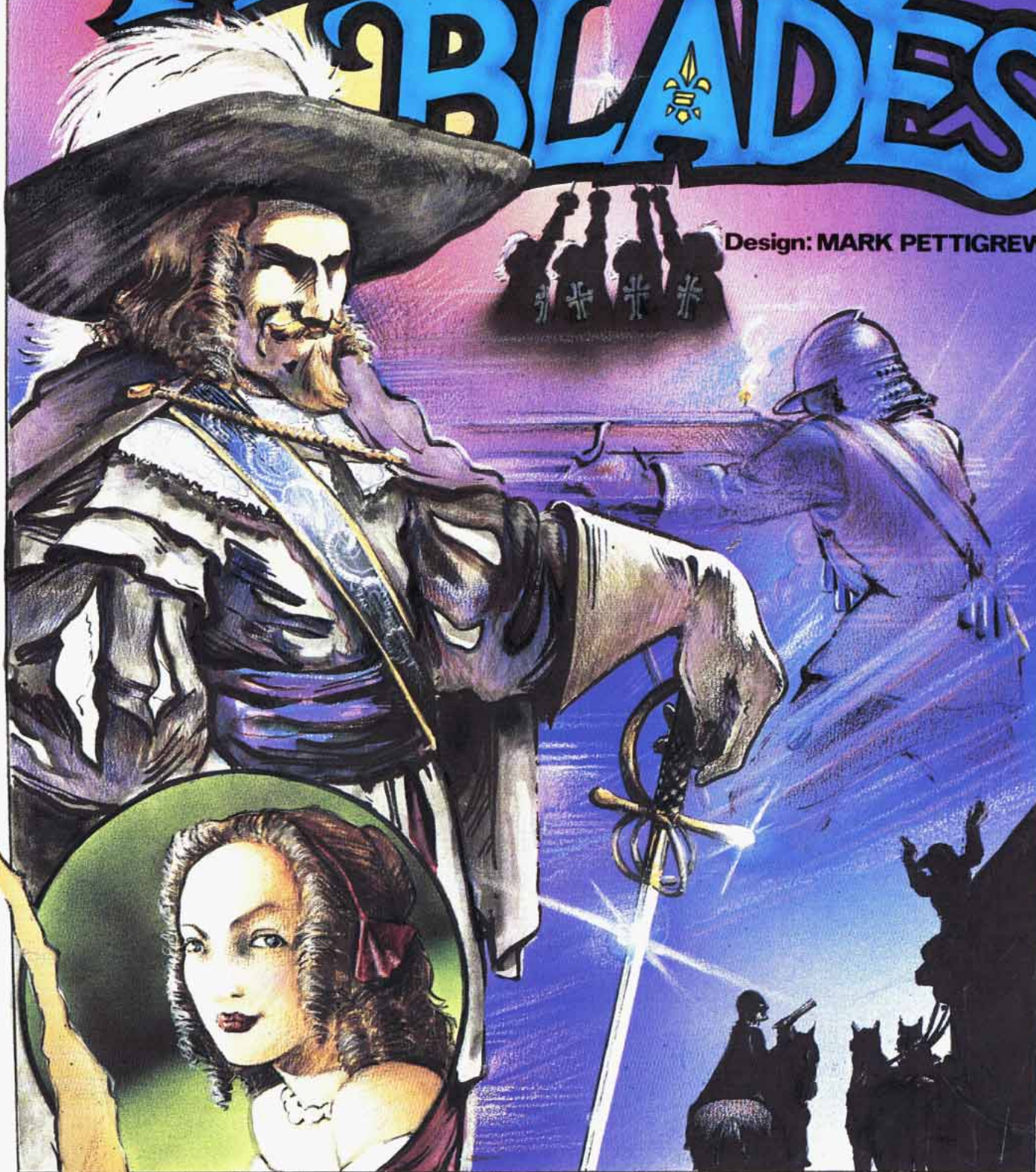


FLASHING BLADES™

Design: MARK PETTIGREW



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1.0 Introduction

This game, *Flashing Blades*, is a complete system for role-playing adventure. It is set in 17th Century France; the France of the bland King Louis XIII, the dynamic King Louis XIV, the evil Cardinals Richelieu and Mazarin, the dashing three musketeers, and countless other swashbucklers, dandies, cavaliers, rogues, villains, highwaymen, and cutthroats; a time when duels, brawls, and high adventure were the order of the day.

As one might expect, *Flashing Blades* is designed to capture the adventurous and light-hearted spirit of swashbuckling adventure stories and movies. It has been necessary at times to sacrifice some realism and historical accuracy to this end. Players might imagine the game as being set in 'the France that might have been' rather than 'the France that was.' *Flashing Blades*, like all other role-playing games, requires a creative imagination.

