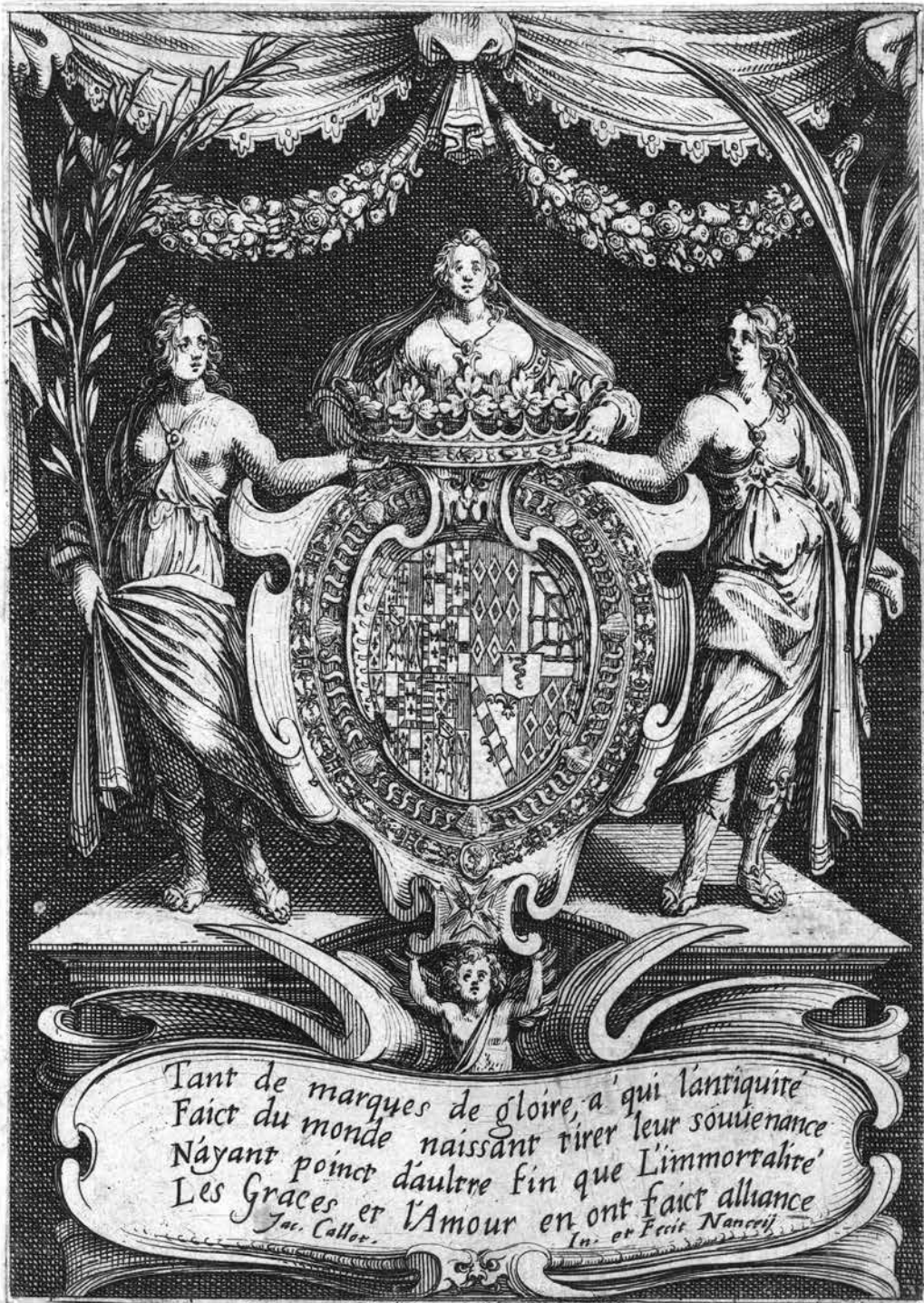




Miseries & Misfortunes: a roleplaying game set in 1648 France
by Luke Crane



Miseries & Misfortunes

Invenit et Fecit

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Jacques Callot, courtesy of the Rijksmuseum, Amsterdam.

Thanks and Inspiration

Thor Olavsrud for prodding me to read *The Three Musketeers*. Tom Moldvay and EGG for showing me how much fun you can have formation fighting in a dungeon. Gordon Frye for teaching me how to load a musket.

Excudit

Ingram Lightning Source

Indicia

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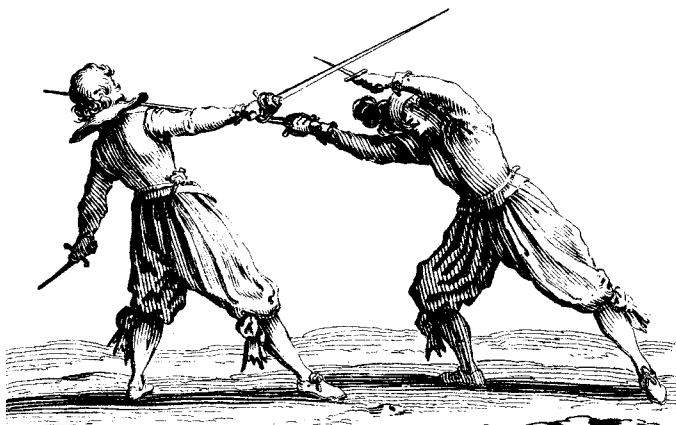
This is a work of historical fiction. Everyone in here except us is dead. If we have misrepresented your ancestors or your culture, let us know. We want to learn.

...

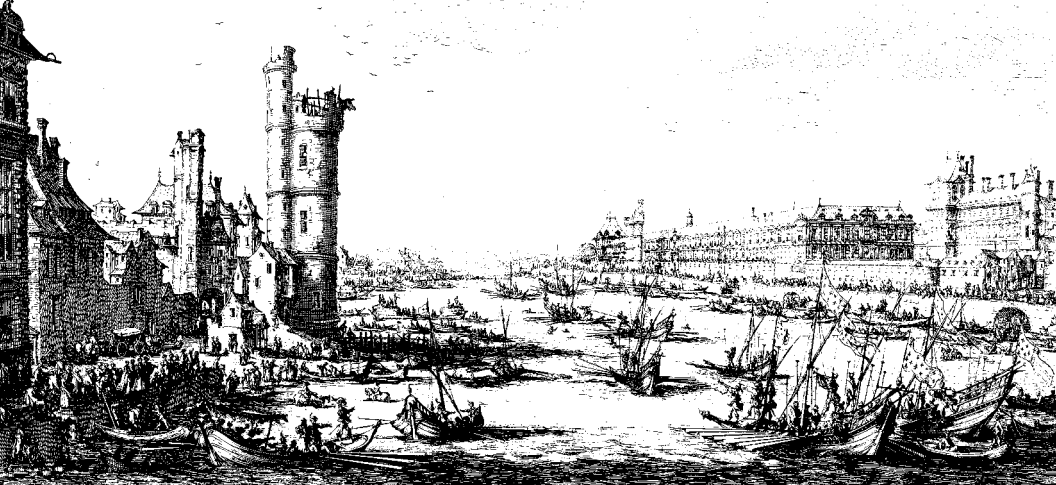
*Such are the marks of glory of antiquity, our new world can't help but smile at their remembrance
Having no other end than immortality, the Graces and Love have made a covenant*

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Colophon: *Adobe Jenson Pro* used throughout. Designed on an 4.2 GHz Intel
Core i7 Apple iMac 27" Retina Display 5k using Adobe Indesign CS5.



In France

Uprisings and tax revolts are common in the countryside and second cities of France. When the tax farmers arrive in town with their armed guards to set up collection operations, the people mutter imprecations as they dream of drowning these blood-sucking snakes in the river.

A small fraction of France's people—perhaps only 200,000—are styled as nobles. The elite of this ruling class are unimaginably wealthy, residing in opulent, crumbling manors, townhouses and castles. However most nobles live in genteel poverty, without land, income or title, unable to support themselves or their dependents.

Yet, these same nobles prosecute an endless grinding war with Hapsburg Spain and the moribund Holy Roman Empire along the borders of France. The war has stretched more than a generation. Peace negotiations have stagnated. There is no end in sight.

France in the midst of the seventeenth century is a kingdom of roughly 18 million. And while Paris is the largest, most populous city in Europe, the majority of the French live in the countryside as peasants, farmers, monks, manufacturers, traders and officials.

Funds for the war against Spain and the Holy Roman Empire are squeezed out of the people by an impossibly Byzantine and corrupt tax system. Of course, the nobility and clergy are exempt from most taxes, so this system of *aides*, *tailles* and *gabelles* punishes the working classes and the poor.

To make matters worse, in November of 1647, the Boy King, Louis, and his younger brother, Philippe, both contract small pox. The city and the kingdom pray as one for their salvation. The children were a gift to a shaken people, and beloved by all. Surely God would not be so cruel as to take them so young?

The sickness abates and the people breathe a sigh of relief. Perhaps their troubles are at an end, perhaps there is a light in the darkness.

1648

January of 1648 is bitter cold. Heavy rains swell the Seine. Queen Anne, along with her Chief Minister, Cardinal Mazarin, and her Superintendant of Finances, d'Hemery, prepare to levy a new round of taxes to pay for another offensive in the Spanish Netherlands in the spring.

It's madness, say the people. The war never ends. The taxes crush the life from us. They beg Parlement and the Council of State to see reason.

Alas, the army of the Spanish Archduke Leopold Wilhelm prowls along the northern frontier. Even now his soldiers rest in winter quarters less than 100 miles from Paris. The whole kingdom could fall at a stroke come spring. Chief Minister Mazarin says more money must be collected to save France. He proposes to create more offices in Parlement and sell the positions to the highest bidder—thereby raising cash and diluting Parlement's power in a single maneuver.

No one in Paris wishes to see France fall to the Hapsburgs, let alone see Queen Anne and her children come to harm, but the people protest that the system is too corrupt. They pay their taxes, but it's the tax collectors who get rich.

Parlement debates the issues. Their role is to manage the finances of the state and create tax contracts...and to protect their own self-interest. They decide to join common cause with the people and tell d'Hemery that they will not ratify these new measures.

Queen Anne does not take such resistance lightly. On January 11, she and Mazarin seek to quiet the rising tide of dissent in the city. They call out soldiers to line the streets near Parlement, a clear threat to any who would rebel against royal will.

The people of Paris, no strangers to armed revolt, take their cue. That night, despite the cold and the rain, the city's militias call out their columns and draw chains across the major streets and barricades across intersections. Musket shots ring out through the night.

The provost of merchants and other grandees rush to the Palais-Royal to beseech Queen Anne to withdraw the troops, lest there be some misunderstanding that leads to a massacre. After a night spent deliberating, Queen Anne withdraws the troops late the next morning.

This tug of war between the royal will and the will of the people signals the opening stages of the revolt known as the Fronde.

January 14th, the Boy King himself comes to beseech Parlement to retreat from its high perch. He invokes the *lit de justice*, a legal compulsion for Parlement to enact the royal will. But in the midst of his recitation, the 10-year-old boy bursts into tears, so his Chancellor, Séguier, kneels before him and helps him through the proceedings.

Parlement is not moved. Omer Talon, a brave judge, stands and delivers a rebuttal, saying that a *lit de justice* should not be an act that "sowed terror everywhere." He compares France to the ancient Persians, ruined by tyrannical will. Queen Anne weeps at his words.

The debate about the authority of royal will versus that of the Parlement captures the city. In every inn, tavern and brasserie, the people discuss the politics of the day. Legal maneuvers continue to consume Anne, her Council of State and Parlement. The Parliamentarians begin to debate the limits of royal power and the divine right of kings—always a dangerous subject.

In the spring, d'Hemery and Anne misstep. They cut off Parlement's *droit annuel*, their annual fee owed to them for their position. Attempting to starve them out and cause dissension, the move instead unites the three courts of Parlement against the royal will.

Emboldened, Parlement forms an increasingly strident and demanding voice in the government, making demands never before asked of a sovereign of France. Queen Anne grows increasingly frustrated with the gridlock in the government.



In August, on the frontier, the dashing Prince de Condé, 28 years old and already a heroic and victorious general, meets his Hapsburg rival, Archduke Leopold Wilhelm, near Lens, just 80 miles northeast of Paris. Against his better judgement, the Archduke gives battle to the young prince.

Personally commanding the right flank from the front of his gallant cavaliers, Condé breaks the Archduke's cavalry and then rolls his flank, routing the army. It is a tremendous victory. While Leopold Wilhelm escapes (some say even before the armies met), Condé captures many a banner for the glory of France. He turns his attention homeward and returns to Paris a conquering hero.

Seizing the moment of public spectacle as cover for their political aims, Queen Anne and Mazarin order the arrest of their most vocal opponent in Parlement, Councillor Pierre Broussel. He is dispatched to the Bastille.

Despite the victory celebrations, the city reacts violently to the disappearance of their beloved councillor Broussel. The bourgeois summon the city militia and once again erect barricades in the streets. The most popular faction calls for Mazarin's head. They smash the windows of his mansion and rob his home. The city is in chaos and the threat of escalating violence is real.

Parisians in full fury exercise their voice against the royal will and it is terrible to behold. Will Anne concede their point? Will there be further bloodshed? Could the citizens of Paris resist a siege from Prince de Condé's army? Could Anne and Mazarin survive the outrage of an enraged city of hundreds of thousands?

We shall see, and we shall write our names in history in ink and blood.

Author's Introduction

As you might have guessed, I am fascinated with this time and place. From my modern perspective, I can see the two rivers of medievalism and modernity flowing together to create this age. Medievalism is in retreat, but it still mixes heavily with the new waters of the dawn of the modern world. In this confluence: Political philosophy takes a modern turn with humanism in the seventeenth century; chymistry inches toward scientific method while searching for a divine truth in angels and demons; Christian religion violently reforms itself to something more egalitarian than its former Catholic domination; warfare is a terrifying mix of rapidly evolving technology combined with brutal medieval tactics; climate change grips Europe and the winters lengthen; famine and disease follow the long winter's cold tread, reaping humanity like so much wheat.

Yet it is also an age of brilliant art and thought. Shakespeare strides onto the stage at the dawn of the century. Velazquez paints in Madrid, Rembrandt in Amsterdam. Callot etches in Nancy. Allegri composes in Italy. Theater, painting, etching, music and nearly every other premodern art form flourish, despite the despots, destruction and desolation that rule over the human heart.

And while this age is one of global trade and communication, with ships bringing goods and gold from Japan to Amsterdam, these were a people who saw the future so very differently than we do. There was no inexorable march of progress, no eradication of disease, no ever-expanding information network.

In 1648, there is no hope, no future of humanity. We are all corrupt, living in a fallen world. Our only option is to purify ourselves, our governments and thoughts and in so doing bring about Heaven on Earth. The alternative is too much to bear, because if this blistered, bruised globe isn't Hell, then the Inferno is truly something to fear.

Miseries & Misfortunes is the most difficult type of fantasy game to design and play. Rather than having the game act as wishful fulfillment or a metaphor for an issue of our own time, the game seeks to challenge you to see the world through an alien lens and

to act in a way completely foreign to your experience—that of the past. Do not look at this place through your modern eyes. View this landscape as one who must live in this world, without hope of escape or salvation. What will you make of your short life?

Miseries & Misfortunes Second Edition

This book represents the second edition of—or perhaps my second attempt at—this game. The first edition was a cheeky, poorly edited stab at converting *Basic Dungeons & Dragons* classes to a facsimile of the seventeenth century tropes. It was fun, but it didn't quite work—especially the experience and skill systems.

So, this second edition represents my attempt to fix those systems. Of course, my philosophy of design is holistic and I cannot simply tweak one system without adjusting and rebalancing other related systems. The result has taken a shape that surprises even me. While it uses the traditional Dungeons & Dragons-style core mechanisms, I have developed a new skill system, combat system, social combat system, experience system, mitigation system, lifepath system and magic system to better represent the setting.

That said, this is not what one would consider a modern roleplaying game. It is staunchly traditional in that your characters exist in a world that doesn't care about them. While we will likely care about our characters in the end, despite our feelings, they will die in a tragic moments of bad luck or ignominy.

It is also worth noting that you're reading a system book only. There's little to no setting material. There are no scenarios, no monsters, and no treasure. This book is for the few kindred souls out there who love seventeenth-century historical fiction, or those who know the history passably well enough to paint a credible picture.

Bonne chance, mes amis. As Porthos so sagaciously reminded us:

“At this game, whoever does not kill is killed.”

—Luke, New York City, Summer 2019

Callot; or a note on the etchings

In 1633, a nobleman from Lorraine—an independent duchy neighboring northeastern France—petitioned the suspicious, preoccupied and powerful king of France, Louis XIII. This noble, one Jacques Callot, asked the king if he may have his imprimatur to publish in Paris a folio of images depicting the horrors of war. At the time, all publications had to be licensed by the king. Louis granted permission without hesitation. Despite his bellicose nature, he did love art and artists.

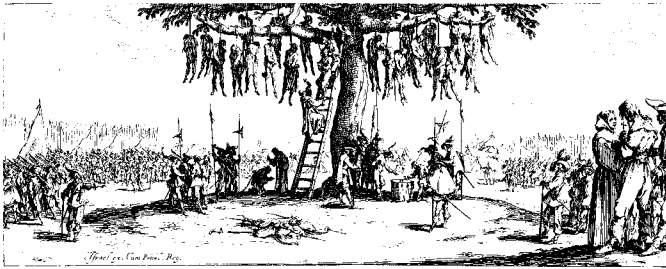
Callot was a master of his craft. In his work he refined and developed new methods for etching and print-making. His plates to date included bucolic hunts and comical dwarves, but here and now he had a will to tell a different story. Callot set about producing a series of 18 highly detailed images that told the story of soldiers going to war, soldiers fleeing from battle, soldiers looting, soldiers being hanged for desertion, soldiers being broken on the *l'estrapade* for their crimes...while in the end, a beneficent king rewards his generals for a war well fought. He titled the set *Les Miseres et Les Mal-Heurs de la Guerre*—the miseries and misfortunes of war.



While these images hold a moral tone and seem to be more parable than real, they were not mere inventions of Callot's keen mind. On the contrary, these plates depicted horrors witnessed. Callot's home in Nancy, Lorraine, sat at the confluence of three rivers of blood. Lorraine bordered France, the Spanish Netherlands and the Holy

Roman Empire. For 15 long years, these lumbering powers grappled with each other on Callot's doorstep. Their armies plowed through Lorraine, churning up fields, burning towns, displacing lives. He saw battles in the distance at Fribourg and beyond. He watched the wounded stagger back down the highways. He watched soldiers turn brigand to loot towns and put them to the torch.

All of these scenes seared themselves into his mind, and later, perhaps in an act of expiation, Callot burned them into metal plates. He captured sweeping vistas of terror and carnage with delicate lines and urgent poses that still speak to the viewer 400 years on.



And in the end, like unhappy fruit, they hang from the tree...

A priest climbs a ladder leaning against a tree to offer last rites to a soldier about to be hanged for desertion from a war he never wanted to fight. This damned soul's former comrades stand around the tree in a rigid semicircle, watching impassively as the hanged die.

Callot's plates were a sensation. Unlike paintings, etchings could be easily reproduced. Hundreds of prints were made from the plates and distributed in Paris and across Europe. He even discussed his techniques with his young friend in Amsterdam, Rembrandt van Rijn.

I chose Callot's etchings to represent this project, not only because they are beautiful works born from the age we hope to revisit, but because they whisper secrets to our modern ear and beckon our modern eye to look deeper. They are slow, deep and ponderous, operating at a pace different from our own. And these dark scenes aren't fantasy, but truth; these pleas for peace aren't ornamentation, but desperate cries.



IACOBVS CALLOT

Essential Reading

These works are referenced directly and indirectly throughout:

Three Musketeers and Twenty Years After, Alexandre Dumas. *How Paris Became Paris*, Joan DeJean. *The Fronde*, Orest Ranum. *Giant of the Grand Siècle*, John A. Lynn. *Jacques Callot: Prints and Related Drawings*, H. Diane Russell et al. *The Lesser Key of Solomon*, Joseph H. Peterson, ed. *The Complete Magician's Tables*, Stephen Skinner. *Forbidden Rites*, Richard Kieckhefer. *Urban protest in seventeenth-century France*, William Beik. *The Tragedy of Hamlet, Prince of Denmark*, William Shakespeare

Structure of this Book

This book takes a bare bones approach in its presentation of the game. Since the original form of the game was intended to be a zine of a D&D hack, I have kept some of that spirit in the structure and text.

Which is to say that there are few affordances for guidance and instruction in this manual. The systems are presented as-is and the reader is meant to interpret them as best they can. It's a far cry from the avuncular tone we take in *Mouse Guard*, and is more akin to jumping into Moldvay's *Basic Dungeons & Dragons*.

Before we get to creating a character, in order to create context, I walk you through the key moving parts of the game and the world of 1648: **Système, Mentalités, Precedence, Fortune, Réputation, Mortal Coil, The Soul of Wit and Combat.**

If you want to skip ahead, **Character Creation, Lifepaths, Advancement, Virtues & Flaws** and **Items & Equipment** give insight into who you are and in which direction your feet are pointed.

The **People** chapter compiles tables from other chapters and provides for the game master a quick method for generating personalities.

Sacred & Profane details the system of acquiring knowledge in the game and using that knowledge for supernatural effect.

Lastly, I've added a brief **Language** chapter so you can curse properly in French while playing.

Character sheets and other play sheets are freely available in our store at burningwheel.com.

I hope you are able to make some sense of the text, and I hope you enjoy playing.





Invidia.



Systeme

Miseries & Misfortunes uses an unforgiving, stark, probabilistic system in an attempt to simulate the harsh life, hard choices and rigid society of the age.

Oui Monsieur

The fundamental system interaction of *Miseries & Misfortunes* is the description of the actions by the players and the description of the scene by the game master.

The players describe in glorious detail the words and actions of their characters within the scene. They may describe their characters interacting with the space, moving from place to place, calling on other characters to speak with them or initiating confrontations.

During description, the game master's role is to say yes—Oui, Monsieur or Oui, Mademoiselle—or perhaps to offer embellishment or further details.

Only when the game master cannot say yes to an action do we declare our intents and go to the dice to resolve the uncertain outcome. What would cause a game master to stop and say “No, go no further”? When there is a clear and substantial obstacle in the path of the players like an enemy patrol, a barricade blocking the route or an importunate prelate withholding information. Then we roll the dice!

Dice

The system relies on a panoply of dice, from d2s to d100s, in order to generate credible, nuanced results.

- ❧ d20s are used for landing shots and blows in combat—martial and social.
- ❧ d2s, d3s and d4s are used for generating hit points, damage and other small-range results.
- ❧ d6s, d8s, d10s, d12s and d20s are used for rolling for damage and for making skill checks.
- ❧ d30s and d100s are used in the magic rules.

Dice Codes

In general, a dice code works like this: the first number is the amount of dice rolled and the second number—after the *d*—indicates what type dice you roll: two-sided, three-sided, four-sided, etc.. Occasionally, that code will be followed by a + or – modifier. You add or subtract that number from the final result.

For example: 1d2-1, 1d3-1, 1d4-1, 1d2, 1d3, 1d4, 2d2, 1d4+1, 1d6, 2d3, 1d6+1, 1d8, 2d4, 1d8+1, 2d6, 3d4 and 3d6.

- ❧ Modifiers are added to the final result.

Governing Abilities

Each character possesses six governing abilities: Strength, Intelligence, Wisdom, Dexterity, Constitution and Charisma.

Strength is used for lifting, carrying and pulling as well as influencing your effectiveness in melee combat.

Intelligence is used for reading, remembering and learning as well as languages and searching.

Wisdom is used for intuiting, listening and improvising. It modifies your interpretation of magical texts.

Dexterity is used for avoiding, leaping and hand-eye coordination. It affects your initiative and effectiveness with firearms.

Constitution is used for withstanding and enduring. It affects your inventory, nerves and your hit points.

Charisma is used for convincing, negotiating and intimidating. It affects the reactions of your opponents and characters whom you wish to hire.

Strength Scores and Adjustments

Score	Modifier	Other modifiers and effects
3	-3	Melee to hit, melee damage
4-5	-2	Melee to hit, melee damage
6-8	-1	Melee to hit, melee damage
9-12	±0	Melee to hit, melee damage
13-15	+1	Melee to hit, melee damage
16-17	+2	Melee to hit, melee damage
18	+3	Melee to hit, melee damage

Intelligence Scores and Adjustments

Score	Modifier	Other modifiers and effects
3	-3	Has trouble speaking, is illiterate in native language.
4-5	-2	Is illiterate in native language.
6-8	-1	Can read and write native language.
9-12	±0	Can read and write native language, plus one additional language from nationality list.

Score	Modifier	Other modifiers and effects
13-15	+1	Can read and write native language, plus two additional languages from nationality list.
16-17	+2	Can read and write native language, plus three additional languages from nationality list.
18	+3	Can read and write native language, and all languages from nationality list. Take one additional language of your choice: Latin, Greek, Hebrew, Arabic, Celtic, Gaelic, Russian, Aramaic, Coptic, Runes or Sumerian.

Wisdom Scores and Adjustments

Score	Modifier	Other modifiers and effects
3	-3	Save vs terror, focus steps for interpreting grimoires
4-5	-2	Save vs terror, focus steps for interpreting grimoires
6-8	-1	Save vs terror, focus steps for interpreting grimoires
9-12	±0	Save vs terror, focus steps for interpreting grimoires
13-15	+1	Save vs terror, focus steps for interpreting grimoires
16-17	+2	Save vs terror, focus steps for interpreting grimoires
18	+3	Save vs terror, focus steps for interpreting grimoires

Dexterity Scores and Adjustments

Score	Modifier	Other modifiers and effects
3	-3	To hit with missiles; initiative step penalty
4-5	-2	To hit with missiles; initiative step penalty
6-8	-1	To hit with missiles; initiative step penalty
9-12	±0	To hit with missiles; no initiative step modifier
13-15	+1	To hit with missiles; initiative step bonus
16-17	+2	To hit with missiles; initiative step bonus
18	+3	To hit with missiles; initiative step bonus

Constitution Scores and Adjustments

Score	Modifier	Other modifiers and effects
3	-3	Hit points per level, save vs poison & plague
4-5	-2	Hit points per level, save vs poison & plague
6-8	-1	Hit points per level, save vs poison & plague
9-12	±0	Hit points per level, save vs poison & plague
13-15	+1	Hit points per level, save vs poison & plague; carry one extra item on the bandolier
16-17	+2	Hit points per level, save vs poison & plague; carry two extra items on the bandolier <i>or</i> one extra item on the belt
18	+3	Hit points per level, save vs poison & plague; carry two extra items on the bandolier <i>and</i> one extra item on the belt

Charisma Scores and Adjustments

Score	Modifier	Other modifiers and effects
3	-3	Duel of wits to-hit and damage, Max hirelings 0; morale 4
4-5	-2	Duel of wits to-hit and damage, Max hirelings 1; morale 5
6-8	-1	Duel of wits to-hit and damage, Max hirelings 1; morale 6
9-12	±0	Duel of wits to-hit and damage, Max hirelings 2; morale 7
13-15	+1	Duel of wits to-hit and damage, Max hirelings 3; morale 8
16-17	+2	Duel of wits to-hit and damage, Max hirelings 3; morale 9
18	+3	Duel of wits to-hit and damage, Max hirelings 4; morale 10

Testing Governing Abilities

On occasion you will be called on to roll back a boulder, notice an obscure detail or endure a swim through freezing water. In circumstances like these you will test your governing ability, not a skill.

To test a governing ability, roll a 20-sided die. A result equal to or less than your governing ability's rating is a success.

Skills

This game uses a skill system to represent the characters' areas of expertise, training, study and experience.

Skills are rated as a number on a die. To pass a skill test, one must roll equal to or lower than that chance.

Die Steps

All skills start rated at 1/6, meaning you must roll a 1 on a six-sided die to succeed on a skill test.

As skills improve, they climb in rating—2/6, 3/6, 4/6, etc. When a skill rating equals the sides of the die, we step up to the next die type and takes the penultimate rating on that die (i.e. die type minus one). Like so:

- ☛ 5/6 improves to 7/8.
- ☛ 7/8 improves to 9/10.
- ☛ 9/10 improves to 11/12.
- ☛ 11/12 improves to 19/20.

Skills can't be improved past 19/20.

Governing Modifier and Die Steps

Skills listed with a governing ability use the modifier for that ability.

For example, the Break skill lists Strength as its governing ability.

If your Strength is 13, you increase your Break skill rating by one.

A governing ability can affect many skills. The modifier applies equally to all such skills.

If your governing ability modifier is positive, it will increase your chance to succeed on your skill die. If your modifier pushes your chance to succeed to 6/6, step up to 7/8. If your modifier would push your skill to 7/6, etc., keep stepping up your dice until you account for your modifier—each +1 would be a step.

If your governing ability modifier is a penalty, reduce your chance to succeed by the appropriate amount.

If you have an 8 Charisma (-1 modifier), for example, and a Parley rating of 2/6, you need to roll a 1/6 to succeed.

If a modifier should reduce your rating to 0 on the die, do not step down a die. In this case, your chance becomes a flat 1/10.

Cornelius Israel makes an ill-advised attempt to summon Demon Emperor Bael. It's a difficulty -12 roll, reducing his 4/6 Goëtia skill to ashes—0/6. He'll roll a d10 and need a 1 to succeed. Pray for his immortal soul.

Unskilled

If you attempt something for which you have no skill, and the game master and other players approve the circumstances as appropriate, your chance of success is 1/10. You do not gain the benefit (or penalty) of governing ability modifiers.

Core Skills

There are seven skills that all characters possess, regardless of lifepath: Break, Improvise, Listen, Parley, Sang-Froid, Search and Traverse.

Break is a skill of strength and stubbornness for smashing through doors, breaking locks and prying open chests. Breaking is a loud activity. It always causes damage to the container and will often damage anything fragile within. Break is governed by Strength.

Improvise is a skill of ingenuity. When you need to jury rig a solution—a ladder, a trap, a hook to retrieve something in a hole—you test your improvisation. Improvise is governed by Wisdom.

Listen is a skill of patience and sensitivity. You roll your Listen skill to overhear a conversation in the next room, to detect quiet footfalls approaching from behind, or to hear distant sounds on a quiet night. Listen is governed by Wisdom. Since listening often requires silence, loud conditions penalize your chances to listen.

Parley is a skill for quick negotiations, deals and bargains common to daily life in 1648. Parley always involves a quid pro quo, even if just an exchange of information or a temporary truce. Its governing modifier is Charisma. For more elaborate social situations, use the Duel of Wits rules.

Sang-Froid, or cold blood, is necessary for survival in 1648. Test Sang-Froid when confronted with violence, when working up the nerve to commit violence and when in the chaos of battle. Sang-Froid is governed by Constitution.

Search is the skill for finding secret compartments, hidden doors, or lost items. This skill is governed by Intelligence.

Sneak about if you are a skulker, eavesdropper or robber looking to get the drop on someone. Sneak is governed by Dexterity.

Traverse is used when clambering over roofs, across chasms or even shimmying through tight squeezes. It is governed by Dexterity.

Mentalités

There are three special skills that all characters possess: Nationality, Religion and Politics. Each of these skills represents how knowledgeable the character is about these areas. A high rank does not make one more French or more religious or more politically committed. Your rank simply represents your depth of experience and study in this area.

Lifepath Skills

Each lifepath grants access to a set of skills. At first level for that lifepath, you open these skills at their first rank—usually 1/6. As you increase your level in a particular lifepath, you will have the option to increase the ratings of your selected skills.

Governing modifiers are applied to your lifepath skill rating and the total is marked on your character sheet.

If you have not taken the lifepath, you cannot access its skills. If a previous lifepath shares skills with a new lifepath, you may increase your skill ranks using the new lifepath provided you do not exceed any listed limitations or maxima.

Some lifepath skills, like *Couverture*, grant access to a special ability. Note your special ability with the aspect of the system it modifies on your character sheet.



La Gloire, for example, is unique. It adds 1d6 to your reputation. Roll the die and add to your current total reputation when you take that ability as you level as an officer.

Martial Skills

Certain skills provide bonuses or special conditions for martial combat. Log those abilities in the area provided on the character sheet. As you advance in level, use the current total indicated, not the total of all values in the row unless otherwise noted.

Skill Tests

Life is difficult in 1648. Obstacles such as recalcitrant servants, indecipherable texts and sturdily locked doors all stand in the way of glory.

When you wish to make your mark on the world or change some small thing for the better, describe the actions of your character to the group by answering the following questions:

- ❏ What task does your character undertake?
- ❏ How do they position themselves?
- ❏ What leverage do they use?

Intent

Once you have adequately described how your character acts, then answer two more questions for the group:

- ❏ What do you hope to accomplish?
- ❏ What skill do you think applies?

The group—game master and players together—discuss the situation. If your actions seem appropriate to the moment, the game master will set a difficulty and you will roll against your skill rating. If something feels amiss, the group should discuss:

- ❏ Is this the right time for this action?
- ❏ Should the group or another player take an action first to help build credibility for the plan?

Refinement

Refine your plan until it feels right. Perhaps you delay a moment to better set up. Perhaps you're using the wrong skill to get what you're after. It is perfectly normal and acceptable to back off and rethink. It is not acceptable to charge ahead despite protests from the group.

However, no one player should veto the group's momentum. Part of the game master's role is to make a judgement call about whether it is better to hold off on a roll or go forward. Act as an arbiter or tie-breaker, don't overrule or shut down the group.

Historical Refinements

Miseries & Misfortunes is a game of historical fiction. Modern players have a great sense of drama and conflict, but might lack the details for making their actions feel credible to 1648. One of the game master's responsibilities is to make historical refinements for the players—to add context and interpretation.

When a player describes a thoroughly modern action or affectation during a skill test, the game master makes suggestions and minor corrections during the refinement phase of the skill test.

- ❏ Refinements add historical context, credibility and a sense of tension
- ❏ Refinements never counteract a player's intent
- ❏ Do not use refinement to say no; use refinement to say yes in a better, more credible context.

For example, John's soldier, Guiteau, is creeping through a crypt, about to confront some grave robbers. John describes Guiteau holding his musket in one hand and his lantern in the other.

The game master counters, "The musket is quite heavy."

John cheerfully responds, "Ah, then I will sling it on my back and draw my cutlass."

The game master grimaces, "The musket is massive, you have a burning slow match wrapped around your other hand and the powder would fall from the pan if upended."

John reconsiders, a bit stuck, when Ken speaks up, "I'll take the lantern and go ahead of you. Walk behind me and lean the musket past my shoulder."

John agrees.

"Perfect! You proceed cautiously down the narrow tunnel. You can hear the muted conversation of the robbers ahead."

John pantomimes sighting down his musket. He barks "Monsieur Le Coq, cease your desecration of these tombs!"

Difficulty

Before a player rolls a skill test, the game master may apply a modifier to the roll based on the difficulty of the task at hand. Difficulty modifiers temporarily affect your skill rating for the purposes of this roll. They typically range from -4 to +4.

- ☞ Your typical roll has no difficulty modifier applied
- ☞ Penalties reduce your rating.
- ☞ Bonuses increase your rating.
- ☞ Penalties applied to skills rated 7/8, 9/10, 11/12 and 19/20 reduce your rating on that die, not your die size.
- ☞ A penalty that reduces a skill to 0/6, 0/8, 0/10 etc. reduces your rating to 1/10. You may then still test.
- ☞ Bonuses that increase your rating to 6/6 or higher, instead increase your rating to 7/8, 9/10, 11/12 or 19/20. You cannot rate higher than 19/20. You are never certain to succeed. Luck is fickle.
- ☞ Bonuses and penalties are applied after governing, lifepath and martial skill modifiers.

Dro's occultist Cornelius Israel has a Latin skill of 7/8. He's attempting to read an inscription on a tomb. The letters were damaged by tomb robbers; he's reading by flickering candlelight and the Latin is rather poor. The game master assesses a -3 penalty to the test. To pass, Dro needs to roll a 4/8 (four or lower on an eight-sided die).

Success

If you roll equal to or lower than your modified skill rating, you pass this test.

- ☞ You accomplish your task and achieve your intent.
- ☞ Describe the result.
- ☞ The game master may offer additional small historical refinements to help blend the results into the narrative.



Failure

If you roll greater than your modified skill rating, something goes amiss. The game master decides:

- ❏ You accomplish the task but not the intent or...
- ❏ You accomplish your intent but botch or miss the task.

You fail your Chymistry test to create a recipe. The game master could say, "You boil the recipe to perfection, but something is amiss with the mercury you acquired." The philosopher creates a chemical with a different effect as determined by the game master. The player accomplishes the task but the intended result changed.

Or "Due to a bad seal, you inhale some vapors of mercury during the operation. You have a crushing headache for 1d6 days and suffer a -1 to all rolls for the duration." The player creates the recipe they were after, but at a cost to themself.

Never make a character look like a fool or incompetent with a failure result. Failure arises from unintended circumstances interfering, not from a character bumbling.

