2	-2 Parry, +1 Bind
Bayonet	1d6+2	1 Minor Action to affix to a musket, -1 Parry when affixed, 1d3+1 damage when wielded in hand (un-affixed)
Bow	1d6	60' range increment, 1 Minor Action to knock arrow
“” Longbow	1d6+2	100' range increment, 1 Minor Action to knock arrow
Buckler	1d6-1	+1 to Parry (stacks with other Parry bonuses)
Cloak	N/A	+1 to Feint, Bind; usable with Cloak Parry
Club	1d6-1	10' range increment when thrown
“” Two-Handed	1d6+1	-1 Parry
Crossbow	1d6+1	80' range increment, +1 with Called Shots, 2 Minor Actions to Load
“” Arbalest	1d6+3	100' range increment, +1 with Called Shots, 3 Minor Actions to Load with “goat's foot” or Might 2 or more; otherwise 4 Minor Actions
“” Grenade	See Grenade	30' range increment, 3 Minor Actions to load
“” Hand	1d3	20' range increment, +1 with Called Shots, 1 Minor Action to load

Dagger	1d3+1	5' range increment when thrown, +1 with Called Shots
“” Stiletto	1d3+1	Ignores 2 Protection, +1 with Called Shots
“” Throwing Knife	1d3+1	10' range increment when thrown, +1 with Called Shots, +1 Quick-Draw, -1 Melee
Garrote	Choke +2	+2 attack and damage with Choke, 1d2 dmg for purposes of breakage
Hook Hand	1d3+1	+1 Bind
Main Gauche	1d6-1	+1 Bind, Disarm, Sword Break
Parrying Dagger	1d3	+1 Bind, 1d6+1 Damage with Sword Break
Spear	1d6	20' range increment when thrown, +1d3 Damage in a charge, or receiving a charge
“” Lance	1d6+2	1-Handed when wielded from horseback, -1 Parry
“” Pole-Arm	1d6+2	Always 2-Handed; often secondary use (Halberd can be used as an Axe for example), -1 Parry
“” Harpoon	1d6+1	10' range increment when thrown, +1d6 Damage per round (for 1d6 rounds) to large marine creatures, -1 Melee
Staff	1d6-1	+1 to Parry
Unarmed	1d2	1d3 Damage with gauntlet or basket hilt, Kick does 1d3 Damage with -1 to hit
Whip	1d3-1	Victims have penalty die to Parry whip attacks, Whip Crack: Flair + Melee -1 vs. Daring, enemy loses 1 Composure if successful, +1 Bind, Disarm
Improvised Weapon	Special	-1 Damage and half the range compared to the weapon it most closely resembles; May substitute Flair for Daring with Bladework or Savvy with Ranged

Armor

Type	Protection	Notes
Light	1d3	1 less Advantage without Armor Familiarity, -1 to stealth, acrobatics, Initiative; -2 to swimming
Heavy	1d6	Cannot Yield Advantage without Armor Familiarity, 1 less Advantage with Armor Familiarity, -1 and Penalty Die to stealth, acrobatics, Initiative; Swimming is impossible; Quick removal requires 2 consecutive Hard (-2) Savvy + Soldier task rolls.
Helmet	+1	Adds to existing Protection (otherwise, gives Protection of 1). Grants 1d6 Protection to attacks on the head. -1 Savvy to notice.
Gauntlet	N/A	Grants 1d6 Protection to attacks on the hand
Heavy Glove	N/A	Grants 1d3 Protection to attacks on the hand

Cannon

Weapon	Damage	Notes
Swivel Gun	2d6+4	50' range increment, 10 Minor Actions to load between 2 crew Penalty Die vs. individual target. Vs. Pawns hits 1d6+1
Cannon	GM decides	300' range increment, 20 Minor Actions to load between 4 crew
Artillery	GM decides	600' range increment, 40 Minor Actions to load between 6 crew, Cannot be moved from mounting

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