As a role-playing game, *Flashing Blades* also requires a referee (referred to as the 'Gamemaster'). The Gamemaster must invent adventures for the other players and control or 'run' the environment of the adventures. The Gamemaster must function as the judge at times, clarifying rules for players, making up new rules for extraordinary situations, and generally making sure that each gaming session is exciting and balanced. The position of Gamemaster is usually filled by the player who knows the rules best. All other players are represented by characters (referred to as 'player-characters') in the game. The players control the actions their characters take in situations presented to them by the Gamemaster. Characters which are not directly controlled by a player (known as Non-Player Characters or NPC's) are created and controlled by the Gamemaster. NPC's range in importance from beggars on the streets of Paris to the King himself.

The adventures dreamed up by the Gamemaster may be scenarios (adventures which may be finished in one or two gaming sessions) or campaigns (series of connected scenarios). Adventures may be based or built around the personal histories of the player-characters (a plot to assassinate a sworn enemy, for instance) or they may take other forms. Common types of swashbuckling adventures are: military campaigns, political intrigues, espionage, the courting of fair damsels, etc. Each adventure may provide chances for duels, brawls, heroic actions, indiscretions, gambling, wenching, carousing, and numerous other boisterous activities. The Gamemaster should design adventures to have interesting plots, but at the same time to be exciting, and not too time

consuming. Several example scenarios are included in a separate booklet to be read only by prospective Gamemasters.

Players in the *Flashing Blades* system may find that death and grievous wounds are more easily encountered in these rules than in some other role-playing games. In an attempt to be more realistic and historically accurate, combat has been made fairly dangerous. Players should remember, however, that most duels were only to 'first blood.' Once a wound was scored on an opponent, that duel ended with the superior fencer having gained 'satisfaction.' In less organized combat situations, players will quickly learn to run away when outclassed. After all, 'he who fights and runs away, lives to fight another day!'

A reasonable amount of background information is included in these rules to help develop the proper atmosphere for 17th Century role-play. Much of this information is placed in the appropriate sections of the rules: Starting Characters (3.0), Personal Combat (4.0), Ranks and Positions (5.0), and Experience (6.0). In addition, a larger reference section is included in the Appendix (7.0). Players, especially those who wish to referee *Flashing Blades* are advised to read this Appendix in order to familiarize themselves with the period and setting.

A word to players about the sex roles of the times is also in order. A perceptive reader will notice that the pronoun 'he' is used consistently in this rulebook when referring to the characters. This is both for simplicity, and because women, short of Queens, rarely played an adventurous role in the 17th Century. The Gamemasters of some games may not wish to allow female characters due to this fact. Others may ignore historic accuracy in favor of fun and playability, and allow female characters to be created exactly as male characters. A compromise between these two camps might be to allow female characters, but to adjust their attributes and choices of skills and backgrounds accordingly. What role female characters play in the game is up to each individual Gamemaster. Remember, the purpose of the game is enjoyment, and no player should feel limited in the role he or she must play.

The 17th Century of legend is a wonderfully romantic and adventurous time, rarely tread upon by role-playing gamers. *Flashing Blades* attempts to capture some of the magic of that period. I hope that you have as much fun playing this game as we had making it.

2.0 Components

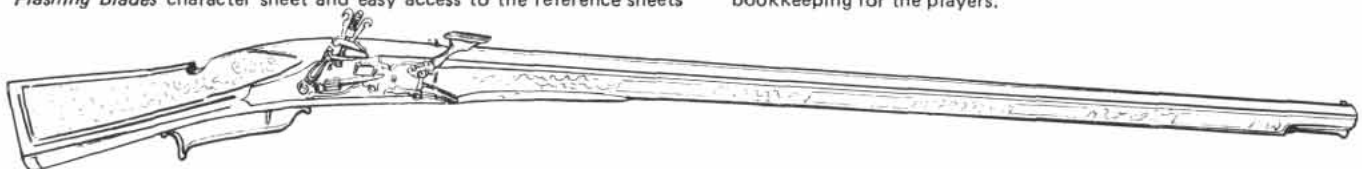
To play *Flashing Blades*, you must have this rulebook and the other necessary materials listed below:

- 1) Dice: Each players should have several six-sided dice (often abbreviated as 'D6' for game purposes) and one twenty-sided die (abbreviated as 'D20').
- 2) Paper and pencils: Each player should have scratch paper and a pencil; the Gamemaster may require a notebook and graph paper.
- 3) Charts and sheets: For ease of play, each player should have a *Flashing Blades* character sheet and easy access to the reference sheets

or rules. These may be photocopied from those samples included in this box.

Optional materials, which may come in handy, include:

- 1) Plastic overlays and a grease pencil: The Gamemaster may wish to use these materials to map out areas of interest in the game.
- 2) Miniatures: Period miniatures may be used to represent the various characters in the game, to add flavor and realism.
- 3) Calculators: The Gamemaster may find a calculator useful in bookkeeping for the players.



3.0 Starting Characters

3.1 DETERMINING ATTRIBUTES

The first step in creating a *Flashing Blades* character is to determine attributes, height and build, Hit Points and Encumbrance value. There are six attributes, each representing one area of physical or intellectual ability. A character's starting value in each attribute is determined by rolling 3D6 and adding the dice together, providing a range of 3 to 18. The higher the score in an attribute, the greater the character's ability in that area. The exact nature of each attribute is listed below:

STRENGTH represents the character's physical might, and determines how much force he can exert.