- ❏ If you wish to reroll using your Mortal Coil, you must do so when the die comes up a miss, but before hearing the failure result. Mortal Coil is discussed in the Mortal Coil chapter further in the book. Apologies for the forward reference.

Help

Players may help one another with skill tests. A character with a higher skill rating in the same skill can help a character with a lower skill rating. Help grants +1 to the character's skill rating for the test.

Help must be offered and the helping player must describe the contributions of their character to the situation. The helped player may decline the assistance.

Apprentice-Master

If two characters have a master-apprentice, teacher-student or commander-subordinate relationship, the junior character may help the senior by performing manual labor, scut work or tedious research related to the problem at hand. The junior player describes their desire to help. The senior player then assigns them a task—"Boil water and clean my instruments." The junior player must pass a skill check to perform said task. If successful, the master player gains a +1 bonus to their skill rating for the test. If failed, the senior player is welcome to sigh, roll eyes, berate the apprentice's incompetence or be a good mentor and guide them to right action.

Opposed Tests

On occasion, two characters will compete for the same goal or strive to directly overcome one another. In cases like these, the game master instructs both players to roll their relevant ability or skill (or rolls for one side if the supporting cast is involved).

Both Succeed

If both characters pass their ability or skill test, the character who rolls the highest (without exceeding their ability or skill rating) wins the contest.

Both Fail

If both characters fail their ability or skill test, then neither side wins and the game master introduces a new complication or obstacle: their fighting has attracted the watch, their arguing has awoken the neighbors, their chase has exhausted them both, etc.

Both Roll the Same Result

If both sides roll the same number on their die, the tie goes to the character with the higher ability or skill rating. If this is also tied, the tie goes to the character who is morally in the right in this moment (using the morals of 1648).

Free for All

You may use these rules for one-versus-one moments as well as for moments when many struggle against each other for a common goal. For free-for-all situations, all participants roll the relevant skill or ability. If one character rolls highest overall, they quickly gain their objective. If the highest result is a tie, these glorious combatants struggle for another round and must roll their relevant skills or abilities again to break the tie.

Saves

A saving throw is a resistance against forces beyond your control. They represent instinct, experience and luck. There are four types of saves in *Miseries & Misfortunes*: poison & plague, terror, chance and artillery.

- ❧ All saves start at 16/20 (equal to or greater than 16 on a d20; a 25% chance).
- ❧ Your lifepaths improve your saves: each save listed with a lifepath improves by one for each level of that lifepath you achieve (i.e. lowers the target number by one).
- ❧ Saves travel with you from lifepath to lifepath.

Effects

The simplest use of a saving throw is black and white. If you pass, you escape harm. If you fail, you are murdered or mangled. However, some effects will be listed with pass and fail conditions.

For example, if you are hit with a ball from a minion drake, you make a save against artillery. If you pass, you are maimed. If you fail, you are killed. Seems fair.

Poison & Plague

Plagues run rampant through the cities and countrysides of 1648. And, on occasion, an assassin or jealous spouse wishes to hasten death's scythe with a drop of hemlock. Use this save to resist poisons and diseases. Your Constitution modifier affects your poison & plague save.

Terror

Make saves against terror when confronting the mob, when incurring the queen's wrath or if one should encounter the supernatural or divine. Your Wisdom modifier affects your terror save.

Chance

It is sad to say, but luck plays a large part in our success in life. This is a catch-all category for moments of great importance that don't fall into the other categories: surviving a shipwreck, being trampled by a crowd, struck by lightning or having the wedding bouquet tossed your way.

Artillery

Artillery is the final argument of kings—and the king of the battlefield itself. Barrages of shells, fusillades of shot and a hail of balls pepper the field. It is a wonder that one survives whole. Use this save when under fire from artillery, great and small.

Defense

In the thick of combat, you do your best to defend yourself from harm. Your defense score represents how difficult it is for your enemy to land a blow.

- ❏ When you are on the attack, on guard or in the fight, your defense is equal to your Strength ability score.
- ❏ When you are attacked by surprise, when on the run or while discharging a firearm, your defense is equal to your Dexterity ability score.

Hit Points

All characters possess an allotment of points accrued from the lifepaths and Constitution modifiers: hit points. They measure your character's fighting condition.

- ❧ Subtract hit points when you take damage from a weapon, fall, poison or something similar.
- ❧ Recover 1d3 hit points per day of complete rest.
- ❧ If you are badly wounded in combat (reduced to one or two hit points), reduce your morale by one for the remainder of the combat. See Morale in the Combat chapter for more.
- ❧ If your hit points are reduced to zero, you are knocked out of the fight until you recover at least one hit point. In addition, roll immediately on the Mortal Coil Exertion table (as described in the Mortal Coil chapter).
- ❧ Use the above process for named main characters in your story. They may be down, but not out. For supporting cast, use the *Hors de Combat* rules described in the Combat chapter.

Will

Your mental resilience is measured in a similar fashion to hit points. In this case, the pool of points is called Will. Will is reduced by attacks in a duel of wits, supernatural effects and by being lambasted in the press.

- ❧ Will rebounds quickly. After an exchange of words has concluded, characters immediately regain 1d4 Will plus their Wisdom modifier. After that, you recover 1d4 Will per day. No bed rest necessary.
- ❧ If reduced to zero Will, you are unable to speak until you recover at least one point of Will. Perhaps you reflect or contemplate, or maybe fulminate over what you've heard.
- ❧ When reduced to zero Will, you're stunned, agreed to do something or have been tricked. The Soul of Wit chapter details social combat and its effects.

Damage

Implements of war, hazards of the natural world and the poisons of Chymistry can all do grievous bodily harm to your character. When one of these forces impacts your character, the game master will determine its effects with a damage roll. The results of a damage roll are subtracted from your current hit point total.

Damage Modifiers

Your Strength modifies your damage in hand-to-hand combat. Add the modifier after your damage roll. Positive modifiers increase damage. Negative modifiers decrease it. Minimum damage from a successful hit is 1, regardless of modifiers.

- ☞ Charisma acts in a similar fashion during a duel of wits and Intelligence when dueling in the press.
- ☞ Constitution, Dexterity and Wisdom modifiers do not affect damage.

The Die of Fate

The single six-sided die, tumbling slowly out over the table. Everyone leaning in, watching it settle. What will our fate be?

The term *die of fate* refers to a throw of a single d6 for a random result.

Your Fate Is 1 in 6

If a player makes a reasonable, but unexpected request, or makes a good case for something unforeseen in the world—something that is beyond the control of their character—the game master may opt to invoke the die of fate. The game master rolls: with a 1 result, the player gets what they were asking for. No other result counts.

Is that door unlocked? Is there a window into that tower? Is Monsieur at home? If the game master doesn't have a ready answer for this question, they may opt to roll the die of fate.

Dispute and Disagreement

If the game master and a player are having a dispute or disagreement about a detail of the game, the result can be resolved with a throw of the die of fate.

These disputes center on the invisible details that the distance of history omits: people outside of the historical record, the weather of the day, the contents of someone's pockets, the reaction of an unnamed faction, or even the unlikely presence of a figure of note.

Disputes over minor historical details absent from or contradictory in the record of the age can be resolved with the die of fate.

What the Die of Fate Doesn't Cover

Any roll that falls under the province of an ability or skill should be resolved with an appropriate test, not a die of fate roll. When unskilled, you use a 1/10 skill rating to test.

The die of fate does not provide for outlandish claims.

A street urchin cannot make a stand for being admitted to the queen's privy council and hope to get a die of fate roll. It's simply never going to happen. It breaks fundamental setting conceits.

And you cannot spend mortal coil on a die of fate roll.

Always in the Open

Always make die of fate rolls in the open, in front of all the players, with the conditions of the roll clearly stated for all to hear before the roll. This is a hard and fast rule.

Never a Roadblock

A roll on the die of fate serves only as a simple dispute resolution for players and game masters. It is about creating twists and turns, not cutting off options.

Time

In a game of historical fiction, tracking the passage of time is crucial to maintaining a believable setting.

Years, Months, Days

Years, months and days will slide by as the characters interact with the Mortal Coil Exertion table, and spend time recovering hit points and Will. It is natural for a character to be out of action for a while and for the wheels of the world to turn in their absence.

If you are following the time line that begins on January 1, 1648, the best practice is to track time on a calendar, marking events as they happen to your characters and the world.

In general, the pace of life dictates one outing, exploration, event, battle or skirmish per day.

Turns

Within an exploration, event or other moment in which tracking progress is important, time ticks by in turns.

- ☞ A turn is ten minutes of in-game time.
- ☞ Any use of a skill costs one turn (except in combat; see below).
- ☞ A combat or skirmish lasts one turn.
- ☞ If there is a chance of a random event or encounter, check every three turns. In highly dangerous situations, you might check once per turn. In less dangerous situations, you might check once every six turns.

Rounds

Within a skirmish or combat, time moves in rounds. During a round, each side makes an attack or takes an action. A round lasts approximately one minute. Regardless of how many rounds elapse, a skirmish or combat lasts one turn.





Mentalités

France in 1648 was passionately divided along many lines. Each character holds a national, political and religious perspective. In *Miseries & Misfortunes*, your Nationality, Politics and Religion are equivalent to skills. They're rated, testable and advanceable.

Nationality

The France of 1648 is close in size to the France we know today. It is ruled by a family called the Bourbon, though linked through marriage to their rivals in the Hapsburg dynasty of Spain and Austria. France contains an obstreperous nobility, unafraid to demonstrate their power and importance to their boy king. It also contains a wealth of roads, farmland, ports and cities. It is a country rich in food, people and ideas, but it is challenged by the priorities of its leadership. They are a bloodthirsty, power-hungry, vain lot. To fuel their ambitions and their endless wars, they mercilessly tax the country through a grossly unjust, inefficient system of treasurers, intendants and tax farmers.

Thus, to be French is to brag about the food (especially the bread) and to complain about the taxes. It is to love the king, but hate his agents. It is to go to church to confess your sins, and to hide your assets from the tax collectors. It is to know the Channel is disagreeable, the

Atlantic formidable and the Mediterranean mercurial; that winters are long, but summers sweet and fair; to love Paris as the jewel of Europe, but to curse at the filth and shit caking your new stockings and shoes.

In this version of *Miseries & Misfortunes*, all characters begin with the French nationality.

Politics

In France in 1648 there were five major political opinions: Royalist, Frondeur, Nobility, Hapsburg and the Cardinalist.

Political Affiliation Table

2d6	Political Affiliation
2	Cardinalist
3-4	Noble
5-7	Royalist
8-10	Frondeur
11	Hapsburg
12	Politically Ignorant

Royalist

The royalists believed simply that the king and the royal family were ordained by God to rule. It is in their very blood. And their laws and decrees, however unpopular, were the best option out of many poor alternatives. In 1648 in particular, the royalist faction supported Queen Anne and her 10 year old son, King Louis Dieudonné Bourbon with a passion. However, the royalists were disappointed by Queen Anne's close association with the Cardinal Mazarin. Why would such a God-gifted family need to rely on such a corrupt, poisonous minister?

Most Parisians are royalists.

Frondeur

There were some in France in 1648 who believed that royal power needed to be checked. They believed that wars, taxation and royal expense had become too much to bear. These agitators did not wear armor and wield swords, rather these gentlemen wore robes and cut with pen strokes. They were the ministers of Parlement! And, using their legal procedures, they aimed to block every foray of Anne and Mazarin to increase taxes. They were protecting the people; the very livelihood of all who worked and lived in Paris! They also happened to be deeply concerned with stopping Mazarin, the Chief Minister of State, from creating new offices and packing the courts and other ministries with his cronies, thereby diluting the Parliamentarians' power.

These rebels and resisters captured the imagination of many Parisians who took to the streets in support of their aims. In their enthusiasm and displeasure, their supporters slung fusillades of rocks at the windows of Mazarin's mansion in Paris, as well as the windows of his allies. Thus they gave birth to the name of the movement: "The Slingers" or Frondeurs.

Noble

Not unlike the Frondeurs, many of the nobles resist the power of Queen Anne and Cardinal Mazarin. In the queen they see a scheming regent born of their enemy's blood, working with her foreign ally to undermine their power. While they were deferential to her charming but unfortunate boy king, they saw him as a puppet to her will. Even her deceased husband, King Louis XIII, didn't trust her to rule. He wrote into his will that she should not be regent, but she forced Parlement to annul the will. And so the nobles opposed her out of a sense of honor and duty to their noble blood and the crown itself. Of course, should they gain power, they would roll back reforms that unjustly stripped them of the ability to rule on legal cases and collect taxes in the provinces. These powers were, *naturellement*, rendered to the King, but no matter. The nobles fight for what is true and right—the continuance of their ancient and independent rule!

Hapsburg

The Hapsburg faction could be considered realists. They know who is the true power in Europe. Despite France's bluster, protestation and desperate forays, that power is the Hapsburg line. This noble lineage sits on the thrones of Spain, Austria, Bohemia and Hungary. And, in truth, they rule France even now. Queen Anne herself is the eldest daughter of Philip III of Spain—the most potent of sovereigns. Further, the Hapsburg allies in the Spanish Netherlands, Franche-Comté and Milan have France and their petits Bourbons surrounded. One must be honest: The Hapsburg dynasty is the true power in Europe; and it is best to be on the side of God.

Cardinalists

Last and most decidedly least are the Cardinalists. The cardinal to which the faction is allied refers to His Eminence Cardinal Jules Mazarin (née Giulio Raimondo Mazarino). He was a protégé to the Great Man, Cardinal Richelieu, and an advisor to the now-deceased king, Louis XIII. He is a close confidant of Queen Anne and, at 46 years old, the Chief Minister of France. Together, Anne and Mazarin govern the unruly mass of French polity: Anne through sheer will and cleverness, and Mazarin through guile and subterfuge.

Mazarin was also the most reviled man in Paris—perhaps in all of France—and he didn't seem to mind terribly. His enemies initially described him as "gentle, benevolent..." and said "he has...a certain laziness." They could not have underestimated him more. Firmly devoted to Anne, to France and even to his deceased mentor's will, Mazarin was a stubborn administrator and the most cunning negotiator. In 1644, to fund the wars he and Richelieu believed were necessary to keep the Hapsburgs at bay, he dug up an old law from Henry IV's time that forbade houses being built outside of city limits. Paris had grown considerably beyond her limits since that time. So Mazarin informed all those who had built outside those limits that they would have to pay substantial fines. This one maneuver transformed him from a curious figure at court to a publicly hated, blood-drinking serpent in the eyes of the Parisians. He didn't stop there. He imposed duties on all merchandise imported into Paris.

And, in a most shocking display of impropriety, imposed a tax on the nobles who had purchased positions in the royal courts and councils. Everyone hated Mazarin.

However, Mazarin was a diplomat nonpareil: He had negotiated treaties in Italy, France and the Holy Roman Empire; he had powerful friends in the Vatican; and he was the queen's closest ally. Some of the more clear-eyed Parisians both inside and outside of the royal court saw where the real power lay and quietly supported the cardinal in all of his aims.

Changing Political Affiliation

You may change your political affiliation should you suffer a crisis of conscience or witness a moment of opportunity. To do so, you must publicly declare your intention to your friends and allies, as well as to the leader of the faction you wish to join.

- ❧ Set your current rating aside and take your new affiliation at 1/6. You can advance it as normal.
- ❧ You can access your previous politics skill, but you cannot advance it.
- ❧ Your choice also affects your reputation—positively for joining a popular faction, negatively for joining an unpopular faction. The Reputation chapter details the amounts.

Religion

The past long century—beginning when Martin Luther nailed his thesis to the church door in 1517—can be characterized as an era of continuous religious violence. Certainly people of different faiths murdered each other in a fruitless war for primacy as they always had, but so did millions who shared the same faith slide their blades across the throats of their co-religionists to express their theological disagreements.

Martin Luther's Protestant Reformation of the 16th century sparked a series of bloody uprisings, revolts and massacres. Eventually the redoubtable Protestants won their rights at the Peace of Augsburg in 1555. Though that peace was relatively short-lived. In Paris,

in August 1582, in an upwelling of Christian brotherly love, the Catholics pounced on their Huguenot brothers and sisters and murdered them in the streets, in their homes, in their churches. Thousands were massacred on St Bartholomew's Day. The killing spread from the cities into the countryside and lasted for days. And it only triggered more revolts, more retaliations, more killings until the Huguenots finally won the Edict of Nantes from Henry IV in 1598, 16 years later. The Edict granted the Protestants religious liberty and stopped the cycle of violence. In the three decades of unrest, countless French citizens were murdered by their neighbors and friends—millions died from the violence, famine and disease.

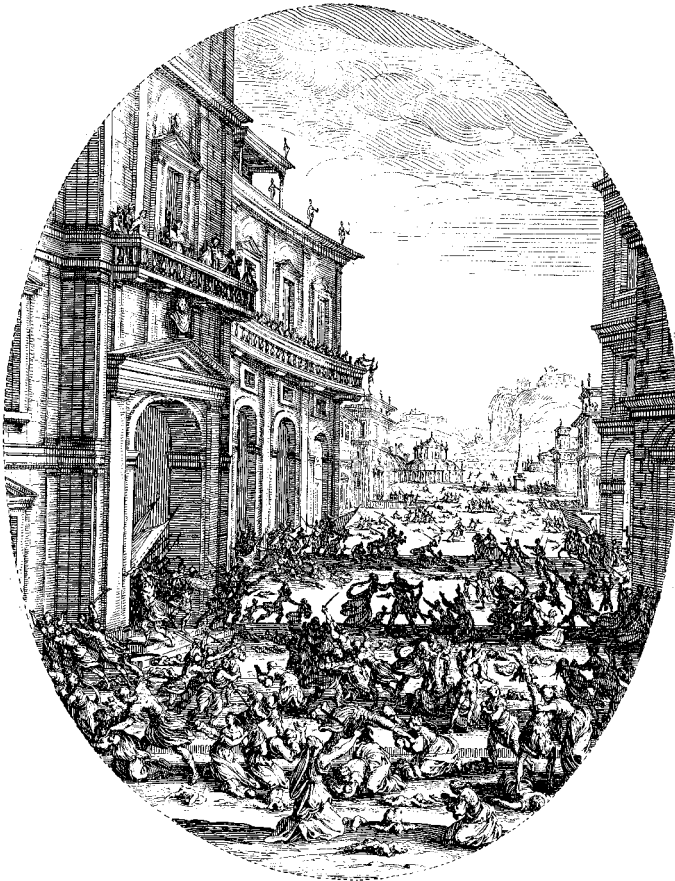
But the calm was short lived. Henry IV, a pragmatic and almost progressive ruler who began the long process of modernizing the capital and the state, converted from Huguenot Calvinism to Catholicism before taking the French throne. In 1610, he was assassinated by a Catholic zealot, François Ravaillac, who stabbed him to death as Henry's royal coach was stuck in traffic in Paris. This act triggered more violence and more uprisings by the Protestants who saw themselves under even more threat.

In 1608, in Bohemia to the east, a "Catholic League" formed to put down a Protestant revolt. This act triggered a movement called the Counter-Reformation—a continent-spanning religious war between the Catholics and Lutherans. Still ongoing, this destructive conflict has destroyed the Holy Roman Empire, shattering it into a thousand shards. In 1648, the war grinds into its thirtieth year. While in France, the Huguenots and the Catholics hold a wary, uneasy truce—each side looking for the slightest provocation for bloodshed to erupt once more.

There are four major religions in France in 1648: Catholic, Huguenot, Lutheran and Jewish. You roll randomly for your religion when creating your character.

2d6 for God

2d6	Religious Affiliation
2-3	Lutheran
4-7	Catholic
8-11	Huguenot
12	Jewish



Catholic

The king, queen and princes of France are Catholics, therefore she is a Catholic nation. Or so the Catholics believe. Catholics belong to a church they believe was founded by a prophet they call Jesus Christ. They are strict monotheists, yet they believe in a Holy Trinity of God, Jesus Christ and a Holy Spirit, none of whom came before the other. Catholics believe they are the original Christian faith and are therefore infallible in religion. Their leader, the pope, sits in a palace called the Vatican in Rome, the capital of the Papal States. They believe that their bishops are the successors to Christ's original apostles (yet there are far more than 12 bishops).

In Catholicism, people are born sinners. They must be baptized and catechized, go to mass, perform good deeds and live a life of Christian values if they wish their soul to be saved. Catholics also believe that during their religious rituals, priests can turn special

bread to the flesh of their martyred god, Jesus Christ, and wine into his blood. And in puzzling contradiction of their questionable monotheism, they venerate Jesus Christ's mother, Mary, to a special god-like status as the Mother of God. They also believe in the powers of myriad saints, angels, spirits and devils.

Lutheran

Lutherans are Reformed Christians who follow the teachings of the fiery monk, Martin Luther, the progenitor of the Protestant Reformation. In 1648, Lutherans are a Reformed Christian minority living in Eastern France on the border with the Holy Roman Empire. Like other Reformed Christians, they have suffered oppression and victimization at the hands of the Catholic majority in France.

Martin Luther taught that all were born predestined for Heaven, and only faith, the grace of God and scripture in life were required to walk that path. He taught that sacraments of the Eucharist are not transubstantiated into the flesh and blood of Jesus Christ, but that they contain his essence, and that baptism is an act of Grace and can save one from the fires of Hell.

☞ *Solam Fidem* (Faith Alone) — Faith alone in the Christian god is enough for salvation. "Our churches by common consent... teach that men cannot be justified before God by their own strength, merits, or works, but are freely justified for Christ's sake, through faith, when they believe that they are received into favor, and that their sins are forgiven for Christ's sake, who, by His death, has made satisfaction for our sins. This faith God imputes for righteousness in His sight. Rom. 3 and 4."

— Article IV, "Of Justification", Augsburg Confession, 1530

☞ *Sola Gratia* (Grace Alone) — Only God's grace can save one. Not the pope or priests, and especially not Satan.

☞ *Sola Scriptura* (Scripture Alone) — The only interpretation of God's will is in the Bible and Scriptures. Anyone can read the Bible and learn the path of salvation.

Therefore, they do not believe in a need for a pope, bishop, Vatican, etc. In fact, they believe the whole Catholic edifice to be rotten, corrupt and tyrannical. As an act of further defiance, they preach their mass in the vernacular rather than Latin.

Huguenots

Huguenots are French Christians who adhere to the tenets of the Protestant Christian Reformation of the 16th century as espoused by Jehan Cauvin. It's unclear how they earned their name. It seems it was once a term of derision, but is now a badge of honor. They are the most numerous reformed Christian sect in France. Primarily living in the west and south of France, the Huguenots have fought through harassment, torture, suppression and massacre for their right to practice their version of the Christian religion. Politically, they cling to their rights as bestowed in the Edict of Nantes of Henry IV (the young king's grandfather).

Similar to the Lutherans, Huguenots believe that Christian religion should be taught in the vernacular and that the Catholic pope is a tyrant at the head of a corrupt earthly kingdom. Cauvin writes: "For anyone to arrive at God the Creator he needs Scripture as his Guide and Teacher." And

"By his Power, God cherishes and guards the World which he made and by his Providence rules its individual Parts. Humans are unable to fully comprehend why God performs any particular action, but whatever good or evil people may practice, their efforts always result in the execution of God's will and judgments."

Huguenots believe that one's fate is predestined at birth: Some are born good and just, and destined to go to Heaven; others are born evil and false, and destined from birth for the fires of Hell. Regarding the sacraments, Huguenots do not believe that the Eucharist or the wine are Christ's body or blood, but that he is present in the sacrament in a spiritual way. Neither do they believe that baptism equates salvation; for them it is only an earthly ritual.

"Christ can exert his energy wherever he pleases, in earth and heaven, can manifest his presence by the exercise of his power, can always be present with his people, breathing into them his own life, can live in them, sustain, confirm, and invigorate them, and preserve them safe, just as if he were with them in the body; in fine, can feed them with his own body, communion with which he transfuses into them. After this manner, the body and blood of Christ are exhibited to us in the sacrament."

— Cauvin, *Institutes*, vi.xviii, 17.

Jewish

People of Jewish faith are an oppressed minority in France. Technically, there is an order from 1615 in effect forbidding Christians and Jews from conversing, but it isn't enforced, and Jews live in relative peace in Paris, Alsace, and Lorraine. They participate in all walks of life—military, bourgeois, government—but most live in fear of the next wave of intolerance and violence that will drive them from their homes. One the best evocations of their faith was written by Maimonides in the mid-12th century.

Maimonides' 13 Principles of Faith:

- ❧ I believe with perfect faith that the Creator, Blessed be His Name, is the Creator and Guide of everything that has been created; He alone has made, does make, and will make all things.
- ❧ I believe with perfect faith that the Creator, Blessed be His Name, is One, and that there is no unity in any manner like His, and that He alone is our God, who was, and is, and will be.
- ❧ I believe with perfect faith that the Creator, Blessed be His Name, has no body, and that He is free from all the properties of matter, and that there can be no (physical) comparison to Him whatsoever.
- ❧ I believe with perfect faith that the Creator, Blessed be His Name, is the first and the last.
- ❧ I believe with perfect faith that to the Creator, Blessed be His Name, and to Him alone, it is right to pray, and that it is not right to pray to any being besides Him.
- ❧ I believe with perfect faith that all the words of the prophets are true.
- ❧ I believe with perfect faith that the prophecy of Moses our teacher, peace be upon him, was true, and that he was the chief of the prophets, both those who preceded him and those who followed him.
- ❧ I believe with perfect faith that the entire Torah that is now in our possession is the same that was given to Moses our teacher, peace be upon him.

- ❧ I believe with perfect faith that this Torah will not be exchanged, and that there will never be any other Torah from the Creator, Blessed be His Name.
- ❧ I believe with perfect faith that the Creator, Blessed be His Name, knows all the deeds of human beings and all their thoughts, as it is written, “Who fashioned the hearts of them all, Who comprehends all their actions” (Psalms 33:15).
- ❧ I believe with perfect faith that the Creator, Blessed be His Name, rewards those who keep His commandments and punishes those that transgress them.
- ❧ I believe with perfect faith in the coming of the Messiah; and even though he may tarry, nonetheless, I wait every day for his coming.
- ❧ I believe with perfect faith that there will be a revival of the dead at the time when it shall please the Creator, Blessed be His name, and His mention shall be exalted for ever and ever.

Hebrew

Characters who follow the Jewish religion may take Hebrew as an additional language for free at the player’s discretion.

Changing Religious Affiliation

You may convert to another religion should you suffer a crisis of conscience or witness a moment of opportunity. To do so, you must publicly declare your intention to your friends and allies, and undertake official religious conversion with a priest or rabbi.

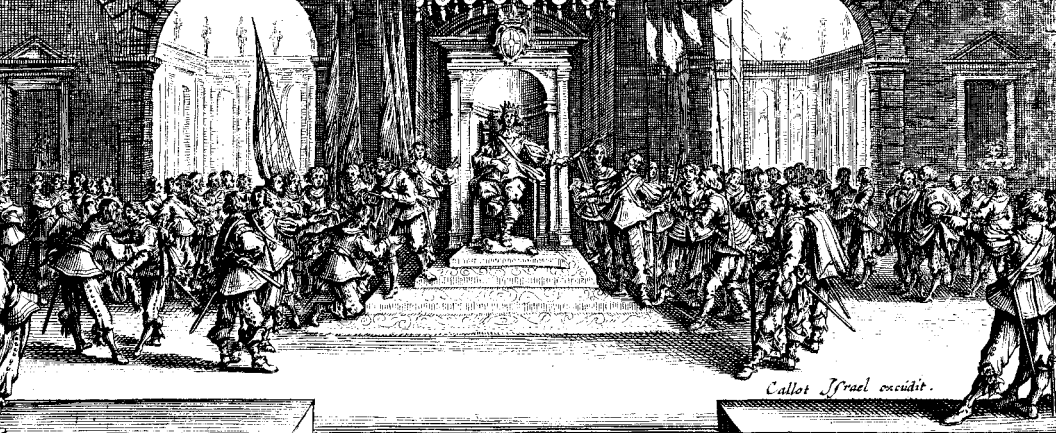
Conversion from Catholicism to any other religion is considered a high crime—resulting in the confiscation of property or even a death sentence. Calvin had a more nuanced view of apostasy, believing that the “true elect” only temporarily move away from the Christian god, and thus did not consider apostasy quite the crime. In Judaism, Deuteronomy inveighs death for apostates, but Jewish life in seventeenth-century Europe is fraught with challenges, including forced conversion. This type of conversion was seen in a more forgiving manner of necessity, rather than rejection of religion.

- ❧ Set your current rating aside and take your new religion at 1/6. You can advance it as normal.
- ❧ You can access your previous religion skill, but you cannot advance it.
- ❧ Your choice also affects your reputation—positively for joining a popular religion, negatively for joining an unpopular religion. The Reputation chapter details the amounts.

Disguise vs Conversion

If forced to disguise oneself temporarily as an adherent to another religion, make a Fashion test with a penalty of -3. If the disguise is fleetingly temporary—to cross a street at night, to move briefly through a crowd—test Sub Rosa with a -1 penalty instead.





Precedence

French society divides itself into three tiers or estates. In the first estate sit the clergy, in the second estate the nobility, and everyone else—the *menu peuple*—fall into the third estate. The king and queen, ordained by God and natural law to rule, sit atop the entire structure.

Your estate determines your rights in society: if you pay taxes, if you carry a sword and if you can speak before you are spoken to.

Les États

- ☞ The first estate is closest to God, pays no taxes and may speak first in all matters.
- ☞ The second estate are the defenders of the realm. They carry swords, pay few taxes and may speak before the commoners and rabble.
- ☞ The third estate pays taxes and otherwise does as they're told, whether it be carrying a musket, farming a field or financing a war, since even the wealthy bourgeois financiers are considered part of the third estate.
- ☞ In truth, there is also an invisible, silent fourth estate called *les marginaux*. These poor people have no rights whatsoever in society.

Precedence

Within each estate there is a small hierarchy, a higher and lower station. In the game, we've ranked the estates from 0-10 to help paint a clearer picture of the structure of society.

Precedence affects initiative in a duel of wits and is the prime factor in determining if your case or complaint will be heard in court or society.

The nobles may hear the complaints of the *menu peuple*, if it suits them, but they are not required to by natural law.

Station	Estate	Precedence
King, queen	None	10
Cardinal, bishop, abbé	1st	9
Priest, canon	1st	8
Noblesse d'épée with title	2nd	7
Noblesse d'épée without title	2nd	6
Noblesse de robe—minister, judge	2nd	5
Bourgeois—merchant, financier, architect, famous artist	3rd	4
Trades—smith, carpenter, clothier	3rd	3
Commoner—printer, fish monger, passeur	3rd	2
Peasant—laborer, villein	3rd	1
Marginaux—actor, prostitute, urchin, soldier, filou, sailor	None	0





Fortune

1648 is an unequal age. The lives of the wealthy are unimaginably distant from the lives of the poor. While France is infused with Christian ideals of charity, the state mercilessly taxes its regular people to fund its endless wars and opulent lifestyles.

In this age, to be preoccupied with money isn't vanity or greed, it is a necessity for survival.

In this chapter we shall determine the quality of your birth, the wealth of your family, what property you own, if any, and your approximate income. We'll also determine what obligations weigh upon you: taxes, dependents and debts.

Your wealth rating grants access to a lifestyle. If you can keep your wealth above your obligations, you can keep afloat in the river of miseries that is life in 1648. If your obligations exceed your wealth, you begin to sink and may drown.

Wealth

Generating Starting Wealth

Roll on the Quality of Birth table.

3d6	Quality of Birth
3-5	Marginaux—actor, prostitute, urchin, soldier, filou, sailor (-4 Wealth class roll, -7 Prop. roll, 3 Obl)
6-9	Peasant—laborer, villein (-3 Wealth roll, -4 Property roll, 3 Obl)
10-13	Commoner—printer, fish monger, passeur (-2 Wealth class roll, -3 Property roll, 3 Obl)
14	Trades—smith, carpenter, clothier (-1 Wealth class roll, -2 Property roll, 3 Obl)
15	Bourgeois—merchant, financier, architect, famous artist (+2 Wealth class roll, ± 0 Prop., 3 Obl)
16	Noblesse de robe—minister, judge (+2 Wealth class roll, +1 Property roll, 3 Obl)
17	Noblesse d'épée—without title (-1 Wealth class roll, -3 Property roll, 2 Obl)
18	Noblesse d'épée—with title (+1 Wealth class roll, +4 Property roll, 1 Obl)

Then roll on the Wealth Class table.

3d6	Wealth Class
0-2	Destitution (Wealth Rating: 1d2)
3-7	Subsistence (Wealth Rating: 2+1d3)
8-11	Poverty (Wealth Rating: 2d3+1)
12-13	Middle class (Wealth Rating: 2d8)
14	Well Off (Wealth Rating: 9+1d6)
15	Rich (Wealth Rating: 10+1d10)
16	Wealthy (Wealth Rating: 14+1d20)
17	Princely wealth (Wealth Rating: 20+1d20)
18	Magnate's wealth (Wealth Rating: 30+1d20)

Note the wealth class modifier from your Quality of Birth roll. It modifies your starting wealth class.

For example, if you're Bourgeois and roll a 10 (Poverty), you increase your wealth class by 2 to middle class.



Nobility

If you roll a 16-18 on the Quality of Birth table, you begin the game as a noble and have a patent of nobility to prove it.

Property

Roll on the Property table, modified by your birth quality. Property will modify your obligation and wealth ratings.

2d6	Property	Obligation	Wealth
0-1	Homeless	0	-1
2-5	Rents	+1	—
6	Country home	+2	+1d3
7	Flat	+2	+1d3
8	City home	+3	+1d4
9	Manor	+4	+1d4
10	Townhouse	+5	+1d4+1
11	Villa	+6	+1d4+1
12	Estate	+7	+1d10
13	Village	+10	+1d10
14	Castle	+12	+1d6-1
15-16	Fortress	+15	+1d6-1

Wealth Rating

Your wealth rating will give you an income.

Wealth Rating	Income	Social Strata
71-100	£100,000,000s	The king (the state)
51-70	£10,000,000s	Ministers of state
36-50	£1,000,000s	Financiers
21-35	£100,000s	Princes & high nobility
11-20	£10,000s	Merchants
6-10	£1000s	Artisans & tradesmen
3-5	£100s	Laborers
1-2	£10s	Hermits & beggars



Obligations

Rich or poor, wealth cannot be truly expressed without describing the countervailing forces of taxation, dependents, property and debt. These elements are bound together in an obligations rating that indicates who or what your wealth supports: yourself, members of your family who cannot fend for themselves, dues, livery, property, debts and taxes.

Starting Obligations

Use the following steps to determine the obligations under which your character struggles:

- ☪ Birth quality obligations (1-3) from Quality of Birth table
- ☪ + property obligations (0-15) from Property table
- ☪ + number of dependents (1d4-1) from Dependents table
- ☪ + number of debts (0-4) from Debts table

The total should be in the range of 1-25 obligations.

If your obligations feel burdensome or unfair, you are now attuned to the life of Parisians in 1648. Taxes were crushing burdens, in a way that is difficult for the modern reader to imagine. And the weight fell especially hard on the poor and working class—nobility and clergy were exempt from most taxes. So when the tax farmers came round, they knocked on the doors of laborers, tradesmen and artisans. People who were already struggling to buy bread and wine were then squeezed even harder to fulfill the tax farmer's contract.

Dependents

Everyone depends on someone. You yourself have 0-3 dependents (roll 1d4-1 for amount).

1d20	Dependents
1-2	Child
3	Younger cousin
4	Nephew
5	Niece
6	Younger sister
7	Younger brother
8	Sickly childhood friend
9	Spouse
10	Older cousin
11	Elder brother
12	Elder sister
13	Impecunious lover
14	Infirm father
15	Dying mentor
16	Infirm mother
17	Widower infirm uncle
18	Widowed infirm aunt
19	Infirm grandfather
20	Infirm grandmother

Roll to determine your relationship to each dependent.

1d6	Relation subtable
1-3	Blood
4-5	In-law
6	Filial or adopted

Debts

Even kings borrow money.

1d6	Debt Obligations
1	Owed money (1d6 wealth)
2	Large debt (+4 Obl)
3	Sizable debt (+3 Obl)
4	Debt (+2 Obl)
5	Small debt (+1 Obl)
6	Debt Free

If you are owed money or you yourself owe money, use the rules for Loans, Borrowing and Debts described later this chapter. If owed, the borrower is obligated to repay you. If you owe, you must repay the obligation to the lender.

Create a personality for the lender or debtor, you can roll on the Dependents table to generate a new relation or invent a character on your own.



Using Wealth and Obligations

Your wealth rating grants you access to a lifestyle. While it's possible to climb the social ladder, it's much easier to mismanage your funds and fall to a lower station.

Passing Wealth Up and Down the Ladder

- ❏ A character from a higher income bracket can toss a purse of coins to a character of a lower income bracket and increase their wealth rating by one. The more wealthy character does not reduce their wealth rating.
- ❏ A wealthy character can subtract one point of their own wealth and donate it to a character with lower income. This act increases the less well-off character by two.
- ❏ To pay back a loan or make a gift, a character of a lower income strata must subtract 10 wealth to increase by 1 the wealth rating of a more wealthy character.

A petty noble (W7) gives alms to a beggar (W2). The beggar's wealth rating increases to 4. The petty noble's wealth rating remains unchanged.

The beggar wishes to repay this gracious deed. To grant the petty noble even one point of wealth, she would have to amass 10 points of treasure or wealth.

Increasing Social Strata

- ❏ If an increase to your wealth rating takes you into a new social strata, you may live at this level for one year if your current wealth is greater than your obligations or for one season if your current obligations are greater than your wealth. Your year may be reduced to a season if your obligations increase over your wealth during your period of largesse.
- ❏ To ascend to a new social strata permanently, you must sustain your wealth rating at the next higher tier for one year and,

during that year, you must invest in an expense appropriate to the higher tier: property, a guild membership, public office, noble title or an officer's commission.

- ☞ After a year at the new level during which you make a big purchase, you are counted as the higher tier. Your new wealth rating is reset to the minimum number for that new higher tier.
- ☞ If your investment takes your wealth rating below your aspirational tier, you may not ascend to the new tier. Your tier remains unchanged at its current level. You may need to borrow money or come into an inheritance to make such an investment.

Boons and Gifts

- ☞ Small unexpected boons like a gift or piece of jewelry increase your wealth rating by 1d6 depending on their value.
- ☞ Large unexpected boons like an inheritance or haul of treasure increase your wealth rating by 2d6, 3d6 or even 4d6 for sacking and looting of a wealthy city.

Expenses

- ☞ Any small recurring expenses—meals, travel, daily clothes, shoes, etc.—that cost equal to or less than 10% of your current wealth rating are absorbed into your lifestyle and require no additional bookkeeping.

Artisans can pay a £100 expense with only some grumbling.

- ☞ Any large one-time expense appropriate to your wealth tier costs two points of wealth: a horse, a gift, a wedding, etc. Judge appropriate costs for large expenses as equivalent to half the income listed for your wealth rating. You can make large one-time expenses safely once a year. More frequent expenses reduce your wealth rating by 2d2 each.

Thus, a merchant might pay £5000 for his profligate son's wedding, all the while smiling through his tears.

- ☞ Exorbitant purchases like property or commissions with costs equivalent to your income, reduce your income to the next lower income bracket for 1d10 years.

A colonel's commission, a tax farmer's contract or a patent of nobility each cost more than £100,000.

Declining Income

If your wealth rating drops to the next lower bracket, roll on the Mortal Coil exertion table at the end of the season or at the conclusion of the event that cost you.

- ❏ If your obligations exceed your current wealth at the time of the roll, subtract -1 per point of excess obligation.
- ❏ In addition, make a roll on the exertion table for each of your dependents using the above criteria.

Loaning Money

You may loan money to another character. However, the borrower must repay the debt.

- ❏ If your wealth is greater than the borrower, you can make a loan at a 2-to-1 ratio.
- ❏ If your wealth is lower than the borrower, you make the loan at a 1-to-10 ratio.

The lender decreases their wealth rating by the amount lent and the borrower increases their wealth rating as described above. In addition, the borrower takes on an obligation to the lender.

Debts and Obligations

If the debt is to be repaid over time, the obligation is 1. The obligation remains for years equal to the amount loaned. The lender receives wealth from the borrower every year.

If the debt is to be repaid immediately, the obligation is equal to the amount loaned and the borrower has one year to repay the debt.

If the borrower's obligations should exceed their wealth rating during the loan repayment period, they cannot make their payment and must discuss an extension or refinancing.

If the borrower misses a payment, their obligation to the lender increases by one, regardless of the loan type.

Declining Wealth

If your wealth rating drops below your current social tier for a year or more, your tier is decreased by one. Set your wealth to the minimum value for that tier. Remove a property or asset to reflect the loss. If your obligations are greater than your wealth during this trying time, your debtors come calling and demand immediate repayment.

Wealth and Travel

If you travel, your wealth rating drops by one per 100 miles traveled from your home. Your wealth rating restores itself by one per 100 miles traveled home. If your wealth is damaged while on the road, those points are not restored. If you wish to set up a new home, you must establish new wealth in your new country.

Obligations Greater than Wealth

If your obligations should outnumber your wealth rating, you are in dire straits. First, anyone to whom you owe money comes looking for you. The debt, they claim, must be paid immediately. If you cannot pay for lodging, you are ejected from your accommodations. If you cannot pay a debt, those who loaned you money look to collect in other ways.

In addition, your dependents suffer. At the close of the season, or other appropriate juncture, the game master rolls once for each dependent on the Mortal Coil exertion table. If you are in penury for multiple seasons, they suffer a -1 modifier to the roll for each consecutive season in which they live in destitution.





Réputation

In this faded age, to measure against the great heroes and heroines of antiquity, one must strive to maintain an unblemished reputation. Your reputation—your honor, your standing, your fame, your renown—could be said to be your greatest asset. Everything you do is watched and judged against the social standards of the time.

You must maintain good behavior and good appearance so as to honor your mother and father, your spouse, your guild, your master, your colonel and your noble superior. Ultimately, your behavior reflects in the eyes of the king and queen. By doing evil, you dishonor them, by doing great and honorable work, you honor them.

And who among us does not live to have their glory reflected in the eyes of those ordained by God to justly rule over the French?

Reputation Society

There is a misapprehension about French society in 1648 that only noble men of the sword valued their honor and reputation—and that only they defended it. In truth, every member of the realm coveted their reputation: men, women, nobles, beggars, captains and criminals. To have a great reputation meant one could rise in society, whereas to have a poor reputation meant that certain doors were shut against you, that certain individuals would whisper against you or even that rocks would be hurled down upon you from windows above when you walked the streets.

While not every member of society wished to be noble, to be loved or to do good, they all yearned for a reputation that painted such a picture.

The society of reputation is a cruel one, subject to dynamics of favor, popularity and an insular society that only associates with its own out of fear of tarnishing their own reputation.

It is a society that values wealth, birth rank, title and martial prowess. While it espouses Christian values of humility and chastity, in practice it is a realm of ostentatious wealth and the vain peacocks who strut about flaunting it. If you are not one of the lucky few born into that rank, it is likely your fondest dream to climb the golden ladder and ascend into their number.

Reputation brings with it fame, renown and recognition. What follows is a rough guide to how your reputation can be translated into recognition.

Reputation	Fame
110	Known throughout the world
90	Known throughout Europe
75	Known throughout France
50	Known throughout the province
20	Known throughout the city
10	Known throughout the neighborhood or organization
5	Known on the street
3	Known in the house

Factoring Reputation

Your reputation is the combination of your quality of birth plus your rank, plus your title, plus your starting Wealth rating.

Quality of Birth	Reputation
Marginaux	0
Peasant	1
Commoner	2
Trades	3
Bourgeois	4
Noblesse de robe	5
Noblesse d'épée without title	7
Noblesse d'épée with title	10

Officer's Rank	Reputation
Subaltern	1
Lieutenant	2
Captain	4
Major	5
Colonel	8
Lieutenant general (appointed by general)	9
General	15
Lieutenant general (appointed by king)	20
Marshal	25

First Estate	Reputation
Monk or nun	1
Porter	2
Deacon	3
Priest	4
Canon	5
Curate	6
Abbé	8
Bishop	10
Cardinal	12

Second Estate	Entitlement	Reputation
Le Roi (king)	Titre	26
La Reine (queen)	Titre	22
Dauphin (eldest son of king, queen)	Titre	18
Prince, princesse du sang (...of the blood)	Titre	16
Duc et pair (duke and peer)	Titre	15
Duc, duchesse (duke, duchesse)	Titre	14
Marquis	Titre	11
Comte, comtesse (count, countess)	Titre	8
Baron, baronne	Titre	6
Seigneur, dame (lord, lady)	Sans Titre	4
Chevalier, sieur (knight, sir)	Sans Titre	3
Écuyer (squire)	Sans Titre	2
Gentilhomme, dame gentile	Sans Titre	1

Increasing Reputation

You can increase your reputation by raising your rank and title, or by accomplishing great deeds.

- ☞ If you increase your Wealth rating, add the difference between previous and current tiers to reputation.
- ☞ If your rank or title increases, increase your reputation by the difference in value of your new rank or title to your old.

Deeds Great and Small

If you accomplish some small or great deed, roll for the appropriate amount to be added to your reputation. This increase is temporary and does not automatically increase your current maximum reputation. The amount earned from your deeds depletes at the rate of one point per week until your reputation returns to its current maximum or until the deed is acknowledged.

If you receive a gratuity from a person of higher reputation for your deed, or your deed is venerated in poetry or a pamphlet, your maximum reputation increases by the amount of the deed (minus any time that has elapsed).

At the end of a session, assess your wealth, reputation and service. Consult the following list and apply any relevant modifications.

Deeds Great and Small	
Public Behavior	
Performing a discreet favor for your superior	+1
Performing your role or job flawlessly	+1
Keeping your word	+1
Public Events	
Hosting a small gathering	+1
Hosting an intimate salon	+2
Hosting a grande fête	+3
Winning a contest	+1
Winning a lawsuit	+2
Winning a public debate	+3
Participating in a skirmish	+1
Participating in a battle	+2
Winning a skirmish	+2
Winning a small battle	+4
Winning a large battle	+7
Losing a battle or skirmish	-2d4
Criminal Accusations	
Accused of superfluity of dress	+1
Accused of misdemeanor	-1d4
Accused of venality	-1d8
Accused of capital offense	-1d10
Publishing	
Publishing a pamphlet	+1
Publishing an article	+2
Publishing a manuscript or treatise	+3
Occultism	
Owning a magical grimoire	-1d6
Accused of necromancy or witchcraft	-2d6
Mercantilism	
Founding a company	+3
Securing a monopoly	+4
Thievery	
Stealing something valuable	+1
Stealing a fancy cloak on the Pont Neuf	+2

Deeds Great and Small	
Noblesse de Robe	
Passing a law	+1
Negotiating a treaty	+2
Striking down a tax law	+5
Dueling	
Declining a duel	-1d2 reputation
Fighting a duel	See Remedies



Seasonal Reputation Modifications

At the conclusion of each season, review your current circumstances and modify your core reputation by the factors below.

And yes, having a high reputation grants you even more reputation—like accruing interest on an investment, while having a low reputation or having suffered some shock during the season hurts your reputation overall.

Seasonal Reputation Events	
Wealth	
Falling to Destitution	-1d6
Falling to Subsistence	-1d3
Falling to Poverty	-1d2
Falling or rising to Middle Class	0
Rising to Well Off	+1d2
Rising to Rich	+1d3
Rising to Wealthy	+1d6
Rising to Princely Wealth	+1d8
Rising to Magnate's Wealth	+1d10
Mentalities	
Changing politics to the popular faction	+1d4
Changing politics to the disfavored faction	-1d6
Changing religion to popular faction	+1d6
Changing religion to unpopular faction	-5d4
Good Reputation	
Having a high reputation	+1d2 per 10 Rep over 30
Having a low reputation	-1d3-1 if Rep less than 10 or if Rep declined by 10 or more this season
Failing to defend a challenge to your reputation	-1d4 per 10 Reputation
Successfully defending a challenge to your reputation	+1d6
Associated with people of lower reputation	-1
Associated with people of higher reputation	+2
Failing to keep up appearances	-1d3 per incident
Prestigious Service	
Musketeer	+1
King's Guard	+1d2
Swiss	+1

Damaged Reputation

Insult to Injury

It is possible to have your pristine reputation damaged by villainous attacks by your rivals or by unthinking bastards who fail to see your importance in this world.

Your reputation will be damaged if you are insulted, if you are implicated in a crime, if you associate with people of mean reputation or if you are attacked in the press.

Attacks

Attack	Effect
Insulted	as per Insult action
Press	as per Soul of Wit chapter
Accused of a crime	-1d4/1d8/1d10
Rioting	-1d3
Association with low characters	-0-1

If your enemies damage your reputation and you fail to remedy the damage before the end of the current season, your maximum reputation decreases to the current damaged level.

Remedies

However, you can remedy the situation by doing the following:

- ☪ You must track who damaged your reputation and how.
- ☪ You must address the slight to them directly.
- ☪ You may ask them to apologize or to take back their words.
- ☪ If they do not recant or apologize, you may take revenge upon them in a manner similar to how they damaged your reputation
- ☪ Or you may instead challenge them to a duel
- ☪ Criminal accusations may be remedied in court

Remedy	Effect
Court	Recover 1d4/1d8/1d10 respective to accusation
Recant	Recover all but 1d3-1 lost reputation
Apology	Recover all reputation plus 1d2-1 reputation
Revenge	Recover 1d6 of lost reputation up to maximum rep
Lose a duel	-1d3 reputation
Win a duel	Recover lost reputation and +1d3 deeds reputation
Exceeding expectations	Recover 1d3 lost reputation

Revenge will allow you to recoup some or all of what you lost, while a duel has the potential to earn reputation.

Reputation and Rank

If reputation drops beneath the amount listed for your station or rank (as listed in the tables for Factoring Reputation), your superior will call you to account for your actions. Unless you provide them a convincing narrative for your current state of public humiliation, they will make excuses and relieve you of your rank or send you into exile (if it is impossible or inconvenient to break you). Your friends will abandon you: Friends using you to attain rank will move on; friends of your former rank will look to more suitable peers.

Reputation Loss and Wealth

If your reputation drops beneath the base set by your Quality of Birth, you must make dissimulation checks to keep up appearances (see Dissimulation later in this chapter). If you fail, your creditors come calling and begin to hound you over your obligations.

Reputation Zero

If your reputation temporarily drops to zero due to damage, reduce your current maximum reputation by one permanently. This point can never be regained.

If your reputation drops to zero and there is no hope of addressing the grievances against you (or your max is at 1 and your rep hits zero from some slight), you lose everything. Your spouse divorces you, your children go to live with their cousins, your friends stop responding to your letters or pretend they're not at home when you call. Your superiors remove your privileges and your subordinates slip away in the night. You become *marginiaux*, an outcast. You can only be a soldier, prostitute, criminal or actor. No other path is open to you.

Entrée

Your reputation grants access to Parisian society. Should you be among the shining lights of the fashionable set—and have the reputation to match—you will be invited to soirees, salons, perhaps even to court. But should your reputation not meet the standards of those present, you will be politely declined admission.

Access	Recommended Reputation
Entrée into court	25
Entrée into a fashionable salon	20
Entrée into King's Guard	20
Entrée into the Musketeers	15
Entrée into the Hôtel de Ville	10
Custom at a fashionable shop	10
Acceptance into subaltern position under a prince	10
Custom at neighborhood establishments	5
Entrée into Paris	3

If you do not meet the recommended reputation for entrance, the establishments' servants, lackeys or guards will deny you. You'll have to plead your case or find another way in.

Should you be lacking in recognition, you might induce a friend to make a recommendation or petition the host directly so that they might make a special dispensation or perhaps even redistribute some wealth to aid you in demonstrating your worthiness.

Influence

If your reputation is higher than another character's, you can attempt to leverage your standing to influence them. You may use reputation in this manner to ask for someone to stand aside, grant an audience or forget their duty.

Take +1 to Parley and Leadership checks when using reputation to influence. If you should fail the check, subtract one from your current reputation as you are denied by your inferior. These varlets have insulted you with their impertinence. You must demand that they apologize.

The Meek Shall Inherit

If your reputation is lower than another character's, you may use your standing to beg for mercy, surcease or succor.

Take +1 to Parley, Rook and Sub Rosa tests when begging for mercy or attempting to escape someone's notice by being meek or lowly.

- ❧ If the test succeeds, increase your deeds reputation by one.
- ❧ If failed, decrease your reputation by one as you debase yourself. You may of course take revenge on those who caused you to demean yourself in such a petty manner.



Appearances

Reputation requires a certain investment in your appearance. To keep up appearances, you must make a major expense at your current Wealth level.

If your outfit is soiled, damaged or been recently seen at a public event, you must make another major expense to keep up appearances.

If you fail to keep up appearances, you lose 1d3 points of reputation per incident. You can apologize to your hosts or you can remedy this particular fault by exceeding expectations at the next public event (and paying for another major expense this season for a new and more magnificent outfit).

Dissimulation

It is possible to conceal one's station through artful use of a cloak, mask or even a whole outfit.

- ❊ Wearing clothing to appear above or below your station requires a Fashion check.
- ❊ Wearing clothes to disguise your identity requires you to test Fashion (for an outfit) or Sub Rosa (for a cloak for men or a mask for women).

Failure indicates that you are discovered at an inopportune moment and your reputation is put at risk.





Mortal Coil

Life in 1648 is a buffet of one thousand shocks. Wars, revolts, famines and plagues stalk the land like the Four Horsemen. Even the sun is dim and cold, providing little comfort throughout long, bleak winters. Few survive the journey out of childhood. Death is a sweet release from a burden of oppression and wrongs, a chance at last to sleep peacefully and dream of a better world.

To survive in this world, one must exert oneself to the utmost.

In order to represent the supreme effort and will required to navigate the Sea of Troubles that is 1648, players may spend their characters' very life.

Your quality of birth determines your base allotment of years. During character creation, the game master rolls for each character and keeps the total private.

Quality of Birth	Life Expectancy
Marginaux	25-30 (24+1d6)
Peasant	35-40 (34+1d6)
Commoner	45-50 (44+1d6)
Trades	51-60 (50+1d10)
Bourgeois	61-80 (60+1d20)
Noblesse de robe	56-75 (55+1d20)
Noblesse d'épée sans titre	41-50 (40+1d10)
Noblesse d'épée avec titre	51-60 (50+1d10)

Each player then rolls a die as determined by their starting wealth class. The game master privately modifies the life expectancy total based on this second roll.

Starting Wealth Class	Life Expectancy Modifier
Destitution	-1d8
Subsistence	-1d6
Poverty	-1d4
Middle class	+1d2
Well off	+1d4
Rich	+1d6
Wealthy	+1d8
Princely wealth	+1d10
Magnate's wealth	+1d12

Starting Lifepath and Starting Age

Once life expectancy has been determined and the player has chosen a starting lifepath, the player rolls for their starting age.

Starting Lifepath	Starting Age Range	Roll
Américain	15-20	14+1d6
Clerk	16-23	15+1d8
Explorer	24-35	23+2d6
Factotum	18-33	15+3d6
Filou	15-22	15+1d8-1
Gamin	9-14	8+1d6
Jesuit	24-34	22+2d6
Merchant	22-33	21+1d12
Musketeer	17-22	16+1d6
Occultist	19-29	18+1d10
Officer	17-28	16+1d12
Passeur	16-31	13+3d6
Petty Noble	16-21	15+1d6
Philosopher	22-40	20+2d10
Sailor	16-31	13+3d6
Soldier	16-25	15+1d10

The difference between your starting age and your life expectancy becomes your mortal coil—your capacity to withstand the shocks and grievances of your life. The game master privately tracks this total for each player as they spend it.

The Native Hue of Resolution

When under duress, you may exert yourself in an extraordinary way to avoid death or misfortune. When you exert yourself in this manner, you reroll a die adding a substantial bonus or force an opponent to act with a significant a penalty.

Shuttle Off This Mortal Coil

Each exertion subtracts one year from your mortal coil. The game master privately tracks the total years spent and does not reveal the character's status to the players.

Reroll Abilities Skills

You may spend a point of mortal coil to reroll abilities, skills and to-hit dice.

- ☛ If you spend mortal coil to reroll, increase your rating by +5.
 - ☛ If you take a second reroll for the same task, increase your rating by +10.
 - ☛ A third reroll for the same task increases your rating by +15.
 - ☛ A fourth reroll for the same task increases your rating by +20.
- It is not possible to exert yourself any further.
- ☛ These bonuses can trigger critical hits.
 - ☛ You cannot reroll damage results.

If a bonus increases your character's current rating to the maximum on their current die, increase the die step. Increase the die step by one for each remaining portion of the bonus.

For example, if I have a 3/6 skill and I take a +5 reroll, I would take two points of the bonus to 5/6. I have +3 of the bonus remaining. The next point to 7/8, the next to 9/10 and the final point to 11/12.

Forcing Rerolls

You may force a player who is *directly* targeting your character with an action to reroll their skill, ability or to-hit die.

- ☞ If you spend mortal coil to force a reroll, your opponent suffers a -5 penalty to their skill rating.
- ☞ A second forced reroll for the same task causes a -10 penalty.
- ☞ A third reroll for the same task is -15 to your rating.
- ☞ A fourth reroll for the same task suffers a -20 penalty! It is not possible to exert yourself any further.
- ☞ These penalties can trigger misfires on to-hit dice.
- ☞ You cannot reroll or force rerolls of damage results.

If you suffer a penalty to a skill check, reduce your rating on your current die.

For example, Dro's occultist has a Latin skill of 7/8. If he suffers a -5 penalty for a roll, he needs a 2/8 to succeed.

Or...

Le Coq the robber fires his pistol at John's soldier, Guiteau. He needs 13 to hit and rolls a 20, a critical hit. John spends a point of his Mortal Coil and forces a reroll with a -5 penalty. The game master rolls a 18 for Le Coq—still a hit. Sweating, John spends another point to force a second reroll, this time at -10. The game master rolls a 13, which would be another hit, but for the -10 penalty. Le Coq misses and Guiteau lives. The game master privately notes that John spent two points of his Mortal Coil.

If a skill rating is reduced below 1/6 by modifiers, then roll 1d10 and success is only granted on a 1 (despite all other modifiers).

For example, I have a skill rated at 3/6. I am forced to reroll with a -5 penalty. That penalty reduces me below 1/6, so I only succeed on a 1/10 in this case.

To Grunt and Sweat Under a Weary Life

At the conclusion of your current endeavor, mission or adventure, you must pay the piper.

- ☞ Total your exertion and roll 3d6 on the Exertion table with a modifier equal to your exertion minus one. The result determines the effects of this mortal coil on the character's flesh and conscience.

Exertion table

3d6	Your exertion causes you to...
0-1	fail and die (spend 1d3 days slowly fading away)
2	diminish (disappear for 3d6 months and return faded; -1 to Flawed (lowest) ability rating)
3	go mad (Spend 2d6 months wandering or raving; -1 Wisdom)
4	strain yourself beyond endurance (Spend 1d10 months convalescing; -1 Strength)
5	addle your brain (Spend 1d8 months collecting wits; -1 Intelligence)
6	permanently injure yourself (Spend 1d6 months recovering; -1 Constitution)
7	lose a step (Spend 1d4 months limping painfully about; -1 Dexterity)
8	reopen an old wound (Spend 1d3 months nursing the wound; permanently reduce HP max by 1d3; if reduced to zero, you waste away and die.)
9	drown yourself in drink (1d4 months: Save vs poison or test Religion to survive; if failed -1 Constitution)
10	fall into melancholia (Save vs Terror every 2d3 months to recover, otherwise remain shut in)
11	succumb to a fever (Save vs poison & plague every 1d3 months to recover, otherwise remain bedridden)
12	require 1d4 months of quiet rest
13	inflate your carnal appetites. (for 1d4 weeks you must eat and drink continuously at twice your normal rate costing one wealth point or pursue amour to the exclusion of other endeavors)
14	learn an important lesson (Spend 1d3 months reflecting; +1 Will)
15	see a vision of the divine (Spend 1d3 months in prayer; +1 Religion)
16	gain bravado! (Spend 1d2 weeks boasting; +1d2 to max HP)
17	gain wisdom (Spend 1d8 days contemplating; +1 Wisdom)
18	gain insight (Spend 1d10 days pondering; +1 Intelligence)
19	embody your virtue (or flaw) (Spend 1d6 days admiring yourself; increase your Virtue or Flaw ability rating by one. Your choice.)

If you spent only one year to take one reroll during your mission, you roll on the Exertion table without modification (1 exertion minus one). If you spent another year for a second reroll at +10, and then

another to force a reroll on the return fire from the Huguenots, you take three years from your total and you would roll on the table with a -2 penalty.

Abilities affected by exertion are permanently modified. They can only be further modified by additional exertion or supernatural forces.

If an ability is reduced to 2 or lower, your character is incapacitated in that area and can no longer fully function without assistance. Abilities may be increased up to a maximum of 19 (+4 governing modifier). Further increases are discarded.

Whips and Scorns of Time

Being forced to roll on the Exertion table for any reason—zero hit points, loss of wealth, etc.—also reduces your overall Mortal Coil by one.

Enterprises of Great Pitch and Moment

It is possible to rejuvenate your life so as to withstand a bit more of the Mortal Coil. Completing a lifepath—making it through all six iterations—earns a small, random allotment of years, which the game master will add to your current total.

Starting Lifepath	Completion
Américain	+2d10 years
Clerk	+1d6 years
Explorer	+1d4 years
Factotum	+1d6 years
Filou	+1d10 years
Gamin	+2d10 years
Jesuit	+2d6 years
Merchant	+1d6 years
Musketeer	+1d4 years
Occultist	+1d6 years

Starting Lifepath	Completion
Officer	+1d4 years
Passeur	+1d8 years
Petty Noble	+1d4 years
Philosopher	+1d6 years
Sailor	+1d8 years
Soldier	+1d6 years

Conscience Makes Cowards of Us All

If a character should spend all of their allotted Mortal Coil, they do not simply drop dead, but their hour approaches. They cannot reroll or force rerolls on dice. Their next encounter could be their last. Perhaps it is best to retire to a quiet place for the remainder of your days?

Once you have spent all of your years, each year you live (while at zero) calls for another roll on the Exertion table at a -1 penalty per year after the first without any life expectancy. Should you rejuvenate yourself through some small accomplishment, this process is delayed until you once again burn your candle down.

Slings and Arrows of Outrageous Fortune

If an unfortunate blow reduces your character to 0 hit points, you are not quite done for. Should this dire event occur, roll immediately on the Exertion table—modified by any outstanding exertion.

For example, a lieutenant of musketeers charges into battle and receives a ball to the abdomen from the musket of some unruly landsknecht who doesn't know his place. The musketeer chooses to brave the shot. Much to his surprise errant ball reduces our

musketeer to 0 hit points, forcing a roll on the Exertion table. Luckily, it was early in the battle and the musketeer hadn't taken any other rerolls. He takes the roll without penalty.

The Heart-Ache That Flesh Is Heir to

There is a force greater than politics, religion and nationality that binds us together—something unbreakable like friendship, family or love. Should that bond be tested—should the group come to heated words or even crossed swords—the fate your bond hangs in the balance.

Motif

We create a motif for our group in character creation.

- ❧ If one among you who shares your motif appeals to the bond that holds you together and thereby guides the group to cooler decisions, the other members of the group may remove one point of exertion from this endeavor. The one making the appeal does not benefit.
- ❧ *The crisis must be legitimate.* Disputes that are easily walked back are not subject to this force. The threat of violence, dissolution, exile or a similar dire fate must be present before such amelioration can begin.

Should you abnegate your motif, it is broken and lost forever.

Virtues & Flaws

If you activate your flaw and your companions activate your virtue during an endeavor, you gain a +1 modifier to your next roll on the Exertion table. Add it to your final Exertion modifier before rolling.

Virtues and flaws are discussed in their eponymous chapter.





The Soul of Wit

Argenteuil, July 29, 1644, just a few miles from Paris...
It is night. A crowd gathers outside of the local inn.

Denis Pernet speaking for crowd of angry citizens: Mordieu, bloody extortionists, your bodies are about to be degraded: Here come more than five hundred persons to cut you to pieces.

Hierosme Regnard, a Parisian process server and tax collector, flees along with his retinue into his lodgings. They attempt to barricade themselves within their room.

The crowd surges in, following Pernet. They pound on the door.

Denis Pernet: Didn't we promise you yesterday evening that you wouldn't want to live?

Regnard: My dear brothers, I beg you to save my life. I assure you that I am a man who can serve you just as easily as I can retaliate against you for the ‘pleasure’ you have given me in this situation.

Pernet: You *bougre*, you’re pretty brazen and insolent to come to this place and collect for the notifications. Don’t you know that they will never be paid and whoever comes here will be killed?

Regnard: Brothers, if it hadn’t been me who came here it would have been someone else. But I promise you I will never come back.

Pernet: Don’t you know that you’re never going to leave this place, because twelve of the richest men from here promised us ten pistoles to drag you into the river, you and your companions? But if you want to give us the money, we’ll leave you here.

—dialogue from *Urban protest in seventeenth-century France*
by William Beik.

A Duel of Wits

Before the swords come out—prior to the first discharge of musketry—there are always words: insults, threats, accusations, confessions, apologies, seductions and bribes. In 1648, a charming or skillful speaker can be more deadly than a duelist, more accurate than a marksman.

The duel of wits rules integrate with the physical combat rules. They use initiative, range, rolls to hit, damage, armor and a measure of mental fortitude. To convince your interlocutor of the import of your message, you must reduce their mental hit points—their Will—to zero. Doing so indicates that you have won some concession.

Weapons of wit can be used in nearly any context: to precipitate a bloody brawl, exchange witty quips during a hard-fought duel or even humiliate your enemy with scandalous pamphlet distributed about town.

Will

Will is a measure that indicates your character's mental resilience. It operates in a fashion similar to hit points.

Generating Will

To measure your Will: Roll 1d3 per decade of age (round mathematically). Add your Wisdom modifier plus 1d4 for Jesuit education. Increase your Will by one for each lifepath you complete.

Damage to Will

Slander and flattery can damage Will just as muskets and swords can reduce your hit points.

- ☞ If Will is reduced below half during an exchange of words, you must test your Sang-Froid as per the Morale rules.
- ☞ If Will is reduced to 1, you must test Sang-Froid again as per the Morale rules.

Zero Will

When your enemies and naysayers reduce your will to naught, your character is deeply affected.

- ☞ If Will is reduced to zero, you concede a point to your interlocutor.

You must retire from this duel of wits and choose an appropriate victory effect that takes hold of your character.

Recovering Will

Your Will score rebounds quickly. After an exchange of words concludes, you regain 1d4 Will plus your Wisdom modifier. After that, you recover 1d4 Will per day.

- ☞ Damage from attacks in the press have a different impact, since they happen at a different scale. Characters gain 1d4 Will per day starting on the following day, not immediately after.
- ☞ Will can also be recovered through other means, like going to confession and doing penance.

Dueling Ranges

Dueling grounds for battles of wits are similar to those for combat. Participants can get close and slip the proverbial knife between the ribs or stand back and howl or lob ideological bombs. There are four ranges in a duel of wits: intimate, speaking, shouting and in the press.

Intimate Space

To be in an intimate space, you must be able to talk to your target in a low voice or whisper. You must be able to touch.

- ❧ You may only enter intimate space if invited, or if you possess higher precedence.
- ❧ If you force your way into the intimate space, suffer damage to your reputation equal to your target's Precedence and 1d6 damage to your Will (+1d6, if your target's reputation is higher than yours).

Speaking Distance

To enter a speaking space, you must be close to your target, and able to communicate with them without raising your voice. You can speak from behind a screen, curtain or window, but generally you must be able to see your target at this distance.

- ❧ You may enter speaking space if you have a higher precedence, you're invited or you meet by chance in disguise.
- ❧ If your precedence is lower and you force your way into speaking range, suffer damage to your reputation equal to your target's precedence and damage to Will equal to the difference in precedence. You can remedy your reputation with an apology.

Shouting Distance

You may shout at someone whenever you have the opportunity, but it is considered bad form unless the situation calls for it: a riot, battle, protest or other moment of high drama.

- ❧ To be considered within shouting distance, your target must be able to hear the full force of your projected voice. It is possible to be too far away to shout.

- ☞ Shouting at someone outside of the appropriate conditions costs 1d3 reputation. You can remedy the loss with an apology.

Press

It is possible to publish a pamphlet, article or book about someone in an effort to convince your target to heed your words.

- ☞ Attacks through the press must be directed at a specific group (Huguenots in Paris, for example) or at a known public figure (with at least 10 reputation).
- ☞ Rounds for press duels happen over a week, rather than a few moments.

Physical Distance

The spaces and distances described in these rules are not figurative or metaphorical. They are intended to represent physical space. Just as one would close distance to engage in sword play, so must one get close to seduce your target in an impactful way. All dynamics and connotations of physical space are at play in these rules: If you see someone coming with whom you do not wish to speak, you may retire to a safe distance. If you present a physical barrier between you and your interlocutor—a locked door, for example—you force them to shout and thereby reduce the effectiveness of some of their tactics. When you wish to have audience with the king or queen, they will only let you within speaking distance if you are one of their trusted advisors. Otherwise, you stand at a remove (and of course it's very rude to shout at a reigning monarch). Going further, the danger of intimate space is absolutely at play using these rules. Your lover may confess that they have been unfaithful to you and you may plunge your poignard into their perfidious heart. They have damaged your Will, but you shall draw blood, and possibly claim their very life!

Announce Your Intentions

To begin a duel of wits, one character must announce their intentions to have words with another character. The other character must accept. Regardless of your station in life, this is a formal, verbal process made clear to all within earshot.

“Monsieur, a moment of your time. I believe we have some business to discuss.” Or,

“Madame, I wish to speak to you in private about the masquerade tonight. You know your brother the prince will attend...” or,

“Sieur, if you will but hear my case, I am certain you will see the matter of these unpaid taxes is a mirage.”

Once you announce your intent, the other side must assent. This formally begins the duel. If the other side does not wish to speak to you, they must either leave the physical space themselves or have you removed.

Hectoring, Buttonholing, Badgering

If you back someone into a corner who does not wish to speak to you or speak out of turn to a person of higher precedence or reputation, you immediately suffer 1d8 damage to your reputation.

Establish the Physical Space

Before beginning a duel of wits, establish the physical space. Where is everyone standing? Set their distances from one another: intimate, speaking and shouting. The tendency will be to draw closer to one another during the duel. Describe obstacles that hinder such progress—a locked door, a long table, a lackey blocking the way. These must be negotiated if you wish to close the distance or flee.

Initiative Order

Characters speak in order of precedence, highest to lowest. If two characters have the same precedence, then the character with the higher reputation speaks first. If that is also tied, then the character with the higher Wealth speaks. If that is also tied, the character with the higher Wisdom speaks. And then Charisma.

Avec Permission, Chevalier

You may ask permission of a player higher in the initiative order to speak first. If they grant you such a favor, they increase their reputation by one (as a deed).

If you are of higher station, you may politely beg another character of lower station to speak ahead of you so that you may hear their case and address their concerns. Such nobility grants +1d2-1 reputation.

Knives Out

If the knives come out during a duel of wits, use the above initiative rules. If the words come out during a combat, you speak on initiative 20 and may not otherwise attack.

Turn Structure

After you have established the physical space and the initiative order, you take actions in a particular fashion:

- ☞ Declare your weapon for the turn. Check to make sure you meet requirements for usage (a truth or fact, and the cool down if used previously in the combat).
- ☞ Declare your target for the turn. You may change targets on your action, but getting everything in the clear at the start of the turn is important.
- ☞ On your initiative, check your distance to your target.
- ☞ Determine whether or not you will move closer or farther away, or stand at your current distance. Generally, you can advance one range per round. If there is an obstacle in your path, you may need to test a skill to overcome it on your action. If there's ever a question about actual distance, use Combat Movement.

- ☞ Check your target number according to your weapon and the distance to your opponent. Roll to hit.
- ☞ If you hit, roll for damage to your opponent according to your weapon and distance. If you miss, there is no effect unless otherwise noted.
- ☞ If you reduce your target to half of their Will or less, they must pass a Sang-Froid check. Failure indicates they miss their next action.

Once each character has taken their action, reassess the physical space. Has anyone been knocked out of the fight? Set them aside. Reassess initiative order and then declare actions. Continue until there is one side left in the fight.

Weapons of Wit

Verbal Weapon	Usage
Accuse	Accuse someone of a crime or indiscretion.
Requirement	What heinous thing have they done?
Victory Effect	Your target angrily denies wrongdoing or bitterly admits the truth.
Beg Pardon	Humbly apologize to your target in order to avoid their wrath (also to exit uncomfortable tête-à-têtes).
Requirement	What do you apologize for? How have you wronged your friend?
Victory Effect	Your target forgives but does not forget or forgets but does not forgive.
Bribe	Make your target an offer of money, position or power that sways them to your cause.
Requirement	What do you offer?
Victory Effect	Your target accepts your offer.
Confess	Confess to your target a secret or truth about them or someone they love.
Requirement	What secret do you unburden?
Victory Effect	Your target believes your confession and thinks you brave for bringing it forward or your target is scandalized by what you admit and refuses to associate with you any longer.

Verbal Weapon	Usage
Educate	Elucidate a subject or point for your target.
Requirement	What knowledge or philosophy do you teach them?
Victory Effect	Your target learns.
Flatter	Compliment your target.
Requirement	What virtue do you praise?
Victory Effect	Your target is smitten with you.
Implore	Beseech your target for help regarding a personal problem.
Requirement	What do you ask?
Victory Effect	Your target will do as you ask.
Insult	Degrade your target with a hurtful untruth or ugly truth.
Requirement	What terrible, regrettable words do you utter?
Victory Effect	Your target is angry with you and either quietly vows revenge or openly challenges you.
Poison	Turn your interlocutor against another person with lies and slander.
Requirement	Whom do you denounce and what lies or slander do you spit?
Victory Effect	Your target changes their opinion of the other person and either thinks less of you or pulls you into their confidence.
Seduce	Promise amour or sexual favors to your target.
Requirement	What impossible yet tempting things do you promise your target?
Victory Effect	Your target falls in love with you or your target attempts to be physically intimate with you.
Shame	Humiliate your target's actions or thoughts by comparing them to tradition, their parents, ancestors or accepted norms.
Requirement	What rule or tradition have they broken?
Victory Effect	Your target is humiliated and either bursts into tears or flies into a rage.
Threaten	Threaten bodily harm to your target if they do not accede to your demands.
Requirement	What harm will you visit on them if they don't do as you ask?
Victory Effect	Your target calls your bluff or is cowed and blubbers for mercy.

Weapon	Target Distance				Rate of Fire
	Intimate	Speaking	Shouting	Press	
Accuse	Target Int	12	16	12	1 every 3 rounds
Damage	1d6	2d4	1d4	2d6 Will; 1d6 Rep both	
Beg Pardon	Target Char	9	18	16	1 every other round
Damage	1d6	1d4	1d2	1d4 Will	
Bribe	Target Wis	14	19	20	Once per combat
Damage	xd4	xd3	xd2	1d6 Will	
Confess	Target Wis	14	20	16	Once per combat
Damage	2d4	1d6	1d3	1d8 Rep both; 1d6 Will target	
Educate	Target Int	16	20n	18	1 every other round
Damage	2d3	1d6	1d2	1d3 Will	
Flatter	Target Wis	13	18	14	Once per round
Damage	1d6	1d4	1d2	1d4 Will	
Implore	Target Wis	15	20	20n	Once per round
Damage	2d3	1d6	1d2	1d8 Will	
Insult	Target Int	11	16	9	1 every other round
Damage	1d4/1d2-1 Rep	1d8/1d2R	1d6/1d3R	1d6 Will/1d6 Rep	
Poison	Target Int	15	20	10	1 every other round
Damage	1d8	1d6	1d2	1d6 Will; 1d6+1 Rep	
Seduce	Target Char	14	19	20n	1 every other round
Damage	2d4	1d4	1d2	1d2 Will	
Shame	Target Wis	12	17	16	Once per round
Damage	1d4	2d4	1d10	1d4 Will; 1d6 Rep	
Threaten	Target Int	15	20	15	1 every other round
Damage	1d8+1	1d6	1d4	1d6 Will	

Bribe

Choose a bribe—an amount of money, an item of great value or a service. If your bribe would materially increase the wealth of the target, gain a bonus damage die to the attack for each level of wealth increase.

Insult

Note that Insult is a particularly powerful attack that damages both the Will and reputation of your target.

To hit

Check your distance to your target and reference the action you're using to find your target number to hit.

- ☞ Attacks at intimate distance use your target's listed governing ability as the target number.

For example, Implore lists Wisdom under the intimacy column. If your opponent's Wisdom is 14, you'll need to roll a 14 or better on a 20-sided die to score a hit with this weapon.

- ☞ At speaking, shouting and press ranges, the table lists the required target number to hit.

Add your bonuses or penalties to-hit from Charisma, Intelligence or a lifepath skill as appropriate.

Damage

The damage for each weapon varies by range.

For example, Threaten—a very powerful attack—does 2-9 points of damage at Intimate range, 1d6 at Speaking distance. 1d4 at Shouting and 1d6 in the Press.

Attacks damage your opponent's Will or reputation.

Press Damage

The press is a powerful, new weapon. The city streets are littered with satirical pamphlets attacking the queen, Mazarin and their allies.

- ☞ Press attacks can target an individual or a group. Press attacks against groups do damage to the Will of all members who read the attack (or have the attack read to them).
- ☞ To target a group, you must include a religious and political affiliation. A location is recommended, but optional.

You designate Catholic Frondeurs in Paris. Using the press, you Implore these Frondeurs to come to your meeting in a pamphlet lambasting Mazarin. You add the following instructions: Right-minded people of Paris who wish to see the downfall of Mazarin, meet at the Place Royale at midnight on January 11th for instructions!

- ☞ Some press attacks damage both Will and reputation.
- ☞ Also note that Accuse and Confess press attacks do damage to both the attacker and the target.

Critical Hits

On a modified roll of 20 or higher, make a second to-hit roll. If you hit, you roll for damage a second time.

- ☞ Actions listed with a target number 20 requires a natural 20 (rather than adjusted 20) for a crit.

Ken's passeur, Henri, has had a falling out with his dear friend Le Coq. They are engaged in a shouting match on the street. Finally, Ken decides to confess to Le Coq that it was him who had in fact robbed Le Coq of his ill-gotten gains and returned them to their owner. Shouting a confession requires a 20 to hit including all modifiers, but if Ken rolls a natural 20, he scores a critical hit.

- ☞ Actions requiring a natural 20 (20n) to hit can't score crits.



Dro's occultist pens a pamphlet imploring the Huguenot philosophers of Paris to come forward with their dissertations on alchemy. Implore in the press is listed as 20n. He needs a 20 total to hit and cannot score a crit even if he rolls a 20.

Charisma Is Strength

In the duel of wits, your Charisma acts in a way similar to Strength in combat. Apply your Charisma modifier to your to-hit and damage rolls for Intimate, Speaking and Shouting distance. If you suffer a penalty, the minimum damage you can offer is 1 point.

Intelligence is Dexterity

When attacking someone through the press, use your Intelligence modifier for to-hit and damage rolls.

Intelligence does not modify initiative in a duel of wits.

Victory Effects

Each weapon is listed with a Victory Effect. The loser of a contest of wills must abide by the effect of the method used to break down their Will. If more than one method was used to convince them of the necessary course of action, the loser may choose which effect to embody.

For example, if your mother shames you mercilessly before imploring you to take action, you may choose to play the Shame or Implore effects as a result of your loss. You choose whether to burst into tears of humiliation, to fly into a rage or simply to do as she asks.

Truth Requirements

You must have leverage, knowledge, bribes or real threats for your target. You cannot invent things about your target, their background or their history. You must speak truth or facts about your target.

You do not have to tell the truth about yourself or your motives. Nothing said is binding except the victory effect.

Running Your Mouth

Making an attack with weak leverage, failing to be truthful, using a weapon incorrectly or abusing victory conditions all reflect poorly on an individual.

If you offer a weak verbal attack, the game master can apply a -4 to-hit penalty or a -1d of damage penalty. If you cannot fulfill the requirement for a weapon of wit you have armed for this round, you miss your action and do not attack this round.

Reputation

In a duel of wits, your reputation provides you with some protection. The character with the highest reputation can deflect 1d3 points of damage per attack, up to five points total. The character with the second-highest reputation can deflect 1d2 points of damage per attack, up to three points of damage, and the character with the lowest reputation can deflect a single point of damage (for they are beneath our contempt).

Reputation	Reputation Proof
Highest reputation	1d3 per attack/5 pts total
Second-highest reputation	1d2 per attack/3 pts total
Lowest reputation	1 pt/1 pt total
Reputation Deflection	
Reduce the reputation's total deflection by the amount absorbed on each attack. When the total reaches 0, your reputation will no longer protect you.	

Precedence

Precedence determines initiative in a tête-à-tête. Higher precedence also provides a +2 bonus to hit at speaking and shouting distances. In the press or when intimate, your precedence counts as initiative, but not as a to-hit bonus.

Punctuated by Violence

In place of your duel of wits action, you may instead slap, stab or shoot your interlocutor. Declare and execute the action as per the combat rules. Your proximity to your opponent will provide you with a range to your target.

Factor initiative according to the duel of wits rules—by precedence, etc. Roll to hit and for damage as per the standard procedure for combat. Factor morale loss or death as necessary.

Violence may seem an effective and efficient strategy but sadly, violence often begets violence, and what was briefly an exchange of words among citizens becomes a fracas perpetrated by murderers and cruel villains destined for the Bastille.

Salon Culture

In the years leading up to 1648, a new trend amongst the learned and the wealthy captured the imagination of Parisian society. The educated, the social climbers and the wise gathered nightly in select parlors not to discuss the matters of the day, but to compose poetry and play games with one another.

The most prominent salon was held by Madame de Rambouillet in her palatial home on rue Saint Thomas du Louvre. There gathered generals, playwrights, actresses, authors, princes and princesses to enjoy the collective wit and grace of the company.

And if some furtive meetings transpired, with cryptic messages passed between conspirators, so much the better to add to the allure of the gathering.





Combat

Combat in 1648 is an elegant dance that happens at a slow, particular pace. Every participant has a role that they must execute with deliberate precision. If all of the pieces of your company, regiment and army act in coordination, victory is all but inevitable. When soldiers are forced out of step, are pressed by the enemy or panic, that is when the blood truly begins to flow.

Battle

These combat rules are designed to simulate skirmishes of small groups doing battle—perhaps four to ten combatants per side. For one-on-one combat they're a bit blunt, and for larger skirmishes they're a bit cumbersome. This is not a game about war, yet we must discuss battle to understand the constraints of the age.

Doctrine of War

Battles in 1648 are fought using the technology and custom of the age. Muskets are large, slow-firing weapons that require complicated

drill steps to discharge accurately. Therefore, musketeers tend to group together in ranks and files to maximize their protection and the effect of their fire. A competent fusilier might discharge 10 rounds in a minute.

Hand-to-hand combatants wielding pikes and halberds (and very rarely swords and shields) make up half or more of fighting forces. Like musketeers, they group together in large blocks for protection, organization and maximum effect. Battles are often won by assault: infantry charge a position and drive off or murder its defenders with main force.

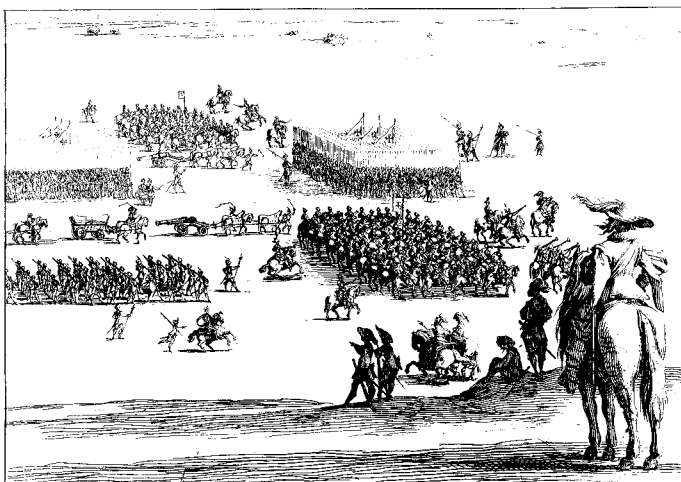
Cavalry is made up of dashing nobles wearing cuirasses (metal breast plates) and broad-brimmed hats with tall plumes. They wield sabers and heavy rapiers along with a brace of flint-lock pistols. In battle, their role is to rapidly confront the enemy cavalry and see them off. Once they accomplish this task, they turn their attention to the enemy artillery and flanks, wheeling in formation like a flock of birds, descending on the enemy like ravenous raptors.

Artillery consists of cannon and mortars, ranging from small falconets to massive bombards. These metal beasts are dragged behind armies on wooden carriages, or installed in fortifications or on ships. They can weigh tons and have a voracious appetite for powder and shot. Before a battle, they are emplaced and sighted toward the enemy position. Artillery leads a field engagement with a barrage or bombardment of the enemy infantry, and then either works on counter-battery fire or prepares to defend itself from cavalry charges with canisters of grapeshot.

Many cities and towns are walled; star-shaped fortresses dot the countryside, bristling with artillery, threatening any armies who would prey on the vulnerable whom they defend.

Armies themselves are led by the *noblesse d'épée*—sword nobles—who act as officers for infantry and artillery, and who fill the ranks of the cavalry with pride. Mercenary soldiers and citizen levees make up the main body of the force of pikes and muskets.

Columns of citizen militia led by bourgeois colonels defend their cities. Perhaps even more so than their noble or professional brothers,



these citizen columns are heavily armed with muskets, halberds and pikes and they delight in sounding the alarm and forming up to defend their rights. Of course, they defend those rights against the predatory practices of their own noble leadership as much if not more often than from invading armies.

Terrain

Armies lumber along muddy roads, dragging their baggage and ammunition. Their generals attempt to position themselves to give the enemy no choice but to do battle or retire from the field. The size of the armies and the necessity for large formations cause most battles to be fought in fields and hills, usually within sight of a town or fortress.

Occasionally, desperate scouts fight skirmishes in forests, city streets or on craggy mountaintops.

Within the cities, citizen columns place chains and barriers across the major avenues and then set themselves up to defend them.

Tactics

Muskets dominate the tactics of the day. There are many theories and refinements of how precisely to use them, but the core matter is how to safely move your muskets en masse into range of the enemy and then produce a volume of fire sufficient to break the enemy's morale and cause them to retreat.

From this central motif, generals build their movements. In a siege, artillery reduces fortifications so the muskets can move into position to whittle away defenders. Nimble cavalry moves quickly to the flanks to attack and disrupt musket formations—thus cavalry must move to protect said flanks and see off the enemy cavalry. Blocks of pikes shore up the defense of the line and ward off enemy advances. And finally, when the enemy fire slackens and their morale wavers, the infantry charges across open ground with a blood-chilling cry, crashing on the enemy like a wave, overbearing them, driving them off.

Casualties

Muskets fire lead balls of approximately .68 caliber—heavy, ugly munitions. The balls spin wildly out the muzzle and behave unpredictably on impact: they can hole a man, shatter on impact and fragment in the flesh and guts, or merely leave a searing burn on the flesh as they glide past.

As bad as that may be, the real savagery comes when soldiers cross swords. The confused fighting that inevitably emerges from hand-to-hand combat is bloody, chaotic and exhausting.

Artillery balls sheer off limbs with terrible impunity, leaving survivors mangled and broken. Explosive shells send burning fragments flying, slicing flesh to ribbons. Cannon crews shred canister shot anyone who gets too close to their batteries.

That said, battles are not massacres. It is rare to see casualties as high as 10 percent of the fighting force. An army that is over-matched will either avoid battle entirely, retreat from an engagement or surrender. There are many battles to fight and no soldier is eager to sell their life and thus miss out on future glory. Surrender is often the better option.

Problems

Generals in 1648 are saddled with a number of awkward realities of war:

- ❶ Their armies are slow. On the march, they are at the mercy of carts of baggage dragged along mud-choked roads. On the field, blocks of hundreds of men move in a slow, cumbersome ballet.

- ☞ Armies move at the speed of a walk. Cavalry is able to gallop about with bursts of speed, but even they can't roam too far from the main body, lest they be caught off guard or even get lost (which was a common occurrence).
- ☞ Artillery, muskets and pikes—all made of wood and metal—are heavy burdens to carry. The weight further slows armies and tires soldiers.
- ☞ Black-powder weapons require two types of powder to fire—a coarse grain for the firing chamber and a fine grain for the primer. The powder is explosive! It must be kept from heat and flame. It also must be kept dry and out of the weather if it is to fire.
- ☞ Discharging a black-powder weapon leaves a small, thick cloud of smoke. Fired en masse, large clouds of smoke quickly obscure the vision of the fusiliers. Without a strong wind to move off the smoke, it hangs in the air, choking the breath out of the combatants.
- ☞ Muskets require a sort of wick known as a slow match to ignite the priming pan so that they might fire. It's a long piece of cord that fusiliers keep wrapped loosely around their right hand when in battle. The slow match must be kept lit (at both ends) for hours in preparation of battle and of course during the combat. It gives off a taper of distinctive smoke and the burning coal can be seen at night.
- ☞ Firearms are single shot and must be reloaded after each discharge. This alone limits the pace of battle to a particular and peculiar pace. Generals command their soldiers to a variety of tactics: to hold fire until the enemy is close, to fire in volleys instead of all at once or even to let the enemy fire first so that they may return fire and charge all at once.
- ☞ Most firearms are inaccurate and thus most engagements are fought at close range, within 100 yards of the opposing side.
- ☞ Medical technology is primitive. Exsanguination from survivable wounds is common and treatment that saves a life can often badly cripple the injured soldier.
- ☞ There is no battlefield evacuation to a nearby field hospital. Wounded are left until the conclusion of the affair.

Skirmish

Affairs involving four to eight combatants per side hardly rate as battles. These are skirmishes common among robbers and their prey, citizens and the tax collectors, and gentlemen resolving a disagreement. Thus we must discuss them in detail, since you will most certainly find yourself in a similar scrape.

Terrain

Skirmishes take place in forests, along roads, on city streets and within the townhouses of the wealthy.

When determining the place of a skirmish, note the terrain: How wide is the street? What obstacles block line of sight? What ditches or barricades provide cover or defense?

Sketch the area on a piece of graph paper. Each square is five feet.

Combatants

Place the combatants on the map. Each combatant occupies one square.

- ☞ If prepared for combat, the participants may arrange themselves in whatever formation they see fit, so long as they do not encroach or surround their opponents.
- ☞ If one side is unprepared for combat, use the rules for setting up an ambush

Opening Volley

Begin combat by offering all sides a chance to send a volley of musketry into their opponents. Fire and resolve damage in initiative order for missiles. Melee weapons cannot attack.

In this first round, consider placement and arrangement on the field to count as the first round of movement, so no further movement is taken in the opening volley (muskets and artillery may fire).

Close Quarters

In the second and subsequent rounds, use the formation, combat movement, initiative, exchange blows and morale rules until one side or the other is killed, breaks or surrenders.

Ambuscade

Ambuscade is, sadly, a rather common occurrence in this faded age. A type of one-sided skirmish, a successfully set ambush allows the ambushers to begin combat in a formation and distance favorable to them. However, setting an ambush can be difficult.

Ambush Skills

To effect an ambush, the unit leaders must pass skill checks to set up their forces. Leaders may use Sneak to slink into position, Military Doctrine to dispose their troops, Nationality to find a suitable point along the road, Fashion to disguise themselves and their thugs in a crowd, or Sub Rosa to follow a target when they turn down a blind alley.

Ambush Factors

Set your ambushers in your desired location and appropriate. Account for the factors listed below and then roll the appropriate skill. If successful, you have your opponent at your mercy. Announce yourself! If appropriate, the game master may call for the enemy to pass a Sang-Froid check or miss their first action.

- ☪ Ambush sprung at 100 yards: +1 skill modifier
- ☪ Ambush at night: +1 skill modifier
- ☪ Ambush in bad weather: +1 skill modifier
- ☪ Ambush using matchlocks: -1 skill modifier
- ☪ Ambush using artillery: -1 skill modifier
- ☪ Ambush at 50 yards: ± 0
- ☪ Ambush at 25 yards: -1 skill modifier
- ☪ Ambush at 10 yards: -2 skill modifier
- ☪ Ambush at sword point: -3
- ☪ Ambush at the rear of the enemy: +1 skill modifier
- ☪ Ambush at the front of the enemy: ± 0
- ☪ Ambush at the front and flanks of the enemy: -1 skill modifier
- ☪ Ambush surrounding the enemy: -2 skill modifier

Note that being flanked or surrounded affects morale. Just your position could have enough impact to cause the enemy to break.

If you fail to set the ambush, your enemy detects you. The game master may play out a fitting reaction, but suffice to say they do not walk blindly into your trap or hesitate from loss of nerve.

Announce Your Name and Rank

In all combats, it's customary to announce one's name and rank.

"Monsieur, please do me the honor of telling me with whom I have the pleasure of crossing swords today."

- ❏ Failing to identify yourself is extremely insulting to the other side. If you are to die, then it is only right you know who sends you to hell.
- ❏ Failing to identify oneself prevents any reputation from being earned from the engagement. Reputation is reduced if you lose the engagement and your identity is discovered (-1d3 for a small affair, -1d8 for a large skirmish).

Parley

It is customary for a bit of parley to take place between the opponents prior to a battle, skirmish or even an ambush. Allowing the damned to speak before you open fire does not negate your advantage. You may grant your enemy time to speak without risk to yourself. Perhaps you might learn something of value.

Formations

There are three formations common to our age: a column, a line and a skirmish line. People in mobs, crowds or confused situations are not considered formations under these rules.

Combat takes place on a grid of 5' squares. A character occupies one square.

Column

- ❏ Two characters standing shoulder to shoulder cover two squares or a 5'x10' grid. They form a rank.
- ❏ Four characters standing in two ranks make up a two by two formation (or a 10' x 10' grid). And so on.
- ❏ Any formation of soldiers ranked so they are deeper than they are wide are considered to be in column.

Your column size is limited by the confines of the street or courtyard or field you're in and the amount of soldiers you have in your unit.

- ☞ Characters standing at the front of formation are considered to be the front rank.
- ☞ Characters standing behind them are considered to be in the second and third ranks, etc.

Line

- ☞ The line formation consists of soldiers standing shoulder to shoulder supported by an additional one or two ranks.
- ☞ Line width is usually no more than fifty soldiers.
- ☞ Lines are wider than they are deep, and limited in width by the terrain or surround units.

Skirmish Line

A skirmish line consists of soldiers fighting independently, dispersed over terrain. Each soldier in the formation is at least 10' from his companions. The skirmish line allows soldiers to move stealthy or move into terrain without necessitate to involve their companions, but does not grant the benefit to morale that columns and lines do.

Reach

In hand-to-hand combat, a character in the front rank can attack anyone in the square to their front face and the square diagonal to their left hand.

- ☞ Characters in the first rank may attack the opposing first rank with swords, pistols, cudgels, poignards and halberds if in close combat, and firearms if at range.

Your weapons change the equation somewhat:

- ☞ Characters in the second rank may attack the opposing first rank with halberds and pistols if in close quarters, and musketoons, muskets, rifles and harquebus at range.
- ☞ In close combat—when two front lines are in hand-to-hand combat—pikes in the first rank may attack the enemy second rank.
- ☞ In close combat, pikes in the second rank may attack the enemy first or second rank.
- ☞ In close combat, pikes in the third rank may attack the enemy first rank.

Combat Phases

Combat takes place when one group attacks another. It happens in four phases: declare, movement, exchange and morale. During the movement phase, each character rolls to see how far they move according to the equipment they're carrying. During the exchange, each character acts in turn according to what weapon they're using. After the exchange of fire or blows, tally the fallen and test morale if applicable.

Declare

Each player states which weapon or action they will use this round, and if their character is moving.

Abort Action: During the round, you may abort your action if you do not wish to act. If you abort a chemical recipe, invocation or prayer action, it's considered cast and expended.

Movement

Roll as described in Combat Movement to advance, race or flee, or you may redress ranks or exploit. All characters from both sides move at the same time.

Act

Act in initiative order according to weapon or action type.

- ☛ If attacking, roll to hit
- ☛ If you score a hit, roll for damage
- ☛ If hit, roll for armor to subtract damage
- ☛ Apply final damage

Test Morale

Calculate impact on morale. If Morale dropped to 5 or lower, test Sang-Froid. If you fail your Sang-Froid test, but your Morale is 4 or 5, you lose your next action. If your Morale is 3 or lower, you attempt to flee the combat.

Combat Movement

If charging into combat or maneuvering for position, the distance moved is determined by how much equipment your character is carrying plus a roll of a die.

- ❏ Full cuirass, tassets, helmet and weapon: 2 squares+1d2 squares (15'-20')
- ❏ Light armor and weapons plus equipment: 3 squares+1d3 squares (20'-30')
- ❏ Weapon or equipment, but no armor: 4 squares+1d3 squares (25'-35')
- ❏ No weapons larger than a poignard, no armor, no equipment: 4 squares+1d4 squares (25'-40')

Zone of Control

If you move within one square (5') of an opponent, you must end your movement this round. You may move past or away again next round.

Redress Ranks

If adjacent to a friend during the movement phase, you may swap places without having to roll for movement. This represents your friends stepping in front of you to protect you, or pulling you back to safety to shield you.

- ❏ Redressing ranks causes a -1 step initiative penalty for both characters for this round. You cannot move and redress during the same round.

Exploit

If you are within one square (5') of an enemy and did not move in the movement phase, you may step forward one square (5') provided there is a gap or opening in the enemy formation.

Doing so causes a -1 step initiative penalty for you this round. You cannot otherwise move during this round.

Racing

If two characters wish to occupy the same space, the character with the higher Dexterity reaches the point first. If the two characters have the same Dexterity, roll a d6 to determine who reaches the spot

first, the higher die roll wins. If the roll is tied, the character with the higher movement rate/die wins. If the roll is tied and the movement rates are the same, it's a tie. Both reach the area at the same time.

Fleeing

Your retreat movement is half of normal movement until you break away from contact. Roll movement and divide by half. If, on the next round, there are no opponents within 5', you may move as normal.

Engaging the Enemy

- ☞ If within one square (5') of an enemy, you may attack with melee weapons.
- ☞ If within one square (5') of an opponent, you may not use any firearms except pistols.
- ☞ If engaged in melee, you may not use any firearms except pistols.
- ☞ At 15', you may make melee attacks with pikes (and thus engage your enemy in melee).
- ☞ If unengaged, you may fire when ready...

Move and Attack or Fire

All weapons can be used with a move except: muskets, rifles, minion drakes and falconets, which cannot move and fire. You must stand still during the round you wish to fire. Neither can you move while you reload for that matter.

Initiative

The order of the exchange of fire and blows is determined by the weapons the combatants wield.

After all characters have made their desired movements and adjustments, the game master calls out each weapon or action type in order, from first to last. Each character acts on their declared interval. Thus pistols fire first, then harquebus, then rifles, etc.

Increase or decrease your initiative rank by your Dexterity modifier.

With a musket and a 13 Dex, you act on rank 3, not 4.

Initiative order by weapons

Weapon or Action	Initiative Rank
Pistol (at range)	1st
Musketoen, harquebus	2nd
Rifle	3rd
Musket	4th
Falconet	5th
Minion drake	6th
Pike	7th
Halberd	8th
Plug bayonet	9th
Rapier	10th
Long sword	11th
Saber	12th
Poignard	13th
Pistol (in melee)	14th
Cutlass, hanger	15th
Cudgel	16th
Thrown knife	17th
Bare fist or kick	18th
Bomb, Greek fire, fumigant, alkahest, holy water, etc.	19th
Reloading, opening a door, issuing command, etc.	20th
Spell, prayer	21st



Exchange Blows

Roll to hit: Missiles

Determine your range to your target. The type of weapon and your range to your target determines the number needed to hit on a 20-sided die. Apply Dexterity bonuses/penalties and lifepath ability modifiers to hit for this roll. If a target is behind cover, small, moving or just awkward, use the Tough Shot target number.

See the Weapon Type table below for the appropriate target number.

Weapon Type	Short	Shot	TS	Medium	Shot	TS	Long	Shot	TS
<i>Falconet ball</i>	100 yds	10	15	800 yds	16	20n	1600 yds	20	—
<i>Falconet shot</i>	75 yds	8	12	150 yds	12	16	250 yds	16	20
<i>Grenade, Greek Fire</i>	5 yds	14	18	10 yds	16	20	20 yds	18	20n
<i>Harquebus</i>	50 yds	12	15	200 yds	15	19	400 yds	17	20n
<i>Minion drake ball</i>	200 yds	10	14	600 yds	15	19	1250 yds	18	20n
<i>Minion drake shot</i>	100 yds	8	12	250 yds	12	16	400 yds	16	20
<i>Musket</i>	30 yards	12	16	100 yards	16	19	200 yards	18	20n
<i>Musketoön</i>	10 yds	11	16	50 yds	16	20	100 yds	20	20n
<i>Pistol</i>	10 yds	13	17	20 yds	15	19	30 yds	17	20n
<i>Rifle</i>	50 yds	12	14	200 yds	14	18	400 yds	16	20
<i>Thrown weapon</i>	10 yds	13	17	20 yds	15	19	30 yds	17	20n

- ☞ *Shot* = number to hit under normal conditions. Normal conditions include bad lighting, under pressure, rushed, wounded, etc.
- ☞ *TS* = tough shot. Number to hit for an extreme shot under tough conditions—target at range, behind cover.
- ☞ *20n* = Natural 20. Only a rolled 20 hits for these tough shots. Tough shots that require natural 20s cannot crit.

Roll to Hit: Hand-to-Hand

Defense: Target number to hit is your opponent's Strength if they are attacking with a melee weapon or Dexterity if they are defending, fleeing, casting a spell or shooting.

Shields: Shields add +1 to your defense against hand-to-hand attacks. Shields do not protect against firearms.

Damage

If you hit with your weapon, then roll for damage. Armor reduces damage. See the Armor Proof section for rules.

Weapon Type	Weapon Damage	Fighting Rank
<i>Cudgel</i>	1d4	1
<i>Cutlass</i>	1d6	1
<i>Falconet</i>	grape shot: 1d10. ball: 2d6	—
<i>Fist</i>	1d2	1
<i>Grenade, Greek fire, alkahest</i>	1d8 or see description	Any
<i>Halberd</i>	1d6	1, 2
<i>Harquebus</i>	1d6	1, 2
<i>Long sword</i>	1d8	1
<i>Minion drake (cannon)</i>	shell: as bomb. grape shot: 3d6. ball: save vs chance. Fail is death.	—
<i>Musket (dog lock)</i>	2d4	1, 2
<i>Musket (match lock)</i>	2d4	1, 2
<i>Musketoön</i>	1d6+1 or 1d3 to 1d3 targets	1, 2
<i>Pike</i>	1d6	1, 2, 3
<i>Pistol</i>	1d4	1, 2
<i>Plug bayonet</i>	1d4	1, 2
<i>Poignard</i>	1d4	1
<i>Rapier</i>	1d4	1
<i>Rifle</i>	1d8	1, 2
<i>Saber</i>	2d3	1
<i>Thrown knife</i>	1d3	1

Critical Hits for Firearms

When discharging a firearm, on an adjusted to-hit roll of 20 or more, you score a critical hit. Roll an additional die for damage. This rule is different than the rule for critical hits in the duel of wits or melee.

For example, a musket rolls 2d4 + 1d4, whereas minion drake grape shot rolls 2d6 + 1d6.

Critical Hits for Melee Weapons

When using a pike, halberd, long sword or other melee weapon, on a natural to-hit roll of 20, you score a critical hit. After applying damage as normal, immediately make another attack. If that attack hits, do damage as normal. If you score a critical hit on the second attack, you may roll to hit for a third attack, and so on.

Morale

An individual combatant's morale is rated from 0 to 10. Morale is derived primarily from your Charisma score. However, you can use the morale of your own Charisma, or the morale of a superior who commands in your unit or fights along side you.

Events before, during and after combat affect morale.

Morale Effects

- ☛ Casualty in unit: -0 to 2 morale.
- ☛ Leader down: -1d3 morale plus leader Charisma bonus.
- ☛ Nearby ally fled or surrendered: -1d2-1 morale.
- ☛ Nearby comrade fled or surrendered: -1d2 morale.
- ☛ Your unit appears to be outnumbered: -1d3-1 morale.
- ☛ You or your unit is flanked: -1d2 morale.
- ☛ You or your unit is surrounded: -1d3 morale.
- ☛ You are beset by a supernatural force: -1d3-1 morale.
- ☛ You are badly wounded (1-2 hit points remain): -1 morale.
- ☛ You are under fire from artillery: -1 morale.

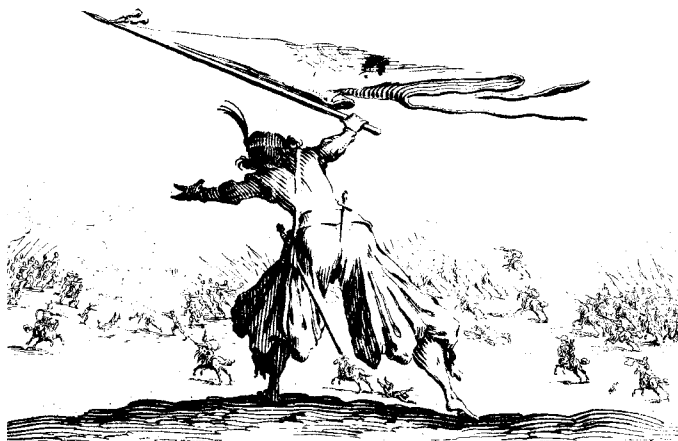
Sang-Froid

If morale drops to 5 or lower, characters must test their Sang-Froid.

- ☛ +1 bonus to Sang-Froid for each ally directly adjacent to you (max +3: left, right and behind).

Morale Thresholds

- 5** — Test individual Sang-Froid. Failure causes you to fall back one step (5 ft) or hesitate for your next action or turn.
- 3** — Fall back 5 ft *and* test Sang-Froid at -1 difficulty for you and allies adjacent to you, even if their individual current morale is over 3. Failure indicates individuals flee or surrender.
- 0** — You drop what you're holding and flee or fall to your knees and beg for mercy.



Esprit du Corps

If you pass your Sang-Froid check, roll 2d6 and consult the table below:

2d6	Esprit	Effect
2-7	Soldier on	No effect
8-9	<i>Montjoie Saint Denis!</i>	Gain +1d3 Morale for the remainder of combat
10	Battle frenzy	Take +1 to hit, +1 damage for the remainder of the combat
11	Hardened	Permanently increase your morale score by one
12	In cold blood	Permanently increase your Sang-Froid rating by one

Leadership

Officers with the Leadership skill can spend their combat action (on initiative step 20) moving amongst their allies and inspiring them to greater deeds. A successful Leadership test adds +1 morale for the remainder of the combat. Since this action takes places in the action phase of the round, it can raise morale above a critical threshold and perhaps stave off negative effects.

- ☪ You may use your Leadership multiple times in a combat.
- ☪ You may not raise morale above 10.
- ☪ Each group may only have one leader.
- ☪ If your leader falls, you cannot designate a new leader during this combat. The situation is too chaotic.

Armor Proof

Armor absorbs damage. When hit, roll to see how much damage your armor can take.

Armor Type

Armor Suit	Armor Proof
Helmet, gorget, breastplate, tassets, gauntlets	1d3 per attack/5 pts total
Helmet, breastplate (cuirass)	1d3 per attack/4 pts total
Breastplate, cuirass	1d3 per attack/3 pts total
Mail shirt	1d2 per attack/4 pts total
Buff coat	1 pt per attack/10 pts total
Helmet (morion, burgonet)	1 pt/1 pt total

Armor Absorption

After your armor has soaked the damage, reduce the armor's total damage protection by the amount absorbed on the attack. When the total reaches 0, the armor is ruined and useless, but still counts toward encumbrance until discarded.

Barricades

It is quite common for combatants to throw up impromptu barricades before a battle from which they can defend their street, their position or their room at the inn.

- ☞ To set up a barricade in haste (one turn) prior to a combat, make a successful Improvise test. Failure indicates the barrier will only last for the first round of combat before it collapses or is overrun. Setting up a barricade overnight requires no test.
- ☞ Barricades increase defense of defenders by +4.
- ☞ Shots at defenders behind barricades count as tough shots.
- ☞ Barricades count as the first rank in your formation. Anyone fighting directly behind (or on) a barricade, fights from the second rank, behind them fights from the third rank.
- ☞ In combat, attackers may attempt to overthrow a barricade. Doing so requires three successful Break tests. Either three characters at once or one character over three (or more) rounds.

- ☞ Outside of combat, barricades can be torn down and cleared in one turn by a team of citizens or soldiers.
- ☞ Cavalry cannot take cover behind barricades.

Special Firearms Rules

Firearms are powerful weapons, but they have their quirks and drawbacks. They benefit from special rules to hit by range and critical hits. They also suffer from misfires, cannot be fired when wet and must be reloaded after each shot.

Reloading

Firearms cannot be reloaded on the move (unless one is mounted and using a pistol, musketoon or harquebus).

Firearm Misfires

On the roll of a 1 to hit, roll 2d6.

2d6	Misfire	Effect
2-3	<i>Ramrod shot</i>	You accidentally fire your ramrod along with ball and powder: at long range, shot falls short and automatically misses; at medium range, roll to hit and do normal damage; at short range, automatically hit for regular damage +1. Ramrod ruined. You cannot reload until you acquire or borrow another ramrod.
4	<i>Pan flashes</i>	Powder in pan flashes; reprime pan and fire as normal next round.
5-8	<i>Powder fizzles</i>	Your powder was improperly packed; you must clear the ball and wadding. Cannot fire next round.
9	<i>Matchcord extinguished or flint fails to spark</i>	Your matchcord has gone out. Relight it on an open flame or your cigar before you can fire again. If you're using a wheel lock or dog lock weapon, the pan doesn't ignite. You can recock and fire next round.
10	<i>Bad shot</i>	Ball breaks up as it leaves the muzzle. No hit, no damage. Fire as normal next round.
11-12	<i>Backfire</i>	Powder explodes in the chamber; take 1d3 damage. Gun ruined. May be rebuilt by gunsmith.

Muskets

A typical musket is a four-foot long, 13 pound shoulder arm that requires 33 steps to reload.

- ☞ After being fired, it takes two rounds to reload a musket.
- ☞ Muskets cannot move and fire.
- ☞ Matchlock muskets require a lit matchcord (or similar source of ignition) to touch off the priming pan to fire. The matchlock must be kept dry and sheltered from too much wind lest it go out.
- ☞ Dog lock muskets or *fusils* are flintlocks that do not require a matchcord to fire.
- ☞ Neither type of musket can fire when wet. They must be dried, cleared and cleaned before they can be fired again, which is a process to be undertaken in camp, not during battle.

Harquebus

Harquebus is an arquebus or caliver—a light musket with a smaller, tighter bore designed to be fired on the move.

- ☞ It takes one round to reload a harquebus after firing.
- ☞ Harquebus uses a flint lock and does not require a matchcord.
- ☞ The harquebus cannot be fired when wet. They must be dried, cleared and cleaned before they can be fired again. Which is a process to be undertaken in camp, not during battle.

Musketoön

A musketoön is a shortened musket of a larger bore designed to fire shot or heavy balls. Its barrel is typically flared at the mouth to assist in loading. It is an ugly, brutal weapon.

- ☞ It takes two rounds to reload a musketoön.
- ☞ If firing shot, roll 1d3 for the number of targets hit and then roll to hit each target individually.
- ☞ A musketoön does not require a matchcord.
- ☞ It cannot be fired when wet. If wet, it must be dried, cleared and cleaned before it can be fired again. Which is a process to be undertaken in camp, not during battle.

Rifle

The rifle is a musket with a rifled barrel firing a tighter-bore ball. They're more accurate at longer ranges but they require considerable time to reload and clean before they can be fired again. Thus they're ideal for sharpshooters at range willing to shoot and move.

- ☞ Rifles require four rounds to reload
- ☞ Rifles use flintlock firing mechanisms and do not require a matchcord.
- ☞ The rifle cannot be fired when wet. They must be dried, cleared and cleaned before they can be fired again. Which is a process to be undertaken in camp, not during battle.

Pistol

A pistol is a smaller wheel lock firearm with a 10" or longer barrel. They're smoothbore, but use a bore and ball similar to the harquebus. They're meant to be fired on the charge and then holstered for close combat. Usually a spare is kept to provide a covering shot for withdrawal.

- ☞ A pistol requires four rounds to reload.
- ☞ The pistol's wheel lock firing mechanism does not require a matchcord.
- ☞ The pistol cannot be fired when wet. They must be dried, cleared and cleaned before they can be fired again.

Falconet

The falconet is a small cannon requiring only a crew of two. It can fire a one pound ball or a bag of shot.

- ☞ Falconets with a crew of two can reload in one round.

Minion Drake

The minion drake is a light cannon requiring a crew of five. It fires a five pound ball or a bag of shot.

- ☞ A minion drake with a crew of three can reload in five rounds.

Grenade

The grenades of this period are hollow cast iron or glass balls containing a powder charge. All had fuses held in place by cylinder-like extensions of the spherical grenade.

- ☞ The fuse of a bomb must be lit before it will detonate. Typically, this is done before it's thrown.
- ☞ On a hit, a bomb will do damage to the person standing in the square in which it lands, and everyone—friend or foe—standing in adjacent squares.
- ☞ If a bomb gets wet, it must be cleaned, dried and repacked before it can be used.

Grenade Misfires

If you roll a 1 to hit with a grenade, the bomb misfires.

2d6	Misfire	Effect
2	<i>Flash</i>	After it's thrown, bomb flashes and flares, creating a blinding light for the rest of the round. Does not detonate. Targets lose next attack.
3	<i>Flare up</i>	Before you throw, bomb flashes and blinds you for 1d4 rounds. You cannot attack.
4-8	<i>Dud</i>	Does not detonate when thrown. Must be repacked before being reused.
9-10	<i>Match fails</i>	Slow match doused on the throw. Bomb inert. Can be relit and reused.
11	<i>Slow match</i>	Slow match burns agonizingly slowly. Bomb won't detonate until end of next round.
12	<i>Bad fuse</i>	Bomb detonates in hand and does 1d8 damage to you and everyone adjacent to you.

Hors de Combat

It is quite possible that combat causes injury to or the death of one or more participants.

For the main characters

When an important character is knocked to zero hit points, they are out of the fight. Roll on the Exertion table in the Mortal Coil chapter immediately, including any penalties pending from rerolls taken during this endeavor.

If the result is 3 or higher, the character lives but is deeply affected. Regardless of the specific result, the character will be out of action for days, weeks, months or even years. A friend or ally can drag them to a safe place, but if no one does, the character will rouse themselves from their stupor and stumble to a nearby cottage, inn or home to take refuge before they collapse.

Named characters in these situations will ask for mercy or succor, according to their idiom. A named character who dies from Exertion will linger for 2d2 hours. They will beg for confession, absolution and last rites.

For the supporting cast

When an unnamed character is knocked down to zero hit points, they are out of the fight. Instead of rolling on the Exertion table, use the following:

Anonymous, Ignominious Death		
2d6	Result	Effect
2-4	<i>Cut down</i>	Killed instantly, unable to make a sound.
5-6	<i>Mortally wounded</i>	They die slowly, bubbling blood from their mouth for 2d4 hours.
7-8	<i>Pierced through</i>	They linger in agony for 1d6 days before expiring.
9	<i>Shattered</i>	They are knocked unconscious by a bloody wound and appear dead (they recover 1 HP in 1d2 turns).
10	<i>Mad with pain</i>	They are badly injured and cry out for salvation—Last Rites—in shrieks and gasps.
11-12	<i>Broken</i>	They are unconscious and maimed, but would survive if the bleeding was stopped.





D.D. CAROLO DELORME REGVM CHRISTIANISS. HENRICI
MACNI, & LVDOVICI IVSTI. Consil. et Medico ordinario Ara-
rij Galliae apud Burdegalenses questori. Integerrimo DNI.
GASTONIS FRANCIAE Primario Medico EYEXHMONESTATO
Symbolicam hanc sui Effigiem Mediceis omnibus dotibus ac vere
suis adornatam, obseruantiae μνημόσυνον IACOB. CALLOT
NOBILIS LOTHARING. fecit, posuit, dicauit Nancej MDCXXX.
Pinxe ORBEM Medicosq. omnes Veteresq. Natosque
VLMAE CAPVT hoc, ORBIS ad Instar erit.



Character Creation

This chapter lists of the steps necessary to create a character in *Miseries & Misfortunes*. The process contains a mix of random rolls weighted to reflect the nature of French society in 1648 and a series of player choices. You will need to refer to the *Système* and *Lifepath* chapters for further information as you proceed.

Motif

Before choosing lifepaths or rolling for anything, the players discuss and invent a central, unifying motif for their characters. It is natural that each has different political backgrounds, religious beliefs or professions, but a greater purpose binds you all.

What is it that ties you all together? Are you in the same military unit? Are you family? Are you inseparable friends? Are you in love?

Your motif must contain a goal or set of values that is larger than the individual and higher than even politics or religion, like family, friendship, love or even a mystical goal.

Character Sheet

Note your motif on your character sheet. You'll need it to record the rest of the process as well.

Birth and Wealth

- ☞ Roll on the Quality of Birth table
- ☞ Roll on Wealth table
- ☞ Roll on Property table
- ☞ Roll on Dependents table
- ☞ Roll for Dependents Relationship
- ☞ Roll for Debts

Generating Starting Wealth

Roll on the Quality of Birth table.

3d6	Quality of Birth
3-5	Marginaux—actor, prostitute, urchins, soldier, filou, sailor (-4 Wealth roll, -7 Prop. roll, 3 Obl)
6-9	Peasant—laborer, villein (-3 Wealth roll, -4 Property roll, 3 Obl)
10-13	Commoner—printer, fish monger, passeur (-2 Wealth roll, -3 Property roll, 3 Obl)
14	Trades—smith, carpenter, clothier (-1 Wealth roll, -2 Property roll, 3 Obl)
15	Bourgeois—merchant, financier, architect, famous artist (+2 Wealth roll, +1 Property, 3 Obl)
16	Noblesse de robe—minister, judge (+2 Wealth roll, +2 Property roll, 3 Obl)
17	Noblesse d'épée—without title (-1 Wealth roll, -3 Property roll, 2 Obl)
18	Noblesse d'épée—with title (+1 Wealth roll, +4 Property roll, 1 Obl)



Nobility

If you roll a 16-18 on the Quality of Birth table, you begin the game as a noble and have a patent of nobility to prove it.

Wealth Class

Roll 3d6, but note the Wealth Class modifier from your quality of birth. It modifies your starting wealth.

3d6	Wealth Class
0-2	Destitution (Wealth Rating: 1d2)
3-7	Subsistence (Wealth Rating: 2+1d3)
8-11	Poverty (Wealth Rating: 2d3+1)
12-13	Middle class (Wealth Rating: 2d8)
14	Well off (Wealth Rating: 9+1d6)
15	Rich (Wealth Rating: 10+1d10)
16	Wealthy (Wealth Rating: 14+1d20)
17	Princely wealth (Wealth Rating: 20+1d20)
18+	Magnate's wealth (Wealth Rating: 30+2d10)

Property

Roll on the Property table, modified by your quality of birth. Property modifies your obligation and Wealth ratings.

2d6	Property	Obligation	Wealth
0-1	Homeless	±0	-1
2-5	Rents	+1	—
6	Country home	+2	+1d3
7	Flat	+2	+1d3
8	City home	+3	+1d4
9	Manor	+4	+1d4
10	Townhouse	+5	+1d4+1
11	Villa	+6	+1d4+1
12	Estate	+7	+1d10
13	Village	+10	+1d10
14	Castle	+12	+1d6-1
15-16	Fortress	+15	+1d6-1

Dependents

Everyone has someone whom they depend on for help. You yourself are dependent upon by up to three lost souls (roll 1d4-1 for amount).

1d20	Dependents
1-2	Child
3	Younger cousin
4	Nephew
5	Niece
6	Younger sister
7	Younger brother
8	Sickly childhood friend
9	Spouse
10	Older cousin
11	Elder brother
12	Elder sister
13	Impecunious lover
14	Infirm father
15	Dying mentor
16	Infirm mother
17	Widower infirm uncle
18	Widowed infirm aunt
19	Infirm grandfather
20	Infirm grandmother

Roll to determine your relationship to familial dependents.

1d6	Relation subtable
1-3	Blood
4-5	In-law
6	Filial or adopted

Debts

1d6	Debt Obligations
1	Owed money (2d3 wealth)
2	Large debt (+4 Obl)
3	Sizable debt (+3 Obl)
4	Debt (+2 Obl)
5	Small debt (+1 Obl)
6	Debt free

Total Obligations

- ☞ Birth quality obligations (1-3) from Quality of Birth table
- ☞ + property obligations (0-15) from Property table
- ☞ + number of dependents (0-3) from Dependents table
- ☞ + number of debts (0-4) from Debts table

Determine Mentalities

- ☞ Set your Nationality to French
- ☞ Roll for Religion
- ☞ Roll for Politics
- ☞ Set each mentality skill to 1/6. Increase the rating of one mentality for each starting level after your first.

A 3rd level Sailor can make two advances to Nationality, Politics and Religion. In this case, I choose to advance Nationality and Religion, because what does Politics mean for a sailor at sea? Nationality and Politics will start at 2/6. Politics remains at 1/6.

2d6 for God

2d6	Religious Affiliation
2-3	Lutheran
4-7	Catholic
8-11	Huguenot
12	Jewish

2d6 for King

2d6	Political Affiliation
2	Cardinalist
3-4	Noble
5-7	Royalist
8-10	Frondeur
11	Hapsburg
12	Politically ignorant

Governing Abilities

- ☞ Roll 3d6 per ability in order.
- ☞ You may modify the final rolls by subtracting two points from one ability to raise another ability by one point.
- ☞ You may not reduce an ability below 9 using this method.
- ☞ Note the modifier for each governing ability.
- ☞ Note the special rules for *Les Gamins* and *Américains* in their lifepath section.

I chose sailor as my lifepath. I roll: S: 8, I: 15, W: 13, D: 11, Co: 13, Ch: 6 for my governing abilities. Good and bad all at once. I hate having a low Charisma since it's so important, but there's not a lot I can do.

I modify the abilities to these final totals: S: 9, I: 13, W: 9, D: 13, Co: 13, Ch: 6. I need Dex as a sailor and I want the languages from Intelligence more than I want the Improvise bonus from Wisdom.

General Ability Scores and Modifiers

Score	Modifier
3	-3
4-5	-2
6-8	-1
9-12	±0
13-15	+1
16-17	+2
18	+3

Determine Languages

- ☞ The native language is French. Set your rating to 3/6.
- ☞ Consult your Intelligence rating to determine if you speak additional languages.
- ☞ Additional national languages are: Latin, Spanish, English, Low German (Dutch) and German.
- ☞ When selecting additional native languages, set their rating to 1/6.
- ☞ Increase the rating of one native or national language per level after the first.

Intelligence Scores and Adjustments

Score	Modifier	Other modifiers and effects
3	-3	Has trouble speaking, is illiterate in native language.
4-5	-2	Is illiterate in native language.
6-8	-1	Can read and write native language.
9-12	±0	Can read and write native language, plus one additional language from nationality list.
13-15	+1	Can read and write native language, plus two additional languages from nationality list.
16-17	+2	Can read and write native language, plus three additional languages from nationality list.
18	+3	Can read and write native language, and all languages from nationality list. Take one additional language of your choice: Latin, Greek, Hebrew, Arabic, Celtic, Gaelic, Russian, Aramaic, Coptic, Runes or Sumerian.

Choose Lifepaths

- ☞ Determine starting power level for campaign: We recommend each player chooses one lifepath for their character and advances it to 3rd level.
- ☞ Check the requirements of lifepaths before selecting them. For language requirements, you may need to select languages before choosing lifepaths.
- ☞ Select gear options if applicable.
- ☞ Choose a name from the suggested names list.
- ☞ Mark the skills associated with your lifepath. See the Set Skills section below for rules for advancing your starting ratings.

Set Skills

Starting Core Skills

- ☞ All core skills begin at 1/6 plus the governing ability modifier (listed in the Governors column of the character sheet) plus modifications from lifepath skills.
- ☞ For core skills, increase the rating of one skill per starting level after the first.



I'm creating a 3rd level sailor. My governing abilities are: S: 9, I: 13, W: 9, D: 13, Co: 13, Ch: 6.

My base core skills plus governing ability modifiers are: Break 1/6, Improvise 1/6, Listen 2/6, Parley 0/6, Sang-Froid 2/6, Search 2/6, Traverse 2/6. For being 3rd level, I also get two advances. I choose to push Improvise to 2/6 and Parley to 1/6.

- ☞ Apply your governing ability modifiers to your lifepath skills.

Lifepath Skill Advancement

- ☞ The first time you take a lifepath, you unlock the whole package of lifepath skills. Check if a skill is listed as a core skill or if you have it listed from a previous lifepath. If you do not see it listed, write it in as a new lifepath skill.
- ☞ Mark new skills as 1/6, increase lifepath skills you already possess by one or increase core skills by one. Add your modifiers to each skill.
- ☞ Second time taking a lifepath, you choose five of its lifepath skills and advance them as described above.
- ☞ Third time taking a lifepath, choose four of its lifepath skills.
- ☞ Fourth time taking a lifepath, choose three of its lifepath skills.
- ☞ Fifth time taking a lifepath, choose two of its lifepath skills.
- ☞ Sixth time taking a lifepath, choose one of its lifepath skills to advance.

As a level three sailor, the Clamber lifepath skill grants me three increases to the Traverse core skill.

Adding my advances and modifiers, my final core skills are: Break 1/6, Improvise 2/6, Listen 2/6, Parley 1/6, Sang-Froid 2/6, Search 2/6, Traverse 5/6.

Experience Conditions at 2nd Level or Higher

As you level up your starting character, check off the relevant experience you've acquired on your lifepath experience conditions table. Use these criteria to build a backstory or history for your character.

Age & Mortal Coil

- ☞ The game master privately determines your life expectancy based on your quality of birth.
- ☞ That total is modified by your starting wealth class.
- ☞ The player rolls for their starting age according to their starting lifepath. See table below.
- ☞ Increase starting age by one for each starting level after 1.
- ☞ The game master privately notes the difference between starting age and life expectancy to determine your mortal coil.

Quality of Birth	Life Expectancy
Marginaux	25-30 (24+1d6)
Peasant	35-40 (34+1d6)
Commoner	45-50 (44+1d6)
Trades	51-60 (50+1d10)
Bourgeois	61-80 (60+1d20)
Noblesse de robe	56-75 (55+1d20)
Noblesse d'épée	41-50 (40+1d10)
Noblesse d'épée	51-60 (50+1d10)

Wealth Class	Life Expectancy Modifier
Destitution	-1d8
Subsistence	-1d6
Poverty	-1d4
Middle class	+1d2
Well off	+1d4
Rich	+1d6
Wealthy	+1d8
Princely wealth	+1d10
Magnate's wealth	+1d12





Starting Lifepath	Starting Age Roll
Américain	14+1d6
Clerk	15+1d8
Explorer	23+2d6
Factorum	15+3d6
Filou	15+1d8-1
Gamin	9+1d6
Jesuit	22+2d6
Merchant	21+1d12
Musketeer	16+1d6
Occultist	18+1d10
Officer	16+1d12
Passeur	13+3d6
Petty Noble	15+1d6
Philosopher	20+2d10
Sailor	13+3d6
Soldier	15+1d10

Determine Measures

Roll for Hit Points

Roll for your starting lifepath hit points at first level. Roll the indicated amount for lifepath hit points at second level and above, and add them to your starting hit points. Add your Constitution modifier each level.

Roll for Will

To measure your Will: Roll 1d3 per decade of age (round mathematically). Add your Wisdom modifier. If you have a Jesuit education, increase your Will by +1d4.

Set Defense

Attacking defense is equal to your Strength ability rating. Dodging defense is equal to your Dexterity ability rating.



Set Morale

The table below lists your starting morale as determined by your Charisma score.

Charisma	Morale
3	Morale 4
4-5	Morale 5
6-8	Morale 6
9-12	Morale 7
13-15	Morale 8
16-17	Morale 9
18	Morale 10

Determine Reputation

To determine your starting reputation score, add your Wealth rating to the base reputation created by your quality of birth.

Quality of Birth	Reputation
Marginaux	0
Peasant	1
Commoner	2
Trades	3
Bourgeois	4
Noblesse de robe	5
Noblesse d'épée without title	7
Noblesse d'épée with title	10

Precedence

Your Precedence is based on birth quality or station. It can change as you rise or fall in station (for example, by becoming a Jesuit).

Station	Estate	Precedence
King, queen	None	10
Cardinal, bishop, abbé	1st	9
Priest, canon	1st	8
Noblesse d'épée with title	2nd	7
Noblesse d'épée without title	2nd	6
Noblesse de robe—minister, judge	2nd	5
Bourgeois—merchant, financier, architect, famous artist	3rd	4
Trades—smith, carpenter, clothier	3rd	3
Commoner—printer, fish monger, passeur	3rd	2
Peasant—laborer, villein	3rd	1
Marginaux—actor, prostitute, urchin, soldier, filou, sailor	None	0

Note Saves

All saves start at 16.

- ☞ Reduce the target number for the saves listed with your lifepath by one for each level taken.
- ☞ Incorporate your Wisdom modifier into your terror save and Constitution modifier into poisons & disease save.

Choose Personal Item

Choose one free item from equipment list. Firearms so chosen do not come with powder or shot. Those are each separate items.

Truly exorbitant items that are far above your station, like a black Andalusian Courser invite trouble. Be forewarned that the plot will likely revolve around the ownership of such a magnificent steed for a session or two.





Lifepaths

The world of 1648 is a diverse and chaotic place. People of all classes mix on the streets of vibrant cities. Trade spans the globe, bringing spices, silks, silver and misery to every corner of civilization.

Characters are defined by moments of their lives that we call lifepaths. Lifepaths are professions or callings that teach skills, grant experience and bestow a perspective on a person. The lifepaths contained in *Miseries & Misfortunes* show characters in motion; people prepared to break through the traditions of society and embrace adventure, exploration and change.

While the societies of 1648 are rigid and conservative to the modern eye, our characters will have the opportunity to escape its bounds and walk many paths throughout their lives.

Choosing Lifepaths

Your birth quality and wealth will determine many things about your character. You may have a concept for who you would like to be—a petty noble on the rise, for example—but your rolls have created a destitute peasant. Be flexible! Think instead for how this character could climb to those heights, rather than begin there.

Requirements

Some lifepaths have requirements that must be met before you can take them. For example, the Merchant lifepath requires Clerk, or the Officer requires a Patent of Nobility, and the Philosopher, Jesuit and Occultist require the Latin language skill.

You must fulfill all requirements before you can enter the lifepath.

Patent of Nobility

A patent of nobility is a certificate from the king that says you and your family are indeed of second estate—nobility. Anyone born a sword or robe noble begins the game with a patent of nobility. During the game, a patent can be purchased from the king for a sizable sum (usually in excess of £100,000). Patents can also be stolen or falsified, but I am sure such deeds are beneath one so honorable as yourself.

A patent of nobility does not confer a title (like lord, baron, count or duke) and does not grant land or office. At its most basic, it entitles you be referred to as *gentilhomme* or *dame*, provides a path to offices and commissions and exempts you from most taxes.

Hit Points

When you start your character on a lifepath, you roll the Starting hit point value. Each time you successfully complete the experience requirements to level up that lifepath thereafter, you use the lifepath hit point value

For example, the gamin gains +1d2-1 hit point per level.

Saves

Each lifepath is listed with a series of saving throws that improve each time the path is taken.

For the gamin, who tend to be lucky sorts, all saves improve each level.

If you walk a second or third lifepath, you carry your saves with you from your previous lifepath. You advance new ones and improve any that overlap.

Lifepath Skills

Each lifepath lists a selection of skills and abilities. Some allow you to open a new skill only available to that particular lifepath. Others allow you to improve a core skill like Break, Search or Sneak.

In addition, some lifepath skills, like Accuracy or Educated, provide bonuses to martial or social combat. Whereas some like Scarred or La Gloire provide a special trait that provides a unique ability.

Lifepath Levels

You can repeat a lifepath up to six times. We refer to each iteration of a lifepath as a level.

If you take Gamin three times, you're a 3rd level Gamin.



Changing Lifepaths

You can leave a lifepath and pursue another calling during the game. However, once you leave a path, you can't come back to it.

To change lifepaths, announce to your group that you are moving on to a new path this session. Cease advancement in your current path. Indicate which new path you will take and describe your entree: What have you done to satisfy the entrance experience conditions? Check to be sure you have all of the needed requirements for the new lifepath. If not, you must fulfill them before taking the new path.

If you have fulfilled the entry-level experience conditions and other requirements in this session, you can take the new lifepath. Note your new skills, new saves and new hit points.

Starting Hit Points are only granted if the path is your first. If it is your second or third lifepath, use the Lifepath HP for your 1st level hit points for your new lifepath.

Starting equipment is only granted when taking your first lifepath. If this is your second or third lifepath, you come as you are.

6th Level

Once you have walked a path six times in a row, you're forced out onto another path. Completing a lifepath provides a bonus of extra years added to your Mortal Coil, as discussed in the Enterprises of Great Pitch and Moment section.

Lifepaths

Américain

Those who have lived in the colonies and returned, or who were born there, are simply called "*Les Américaines*." In French law it states that any slave setting foot in France should be freed. Thus, a slow trickle of escaped slaves from New Spain and New France begin to make their way to the kingdom.

Américain(e)	Reqs: American Starting HP: 2d4 Lifepath HP: +1d3
	Saves: All Starting Age: 14+1d6
<i>Worldly</i>	Increase a religion skill rating of your choice by one.
<i>Runaway</i>	Increase Sneak rating by one.
<i>Scarred</i>	Ignore hits of 1 pt of damage (may only be taken once).
<i>Self-Sufficient</i>	Increase Mend rating by one.
<i>Strong Back</i>	Increase inventory by one for carried items (once). Increase Break rating by one.
<i>World Weary</i>	Increase Sang-Froid rating by one
<i>Resourceful</i>	Increase Improvise rating by one
Equipment	Ragged clothes
Names	Thomas, Alexander, Jean, Baptiste, Antoine, Toussaint

Special Rule: American

Anyone can choose to be *Américain* as their first lifepath. To take this lifepath as your second or third, you must spend a considerable amount of time in New France or New Spain before declaring that you will return home as an Américain.

Américain(e) Lifepath Skills

Worldly: Select any second religion of your choice. Feel free to add ones that are not listed in the limited list in this book. Advance the second religion skill each time you increase the level of this ability.

Scarred: Trigger this ability after armor absorption.

Strong Back: You can carry two large items at once.

Américain(e) Experience

E	2nd	3rd	4th	5th	6th	Américain(e) Experience Conditions
☐	☐	☐	☒	☒	☒	Work an honest trade for fair pay.
☒	☒	☐	☒	☐	☒	Reconnect with an estranged family member.
☒	☐	☒	☐	☒	☐	Honor your word when duplicity would be easier.
☐	☒	☐	☒	☐	☒	Avenge yourself on those who defamed you, hurt you or stole from you.
☒	☒	☒	☒	☐	☒	Adopt a new nation as your home.
☒	☒	☒	☒	☒	☐	Overthrow one who would enslave others.



AV TRIOMPHANT MONARQVE DE LORRAINE.

SVR LE PRIX DE L'ESPEE
emporté par son ALTESSE.
STANCES.

Clerk

Clerks are vital to commerce and law in Paris in 1648. Recent graduates from the University where they were taught Latin and Theology by the priesthood, they look forward to a lifetime of copying legal documents for wealthy merchants and princes.

Clerk	Reqs: None Starting HP: 2d2 Lifepath HP: +1d2-1
	Saves: Poison & plague, chance Starting Age: 15+1d8
<i>Copyist</i>	Increase Latin rating by one.
<i>Bookkeeper</i>	Increase Accounting rating by one.
<i>Student</i>	Increase Theology rating by one.
<i>Scrivener</i>	Increase native language rating by one.
<i>Record Keeper</i>	Increase Search rating by one when in libraries, archives or government offices.
Equipment	Pen knife, quill set, ink stone, scraps of paper, a candle, spectacles, a tatty suit of clothes, worn out shoes and a shawl.
Names	Bartleby, Herman, Melville, Coen, Philippus Aureolus, Theophrastus, Bombastus

Clerk Experience

E	2nd	3rd	4th	5th	6th	Clerk Experience Conditions
☐	☐	☒	☒	☒	☒	Accurately copy an important document.
☐	☐	☐	☒	☒	☒	Deface or alter a document while copying it.
☐	☐	☐	☐	☒	☒	Keep record of an important event.
☒	☐	☐	☐	☐	☒	Draw up a contract document.
☒	☐	☐	☐	☐	☒	Maintain a set of quality inks and quills, despite poverty and adversity.
☒	☒	☐	☐	☐	☐	Write a novel opinion and distribute it to your colleagues.

Explorer

The wealthy, the ambitious and the mad set out from great cities and powerful nations to find in distant nations, treasure, slaves and land to conquer for their royal masters. The explorers are survivors of those expeditions returned to Europe to seek new opportunities.

Explorer	Reqs: Merchant or Patent of Nobility	Starting HP: 1d6+1	Lifepath HP: +2
	Saves: Terror, chance	Starting Age: 23+2d6	
<i>Navigator</i>	Increase Navigate rating by one.		
<i>Intuition</i>	Increase Improvise rating by one.		
<i>Captain</i>	Increase Leadership rating by one.		
<i>Accuracy</i>	Increase to hit with muskets and pistols by one (up to a max +5 bonus). Combine with your Dexterity modifier.		
<i>Keen Eye</i>	Increase Search rating by one.		
<i>Couverture</i>	Increase Artillery saves by one. Also, when behind cover and targeted by musketry, count shots at you as tough shots.		
Equipment	Wide-brimmed hat, cloak or rain cape, shirt, leather breeches, leather belt, socks, riding boots and snapsack. On the belt hangs a poignard. In the snapsack: lantern, jar of whale oil, flint and steel, two candles, hook and line, hatchet, tooth brush, soap and extra socks. Choose one: pouch of tobacco, loaf of sugar or bar of chocolate. In addition, choose one set of the following: • Rifle and cutlass • Rapier, brace of pistols, buff coat* • Harquebus and cuirass* • Falconet or minion drake, pistol, cutlass† *Plus 12 rounds of shot, 20 portions of priming powder, 12 charges of black powder in a shot bag, powder flask and powder horn. †Artillery requires a mule and a team of 2 to 6 to move.		
Names	Hernan, Christoph, Vasco, Armand, Valentin, Mary, Laura, Hortense, Olympia, Alfonse, Eugene, Jean		

Explorer Special Lifepath Skills

La Couverture: In combat, the explorer must state they are moving into cover or taking cover behind a tree, stone, hill or wall. Otherwise, they are caught in the open like a common soldier.

Explorer Experience

E	2nd	3rd	4th	5th	Fin	Explorer Experience Conditions
☐	☒	☐	☐	☐	☒	Journey to a new place outside of your home country.
☐	☐	☐	☒	☒	☒	Return home with something or someone rare, precious, unique or new.
☒	☐	☒	☐	☒	☒	Learn a new language.
☒	☒	☐	☒	☐	☒	Outwit a wily adversary.
☒	☒	☐	☒	☐	☒	Push on into the unknown when everyone else would turn back.
☒	☒	☒	☐	☐	☐	Claim a place or people for your sovereign.
☒	☒	☒	☒	☐	☐	Conduct a daring overland trek or dangerous sea voyage.

Factotum

It is a great honor to serve the great men and women of Paris. Merchants, colonels and princes all keep servants, but the factotums are their most trusted agents.

Factotum	Reqs: Non-noble Starting HP: 2d3 Lifepath HP: +1d3-1
	Saves: Poison & plague, chance Starting Age: 15+3d6
<i>Quick Hands</i>	Increase initiative by one for attacks with bare fists, canes or improvised weapons.
<i>Resourceful</i>	Increase Improvise rating by one.
<i>Discretion</i>	When protecting their master's interest in a duel of wits, increase Will by one and take one point of reputation armor.
<i>Strong Back</i>	Increase inventory rating by one for carried items (once). Increase Break rating by one.
<i>Iron Will</i>	If reduced to 0 hit point while on an errand or mission for their employer, the Factotum may get back to their feet with 1 hit point on the next round. This ability may only be taken once. It may only be used once per mission.
<i>Inconspicuous</i>	Increase Sub Rosa rating by one.
<i>Fixer</i>	Increase Parley rating by one.
Equipment	Conservative suit of clothes, worn leather shoes, walking staff, an attaché case.
Names	Grimaud, Planchet, Boniface, Bazin, Bernouin, Olivain, Mouston



Factotum Experience

E	2nd	3rd	4th	5th	Fin	Factotum Experience Conditions
☐	☐	☐	☐	☐	☒	Make an important delivery for your master.
☒	☐	☐	☐	☐	☐	Discreetly relay a vital message for your master.
☒	☒	☐	☐	☐	☒	Knock down a ruffian who insults your master.
☒	☒	☒	☐	☐	☐	Take a blow or the blame for your master.
☒	☒	☒	☒	☐	☐	Alleviate your master of an odious burden.

Factotum Lifepath Skills

Iron Will: This ability is triggered in the next round after the factotum was reduced to zero hit points. Once on their feet, they must spend their action to offer an apology, otherwise they collapse again into a heap. Triggering this ability does not necessitate a roll on the Exertion table. If the factotum is knocked to zero hit points a second time within the same day, they must roll on the Exertion table as per the standard procedure.

Discretion: This skill may be increased up to five times for a maximum +5 Will and 5 points of armor. The reputation armor is not relative to other participants of the duel of wits. It represents you protecting your master's interests.

Quick Hands: You may take this ability more than once.

Strong Back: You can carry two large items at once.

Sub Rosa: Sub Rosa is the skill for subterfuge: following someone, moving inconspicuously in a crowd, spying, dead-dropping a letter or dropping poison in a glass.

Filou

Filous are the big brothers and sisters of the gamins. Paris is a city of great opportunity, but even so, they lead hard lives. To survive, they must challenge their criminal skills and evolve before the law catches up with them.

Filou	Reqs: None Starting HP: 2d3 Lifepath HP: +1d3-1
	Saves: Poison & plague, chance Starting Age: 15+1d8-1
<i>Grifter</i>	Increase Rook rating by one
<i>Coin Clipper</i>	Increase Counterfeiting rating by one
<i>Rogue</i>	Increase Lock Picking rating by one
<i>Knife Work</i>	When using knives and attacking a surprised, unarmed or unaware victim, increase damage by +1d. Increase damage by an additional die each time the ability is taken, up to a maximum total of +3d.
<i>Inconspicuous</i>	Increase Sub Rosa rating by one.
<i>Menace</i>	+1 to hit with Threaten actions when suggesting physical violence during a robbery or extortion. Maximum +5 bonus. Combine with Charisma modifier.
Equipment	Threadbare clothes, badly worn shoes, a poignard and a hairpin.
Names	Le Balafré, Le Borgne, Béronte, Ragonde, Valentin

Les Filous Lifepath Skills

Rook: Rook is the skill for criminal activity like con games, trickery, deception and falsehoods. Use Steal for pickpockets and cutpurses.

Knife Work: This ability can be used with poignards, daggers and even improvised shivs (1d2 damage). With Knife Work, a poignard in the hands of a filou does 2d4 points of damage up to a maximum of 4d4 points of damage if advanced three times. The ability can only be taken three times. Like Ambuscade, attacking from surprise requires a Sneak or Sub Rosa test to set up the ambush. Alas, poor King Henri, Ravaillac knew his knife work.

Sub Rosa: Sub Rosa is the skill for subterfuge: following someone, moving inconspicuously in a crowd, spying, dead-dropping a letter or dropping poison in a glass.

Filou Experience

E	2nd	3rd	4th	5th	Fin	Filou Experience Conditions
☐	☐	☐	☐	☐	☐	Swindle someone because they're too dumb to keep what they have.
☐	☐	☐	☒	☒	☒	Rob someone by force.
☒	☐	☐	☐	☒	☒	Pick a fancy pocket simply because it's there.
☒	☒	☐	☐	☒	☒	Pick a lock guarding something secret, famous or uniquely precious.
☒	☒	☒	☒	☐	☐	Pass off counterfeit money or forged papers as legitimate.
☒	☒	☒	☒	☐	☐	Escape from justice for your crimes.



Gamin(e)

Gamines are orphans living on the streets of Paris who will do anything to survive.

Gamin(e)	Reqs: None Starting HP: 1d3 Lifepath HP: +1d2-1
	Saves: All Starting Age: 8+1d6
<i>Ambuscade</i>	When attacking from ambush, concealment or via a clever stratagem, increase your to-hits for all weapons by +2 for the first attack of the ambush. Increase bonus by one up to a maximum of +6. Combine with Dexterity or Strength modifiers as appropriate.
<i>Night Musician</i>	Increase Charivari rating by one.
<i>Street Urchin</i>	Increase Sneak rating by one
<i>Cutpurse</i>	Increase Steal rating by one
<i>Clamber</i>	Increase Traverse rating by one
<i>Coquin</i>	A Gamin(e) may use Dexterity in place of Strength for defense and are always considered tough shots for missiles.
Equipment	The Gamin(e) starts with ragged clothes and a bit of rope for a belt. No weapons, no food, no shoes.
Names	Friquet, Le Fou, La Petite, Le Sauvage, La Coquin, Le Vaurien, La Tricheur, Le Riche, La Sale, Le Cochon, La Souris

Gamin(e) Governing Abilities

Roll 3d6 for Governing Abilities as per the standard procedure. However, gamins, by their nature are not fully developed. Use the following procedure until they come of age:

- ☛ Strength and Wisdom modifiers are limited to -3, -2, -1 and 0. A Strength of 13 or higher can be used for tests of the governing ability, but cannot be used to modify skills.
- ☛ Intelligence, Dexterity, Constitution and Charisma modifiers are unaffected by this rule. A high ability indicates a precocious child.
- ☛ To represent their youthful nature, the gamin gains +1 to Traverse and +1 to Sang-Froid in addition to their lifepath skills.
- ☛ Upon reaching 16, and each year thereafter, apply one level of modifier from the gamin's Strength and Wisdom abilities to their skills—+1, +2 and then +3 if applicable.
- ☛ At 16 the gamin loses their Traverse benefit.
- ☛ At 18 the gamin loses their Sang-Froid benefit, the Coquin skill and can no longer advance in level as a gamin.

Gamin(e) Lifepath Skills

Ambuscade: To activate Ambuscade, the gamin must gain position on their intended opponent through a Sneak, Sub Rosa or similar test.

Charivari: Charivari is a song and ritual performed by street urchins to antagonize and terrify their chosen targets. The children set themselves at the door or window of the target and begin to sing a ribald song. If the children pass their Charivari test, the victim must make a saving throw vs Terror. Success indicates they have become angry and take 1d4 damage to Will. Failure indicates the target is terrified and either shuts themselves in their house or flees the city for 2d3 days. Success also does 1d3 damage to the target's reputation. Charivari requires at least four gamin to perform. For each four gamin after the first four, take +1 to the Charivari roll.

Coquin: The player may choose when they wish to use Strength or Dexterity for defense. Defense increases by one per level taken. Sadly, the gamin loses the Coquin ability on their 18th birthday.

Gamine Experience Conditions

E	2nd	3rd	4th	5th	Fin	Gamin(e) Experience Conditions
☐	☐	☐	☒	☒	☒	Steal something valuable.
☒	☐	☐	☐	☒	☒	Steal something important to someone just because you can.
☒	☒	☐	☐	☒	☒	Clamber onto or into a place no one else would think to go.
☒	☒	☐	☐	☐	☒	Make an improbable escape.
☒	☐	☐	☒	☐	☒	Feign innocence or meekness to escape punishment for your crimes or to exact revenge on a rival.
☒	☒	☒	☒	☒	☐	Be adopted by a powerful patron or kindly ally.



Jesuit

Jesuits are Catholic priests who are members of a special order within the Church: The Society of Jesus. The Jesuits vow to:

- ☞ Elect their own general of their order and follow his laws.
- ☞ To serve the pope above all else.
- ☞ To save souls as commanded by the pope wherever he sends them.
- ☞ To set aside ambition and jealousy in their service.
- ☞ To act in kindness, gentleness, and the love of Christ.
- ☞ To educate children in the Christian faith.
- ☞ To be humble in all things.
- ☞ To live happily in holy poverty and without property or income.

Jesuit	Reqs: Catholic, Latin Starting HP: 2d2 Lifepath HP: +1d2-1
	Saves: Terror, chance, poison & plague Starting Age: 22+2d6
<i>Theologian</i>	Increase Theology rating by one.
<i>Mathematician</i>	Increase Mathematics rating by one.
<i>Astronomer</i>	Increase Astronomy rating by one.
<i>Studied</i>	Increase Latin and Greek rating by one.
<i>Linguist</i>	Increase French, Spanish, German, Japanese or Chinese by one
<i>Lecturer</i>	+1 to hit with the Educate action when incorporating the teachings of Christ or the Society of Jesus into your argument. Maximum +5 bonus. Combine with Charisma modifier.
Equipment	Black cassock, cincture, biretta, ferrailo cap, simple shoes, satchel, vial of holy water, <i>Ratio Studiorum</i> , rosary and Bible.
Names	Ignatious, Francisco, Pelletier, Jerome, Claudio, Matteo, Alfonso, Diego, Nicolas, Peter, Simão

Jesuit Lifepath Skills

Theology: The Theology skill grants access to the prayers listed in the Sacred & Profane chapter. Each prayer is listed with a difficulty and a gnosis rating. The difficulty is a penalty to the Theology skill when invoking that prayer. The gnosis rating represents the knowledge required to access the divine.

Jesuit Gnosis

Jesuits enter the game with 1d6 gnosis per starting level.

Jesuit Prayers

It is recommended that the young priest limits himself to the Pater Noster, Confession, Holy Communion, Last Rites, Marriage and Sanctify Water until he better learns the mysteries of the faith.

Jesuit Experience Conditions

E	2nd	3rd	4th	5th	Fin	Jesuit Experience Conditions
☐	☐	☐	☐	☐	☐	Pray in your hour of need.
☐	☐	☐	☒	☒	☒	Grant mercy or clemency to your enemies.
☒	☐	☐	☐	☐	☐	Educate another into the Mysteries of the Faith.
☒	☒	☐	☐	☐	☐	Convert another to Catholicism.
☒	☒	☒	☐	☐	☐	Be relied upon for a great mission by the Father General.
☒	☒	☒	☒	☐	☐	Found a new mission or Catholic community.
☒	☒	☒	☒	☐	☐	Advise the powerful in how to walk the most Catholic path.



Merchant

This is an age of international and global commerce. Spices, silk, wool and silver change hands and cross borders from France, to the Islands, to Mexico, to the Philippines to Japan. Merchant adventurers willing to invest blood, sweat and coin can become richer and more powerful than kings.

Merchant	Reqs: Clerk, Patent or L6 Sailor	Starting HP: 2d2	Lifepath HP: +1d2-1
	Saves: Poison, chance	Starting Age: 21+1d12	
<i>Mercer</i>	Increase Trade rating by one.		
<i>Negotiator</i>	Increase Parley rating by one.		
<i>Investor</i>	Increase Finance rating by one.		
<i>Profiteer</i>	Increase Wealth rating by 1d3.		
<i>Market Savvy</i>	Increase Nationality rating by one.		
<i>Generous</i>	+1 to hit with Bribe actions. Maximum +5 bonus. Combine with Charisma modifier.		
Equipment	Fancy hat, fine hose, buckle shoes, conservative blouse, fine breeches, cloak, purse and a cane.		
Names	Pierre, Walter, Raleigh, James, Hudson, Richard, Jean		

Merchant Lifepath Skills

Trade: This special skill allows a merchant to invest in a market or expedition and return a profit. Choose the amount of wealth to invest in an opportunity. Subtract that amount from your wealth rating. Test your Trade skill. If successful, the investment doubles in 6d6 months and counts as an influx of treasure wealth. If failed, the investment is lost.

Merchant Experience Conditions

E	2nd	3rd	4th	5th	Fin	Merchant Experience Conditions
☐	☐	☐	☒	☒	☒	Profit from trade.
☒	☐	☐	☐	☒	☒	Open a new market for your business or drive your rival out of an existing market.
☒	☒	☐	☐	☐	☒	Discover or create a new commodity.
☒	☒	☐	☐	☐	☒	Found a company or have your own business fail and go into debt.
☒	☒	☒	☐	☐	☐	Drive a rival out of business.
☒	☒	☒	☒	☐	☐	Secure a monopoly through official license.

Musketeer

As the son of an illustrious noble, you are an elite soldier in service of the king. You are his vanguard in battle, expected to take by force any objective he names.

Musketeer	Reqs: Patent Starting HP: 2d4 Lifepath HP: +1d4
	Saves: Artillery, terror, chance Starting Age: 16+1d6
<i>Vive Le Roi</i>	When charging the enemy: +1 damage, +1d movement. Accruing the bonus alternates between odd and even levels respectively.
<i>Esprit du Corp</i>	Increase morale by one.
<i>Accuracy</i>	Increase to hit with muskets and pistols by one (up to a max +5 bonus). Combine with your Dexterity modifier.
<i>Honor Guard</i>	Increase Sang-Froid by one.
<i>Dragoon</i>	Increase Horsemanship skill by one.
<i>Mêlée</i>	Increase accuracy in hand to hand combat by one.
Equipment	A blue tabard, a worn-out horse, a broad-brimmed hat, a rapier and a musket with powder and ball for 10 shots, plus clothing appropriate to your wealth tier.
Names	Treville, Jussac, Cahusac, Bicarar, Bernajoux, Aramis, Athos, Porthos

Musketeer Lifepath Skills

Vive Le Roi: This is a unique combat skill because the type of bonus alternates from level to level: +1damage, +1d movement, +2 damage, +2d movement, +3 damage. Use the bonus from your current level as well as the previous one. Thus at fifth level, you have +3 damage and +2d movement.

Musketeer Experience Conditions

E	2nd	3rd	4th	5th	Fin	Musketeer Experience Conditions
☐	☐	☐	☒	☒	☒	Defend the honor of the Musketeers.
☒	☐	☐	☐	☐	☐	Make your name heard to the king.
☐	☒	☒	☒	☐	☐	Impress the Lieutenant-Captain of the Musketeers
☐	☐	☒	☒	☐	☐	Defend the honor of the queen.
☐	☒	☐	☒	☐	☒	Defend your honor in a duel to the death.
☐	☐	☐	☐	☒	☒	Charge at the van of a battle.

Occultist

There is a mystery written in the Word of God that underwrites the natural and divine order. If one can learn the secret of this mystery, one can move a step closer to true divinity.

Occultist	Reqs: Latin Starting HP: 2d2 Lifepath HP: +1d2-1
	Saves: Poison & plague, terror Starting Age: 18+1d10
<i>Astrologer</i>	Increase Astrology by one.
<i>Necromancer</i>	Increase Goëtia by one.
<i>Theurgist</i>	Increase Theurgy by one.
<i>Studied</i>	Increase Latin and Greek by one.
<i>Hermetist</i>	Increase Hermetics by one.
<i>Discreet</i>	Increase Sub Rosa by one.
Starting Equipment	A tattered and worn grimoire, pen and ink, paper, threadbare cloak, holed boots, a golden signet ring
Names	Agnolo, Marsilio, Heironymous, Jean, Abramelin, Henrichus, Agrippa, Dee, Jubertus, Hartlieb, Michael, Cornelius, Israel, Roger, Isidore, Johannes, Adene, Riccola

Occultist Lifepath Skills

Goëtia: Goëtia is the study and practice of magic and demons.

Theurgy: Theurgy is the study and practice of magic and angels.

Hermetics: Is the theory that all is linked in a single divine order, and within that order all is connected: *Quod est inferius est sicut quod est superius. Et quod est superius est sicut quod est inferius, ad perpetranda miracula rei unius.*

Occultist Gnosis

Occultists enter the game with 1d4 gnosis per starting level.

Occultist Knowledge

Roll once per starting level to determine what the occultist has found in their journeys. Grimoires are considered unread. Note that your occultist may lack the gnosis to summon demons or cast spells. But you will only know for certain if you make an attempt.



3d6	Knowledge
3	Arte Invisibilitatis (Necromantic spell)
4	Pseudomonarchia daemonum (Grimoire)
5	Vapula (Nomine daemonium)
6	Barmiel (Name of ærial spirit)
7	Iuro Vos Praesepulti (Necromantic spell)
8	Marbas (Nomine daemonium)
9	Liber Officiorum Spirituum (Grimoire)
10	Zohar (Grimoire)
11	Sentio Vos Exanimus (Necromantic spell)
12	Gamigin (Nomine daemonium)
13	Fasciculus Chemicus (Grimoire)
14	Artem obtinendum dignitatem et honorem (Necromantic spell)
15	Hec Clausi Plutonis (Necromantic spell)
16	Darochiel (Name of ærial spirit)
17	Shams al-Ma'arif (Grimoire)
18	Balam (Nomine daemonium)

Occultist Experience Conditions

E	2nd	3rd	4th	5th	Fin	Occultist Experience Conditions
☐	☐	☐	☐	☒	☒	Acquire a new libram, grimoire or spell.
☒	☐	☒	☐	☒	☐	Discover a hidden meaning, secret or code in the text of the Bible.
☒	☒	☐	☐	☐	☐	Bargain with a demon for personal gain.
☒	☒	☒	☐	☐	☐	Demand a demon protect the innocent.
☒	☒	☒	☐	☐	☐	Bind an angel to a mundane task.
☒	☒	☒	☒	☐	☐	Bind an angel to serve good and stop an unjust act.

Officer

To be an officer is to be among society's elite. To lead soldiers into battle is to have the chance for glory and treasure unattainable at any other level of society. However, to be commissioned an officer one must have the imprimatur or *charge* of the king. To receive a commission, one must prove one's nobility and pay a substantial fee.

Officer	Reqs: Charge Starting HP: 2d4 Lifepath HP: +1d3-1
	Saves: Artillery, terror Starting Age: 16+1d12
<i>Commander</i>	Increase Leadership rating by one.
<i>Courage</i>	Increase Sang-Froid rating by one. In addition, increase Morale by one when leading from the front.
<i>Fencer</i>	Increase to-hits with sabers, rapiers and cutlasses by one up to a maximum of +5. Combine with your Strength modifier.
<i>Strategist</i>	Increase Military Doctrine rating by one.
<i>La Gloire</i>	Increase Reputation by 1d6.
<i>Dance</i>	Increase Fashion rating by one when dancing at balls and courtly events.
Equipment	All officers start with a sabretache, hat, knee-length breeches, hose, shoes, shirt, justacorps and cloak. In addition, choose one kit: • Sergeant: Morion, cuirass, tassets and halberd • Officer of Infantry: Cutlass and pistol.* • Officer of Cavalry: Saber, harquebus, pistol and horse.* • Officer of Artillery: Pistol, cutlass and spyglass.* *Also start with 20 rounds of shot, powder and priming powder in a shot bag, powder horn and powder flask.
Names	Castres, Vauban, Strozzi, Albert, La Motte, La Fleur, Rambutin

Officer Lifepath Skills

Fencer: This skill stacks with Mêleé.

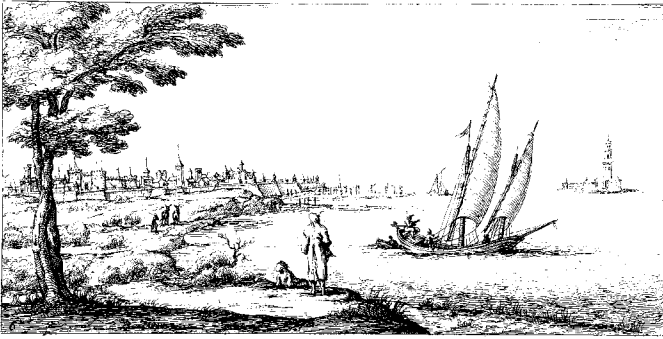
Military Doctrine: Integrating musket, pike, cavalry and artillery on the field of battle is a daunting task. Use this skill to set your units in a favorable disposition for battle, and to train recruits and officers in the art of war.

La Gloire: Roll for the reputation increase when you take this skill after attaining your new level. It increases your current maximum, and does not count as a deed.



Officer Experience Conditions

E	2nd	3rd	4th	5th	Fin	Officer Experience Conditions
☐	☐	☐	☐	☐	☐	Purchase or earn a promotion in rank (<i>charge</i>).
☒	☐	☐	☐	☐	☐	Host a sumptuous meal for your fellow officers on campaign.
☒	☐	☐	☒	☒	☒	Defend your honor in a duel.
☐	☐	☐	☐	☒	☒	Engage in a battle and lead from the front.
☒	☒	☒	☐	☐	☒	Win a battle.
☒	☒	☒	☒	☒	☐	Form a new regiment and sell your charges.



Passeur

The Seine is the heart of Paris. She is used for water, bathing, fishing and to cast off waste. Flowing around Ile de Saint Louis and Ile de Notre Dame, she splits the city into left and right halves, spanned by bridges. Passeurs ply their trade and make their living ferrying folks and goods across the river. They might also, on occasion, hire themselves out to those who wish to travel by night so as to bypass the customs gates that ring Paris.

Passeur	Reqs: None Starting HP: 2d3 Lifepath HP: +1d3-1
	Saves: Artillery, chance Starting Age: 13+3d6
<i>Master of the Seine</i>	Increase Pilot rating by one.
<i>Smuggler</i>	Increase Sub Rosa rating by one.
<i>Boatwright</i>	Increase Carpentry rating by one.
<i>Strong Back</i>	Increase Break by one. Increase inventory by one for carried items once.
<i>Haggler</i>	Increase Parley rating by one.
Equipment	A small boat, oars and a pole, a coil of rope, pantaloons, a broad-brimmed hat, a loose shirt, a poignard and a pistol with powder and shot.
Names	Denis, Henri, Dieudonné, Hubert, Loïc, Gaston, Honoré

Passeur Experience Conditions

E	2nd	3rd	4th	5th	Fin	Passeur Experience Conditions
☐	☐	☐	☒	☒	☒	Avoid paying your taxes.
☒	☐	☐	☐	☒	☒	Smuggle contraband into the city.
☒	☒	☐	☐	☐	☒	Keep your boat in good repair.
☒	☒	☐	☐	☐	☒	Smuggle a person in trouble out of the city.
☒	☒	☒	☐	☐	☐	Skim some of the take for yourself.
☒	☒	☒	☒	☐	☐	Bribe the night watch, customs post or intendant.

Petty Noble

The blood of France flows through your veins! You are a defender of the realm and, as evidence, have the right to bear a sword. It is a great honor. You are also exempt from most taxes. However, you have no land or title, and are forbidden by law from making a profit in trade or commerce. And thus, you are very poor, and eat and drink only what your luck and ambition provide for you.

Petty Noble	Reqs: Patent Starting HP: 2d4 Lifepath HP: +1-2
	Saves: Chance, terror Starting Age: 15+1d6
<i>Mêlée</i>	Increase bonus to hit with melee weapons by one (up to max +5 bonus). Combines with Strength bonus.
<i>Parry</i>	In hand-to-hand combat, increase defense by one.
<i>Main Gauche</i>	Additional attack at -4 to-hit penalty. Reduce the penalty by one per level taken.
<i>Born to Rule</i>	Increase Leadership rating by one.
<i>Courtier</i>	Increase Fashion rating by one.
<i>Etiquette</i>	+1 damage to Implore and Flatter attacks when using the proper etiquette with nobility. Maximum +3 damage. Combine with Charisma modifier.
Equipment	Rapier, a worn set of once-fashionable clothes, buckled shoes, a threadbare cloak, a jaunty hat, a sway-backed nag, a letter indicating your patent of nobility.
Names	de Batz, de la Fere, d'Herblay, du Vallon, Rochefort, Regnard, d'Entragues, d'Erencourt, Philis de la Tour, Prémoy

Petty Noble Lifepath Skills

Main Gauche: Make a second attack in hand-to-hand combat at the listed penalty with a pistol or poignard. Leveling this ability four times eliminates the off-hand penalty.

Parry: You may take this ability multiple times. Increase your defense by one for each level after the first.

Fashion: It is vital to look your best at all times, so as to prove your worth and justify your reputation. Use the Fashion skill to guarantee you are in style and to impress others with your choices.



Petty Noble Experience Conditions

E	2nd	3rd	4th	5th	Fin	Petty Noble Experience Conditions
☐	☒	☐	☒	☐	☒	Gain the favor of a powerful member of court.
☐	☒	☐	☒	☐	☒	Fight a duel to defend your reputation.
☒	☒	☐	☒	☐	☒	Increase your title or rank.
☒	☐	☒	☐	☒	☐	Gain a royal or official office.
☒	☐	☒	☐	☒	☐	Come fashionably dressed to a ball or fête.
☒	☒	☒	☐	☒	☐	Gain a grant of land.

Philosopher

Philosophers focus their studies on the Book of Nature, trying to tease out its secrets and purify it, so as to unlock the secrets of the Book of God.

Philosopher	Reqs: Latin Starting HP: 2d2 Lifepath HP: +1d2-1
	Saves: Poison & plague, chance Starting Age: 20+2d10
<i>Astronomer</i>	Increase Astronomy by one.
<i>Chymist</i>	Increase Chymistry by one.
<i>Mathematician</i>	Increase Mathematics by one.
<i>Classicist</i>	Increase Latin and Greek by one.
<i>Hermetist</i>	Increase Hermetics by one.
<i>Logician</i>	Increase Decipher by one.
Starting Equipment	Spectacles, a pocket watch, a log book, pen and ink, ill-fitting clothing, a leather case containing tools and implements
Names	Isaac, Leibnitz, Ashmole, Weyer, Maupin, Rene, François, Rotrou, Cyrano, Charles, Antoine, Melchior, Alain

Philosopher Lifepath Skills

Chymistry: This skill is used to mix recipes and purify elements. Chymistry formulas are listed in the Sacred & Profane chapter.

Hermetics: Hermetics is the theory that all is linked in a single divine order, and within that order all is connected: *Quod est inferius est sicut quod est superius. Et quod est superius est sicut quod est inferius, ad perpetranda miracula rei unius.*

Philosophers Formulas

The philosopher begins their journey with two of the following formulas:

2d6	Formulae
2-3	Sweet Fragrance
4-5	Willow Bark
6-7	Genièvre
8-9	Fumigant
10	Salt of Petra
11-12	Greek Fire

Philosopher Gnosis

Philosopher's enter the game with 1d4 gnosis per starting level.



Philosopher Experience Conditions

E	2nd	3rd	4th	5th	6th	Philosopher Experience Conditions
☐	☐	☒	☐	☒	☐	Find or invent a new chymistry recipe.
☐	☐	☐	☐	☐	☒	Discover and read a new Latin or Greek text
☒	☐	☒	☐	☒	☐	Using chymistry in an unintended way
☒	☒	☐	☒	☐	☐	Write a novel opinion on a scientific subject
☒	☒	☒	☐	☐	☐	Connect two apparently unrelated phenomena into one hypothesis
☒	☒	☒	☒	☐	☐	Trace a lineage from scientific fact to divine.

Sailor

Kings and queens have their nations, generals have their armies, but they are small and lubberly when compared to the vast seas and oceans that girdle the globe. We live in the Age of Sail. Commerce and communication spans the globe and it is the sailors who crew the ships that ply the deeps.

Sailor	Reqs: None	Starting HP: 2d3	Lifepath HP: +1-2
	Saves: Artillery, chance	Starting Age: 13+3d6	
<i>Mêlée</i>	Increase bonus to hit with melee weapons by one (up to max +5 bonus). Combines with Strength bonus.		
<i>Parry</i>	Increase your melee defense by one.		
<i>Able Seaman</i>	Increase Sailing Ships rating by one.		
<i>Clamber</i>	Increase Traverse rating by one		
<i>Gun Crew</i>	Increase bonus to hit when using artillery by one. Maximum bonus is +5. Combine with Intelligence modifier.		
<i>Helmsman</i>	Increase Pilot rating by one.		
Starting Equipment	Colorful pantaloons, a smart wool jacket, an oiled cape, curly-toed slippers, and a well-used knife.		
Names	Jan, Ward, Zymen, Hayreddin, Reis, Murat, Òlafur		

Sailor Lifepath Skills

Parry: You may take this ability multiple times. Increase your defense by one each time you take it.

Pilot: Use this skill for operating boats in rivers and bays or when bringing a ship into port.

Sailing Ships: Use this skill for operating a ship on the open ocean.

Sailor Experience Conditions

E	2nd	3rd	4th	5th	Fin	Sailor Experience Conditions
☐	☐	☐	☐	☐	☐	Get drunk in a new port.
☐	☐	☐	☐	☐	☒	Visit new seas or coasts.
☒	☒	☒	☐	☐	☐	Cross the equator.
☒	☒	☒	☒	☐	☐	Overhaul or outrace a ship of the same rating or an ostensibly faster ship.
☒	☐	☒	☐	☒	☒	Score a critical hit as gun crew in a battle.
☒	☒	☐	☒	☒	☒	Get lashed for a disciplinary infraction.

Soldat

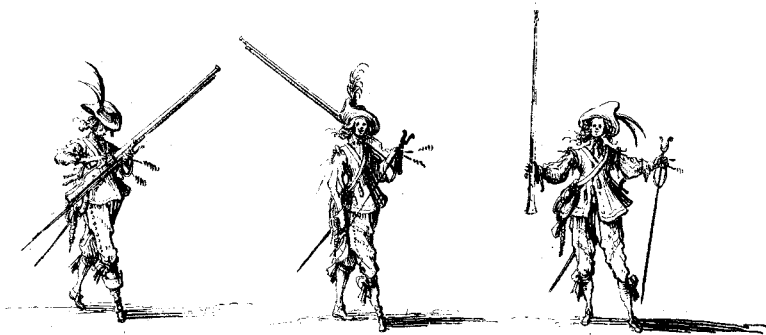
You are perhaps the son or daughter of a soldier, raised on campaign during the endless wars of the past 30 years, or a villager forcibly conscripted by the king's *commissaires*, or a volunteer who signed up for the bounty, or a criminal dragged from your cell. Whatever your origin, you now carry a musket or a pike for the king, serving the royal will in arguments with other sovereigns over the rights of nations.

Soldier	Reqs: None Starting HP: 2d4 Lifepath HP: +2
	Saves: Chance, artillery, terror Starting Age: 15+1d10
<i>Mêlée</i>	Increase to hit with melee weapons by one (up to max +5 bonus). Combines with Strength bonus.
<i>Force</i>	Increase damage with melee weapons in the following steps: +1, +2, +d4, +d6 and +d8. Combine with your Str modifier.
<i>Accuracy</i>	Increase bonus to hit with muskets and pistols by one (up to a max +5 bonus). Combine with your Dexterity modifier.
<i>Drill</i>	Increase initiative by one step when using muskets, harquebus and rifles. Combine with your Dexterity modifier. May only choose this ability once.
<i>Looter</i>	Increase Break rating by one.
<i>Routier</i>	Increase Soldiering rating by one.
Equipment	Poignard, snapsack, hat, knee-length breeches, hose, shoes, shirt, waterskin, candle, whetstone, flint and steel. In addition, choose one kit: • Musket, plug bayonet, skull cap* • Burgonet, cuirass, tassets and long sword • Pike, cutlass, burgonet, cuirass, tassets, pauldrons • Harquebus, grenades (4), grenade sack and a jaunty cap *Also, 20 rounds of shot, a matchcord, 20 charges of powder and priming powder, a shot bag, powder horn and powder flask.
Names	Manon, Marie, Geneviève, Jeanne, Joly-Coeur, Madeleine, Gertrude, Pierre, Picard, St Michel, La Garenne, Desbrière



Soldier Experience Conditions

E	2nd	3rd	4th	5th	Fin	Soldier Experience Conditions
☐	☐	☐	☒	☒	☒	Stand your ground under heavy musket fire or an artillery barrage.
☐	☐	☐	☒	☒	☒	Defeat an opponent of greater skill or strength.
☒	☐	☐	☒	☒	☒	Score a critical hit with a musket, rifle or pistol.
☒	☐	☐	☐	☒	☒	Break into and steal valuables or stores of food despite the protests of the owner.
☒	☐	☐	☐	☐	☒	Protect your mate in battle.
☒	☒	☐	☐	☐	☒	Keep a fine hat, fancy cloak or silken blouse.
☒	☒	☒	☐	☐	☐	Show mercy to a worthy opponent.
☒	☒	☒	☒	☐	☐	Purchase a promotion.





Advancement

Through diligence, hard work and some luck it is possible to improve your skill ratings during play.

Experience Conditions

In *Miseries & Misfortunes*, you must fulfill narrative conditions in order to improve your lot. Your lifepath and your mentalities each list criteria for gaining experience. You must accomplish those tasks and overcome those obstacles during the game. When you do so, check off the empty box in your current level.

Once you've filled all the empty experience boxes for your level, you advance to the next level of that lifepath.

Gamines Experience Conditions Example

E	2nd	3rd	4th	5th	Fin	Gamin(e) Experience Conditions
☒	☒	☒	☒	☒	☒	Steal something valuable.
☒	☒	☐	☐	☒	☒	Steal something important to someone just because you can.
☒	☒	☐	☐	☒	☒	Clamber onto or into a place no one else would think to go.
☒	☒	☐	☐	☐	☒	Make an improbable escape.
☒	☒	☐	☒	☐	☒	Feign innocence or meekness to escape punishment for your crimes or to exact revenge on a rival.
☒	☒	☒	☒	☒	☐	Be adopted by a powerful patron or kindly ally.

For example, to enter the Gamin(e) lifepath, a child needs only to steal something valuable. Once they do, the entry requirement is filled and the character earns the basic lifepath package described above. But on your fourth time through this lifepath, stealing something valuable is no longer enough. Now you must steal something important to someone just because you can; and clamber into a place no one else would think to go; and make an improbable escape.

Each lifepath contains a table of experience conditions custom-made for it.

Experience Conditions as Scenarios

Experience conditions exist for the game master to use as inspiration for scenarios and situations. Each game master should prepare for each session by examining the experience conditions needed to advance for each character.

Make your soldiers hungry, then give them a vulnerable farm house to break into. Give your gamines narrow squeezes to slither into. Give your philosophers plenty of tomes and grimoires to translate. All of the experience condition requirements are period appropriate, designed to evoke the beliefs and behaviors of the age. Use them liberally.

No Future

You can only fill conditions for the next level, not for levels beyond that.

Advancing Governing Abilities

Your governing abilities only advance through lucky rolls on the Exertions table, or through supernatural influence.

Advancing Core Skills

As you gain levels in a lifepath, your core skills naturally advance as well. At each level (including the first of a new lifepath), select one core skill to advance one rank.

Advancing Skills

Lifepath Skill Advancement

- ❧ The first time you take a lifepath, you unlock the whole package of lifepath skills. Mark new skills as 1/6 (plus modifiers).
- ❧ If you already possess one of the indicated skills, increase its rank by one. Note that some lifepath skills increase core skill ratings.
- ❧ Second time taking a lifepath, you advance five of its lifepath skills of your choice.
- ❧ Third time taking a lifepath, advance four of its lifepath skills.
- ❧ Fourth time taking a lifepath, advance three of its lifepath skills.
- ❧ Fifth time taking a lifepath, advance two of its lifepath skills.
- ❧ Sixth time taking a lifepath, advance one of its lifepath skills.

Advancing Mentalities

Your Nationality, Politics and Religion advance separately from your lifepath skills. Examine the criteria for advancement based on your current skill rank in each mentality. If you fulfill those criteria, you advance your skill and move to the next column of criteria for further advancement.

Nationality advancement table

Current Skill Rank					Nationality Experience Conditions
1/6	2/6	3/6	4/6	5/6	
☐	☐	☒	☒	☒	Visit the capital for a royal celebration and see the king or queen.
☐	☐	☐	☒	☒	Visit a new city or region in your country.
☐	☐	☐	☒	☒	Tour a foreign guest through your home region or city.
☐	☐	☐	☒	☒	Boast about the indomitable spirit and proud national character of your country.
☐	☐	☐	☐	☒	Eat or drink a local delicacy from a region new to you.
☒	☒	☐	☐	☐	Explore an ancient or forgotten corner of your country.

Religious Advancement Table

Current Skill Rank					Religion Experience Conditions
1/6	2/6	3/6	4/6	5/6	
☐	☐	☐	☒	☒	Express your religious beliefs in your actions.
☐	☐	☒	☒	☒	Attend religious ceremonies in support of your religious beliefs.
☐	☒	☒	☐	☒	Acquire a relic.
☒	☒	☒	☒	☐	Experience an act of God.
☒	☒	☒	☐	☐	Be healed of disease, saved from certain death or experience divine visions.

Politics advancement table

Current Skill Rank					Politics Experience Conditions
1/6	2/6	3/6	4/6	5/6	
☐	☐	☒	☒	☒	Talk politics late at night at the brasserie or argue politics during inappropriate situations.
☐	☐	☐	☒	☒	Support your political party at a public rally or through donations.
☐	☐	☐	☐	☒	Make a stand due to your political convictions.
☒	☐	☐	☐	☐	Defend your political party against the incursions of another political party.
☒	☒	☒	☐	☐	Elect, promot or purchase an influential office or position for your party.

For example, your Cardinalist Politics is rated 1/6. In order to advance it to 2/6 you would have to perform the following tasks: Talk politics with your comrade during a fight or tense negotiation; Support the cardinal during a public rally (or send him secret donations); and make a stand to defend the Cardinal against one of his detractors. To advance from 4/6 to 5/6, you would have to defend the cardinal against the dictates of the Parlement by publishing pamphlets against them or by breaking the windows of their homes. You would have to insert allies of the cardinal into the royal court, the Parlement, Army or even the Parisian colonels. Perhaps you'll take a post for yourself and earn the cardinal's favor!





Virtues & Flaws

Each of us has within us the potential to recall the greatness of the ancients through our deeds and actions. By embodying their virtues, we allow their spirits to flow through us.

Earning Your Virtue

Once you are comfortable with your character, their personality and their direction—usually after four to six sessions—you choose a virtue to represent your character's most shining quality. Your

highest ability rating provides you with a list of options to select from. If two or more abilities are tied for the highest, you may choose which list to pick from.

Strength Virtues: Unbreakable, Unconquered, Iron Grip, Unrelenting

Intelligence Virtues: Diligent, Insightful, Clever, Learned

Wisdom Virtues: Humble, Thoughtful, Cunning, Wise

Dexterity Virtues: Patient, Fleet, Ambitious, Agile

Constitution Virtues: Temperance, Resilient, Compassionate, Forgiving

Charisma Virtues: Chaste, Kind, Beautiful, Articulate

Earning Your Flaw

No hero is without flaw, and your character is no exception. Even Achilles had his arrogance, and Croesus his vanity.

After four to six sessions, your friends choose a flaw for your character from the appropriate list based on how you have played your character. You do not have to pick your virtue and flaw in the same session.

Your flaw is associated with your lowest ability rating (if two or more abilities are tied for the lowest, you may choose which list to pick from).

The game master and other players pick a flaw that is representative for how you have played to date (and where they think this character is going). They will not be punitive, because they are your friends (and you get to pick flaws for their characters, too).

Strength Flaws: Wrathful, Cruel, Weak, Arrogant, Stentorious

Intelligence Flaws: Envious, Sullen, Boastful, Opinionated

Wisdom Flaws: Proud, Stubborn, Naïve, Parsimonious

Dexterity Flaws: Slothful, Clumsy, Cowardly, Covetous

Constitution Flaws: Gluttonous, Drunken, Sickly, Unseemly

Charisma Flaws: Vain, Lustful, Deceitful, Boorish

Playing Your Virtue

To bring your virtue into play, another player or the game master describes your actions or your qualities in terms of your virtue. When you attempt a heroic task, they cite reasons why your virtue makes success a certainty.

- ❧ Odes to your character must include references to Classical heroes, heroines and gods, or to Classical values.
- ❧ Once the pæan to your nature is sung, you pass the test at hand without resorting to a roll, regardless of difficulty.
- ❧ You may only invoke your virtue once per session. Mark its invocation on your character sheet.
- ❧ Virtue can never be invoked to break the setting or historical fiction.



Playing Your Flaw

You possess a fatal mark in your character. Flaws are the inverse of virtues. Rather than easily pass a test, your flaw causes you to automatically miss. Invoke your own flaw at a critical juncture causing you to be absent from a crucial moment, fumble your words in an important conversation or stay your hand at the wrong time. Describe how your weakness of spirit led you to this fated moment.

You may invoke your flaw as many times as you like during the session.

Embodiment

Should both your virtue and flaw be invoked while attempting an endeavor or accomplishing a mission, you gain +1 to your next roll on the Mortal Coil Exertion table.

Virtues & Flaws in Play

Your companions know your strengths and weaknesses, and it is customary to reference them from time to time. While it is never good manners to boast about your virtues or be maudlin about your flaws, you may have to remind your fellow players from time to time with hints regarding your nature. This is perfectly normal and necessary to ensure that all get fair representation at the table.



*Vous qui prenez plaisir en leurs parolles.
Gardez vos blancs, vos testons et pistoilles*



Items & Equipment

Équipage

If you're going out on an expedition, you can freight yourself with all manner of useful items. Most of the time, your load will be light enough that such restrictions and notations won't matter, but occasionally you will need to gird for war or prepare for an expedition and these rules shall hopefully be useful.

Types of Items

- ☞ Carried=items that must be carried, and require two hands for use unless otherwise noted
- ☞ Bandolier=items that can be carried in a bandolier
- ☞ Belt/Baldric=items that can be carried on a belt or baldric
- ☞ Satchel=Items that can be packed in a satchel or snapsack
- ☞ Wallet=Items that can be held in a wallet or pockets
- ☞ Worn=Items that can be worn
- ☞ Team=Items that require a crew or team of animals to move

Inventory

- ☞ You can wear clothing, a cloak, belt, baldric, boots and a dashing hat with a peacock feather in it.
- ☞ Your character can carry one item in your hands, two items on your bandolier, one item on your belt or baldric.
- ☞ In addition, you can carry a snapsack or satchel which can hold twelve items.
- ☞ You can carry up to 40 wallet items in your wallet or pockets—including pistole-sized coins.

Overencumbered

You can carry more than your inventory allows. If lugging large items long distance or laden down with goods, you count as If overencumbered. Reduce your initiative by one step until you spend a moment or action to drop what you're carrying. Or two steps if the game master thinks you're really in over your head.

Equipment Costs

Item	Cost	Inventory Type
Accoutrement		
Powder flask	3s	Wallet
Powder horn	12s	Worn
Bullet flask	2s	Wallet
Flint and steel	5s	Satchel
Bullet mold	1t3 10s	Satchel
Snapsack	1t4	Worn
Dice	1s	Wallet
Cards	1t3	Wallet
Tambour (drum)	1t12	Carried
Clothing and Harness		
Suit of plain clothing (includes: shirt, waistcoat, knee length breeches, undergarments and one pair of socks)	1t15	Worn
Leather baldric	1t2	Worn
Leather waist belt	1t2 16s	Worn
Bandolier	1t2 14s	Worn

Miseries & Misfortunes; or roleplaying in a certain mode of 1648 France

Item	Cost	Inventory Type
Leather shoes	£1 5s	Worn
Socks	£2 15s	Worn
Leather leggings	£5	Worn
Falling band (collar)	£3	Worn
Shirt	£2	Worn
Cape, plain	£8	Worn
Cloak, plain	£10	Worn
Fur-lined cloak, plain	£55	Worn
Fur cap	£20	Worn
Wide-brimmed hat	£1 13s	Worn
Knitted wool cap	6s 10d	Worn
<i>Justacorps</i> (fashionable knee-length jacket)	£700	Worn
Fashionable cloak	£900	Worn
Jacket	£4	Worn
Riding boots	£5	Worn
Coat	£9	Worn
Feather	£10	Worn (hat)
Truly magnificent peacock feather	£100	Worn (hat)
Le loup (fashionable mask for women)	£25	Worn
Armor		
Cuirass	£60	Worn
Mail jacket	£70	Worn
Buff coat	£45	Worn
Helmet (burgonet, morion, birnhelm)	£15	Worn
Skull cap	£6	Worn
Weaponry		
Musket	£9	Carried
Harquebus	£14	Carried, bandol.
Rifle	£24	Carried
Musketoön	£20	Carried, bandol
Pistol	£30	Carried, bandol.
Halberd	£4 10s	Carried
Plug bayonet	£1 4s	Belt
Pike	£2	Carried
Sword	£2 10s	Baldric

Item	Cost	Inventory Type
Bulk goods		
Powder keg (38,400 grains/100 charges)	£10	Carried
Bushel of beans and peas mingled with oats for provender in inns	8s 6d	Carried
Kilderkin (18 gals) of good ale or double beer with carriage	10s	Team
Full quart of the best ale or beer by measure sealed	3d	Satchel
Beef, 1 stone, best at butcher	3s 6d	Carried
Fat goose, best in the market	3s	Carried
Lean chickens (2)	2s	Carried
Tallow candles made of wick (one pound)	1s	Satchel
Oak boards with carriage (100)	£4 5s	Team
Claret, best at the vintners (1 qt)	3s 6d	Satchel
Supper including meat, fish and egg	1s 6d	Stomach
Vinegar (1 gallon)	1s 6d	Carried
Gunpowder (100 lbs; 384,000 grains/320 charges)	£35	Team
Sugar (1 lb loaf)	£1	Satchel
Lead (1 lb)	1s 7d	Carried
Lead (100 lbs)	£8	Team
Ammunition		
Musket ball of lead	2d	Wallet
Shot (18 balls; 1 lb)	36d	Satchel
Musketoone ball of lead	4d	Wallet
Musket charge (120 grains)	2s 3d	Wallet
Priming powder and flask	£1	Wallet
Cartridges (12 fully prepared)	£2	Bandolier
Matchcord	1s per ft	Worn
Tools		
Felling axe	6s	Carried
Hammer	3s	Belt/Baldric
Handsaw	15s	Belt/Baldric
Pickaxe	5s 6d	Carried
Hatchet	10s	Belt/Baldric
Fishing hook and line	6s	Satchel
Lantern	15s 3d	Carried

Item	Cost	Inventory Type
Pail, great	2s 6d	Carried
Oak ladder, short	2s 6d	Carried
Cart	£13	Team
Chisel	1s 6d	Satchel
Gimlet	5s 6d	Satchel
Lock and pair of fetters	6s	Satchel
Shovel	£1 5s	Carried
Whale oil, flask	£12	Satchel
Livestock		
Warhorse, good	£800	—
Warhorse, fine	£1500	—
Andalusian courser (black)	£1000	—
Nag, discolored, sway-backed	£20	—
Services		
Post horse	20s/post	—
Laborer	12s/day	—
Renting a carriage	£7/day	—
Room with a feather bed and necessary apparel for one person for one night and so depart	3d	—
Chamber with two beds and good furniture for one night and so depart	1s	—
Pay for a soldier	£10/mon	—
Night at an inn	2 ecu	—

Currency Conversion

€ 1 livre or franc (£) = 20 sol (pronounced “sou”) = 240 denier

€ 1 ecu = £3

€ 1 pistole = £10

€ 1 gold louis = £24





People

Use our collection of tables to generate people of the supporting cast whom you would meet on the streets of Paris.

Quality

3d6	Quality of Birth	Age
3-5	<i>Marginaux</i> —actor, soldier, sailor	21-32 (20+1d12)
6-8	<i>Gens sans Aveu</i> — prostitute, gamines, flous	11-22 (10+1d12)
9	Peasant—laborer, villein	25-44 (24+1d20)
10-12	Commoner—printer, fish monger, passeur	22-60 (20+2d20)
13-14	Trades—smith, carpenter, clothier	32-70 (30+2d20)
15	Bourgeois—merchant, financier, architect, famous artist	40-59 (39+1d20)
16	Noblesse de robe—minister, judge	56-75 (55+1d20)
17	Noblesse d'épée—without title	20-39 (19+1d20)
18	Noblesse d'épée—with title	22-60 (20+2d20)

Wealth

3d6	Wealth
0-2	Destitution
3-7	Subsistence
8-11	Poverty
12-13	Middle class
14	Well off
15	Rich
16	Wealthy
17	Princely wealth
18	Magnate's wealth

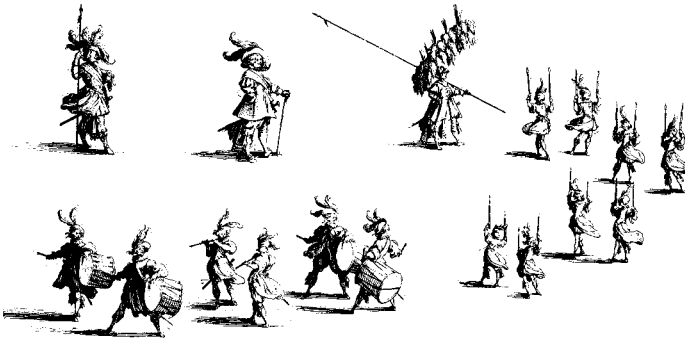
Rank

Noble Title

Second Estate	Roll 3d6
Dauphin (eldest son of king or queen)	18
Prince, Princesse du sang (prince/princess of the blood)	17
Duc et pair (Duke and peer)	16
Duc, duchesse (duke, duchesse)	15
Marquis	14
Comte, comtess (count, countess)	13
Vicomte (viscount)	11-12
Baron, Baronne (baron, lady)	3-10

Robe Nobles

Parlement	Roll 2d6
President	12
Councillor	11
Intendant	10
Receveur Général	9
Master of Requests	8
Judge, Chambres des Comptes	7
Judge, Cours des Aides	6
Judge, Cours des Monnaies	5
Contrôleur des Finance	4
Junior Judge	2-3



Nobles without Titles

Second Estate	Roll 2d6
Seigneur (lord)	12
Chevalier, sieur (knight, sire)	10-11
Écuyer (squire)	8-9
Dame tres gentile (gentlewoman)	6-7
Gentilhomme (gentleman)	2-5

Military Rank

Officer's Rank	Roll 2d6
Subaltern	3-5
Lieutenant	6-8
Captain	9-11
Major	12
Colonel	13-14
Lieutenant General	15
General	16
Lieutenant General	17
Marshal	18

Clerical Rank

First Estate	Roll 2d6
Monk or nun	2-4
Porter	5
Deacon	6
Priest	7
Canon	8
Curate	9
Abbé	10
Bishop	11
Cardinal	12

Politics

2d6 for Government

2d6	Political Affiliation
2	Cardinalist
3-4	Noble
5-7	Royalist
8-10	Frondeur
11	Hapsburg
12	Politically ignorant

Religion

2d6 for God

2d6	Religious Affiliation
2-3	Lutheran
4-7	Catholic
8-11	Huguenot
12	Jewish



Attitude & Motivation

Roll 1d20	Attitude	Roll 1d20	Motivation
1	Murderous	1	Revenge
2	Polemical	2	Employment
3	Conservative	3	Remuneration
5	Suspicious	5	Vindication
6	Garrulous	6	Distraction
7	Shy	7	Boredom
8	Stubborn	8	Ambition
9	Romantic	9	Fulfillment
10	Flirtatious	10	Purification
11	Agreeable	11	Absolution
12	Obsequious	12	Enlightenment
13	Preoccupied	13	Obligation
14	Haughty	14	Madness
15	Defiant	15	Escape
16	Annoyed	16	Duty
17	Angry	17	Loyalty
18	Ebullient	18	Regret
19	Bloodthirsty	19	Desire
20	Secretive	20	Love

Opponents

A small rogues' gallery for your delight and edification.

Robbers

Robber Leader: Soldier L3. HP 12. Armor: Buff Coat. Str 13. Dex 12. Morale 7. Sang-Froid: 3/6. Move: 1d3 x 10. Weapons: Musket (2d4), Pistol (1d4), Cutlass (1d6+3), Poignard (1d4+3). Martial Abilities: Melee: +2 to hit. Accuracy: +2 to hit. Force: +2 damage. Drill: +1 Initiative with firearms. Religion: Catholic. Language: French.

Robber Lieutenant: Soldier L2. HP 7. Armor: Buff Coat. Str 12. Dex 13 (+1 Init). Morale 7. Sang-Froid: 2/6. Weapons: Pistol

(1d4), Saber (2d3+1), poignard (1d4+1). Martial Abilities: Melee: +2 to hit. Accuracy: +2 to hit with muskets (+3 with Dex). Force: +1 damage in hand-to-hand. Drill: +1 Initiative with firearms (+2 with Dex). Religion: Catholic. Language: French.

Robbers: L1 Soldier. HP 3. Armor: none. Str 11. Dex 12. Morale: 6. Sang-Froid: 1/6. Weapons: Poignard (12), Cutlass (4), Halberd (2). Martial Abilities: Melee: +1 to hit. Accuracy: +1 to hit with muskets. Force: +1 damage in hand-to-hand. Drill: +1 Initiative with firearms. Religion: Catholic. Language: French.

Urchins: L3 Urchins. HP 3. Armor: None. Str 9. Dex 13. Morale: 6. Sang-Froid: 1/6. Weapons: Poignard. Lifepath Skills: Coquin (Dex as Defense), Ambuscade (+4), Charivari 3/6, Sneak 4/6, Steal 3/6, Traverse 4/6. Religion: Catholic. Language: French.

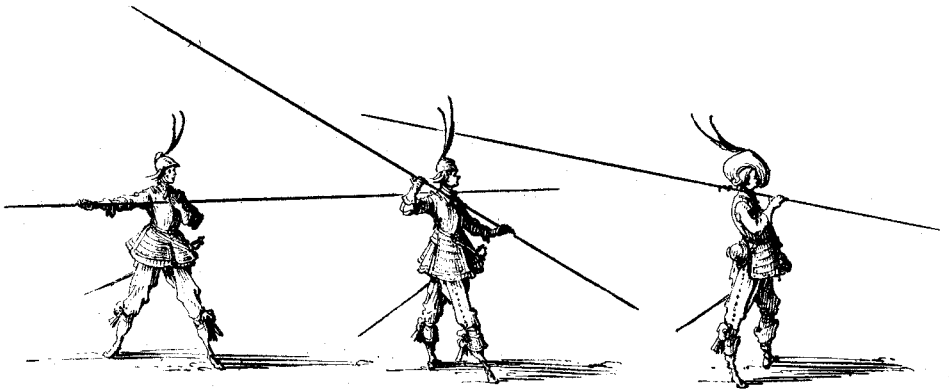
Landsknecht

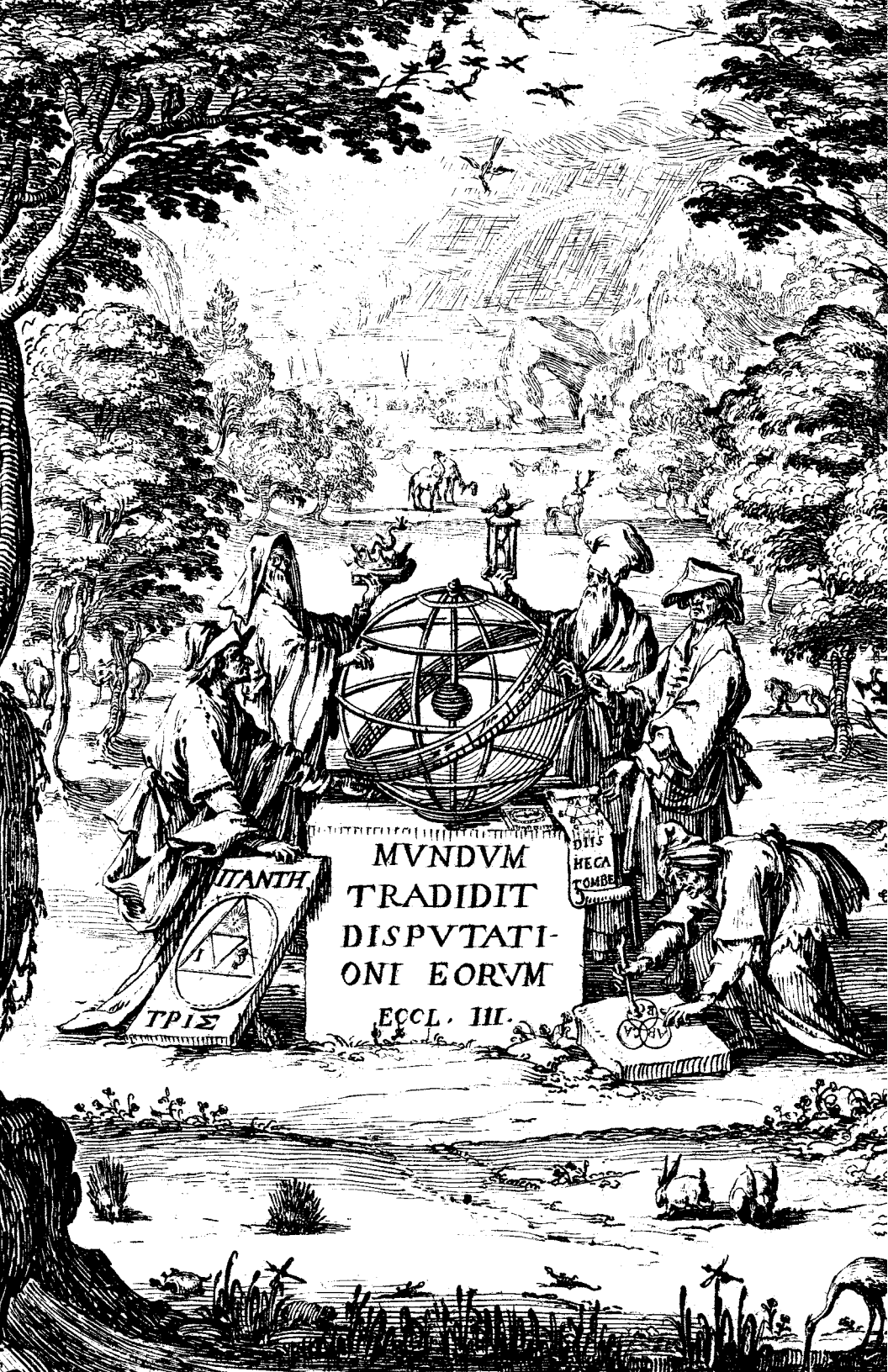
Officer: L3. HP: 10. Armor: Cuirass, Helmet. Str 13. Dex 12. Morale: 8/9. Sang-Froid: 4/6. Weapons: pistol (1d4), harquebus (1d6), saber (2d3+1). Lifepath skills: Fencer: +3 to hit with sabre (+4 with Str). Military Doctrine: 3/6. Leadership: 3/6. Religion: Protestant. Language: German, Latin

Musketeer: L2. HP 8. Armor: Buff coat. Str 12. Dex 11. Morale: 8. Sang-Froid: 3/6. Weapons: Musket (2d4), rapier (1d4). Melee: +2 to hit. Accuracy: +2 to hit. Battle Frenzy: +1 damage when charging to attack. Horsemanship: 2/6. Religion: Protestant. Language: German

Doppelsoldner: L2. HP: 8. Armor: cuirass (-1d3/4 pts). Str 13. Dex 11. Morale: 7/8. Sang-Froid: 2/6. Weapons: Long sword (1d8+3). Poignard (1d4+3). Martial Abilities: Melee: +2 to hit (+3 with Str). Accuracy: +1 to hit with muskets. Force: +2 damage in hand-to-hand. Religion: Protestant. Language: German

Landsknecht Pike: L1. HP 5. Armor: Helmet (-1 once). Str 12. Dex 11. Morale: 7/8. Sang-Froid: 2/6. Weapons: Pike (1d6+1) and cutlass (1d6+1). Martial Abilities: Melee: +1 to hit. Accuracy: +1 to hit with muskets. Force: +1 damage in hand-to-hand. Drill: +1 Initiative with firearms. Religion: Protestant. Language: German





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ECCL. III.

SOLUTIO
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TPIZ



Sacred & Profane

There are two books: the Book of God and the Book of Nature. The Book of God was handed down to us in the Bible. It contains knowledge and truth. The Book of Nature is written all around us in the natural world. It is up to us to decipher and read it.

To understand the Word of God or the Book of Nature, one must study; one must have deep knowledge of the scriptures, the manners of all natural creatures and the names of all of the angels and demons.

Gnosis

To go beyond the written word and discover hidden truths in the Bible, Book of Nature or coded into grimoires, one must have a deep knowledge and understanding of the divine forces at play. This special, supernal knowledge is called *gnosis*—and is represented by this symbol: Γ.

To effectively perform rituals, cast spells or mix formulas, one must have the requisite gnosis score. Gnosis is primarily acquired by reading grimoires.

Empowered by gnosis, we can remake our world with Chymistry, access divinity with Theology, speak to demons with Goëtia and command angels with Theurgy. Without gnosis, we walk blindly through our lives, ignorant to the mysteries and power that surround us. Most characters start with Γ 0.

You Do Not Know What You Do Not Know

Philosophers, priests and occultists all plumb deeply into the mysteries of our existence. They gaze out over an ocean not knowing how far it stretches beyond the horizon or how deep the waters extend beneath them.

To that end, the game master tracks all gnosis: the current gnosis rating of the character, the gnosis rating of grimoires and the gnosis requirements of summoning, spells and formulæ. Keeping this information hidden is crucial to maintaining the mystery of truth and the fun of playing a seeker of knowledge in 1648.

The titles and authors of grimoires are freely known, and even their general contents, but not the depth of the hidden knowledge within.

Malleus Maleficarum

Sovereign and ecclesiastical law both inveigh against necromancy, witchcraft and spells. It is illegal to own a magical grimoire, and practicing these arts is strictly forbidden. If caught with a magical text, the sentence is prison. If convicted of practicing necromancy or witchcraft, the sentence is death. The books themselves are burned.

Grimoires

Grimoires contain knowledge and practical information. To learn from a grimoire, one must read it in the language it was written.

Reading Grimoi

Test your language skill. The **Df** number listed with a grimoire is a difficulty modifier applied to your language skill for reading.

The Archidoxes of Magic is Df -1. You suffer a -1 to your skill rating when attempting to read it.

Your reading can have two of results:

Read Correctly	Read Incorrectly
Interpretation	Misinterpretation

- ☞ *Interpretation:* You find intriguing details, but you must now interpret them. Go to Grimoire Gnosis.
- ☞ *Misinterpretation:* You are confident you have read the text correctly but need more time to puzzle out its meaning. The game master reduces the maximum gnosis value of the book by one die step for the purposes of your research. You may attempt to reread the book at a later date. Tomes reduced from 1/2 are rendered useless to you.

Grimoire Gnosis

Each grimoire or holy book has a rating indicating the difficulty to absorb the knowledge within it: 1/2, 1/3, 1/4, 1/6, 1/8, 1/10, 1/12, 1/20, 1/30 and 1/100.

- ☞ The rating formula is 1/die type: 1 on a d2, 1 on a d3, 1 on a d4, etc. This formula represents the amount of knowledge contained in the text (die type) and the difficulty of absorbing it (rating).

The Archidoxes of Magic by Paracelsus is rated Γ: 1/4. It contains four points of gnosis.

Interpretation

- ☞ After reading the text, roll the gnosis rating to successfully interpret.
- ☞ If you roll the tome's rating—most often a 1—your gnosis increases by the amount equal to the *die type*.

To interpret the Archidoxes, I must roll a 1 on a d4.

If you interpret the Archidoxes of Magic, you roll a 1d4. If the result is a 1, you absorb four points of gnosis.

Breadth of Knowledge

- ☞ To have a chance at absorbing the knowledge in a grimoire, you must have a gnosis rating equal to the die type or have previously successfully interpreted a text on the same subject within ± 1 die step of the text.

To read the Archidoxes of Magic by Paracelsus (1/4), I would need either Γ 4 or to have read a 1/3 or 1/6 book on alchemy, goëtia or astrology.

- ❏ If you have successfully read the text, but do not have the required breadth of knowledge, you may extract practical information on the subject, including spells and formulæ.

Obviously, gaining knowledge is an unlikely and difficult event, especially for elaborate texts. However, there are ways to unlock deeper mysteries.

Absorption Time

To read and interpret a text requires time and study. The game master rolls 1d2 per point of gnosis successfully interpreted. The result indicates the number of weeks required for this round of study.

If Cornelius Israel absorbs 4 Γ from the Archidoxes of Magic, the game master rolls 4d2 for a total of five weeks time.

- ❏ If a book is listed with 0 gnosis, the aspirant has been duped. Roll 1d6 to determine how many weeks of reading transpire before they realize the book is empty of knowledge.

Fragments of the Text

For the purposes of interpretation, a grimoire always counts as its original rating. If you extract 12 points of gnosis from the Picatrix (1/20), the next time you approach the text, it still counts as 1/20 and not 1/8. However, the most you could get out of a further interpretation roll is 8 points of gnosis, even if you read the text again at 1/20, 1/12 or 1/10.

If there is a single point of gnosis remaining in a text due to degradation or some other gnostic mishap, that bit of knowledge is lost and cannot be extracted from this tome.

Failure to Interpret

Should you fail an interpretation, the game master can apply one of three results:

Meditations: The mysteries you unlocked inspire you to think deeply on what you have learned. Your time spent reading is lost, but you do no damage to yourself or the text.

False knowledge: Your strained attempts at interpretation have created phantoms of false knowledge within you. Roll the gnosis die for the text and subtract the result from your gnosis. You question everything you know.

Degradation: The text becomes damaged. Subtract one from its current gnosis rating (one point, not one die type). A 1/20 becomes 1/19. Use the nearest die type for counting die steps for degraded texts.

You may spend exertion to reroll a failure and add the bonus to your interpretation roll.

Focus

Before you begin interpretation, you may signal to the game master that you will focus on a portion of the text rather than the whole thing at once. Doing so reduces the die step of the grimoire by one for the purposes of interpretation.

- ☞ You may focus one die step per point of positive Wisdom modifier (+1/+2/+3). If you do not have a positive Wisdom modifier, you may not focus and reduce die steps.
- ☞ Focus adds 1d2 weeks of absorption per die step.

Dro's occultist, Cornelius Israel, has a Wisdom of 13. If he reads the Archidoxes of Magic (1/4) correctly, he can focus and interpret it at 1/3, thereby increasing his chances of interpretation.

Using focus, it is possible to tackle a text piecemeal.

Fields of Related Knowledge

If you have successfully read a text by the author, have knowledge of the subject of the book or have read a different version or translation of this book, you increase your chance of successfully interpreting its knowledge:

- ☞ Read a text by the author: +1
- ☞ Knowledge (skill) related to subject: +1
- ☞ Read version or translation: +1

Reading the Archidoxes of Magic after having read Philosophia Sagax by Paracelsus and having the Chymistry, Goëtia and Astrology skills grants a +2 to the interpretation roll. An aspiring magus would need a 3/4 to absorb it straight, without using any focus.

If your focus or your fields of related knowledge take you to a level where your chance on the die is equal to the die type—2/2, 3/3, 4/4, etc.—this text is beneath you. There's nothing to be gained from it. Do not roll, you cannot gain gnosis from this tome.

The Limits of Wisdom

There is only so much knowledge one can absorb at once. Your Wisdom score (not modifier) indicates how much gnosis you can gain from a text in a single reading.

If you are unable to digest a text in your first read through, you can read a text multiple times to glean all of its knowledge. All it costs is time (though you may never know if you extract all of the knowledge).

Practical Knowledge

In addition to knowledge, grimoires indicate if they contain practical information that can be pulled from them. Some contain histories or stories. Some contain a series of powerful spells that can be extracted by the clever. Some are so degraded by poor translation and misinterpretation, there's little practical information beyond stories and ineffectual rites.

Codex Librorum

The world is full of knowledge if you know where to look.

Grimoires are listed with their title, author (or translator), the year they were published or written, the language of this edition of the text, the general subject matter, a difficulty modifier for reading and the knowledge they contain.

Difficulty of Text

If a text is easier to read, it has a positive + Df modifier. If a text is difficult to read, it has a negative - Df modifier. The modifier is only for the content itself. If a book is badly damaged, the game master may apply a further negative modifier. Difficulty does not affect interpretation, only reading.

Multilingual texts

If you speak all listed languages, make your reading test using the average rating of your skills rounded down. If you do not speak all of the listed languages, increase the reading difficulty by one for each missing language. If there is any question regarding necessary fluency, require the aspirant know the first language listed in an entry.

List of Grimoires

Title	Author	Year	Language	Subject	Df	Γ
<i>Archidoxes of Magic</i>	Huser/ Paracelsus	1591	Latin	Alchemy, goëtia, astrology	-1	1/4
<i>Against Heresies</i>	Irenaeus	174	Greek	Theology, theurgy, goëtia	+1	1/8
<i>Al-Tasrif</i>	al-Qasim al-Zahrawi	c1000	Arabic	Chymistry	+1	1/8
<i>Alberti Parvi Lucii Libellus</i>	Albertus Magnus	1598	Latin	Chymistry, formulae	+1	1/6
<i>Aldaraia sive Soyga vocor</i>	unknown	1500s	Latin	Astrology, goëtia	-2	1/10
<i>Allogenes</i>	unknown	300s	Coptic	Goëtia, theurgy	-1	1/2
<i>Allu-Kal's oracle</i>	unknown	-2340	Sumerian	Astrology, astronomy, chymistry, science, theology	+3	1/30
<i>Apocalypse of Adam</i>	unknown	100s	Greek	Theology, chymistry, goëtia	-1	1/6
<i>Apocrypha</i>	M. Luther	1534	German	Theology	+1	1/4
<i>Apocryphon of James</i>	unknown	1300s	Latin	Theurgy, chymistry	-1	1/4
<i>Apocryphon of John</i>	unknown	170	Greek	Astrology, astronomy, theology	+1	1/4
<i>Arbatel de magia veterum</i>	Zwinger	1575	Latin	Theurgy	0	1/6
<i>Ars Alamadel</i>	unknown	1300s	Latin	Theurgy	-1	1/6
<i>Ars Notoria</i>	unknown	1300s	Latin	Theurgy	-1	1/6
<i>Ars Paulina</i>	unknown	1300s	Latin	Theurgy	-1	1/8
<i>Astronomia magna</i>	Paracelsus	1571	Latin	Hermeticism, astrology, theurgy, and goëtia	0	1/4
<i>Book of Abra-Melin</i>	Abraham of Worms	1608	German	Goëtia	-2	1/12
<i>Book of Thomas the Contender</i>	unknown	200s	Greek	Chymistry, science, theurgy, goëtia	0	1/8
<i>Book of Wonders</i>	Al-Isfahani	1500s	Turkish	Astrology, astronomy	-1	1/12
<i>Calendarium Naturale Magicum Perpetuum</i>	Jhn Baptist Großschedel	1620	German	Astrology, theurgy	0	1/6

Miseries & Misfortunes; or roleplaying in a certain mode of 1648 France

Title	Author	Year	Language	Subject	Df	Γ
<i>Chymische Hochzeit Christiani Rosencreutz anno 1459</i>	Jhn Valentin Andreae	1616	German	Chymistry, theology	-2	1/10
<i>Clavicula Solomonis</i>	unknown	1300s	Latin	Theurgy, goëtia	-2	1/8
<i>Codex Latinus Monacensis</i>	unknown	1400s	Latin, German	Spells, formulae	-1	1/8
<i>Codex Monacensis</i>	unknown	900s	Greek	Theology	0	1/4
<i>Codex Tchacos</i>	unknown	300s	Coptic	Theology, theurgy	0	1/6
<i>Complutensian Polyglot Bible</i>	Cisneros et al	1522	Grk, Heb, Arm, Lat	Theology	+1	1/4
<i>Coptic Gospel of Thomas</i>	unknown	340	Coptic	Theurgy, goëtia	-2	1/8
<i>De Arte Cabbalistica</i>	Jhn Reuchlin	1517	Latin	Kabbalah, theology	-1	1/4
<i>De Arte Chimica</i>	HC Agrippa	1500s	Latin	Chymistry, formulae	-1	1/8
<i>De coniecturis</i>	Nicolas Cusa	1441	Latin	Science, philosophy	-1	1/4
<i>De Docta ignorantia</i>	Nicolas Cusa	1440	Latin	Science, astronomy	-1	1/4
<i>De incertitudine</i>	HC Agrippa	1526	Latin	Science	-2	1/4
<i>De Materia Medica</i>	Dioscorides	60	Greek	Chymistry, science	0	1/2
<i>De occulta philosophia libri tres</i>	HC Agrippa	1533	Latin	Theurgy, astrology, chymistry	-1	1/6
<i>De Praestigiis Daemonum</i>	Weyer	1563	Latin	Science, goëtia	+1	1/6
<i>De umbris idearum</i>	Bruno	1582	Latin	Hermetics	-2	1/8
<i>Declamatio de nobilitate</i>	HC Agrippa	1529	Latin	Superiority of women	1	1/2
<i>Dialogue of the Saviour</i>	unknown	100s	Greek	Astrology, theurgy	0	1/2
<i>Dialogue Philosophicall</i>	Tymme	1612	English	Chymistry, perpual motion	-1	1/4
<i>Diatessaron</i>	Tatian	100s	Syriac	Theurgy	+1	1/6
<i>Didache</i>	unknown	100s	Coptic	Theurgy	-1	1/4
<i>Discourse on the Eighth and Ninth</i>	unknown	200s	Coptic	Theurgy, hermetics	+1	1/10
<i>Discoverie of Witchcraft</i>	R Scot	1584	English	Science	+1	1/3
<i>Eikones</i>	Philostratus	200s	Greek	Art, art theory, hermetics	-2	1/4
<i>Enchiridion of Pope Leo</i>	Leo III	1633	French	?	+1	1/4
<i>Enlil and Ninlil</i>	unknown	-2000	Sumerian	Chymistry, theology, theurgy	-1	1/20
<i>Enochian Ms</i>	John Dee	1580s	English, Latin	Theurgy, astrology	-2	1/30
<i>Epic of Gilgamesh</i>	unknown	-2100	Sumerian	Alchemy, chymistry, goëtia, theology, theurgy	0	1/30
<i>Epistle of Eugnostos</i>	unknown	200s	Greek	Astrology, science, theology	0	1/2

Title	Author	Year	Language	Subject	Df	Γ
<i>Erasmus New Testament</i>	Erasmus	1516	Greek	Theology	0	1/4
<i>Exegesis on the Soul</i>	unknown	200s	Greek	Science, philosophy, theurgy	-1	1/6
<i>Fasciculus Chemicus</i>	Arthur Dee	1636	Latin	Chymistry	-1	1/6
<i>Fourth book of occult philosophy</i>	HC Agrippa	1559	Latin	Goëtia	+1	0
<i>Galdrabók</i>	various	1600	Latin, Runes	Spells	-1	1/6
<i>Ghāyat al-Hakīm</i>	al-Majriti	1000	Arabic	Astrology, theology, science	-3	1/30
<i>Gnostic Apocalypse of Peter</i>	unknown	100s	Coptic	Theology, theurgy	-1	1/6
<i>Goal of the Wise</i>	Majriti	1250s	Spanish	Astrology, theology	-1	1/20
<i>Gospel of Judas</i>	unknown	100s	Coptic	Theology, hermetics, theurgy	-1	1/10
<i>Gospel of Philip</i>	unknown	230	Greek	Theology, philosophy, theurgy	0	1/4
<i>Gospel of Truth</i>	Valentinus	140	Coptic	Theology, theurgy, astrology, goëtia	0	1/12
<i>Grimoire of Honorius</i>	Honorius	1629	French	Goëtia, theology	+1	0
<i>Gutenberg Bible</i>	various	1450	Latin	Theology	+2	1/3
<i>Heptameron</i>	de Abano	1559	Latin	Theurgy	-1	1/4
<i>History of Life and Death</i>	Bacon	1638	English	Chymistry	0	1/8
<i>Holy Book of the Great Invisible Spirit</i>	unknown	200s	Greek	Theurgy, goëtia	0	1/10
<i>Hygromanteia</i>	Solomon	1200s	Latin	Theurgy, astrology, spells	-3	1/30
<i>Hymn to Enlil</i>	unknown	-2600	Sumerian	Theology, theurgy	-1	1/10
<i>Hypostasis of the Archons</i>	unknown	250	Greek	Astrology, theurgy	-1	1/6
<i>Ketēbā Jelwa</i>	unknown	1600s	Kurmanji	Chymistry, goëtia, theology,	0	1/10
<i>King James' Bible</i>	various	1611	English	Theology	+1	1/2
<i>Kitab al Kanuz</i>	unknown	1400s	Arabic	Spells, history	-1	1/4
<i>Kitab al-Bulhan</i>	Al-Isfahani	1385	Arabic	Astrology, astronomy	+1	1/6
<i>Kitāb suwar al-kawākib [Book of Fixed Stars]</i>	al-Rahman al-Sufi	964	Arabic	Astronomy, astrology	0	1/12
<i>Kitēba Cilwe</i>	unknown	1600s	Kurmanji	Astrology, goëtia, theology	+1	1/12
<i>Kitvei hakkodesh</i>	various	-200	Hebrew	Theology	-1	1/20
<i>Lament for Ur</i>	unknown	-2000	Sumerian	Theology	-1	1/4
<i>Lesser Key of Solomon</i>	various	1600s	English	Goëtia, theurgy	-2	1/10
<i>Liber Armadel</i>	unknown	1600s	French	Theurgy	+1	1/8
<i>Liber Consecratus</i>	Honorius	1200s	Latin	Goëtia, theurgy	-2	1/8
<i>Liber incantationum</i>	unknown	1400s	Latin	Goëtia, spells	-2	1/6

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Title	Author	Year	Language	Subject	Df	Γ
<i>Liber Officiorum Spirituum</i>	unknown	1562?	English	Goëtia	-1	1/6
<i>Liber Officiorum Spirituum</i>	unknown	1583	Latin	Goëtia	-2	1/4
<i>Liber Razielis Archangeli</i>	unknown	1200s	Latin	Theurgy, astrology	-2	1/6
<i>Liber Secretorum Alberti</i>	Albertus Magnus	1493	Latin	Biology, astrology	-1	1/4
<i>Liber Secretorum Alberti</i>	Albertus Magnus	1500	French	Biology, astrology	0	1/3
<i>Life of Apollonius of Tyana</i>	Philostratus	200s	Greek	Goëtia, theurgy	-2	1/6
<i>Liturgy to Nintud</i>	unknown	-2600	Sumerian	Astronomy, goëtia, theology, science	0	1/12
<i>Livre des Esperitz</i>	Solomon	1500s	French	Goëtia	-3	1/6
<i>Luther Bible</i>	M. Luther	1522	German	Theology	+1	1/3
<i>Maaseh Merkabah</i>	unknown	1000	Aramaic	Theurgy	-2	1/12
<i>Malleus Malificarum</i>	H. Kramer	1484	Latin	Theology, goëtia	0	1/2
<i>Marsanes</i>	unknown	300s	Coptic	Philosophy, hermetics	-2	1/4
<i>Medicina Catholica</i>	R Fludd	1631	German	Chymistry, theology	-1	1/4
<i>Mentelin Bible</i>	Mentelin	1466	German	Theology	+1	1/2
<i>Meshefa reş</i>	unknown	1600s	Kurmanji	Astrology, astronomy, theology, theurgy	-1	1/30
<i>Mikra</i>	various	-600	Hebrew, Aramaic	Theology	-2	1/6
<i>Monas Hieroglyphica</i>	Dee	1564	English	Egyptology, hermetics	-3	1/8
<i>Morigny Ms</i>	unknown	1323	Latin	Goëtia, theurgy, spells	-1	1/6
<i>The Nature of Bodies</i>	Digby	1644	English	Chymistry, formulae	-1	1/4
<i>Nippur Cylinder</i>	unknown	-2500	Sumerian	Astrology, theology, chymistry, goëtia, theurgy	-1	1/30
<i>On the Immortality of Reasonable Souls</i>	Digby	1644	English	Chymistry	-2	1/3
<i>On the Origin of the World</i>	unknown	310	Coptic	Astrology, chymistry, theurgy, hermetics	+2	1/8
<i>Opera Omnia</i>	Agrippa	1579	Latin	Collected works, Beringer Frates, pub.	-2	1/6
<i>Or HaGanuz</i>	Abi-Sahula	1331	Hebrew	Kabbalah, theology	1	1/4
<i>Panarion</i>	Epiphanius of Salamis	374	Greek	Goëtia, hermetics	0	1/10
<i>Philosophia Sagax</i>	Paracelsus	1537	German	Hermeticism, astrology, theology, and goëtia	-1	1/6

Title	Author	Year	Language	Subject	Df	Γ
<i>Picatrix</i>	Picatrix	1300s	Latin	Astrology, theology, spells	-2	1/20
<i>Pinakes</i>	Callimachus	-300	Greek	Science	0	1/4
<i>Practice of Chymicall and Hermeticall Physicke</i>	Duchense, Tymme	1605	English	Chymistry, formulae	-1	1/6
<i>Prayer of the Apostle Paul</i>	unknown	200s	Greek	Theology, theurgy	-1	1/8
<i>Pseudomonarchia daemonum</i>	Weyer	1577	Latin	Goëtia	+1	1/4
<i>Rauðskinna</i>	Gottskálk	1510s	Icelandic	Goëtia, spells	-1	1/10
<i>Second Treatise of the Great Seth</i>	unknown	200s	Coptic	Theology, goëtia, theurgy, spells	+1	1/8
<i>Sefer Bahir</i>	HaKanaḥ	100	Aramaic	Kabbalah, theology	-3	1/12
<i>Sefer HaRazim</i>	Raziel	400s	Hebrew	Kabbalah, theurgy	-3	1/20
<i>Sefer Raziel HaMalakh</i>	Eleazar of Worms	1200s	Hebrew, Aramaic	Theurgy, astrology, spells	-1	1/8
<i>Sefer Yetzirah</i>	Rabbi Akiva	-200	Aramaic	Theology, spells	-4	50
<i>Self-praise of Shulgi</i>	unknown	-2100	Sumerian	Theology, science	0	1/8
<i>Sentences of Sextus</i>	Quintus Sextius	300s	Greek	Philosophy, goëtia	-1	1/4
<i>Septuagint</i>	various	350	Greek	Theology	-1	1/6
<i>Shams al-Ma'arif</i>	A. al-Buni	1200s	Arabic	Theurgy, spells	0	1/10
<i>Sinapius Ms</i>	unknown	1404	Unknown	Cryptography, chymistry	-10	1/100
<i>Sophia of Jesus Christ</i>	unknown	200s	Coptic	Astrology, science, theurgy	0	1/4
<i>Sorcerer's Treasure</i>	Cyprian	????	Spanish	Prayers, theology	-2	1/6
<i>Steganographia</i>	Trithemius	1499	Latin	Cryptography, theurgy	-5	1/4
<i>Sword of Dardanus</i>	unknown	????	Greek	Spell	-1	1/3
<i>Sword of Moses</i>	unknown	400s	Hebrew	Theurgy, goëtia, spells	-1	1/8
<i>Sworn Book of Honorius</i>	Honorius	1300s	Latin	Goëtia, spells	-1	1/8
<i>Teachings of Silvanus</i>	unknown	100s	Coptic	Hermetics, theurgy	-2	1/4
<i>Testament of Solomon</i>	Solomon	900s	Greek	Theology, goëtia	-2	1/20
<i>Testimony of truth</i>	unknown	200s	Coptic	Theology, theurgy	+2	1/6
<i>Thought of Norea</i>	unknown	200s	Coptic	Theurgy	+1	1/4
<i>Three Steles of Seth</i>	unknown	200	Coptic	Theology, goëtia, theurgy	0	1/10
<i>Thunder, Perfect Mind</i>	unknown	100s	Coptic	Theurgy, Science	+1	1/30
<i>Treatise on the Resurrection</i>	unknown	320	Coptic	Theology, theurgy	0	1/2
<i>Trimorphic Protennoia</i>	unknown	200s	Coptic	Theology, goëtia, theurgy	+2	1/8
<i>Tripartite Tractate</i>	unknown	250	Greek	Astrology, astronomy, theology, theurgy	-1	1/12

Title	Author	Year	Language	Subject	Df	Γ
<i>Utriusque Cosmi</i>	R Fludd	1617	German	Chymistry, hermeticism	-1	1/4
<i>Vulgate</i>	Saint Jerome	300s	Latin	Theology	-1	1/4
<i>Zohar</i>	Moses León	1556	Aramaic, Hebrew	Kabbalah, theology	-2	1/6
<i>Zohar</i>	Shimon bar Yochai	100s	Aramaic	Kabbalah, hermetics, theurgy, spells	0	1/8
<i>Zostrianos</i>	unknown	200s	Greek	Goëtia, theurgy, hermetics	+1	1/6

To Cast a Deadly Spell

When you wish to cast a spell, prayer, ritual or recipe, you must pass a skill test appropriate to your field.

A philosopher uses Chymistry to mix recipes. A Jesuit uses Theology to invoke prayers.

The game master compares your gnosis to the gnosis listed with the ritual and the result of your die roll.

	Cast Correctly	Cast Incorrectly
Possess Gnosis	Success	Unintended result
Do not possess Gnosis	Deafening silence	Catastrophic failure

- ☞ *Success:* You produce the desired effects of the spell, prayer, ritual or recipe.
- ☞ *Unintended Result:* You mispronounce a phrase, draw a circle incorrectly or miss a step. Your deep inner knowledge averts disaster but produces a minor, unintended side effect. See failure possibilities later in this chapter.
- ☞ *Deafening Silence:* You did everything correctly, to the finest point. Everything. You missed nothing, yet the experiment was a complete failure. You must have been sabotaged by someone close to you.
- ☞ *Catastrophic Failure:* Something has gone terribly wrong. You did everything right; the text must be corrupt or poisoned. The game master chooses a particularly egregious failure result.

Skills of Divinity, Magic and Science

To summon a demon, cast a spell or mix a chemical formula, you must pass a skill check of the appropriate type. Most spells, prayers and formulae are accompanied by a difficulty modifier. It is usually a penalty to the roll (though in some rare cases, it can be a bonus). Also, the game master must check your gnosis against what is listed with the spell, entity or formula. You can cast without the required gnosis; however, the consequences are often dire.

Chymistry

Chymistry is the study of the physical and metaphysical properties of substance. It is a science that relies on theory and experimentation as it traces a path from base matter to divine origins.

Chymical Recipes

Formula and recipes are listed with their material and temporal requirements, as well as their gnosis and difficulty modifier. We leave the acquisition of materials up to your fertile imaginations. Preparation leaves no time for socializing, missions or love.

Deploying a recipe is situational. Some can be administered, some can be emplaced while others need to be deployed rapidly (with perhaps a to-hit roll). The game master must judge the chymist's intent as best as possible.

Catastrophic Chymical Failure

Eureka: Your failure produces a novel result that you can reproduce in a new formula. However, it comes at a great cost: your laboratory, your clothing, your hair, your fingers, an eye, etc.

Accelerant Ignis: The application of your recipe sets alight nearby inflammables. They burn out of control, +1d10 feet per round.

Dolor Mercurio: You inhale vapors and suffer 1d6 hit points damage.

Medice cura te ipsum: You are affected by your own recipe.

Alkahest

Philosophers can learn the secret to making a solvent known as alkahest. It is said to be able to dissolve any substance or material. Alkahest will destroy leather and organic materials near instantaneously; metal or stone placed in a vial of the solvent will completely dissolve in a few moments. When flinging a pot of acid as a weapon, the philosopher must roll to hit. A hit causes 2d3 points of damage, 1d3 the next round and 1d2-1 points on the third round. There is no save. If the acid hits armor, double the amount of damage done to the armor. The philosopher requires one week to replenish the supply of alkahest.

Γ: 10 Difficulty: -3

Antidote

Philosophers can mix an antidote to most poisons. If a character is poisoned, the antidote must be applied orally before the character dies. Preparing a dose of antidote requires 2d4 hours in the laboratory. One preparation is enough to cure one character.

Γ: 12 Difficulty: -3

Aqua Tofani

Aqua tofani is a potent poison. If ingested, it causes near certain death. Victims must save vs poison & plague or die in 2d4 hours, choking on their own blood and fluids. Preparing the aqua tofani requires a day to mix.

Γ: 8 Difficulty: -4

Dust of Valerian

Casting forth a large sachet of powdered valerian root (with perhaps essence of poppy added for good measure), the philosopher induces a drugged state in all who inhale the recipe. If the philosopher scatters the mixture in their immediate vicinity, no roll to hit is necessary (but this will affect the philosopher and their allies unless precautions are taken). If thrown, the sachet requires a to-hit roll. The dust will affect all in a 10 x 10 area (so, up to four soldiers in formation). Those affected make a save vs poison. Failure indicates they inhale the dust and fall into a pleasant stupor for 1d6 turns. The game master may assign bonuses to save based on weather conditions like wind and rain.

Γ: 12 Difficulty: -2

Fumigant

By burning certain herbs and chemicals, the philosopher creates a repulsive vapor that drives off creatures who breath through the mouth. The recipe creates a 10' diameter circle of fumigant, and all in the cloud must save vs poison or suffer a coughing fit for 1d10 rounds. The recipe lasts one turn and creates smoke in the area. A full day is required to prepare the materials for the fumigant.

Γ: 6 Difficulty: -1

Sweet Fragrance

This recipe disperses a sweet scent that attracts creatures who breath through the mouth within 2d6x10'. Those in the area of effect must make a saving throw vs poison. Failure indicates they move toward the point of origin of the scent. The effect lasts one turn and adds white smoke to the area. The philosopher requires a half day to prepare the materials for the formula.

Γ: 8 Difficulty: -1

Genièvre

All smart philosophers carry a flask of this distilled juniper juice. A swig of it removes the effects of fear and adds +1 morale for one turn. The philosopher can distill a swig per day in their laboratory.

Γ: 4 Difficulty: 0

Greek Fire

The ancients hurled jars of Greek fire at their enemies to burn them. When hurled, roll to hit, then roll 1d4 to determine hits to adjacent opponents. All hit make a save vs artillery. If they fail the save, the Greek fire burns each of them for 1d6 points of damage per round for two rounds (on the second round, make the damage roll on the Greek fire initiative interval). Preparing a pot of Greek fire requires two days.

Γ: 9 Difficulty: -1

Salt of Petra

This burning mixtures produces a thick cloud of smoke that blocks sight. All shots within or through become tough shots. The smoke also allows a moment for the philosopher to make an escape unseen. Smoke of Salt of Petra lasts one turn. Preparation produces applications equal to your level and requires one full day.

Γ: 8 Difficulty: -1

Willow Bark

Chewing on willow bark will alleviate some aches and pains. Restore one hit point per recipient once per day. During an afternoon, the philosopher can prepare a number of doses of willow bark equal to their level.

Γ: 4 Difficulty: 0

Goëtia

Goëtia is the art of summoning demons to do your bidding. This art was taught to King Solomon by the Archangel Raziel. Upon Solomon's death, Raziel commanded the testament be sealed in a tomb, to be revealed in a future age, when God deemed it so.

In practice, calling forth demons is rather straightforward, but one requirement supersedes all: you must visibly wear their mark while you have them bound. Otherwise, you cannot command them and the demon will do as it wishes.

Summoning requires a Table of Solomon, a nine-foot magic circle or a flawless crystal, a brass vessel, scepter, sword, miter, linen robe, a girdle of lion's skin, perfumes, a chafing dish with charcoal, anointing oils, clean water, and a lamin inscribed with the particular demon's name.

Each demon must be called under its proper astrological planet and moon. Each lamin or seal must be made of the proper metal relevant to each demon.

Demon kings may be bound from 9 to 12 o'clock and at 3 to sunset. Demonic marquis may be bound from 3 to 9 at night and from 9 at night until sunrise. Demon dukes may be bound from sunrise to noon in clear weather. Demonic knights may be bound only at sunrise or sunset. Hell-bound presidents may be bound at any hour except twilight or night. Infernal earls may be bound at any hour in uninhabited woods.

Summoning

Use your Goëtia skill. Call forth a demon whose name you know and who suits your needs. Apply the difficulty modifier to your skill rating. It takes 1d8 hours per attempt at summoning unless

otherwise noted. Each demon also requests the magician possess a certain amount of gnosis to conjure. The specific amount is listed in the right-most column. If summoner does not possess the gnosis, use that row on the spell casting results table.

Demonic Offices

Each demon is listed with an office or realm over which it has power, but we have resisted codifying them precisely. The game master may arbitrate the exact effect of a demonic service so long as it falls within the demon's power.

Rules of the Game

Demons will obey the letter or the spirit of their bargain, whichever suits them best. And should the summoner breach their agreement, they will roam free and take their revenge on the summoner and their beloved.

Demonic Personality

Each of these demons has their own personality, designs and desires. They are not mindless servitors. They will remember the summoner by name and treat them in a manner that they believe will best help them—the demon—achieve their aims.

They most certainly do not have your best interests at heart.

Demons Break Rules

Demonic powers exceed the bounds of mortal abilities, and thus they may break or bypass many of the rules in this book. They may grant bonuses, abilities, skills or effects as appropriate to the summoning and the situation, perhaps even granting gnosis or adding years to one's life. Demons see your soul; they know your life expectancy.

Demonological Failures

Goëtia is a high-stakes game. Failure can indicate a number of unsavory results:

Know Thy Name: The demons learn the name of the necromancer and take notice of them

Havoc: The summoned demons run amok, wreaking havoc

Cruel Tricks: The demons play a cruel trick on the occultist

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Possession: A demon possesses someone beloved to the necromancer

Sign the Book in Red: Lucifer himself offers the occultist a bargain for their soul

Demonic Levels

Kings: L9, Princes: L8, Dukes: L7, Marquis: L6, Earls: L5, Presidents: L4, Knights: L3.

The Names of Demons

Texts listed with Goëtia as the subject contain names of demons. If the players discover such a text, the game master should provide a few names from the list below:

Demon	Rank	Form	Office	Df	Γ
<i>Bael</i>	King	Cat, toad	Invisibility	-12	13
<i>Agares</i>	Duke	Old man riding a crocodile with a goshawk in hand	Languages, earthquakes	-8	10
<i>Vassago</i>	Prince	?	Discover hidden & lost	-10	10
<i>Gamigin</i>	Marquise	Little horse	Teach liberal science	-6	9
<i>Marbas</i>	President	Lion	Cause & cure disease	-2	7
<i>Valefar</i>	Duke	Lion with man's head	Give familiars	-8	10
<i>Amon</i>	Marquis	Wolf with serpent's tail, spitting fire	Knows history, predicts future, procures love	-6	10
<i>Barbatos</i>	Duke	Duke with four kings	Speak to birds & animals	-8	10
<i>Paimon</i>	King	Crowned man on camel	Teach arts & sciences, bind a man, hold weather	-12	13
<i>Buer</i>	President	?	Chymistry, philosophy	-2	7
<i>Gusoin</i>	Duke	?	Repair reputation	-8	10
<i>Sitri</i>	Prince	Man with a leopard's face and griffin's wings	Inflaming love in men and women	-10	10
<i>Beleth</i>	King	Mighty king riding pale horse	Causeth love in men & women until exorcised	-12	13
<i>Leraye</i>	Marquise	Archer in green with bow	Causeth battles, putrefies wounds	-6	9
<i>Eligor</i>	Duke	Knight with lance	Predicts coming battles	-8	10
<i>Zepar</i>	Duke	Red clad soldier	Women to love men	-8	10
<i>Botis</i>	Earl	Viper	Reconciles friend & foe	-4	9
<i>Bathin</i>	Duke	Man with serpent's tail riding a pale horse	Chymistry, transport from one country to another	-8	10

Demon	Rank	Form	Office	Df	Γ
<i>Saleos</i>	Duke	Crowned soldier on crocodile	Love in women & men	-8	10
<i>Purson</i>	King	Man with lion's face hold a viper in hand and riding a bear	Discover treasure, give familiars, reveal divine knowledge	-12	12
<i>Morax</i>	Earl	Bull with man's face	Astronomy, liberal science	-4	9
<i>Ipos</i>	Earl	Angel with lion's head, goose feet	Wit, courage	-4	9
<i>Aim</i>	Duke	Man with three heads (serpent, man, cat) riding a viper carrying a torch	Wit, arson	-8	10
<i>Naberius</i>	Marquise	Black crow	Restores reputation, rhetoric	-6	9
<i>Glasya</i>	President	Dog with wings of a griffin	Teach art, bloodshed, invis.	-2	7
<i>Bune</i>	Duke	Dragon with three heads (dog, griffin, man)	Spirits to gather at their sepulchers	-8	10
<i>Ronove</i>	Marquise	Monster	Rhetoric, languages	-6	9
<i>Berith</i>	Duke	Soldier in red riding red horse	Truth, metal to gold	-8	10
<i>Astaroth</i>	Duke	Unbeautiful angel carrying viper riding dragon	Secrets, sciences, truth	-8	10
<i>Forneus</i>	Marquise	Great sea monster	Languages, charm foes	-6	9
<i>Foras</i>	President	Strong man	Logic, invisibility, long life	-2	7
<i>Asmoday</i>	King	Man with three heads (bull, man, ram) with serpent tail, goose feet, belching fire, riding dragon	Arithmetic, geometry, astronomy, handicrafts, treasures	-12	13
<i>Gaap</i>	Prince	Man walking before 4 kings	Philosophy, theology, familiars of other magicians	-10	9
<i>Furtur</i>	Earl	Hart with fiery tail or angel	Thunder, lightning, blasts, storms	-4	9
<i>Marchosias</i>	Marquise	Wolf with griffin wings, serpents tail, vomiting fire	Strong fighter, true answers	-6	9
<i>Stolas</i>	Prince	Night raven or man	Astronomy, chymistry	-10	9
<i>Phoenix</i>	Marquise	Phoenix with child's voice	Poetry, knowledge	-6	9
<i>Halphas</i>	Earl	Dove with hoarse voice	Towers, ammunition, weapons, soldiers	-4	9
<i>Malphas</i>	President	Crow or human	Towers, houses, artificers	-2	7
<i>Raum</i>	Earl	Crow or human	Stealing treasure of kings	-4	9
<i>Focalor</i>	Duke	Man with griffin wings	Drown men, capsize ships	-8	10
<i>Vepar</i>	Duke	Mermaid	Navigation, sea storms	-8	10
<i>Sabnach</i>	Marquis	Soldier with lion's head	Towers, castles, cities, sores	-6	9
<i>Shax</i>	Marquise	Dove	Blindness, deafness	-6	9

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Demon	Rank	Form	Office	Df	Γ
<i>Vine</i>	King	Lion riding a black horse	Find hidden things, witches	-12	12
<i>Bifrons</i>	Earl	Monster or man	Astrology, geometry, transports corpses	-4	9
<i>Haagenti</i>	President	Bull with griffin wings	Wisdom, transmutation	-2	7
<i>Procel</i>	Duke	Angel	Find and warm water	-8	10
<i>Furcas</i>	Knight	Knight, cruel old man on a pale horse with cruel weapon	Philosophy, chymistry, spells, logic	-1	6
<i>Balam</i>	King	Man with three heads (bull, man, ram), serpent tail riding a furious bear	Invisibility, true answers	-12	12
<i>Alloces</i>	Duke	Soldier with lion's head with flaming eyes riding horse	Astronomy, familiars	-8	10
<i>Caim</i>	President	Thrush	Argument, animal speech	-2	7
<i>Murmur</i>	Duke	Soldier with crown riding griffin	Philosophy, instruction, constrains the dead	-8	10
<i>Orobas</i>	Prince	Horse	Gnosis, reputation	-10	10
<i>Gemory</i>	Duchess	Beautiful woman riding camel	Procure love, find treasure	-10	9
<i>Ose</i>	President	Leopard	Science, shape change	-2	9
<i>Amy</i>	President	Fire or man	Familiars, treasure	-2	7
<i>Orias</i>	Marquis	Lion riding a horse with serpent's tail holding two serpents hissing	Astrology, virtues	-6	9
<i>Vapula</i>	Duke	Lion with griffin's wings	Trades, chymistry	-10	10
<i>Zagan</i>	King	Bull with griffin's wings	Wit, water/blood to wine	-12	12
<i>Valac</i>	President	Boy with angel's wings riding on a two-headed dragon	Find serpents, treasure	-2	7
<i>Andras</i>	Marquis	Angel with head of black raven riding upon a black wolf	Discord	-6	9
<i>Flauros</i>	Duke	Leopard	Destroys enemies, lying and beguiling summoner	-8	10
<i>Andrealphus</i>	Marquis	Peacock	Transform into bird	-6	9
<i>Cimies</i>	Marquis	Soldier on black horse	Africa, grammar, soldiers	-6	9
<i>Anducias</i>	Duke	Unicorn, man with trumpets	Cause trees to bend at will	-8	9
<i>Belial</i>	King	Beautiful angel on chariot of fire	Distribute political office	-12	13
<i>Seere</i>	Prince	Beautiful man on winged horse	Fetch and carry, travel	-10	9
<i>Dantalion</i>	Duke	Man with many faces	Know thoughts	-8	9
<i>Andromalius</i>	Earl	Man holding serpent	Punish thieves	-4	9

Necromancy

Necromancy is a branch of goëtia that focuses on evoking particular esoteric effects, rather than summoning and commanding demons to serve. To perform necromantic spells, one must have the specific spell formula and instructions.

When you desire to cast necromantic spells, test your Goëtia skill.

Necromantic Failure

The typical result of miscast black magic is that a curse is revisited upon the magician at three or seven times the strength of the spell. Game masters should take their time in devising a suitable curse to revisit upon the erstwhile magician.

Abstergo Insomnium

A necromancer can cast this spell over the sleepless and give them succor. This spell grants a person deep, dreamless sleep. The spell takes one turn to cast.

Γ: 10 Difficulty: +1

Arte Invisibilitatis

Plant heliotrope seeds in a closed garden. Feed the seeds with human blood mixed with water. A strange plant will grow. One of the seeds of said plant will grant invisibility when placed in the mouth under the tongue. Fifteen days are required for the plant to grow and bear its seed. Once placed under the tongue, the spell lasts until the seed is spat out or swallowed, or until the invisible person interferes with another creature of God. If kept in the mouth for long period, make a Constitution check to hold the seed under the tongue, as it is quite uncomfortable. If successful, you spit the seed out and become visible. If failed, the seed is swallowed. If swallowed, the bearer must make a saving throw against poison or die. If the save is made, the seed-bearer is invisible forever. However, this condition causes them to rapidly go mad. Make a test on the Exertion table for each week they live with such horror.

Γ: 33 Difficulty: -4

Artem obtinendum dignitatem et honorem

To obtain the favor of another, carve their image on a soft rock, and then coat said rock with pure molten silver while inscribing the names of demons on their head, heart and stomach. This spell requires you to know the name of your target before casting. It requires a full day to cast. The victim is allowed a save vs Terror once it is complete. If the victim fails the save, then they believe the occultist is worthy of great dignity and honor and will act accordingly. The victim receives a saving throw periodically according to their Wisdom score: 18 once per hour. 16-17 saves twice per day. 13-15 saves once per day. 9-12 saves once per week. 6-8 saves once per fortnight. 3-5 saves once per month.

Γ: 18 Difficulty: -3

Augurium

Calling upon the Saints, those recently deceased and any of the Princes of Hell who happen to be nearby, the necromancer charges them to help them find what is lost. Name a specific object or person. If within range of the spell, the necromancer will get a tingling sensation in their hands that indicates the direction (but not distance). Range is 3d6x10'. Roll when the spell is cast. This spell takes one turn to cast and lasts for one turn per level of the occultist.

Γ: 13 Difficulty: 0

Coniuro Vos Exanimus

I conjure you who were formerly dead! The necromancer can draw to them the spirits of the dead. If there are ghosts or spirits nearby, they will make their way to the occultist as well as they are able. If the ghosts or spirits who hear the call are trapped and unable to come forth, they will cry out. This spell takes one turn to cast and grants no control over spirits or ghosts.

Γ: 11 Difficulty: -2

Convivio Obtinendam

First one must invoke 15 spirits in this manner: At the outset one must go outside town, under a waxing moon, on a Thursday or Sunday, at noon, carrying a shining sword and a hoopoe, and with

the sword one must trace circles in a remote place. When this is done inscribe sixteen names with the point of the sword as will appear below the figure, etc.

When you wish the spirits to come, call their names. Trumpets will sound. Then shout, "Bring water." and they will bring water. And "Prepare the meal!" and they will bring forth the meal.

The food is delicious, but leaves you quite hungry. This elaborate ritual requires a full day to prepare.

Γ: 24 Difficulty: -3

Hec Clauis Plutonis

Key of Pluto to Open All Locks. This incantation, spoken over a one-toothed key, will allow the occultist to open any lock that requires a key. It costs one turn to cast and works on one lock. The necromancer must insert the key into the lock in question.

Γ: 21 Difficulty: -2

Imperito Vos Exanimus

I command you who were formerly dead! This spell creates dominance over a single ghost, spirit, ghoul or vampire. The target must make a saving throw vs Terror. If failed, it will do the necromancer's bidding. Creatures will serve for one turn per level of the occultist. The spell takes one round to cast.

Γ: 12 Difficulty: -3

Iuro Vos Praesepulti

I command you who were entombed to appear and answer truthfully my question! This spell allows the necromancer to ask three questions and receive three answers from a corpse or similar remains (so long as it includes a skull). The spell takes one turn to cast.

Γ: 8 Difficulty: -1

Mortuum Infundere Spiritum

One of the highest arts of the necromancer is to call back the immortal spirits of the recently departed to their mortal shells. This spell restores a dead person within a day after death. This spell takes one night to cast during which the occultist may not

rest, eat or drink. The restored must immediately make a roll on the Mortal Coil Exertion table. However, the restoration grants +1d6 years to the risen soul's life.

Γ: 66 Difficulty: -5

Regni Obtinendi Volanti

Go to a high, secret place. Say the Ave Maria and the Lesser Doxology. Draw your circle. Place in the circle a jar of water and chalk, a jar of ashes and flour, and a jar of fire and salt. Sit in the center of the circle and call forth to the Emperor of Air to send three dukes to carry you. Speak the conjuration. A cloud will appear and on the cloud, a throne. Ascend to the throne and name your destination.

Γ: 33 Difficulty: -1

Sentio Vos Exanimus

Chanting this spell, the necromancer can sense the presence of the restless dead within feet equal to Wisdom x 10. You cannot determine specific entities, only general quantity like "great" or "few" and rough direction. This spell takes one turn to cast.

Γ: 9 Difficulty: +1

Vt sciencia siue ars possit ab aliquo auferri

To drive one mad, confront them and announce their name. Then go and write their names along with the names of Mirael and ten demons on a piece of linen. Bury the linen beneath their door and then urinate on it. Then inscribe a candle with your foe's name and burn it. Extinguish the candle. In seven days, your opponent shall become demented. This spell requires the procedures as above, and a day of preparation. The victim gets a saving throw vs Terror on the seventh day. Failure indicates they've become mad and forgotten all they used to know (but they think they are quite sane). Save again every seven days.

Γ: 27 Difficulty: -3

Theology

Theology is the study of the Bible and the Christian God's law. Through Theology, a properly ordained priest or minister can invoke the divine.

Theological Failure

If you fail to cast a prayer, God challenges your fortitude and humility by allowing the agents of the Adversary to test and vex you. The game master introduces an action taken by the Devil and his minions to tempt the Jesuit to evil through hubris, inaction or intemperance.

Abjure

Satan, I abjure thee and all of thine works! Presenting the cross, invoking the name of Jesus and his Saints and flinging holy water upon the accursed, the priests wards off ghosts and vampires. Abjuration requires a vial of holy water. The difficulty is equal to the difference in level between the priest and the spirit. If the priest is higher level, it is a bonus. If the spirit is higher level, it is a penalty. Success indicates the spirit is driven off. Failure indicates the spirit attacks the priest or someone they love.

Γ: 20 Difficulty: see description

Confession

Jesuits may hear the confession of the sins of their companions and may pronounce penance and absolution. Confession takes one hour. Confession, penance and absolution restores 1d3 Will for the recipient. Penitents may confess once a day.

Γ: 10 Difficulty: -1

Consecrate

A priest may consecrate the ground. On consecrated ground, no spirits may rise or walk. If the area is defiled, it must be prayed over anew. Consecration requires one day of time and two vials of holy water.

Γ: 15 Difficulty: -2

Exorcism

A priest may drive the demon out of the possessed. Test the priest's Theology. Modify the test with the difference in level between the priest and the spirit. If the priest is higher level, ten it is a bonus. If the spirit is higher level, it is a penalty. Success indicates the spirit is driven off. Failure indicates the spirit attacks the priest or someone they love. The ritual requires a night during which the priest cannot eat, drink, rest or perform any other activity.

Γ: 25 Difficulty: see description

Holy Communion

The Jesuit can preside over the sacrament of the Holy Communion, effecting the transubstantiation of the Eucharist into the body of Christ. Successfully performed, the Holy Communion can be distributed among the faithful. Consuming the wafer restores 1d4 Will to Catholics.

Γ: 11 Difficulty: -3

The Holy Trinity

In Nomine Patri, In Nomine Filius, In Nomine Spiritu... In the name of the Father Almighty, Jesus Christ His Son, the Angels and all the Saints... The priest intones their prayer, makes the sign of the cross and sprinkles holy water on the intended recipient. The blessing grants +1 to hit, damage, saves, skill and ability tests. It costs one application of holy water to bless an individual. It takes but a moment to recite this prayer. This blessing lasts six turns.

Γ: 9 Difficulty: -1

Last Rites

The Jesuit may perform last rites on his fallen comrades. Doing so sanctifies the body. If the chaplain also hears confession and pronounces absolution, he ensures the soul of the departed will go to heaven and not tarry on this plane. Last rites requires one turn.

Γ: 9 Difficulty: -1

Marriage

The Jesuit may perform the sacrament of marriage upon two willing individuals. A happy marriage grants both parties +1 Will while it lasts. An unhappy marriage saps -1 Will permanently from the aggrieved partner.

Γ: 9 Difficulty: 0

Pater Noster

This simple prayer lifts the spirits of the Jesuit's allies. Increase their morale by an amount equal to the priest's level for one turn after the prayer. The prayer costs one vial holy water per four so blessed and requires one round.

Γ: 8 Difficulty: 0

Sanctify Water

A priest may sanctify water to use to expurgate the evil in the world. This ritual requires hours of intense prayer. It is typically done overnight and the priest must have a clean source of water at hand and a vessel to contain it once it's sanctified. After the appropriate time of prayer, the priest produces a number of uses of holy water equal to thier level.

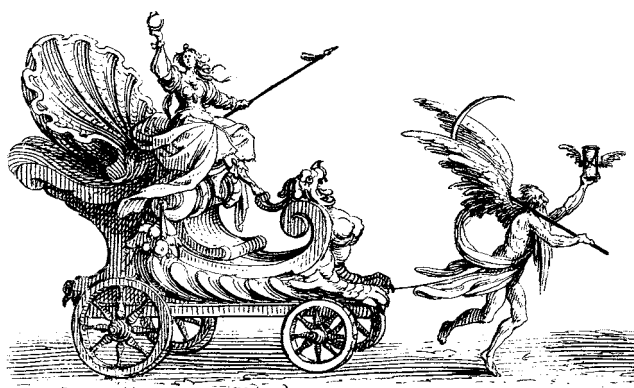
Γ: 10 Difficulty: 0

Te Deum

We praise thee O God for your divine mercy. Te Deum is a hymn of thanks and praise sung after a great event or victory. A successful Te Deum restores 2d3 hit points and 1d6 Will to all participants. In addition, the game master may choose one of the following effects. Each effect may only be triggered once per campaign (regardless of who says the Te Deum):

- ☪ Permanently increase morale by one for all participants
- ☪ Increase total hit points by one for all participants
- ☪ Take a +1 bonus to all Mortal Coil rolls as a result of the great victory
- ☪ One character who was presumed dead as a result of the action around the victory is miraculously found alive

Γ: 30 Difficulty: -3



Theurgy

Theurgy is the art of summoning and binding ærial spirits to do your bidding.

Mercurial

Being spirits of air, angels are variable in their disposition. They can act in a kindly manner, but they can also be cruel and unforgiving. They are certainly not beatific cherubs; rather they adopt swirling forms of flaming wings, hooves and heads.

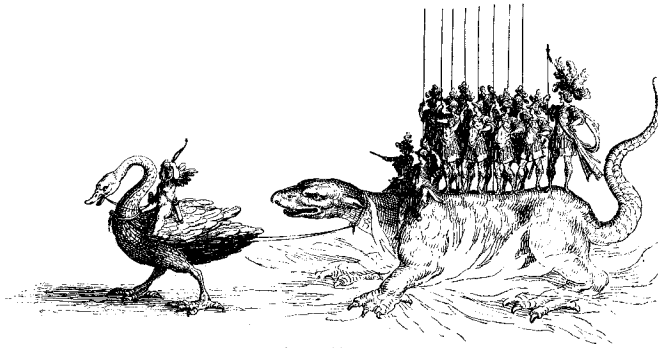
Offices of Angels

Unlike demons, angels all possess a similar suite of powers. According to Solomon, the “offices of these spirits is all one.”

- ☞ Reveal hidden objects or people
- ☞ Fetch and carry objects
- ☞ Manipulate the four elements: fire, air, earth and water
- ☞ Reveal the secrets of kings (or anyone really)

Ritual

The ritual for theurgic summoning is similar to that of goëtia, but the name, seal and place of summoning are unique to each spirit. In particular, each spirit requires that you face a precise compass point while you perform its summoning ritual. To vary even by a degree is to fail.



Reputation in Heaven and Hell

Your reputation extends to both Heaven and Hell, and demons and angels have very long memories. Should you botch a summoning, betray the trust of a spirit or otherwise offend them, that particular spirit will remember you. They will not heed your future summons. In the case of theurgic spirits, they will speak of you to everyone under their emperor. Increase difficulty to summon those spirits by one.

Spirit Emperors	Dukes	Direction	Element	Df	Γ
<i>Carnesiel</i> (Df: -14 Γ: 77)	Pameriel	East	Air	-7	28
	Padiel	East by South		-7	28
	Camuel	Southeast	Fire & Air	-9	30
	Asiel	South by E		-9	30
<i>Caspiel</i> (Df: -14 Γ: 77)	Barmiel	South	Fire	-7	28
	Gediel	South by West		-7	28
	Asyriel	Southwest	Fire & Water	-9	31
	Maserial	West by South		-9	31
<i>Amenandiel</i> (Df: -14 Γ: 77)	Malgaras	West	Water	-7	28
	Darochiel	West by North		-7	28
	Usiel	Northwest	Earth & Water	-9	30
	Cabariel	North by West		-9	31
<i>Demoriel</i> (Df: -14 Γ: 77)	Raziel	North	Earth	-7	28
	Symiel	North by East		-7	28
	Armadiel	Northeast	Earth & Air	-9	31
	Baruchas	East by North		-9	31

Angel Levels

Emperor: L9, Greater Duke: L8, Lesser Duke: L7.

Theurgic Failure

Theurgy tempts fate in commanding angels. These beings hold aloft the throne of God or do battle with Lucifer and his demons. Meddle with them at your peril.

Suggested catastrophic failure results:

Withering Stare: The angel's animal eyes fix you with a withering stare that chills your soul. Tick one point of exertion.

Geas: The angel commands a service from you (For example, Free France from the English invader). Complete it or suffer the peril of its holy wrath.

Stricken: The angel strikes you blind, deaf or mute.

Revelation: The angel forcibly imparts gnosis equal to your Wisdom rating. Suffer 4d6 damage to Will. Test immediately on the Exertion table.

Burning Sword of Justice: The angel strikes you down where you stand for daring to profane the Word of God. Subtract all remaining years, add 7d6 to gnosis, depart for the afterlife.

Art

Art brings gnosis—a small pricking at our consciousness that hints that we are a part of a vast and vivid tapestry, greater than any one being.

When appreciating a master work of art for the first time, gain 1d2 Γ . If there is a question about whether or not the character is open to appreciating art—if they have the Stubborn flaw, for example—make a save vs chance. Failure indicates they are open to the experience and gain gnosis.





Callot f. A Paris 1649. *Israël exulte.*

Language

Here are some curses and exclamations common to 1648 Paris,
 as well as some linguistic guidelines for the modern player.

Curses and Exclamations

- ☞ *Bougre*: Bastard
- ☞ *Chut!*: tsk, hush
- ☞ *Meurdefaim*: Starving beggar (insult)
- ☞ *Mon Dieu*: My God!
- ☞ *Mordieu*: God's Death (exasperation).
- ☞ *Pardieu*: By God!
- ☞ *Peste!*: Plague (Damn)!
- ☞ *Sangdieu*: God's Blood!
- ☞ *Serpent*: snake (grave insult)
- ☞ *Traître*: snake, traitor (grave insult)
- ☞ *Ventre-Saint-Gris!*: A mild curse in an attempt not to be blasphemous, in the style of Henri IV.

The Mode of the Day

Never say with one word what you can say with three. Be polite to start. Be slow to anger, but once angered be unto the thunderbolts of Zeus.

Be Polite

Being rude is an insult. An insult damages the reputation of your interlocutor, and damage to reputation forces them to seek a remedy. Best to begin by being polite rather than risk engaging unnecessarily in this vicious cycle.

Speak obliquely

"Who are you?" vs "Would madame do me the honor of introducing herself?"

"I kill you!" vs "Monsieur, I will leave you by the side of the road much sorrier for our meeting."

Speak colorfully

"Do not leave me." vs "I forbid you to leave. The future cannot fail to mend; I inevitably look for better times."¹

"You owe me three months of rent money." vs "...As it is three months since you have been here, and though, distracted as you must be in your important occupations, you have forgotten to pay me my rent—as, I say, I have not tormented you a single instant, I thought you would appreciate my delicacy."²

Reference Classical figures

"He is a rich one." vs "He is as rich as Croesus!"



1: "The future cannot fail to mend..." Dumas, Alexander. *Three Musketeers*, chapter 7, Gutenberg Project edition.

2: "As it is three months..." Dumas, Alexander. *Three Musketeers*, chapter 8, Gutenberg Project edition.