DEXTERITY is a measure of physical coordination, agility, and speed.

ENDURANCE represents physical stamina, constitution, and the ability to resist disease and poison.

WIT is a measure of intelligence, intellect, and cleverness.

CHARM represents leadership ability, charisma, animal magnetism, and physical attractiveness.

LUCK is a measure of the character's ability to be in the right place at the right time (to have a large body of water beneath him when he falls from a window, for instance, or to trip over buried treasure).

Attributes may be modified by a character's specific height and build. Height is classified into the categories of Tall, Average, and Short. Build is expressed as Thin, Average, or Stocky. Either Height or Build may be chosen by the player, but not both. That aspect not determined by choice is determined by the roll of 2D6, added together, and cross referenced on the table below:

Roll	Height	Build
2-5	Short	Thin
6-8	Average	Average
9-12	Tall	Stocky

Modifications to the basic attributes for Height and Build are shown below:

Height and Build	Modifiers
Short and Thin	+2 Dexterity, -1 Strength
Short and Stocky	+1 Endurance
Average and Thin	+1 Dexterity
Average and Stocky	+1 Endurance
Tall and Thin	+1 Dexterity
Tall and Stocky	+2 Strength, +1 Endurance, -1 Dexterity

All other combinations of Height and Build do not affect attributes.

Once a player has determined his character's attributes, he may wish to raise his score in some areas. To do this, he may transfer points from one attribute to another on a two-for-one basis. This reflects the possibility of a character training to raise one or two attributes while neglecting others.

If, after the initial rolls and modifiers, a character has less than 54 total attribute points, he may take the difference between fifty-four and his total, and assign the extra points to any attribute(s) he wishes. Note that this rule only applies if the initial total is less than 54; if the total is reduced to less than 54 by trading points on different attributes, no extra points are gained for distribution.

Two basic aspects of a character which are determined directly by the attributes are Hit Points and Encumbrance value.

Hit points represent how much physical damage a character may take before being killed. Hit points start at a base value of ten (10), and are modified as shown below:

Attribute	3-5	6-8	9-11	12-14	15-17	18+
Strength	-1	-	-	+1	+1	+2
Endurance	-2	-1	-	+2	+3	+4
Luck	-1	-	-	-	+1	+1

In addition, any character with a Thin build subtracts one (1) from starting Hit Points. Any character with a Stocky build adds 1 to his starting Hit Points. How Hit Points come into play in the game is fully discussed in section 4.5.

How much weight a character may carry is determined by the character's Encumbrance value. Encumbrance is measured in weight points (approximately 1.5 kg. or 3.3 lbs. each). Encumbrance value has a base score of ten (10), modified by the attributes as shown below:

Attribute	3-5	6-8	9-11	12-14	15-17	18+
Strength	-2	-1	-	+1	+3	+4
Endurance	-1	-	-	+1	+1	+2
Dexterity	-1	-	-	-	+1	+1

Any character with a Stocky build adds 1 to his Encumbrance value.

A character may easily carry up to his Encumbrance value in weight points. He is then lightly encumbered, and is not hindered in any way.

A character may carry up to three times his Encumbrance value in weight points and be heavily encumbered. Heavily encumbered characters get -3 on Dexterity and Endurance rolls (see section 3.4), -3 to hit or parry with weapons (see section 4.0), and move at half speed.

A character may easily lift up to five times his Encumbrance value in weight points. To lift more, he must make a Strength roll, with a -1 modifier for every three weight points above his normal maximum lift capacity (see section 3.4).

The weights of common items are listed in section 3.72. The weight of a normal human being is 36 weight points (+2 if Stocky, +2 if Tall, -1 if Thin, -1 if Short).

3.2 BACKGROUND

The second step to creating a *Flashing Blades* character is to assign him a background. Basic character background helps determine which skills a character may have, starting ranks and positions, and how much money he receives at the beginning of the game. Character background is also important in developing the *Flashing Blades* atmosphere, and players are encouraged to give their characters period names, personalities, and short personal histories.

The basic backgrounds are split into four categories.

1. ROGUE

A rogue is a common person of low birth who has had little formal education and has learned to live by his wits. Some common occupations for Rogues are: pickpocketing, robbery, gambling, adventuring, and banditry. Despite their lack of training in proper etiquette and the finer social graces, Rogues prove quite useful due to their unique assortment of skills.

2. GENTLEMAN

A Gentleman is a person of middling status who has received a wide and liberal education. Gentlemen may be the sons of wealthy merchants or landowners, or the bastard sons of noblemen. Gentlemen may start the game as low-level Clergymen, Bureaucrats, or Bankers, and although characters of other backgrounds may eventually enter these occupations, they may not start the game as such. For a full description of the Clergy, Bureaucracy, and Banking system, see section 5.0.

3. SOLDIER

A Soldier is a person who chooses to make the military his career. A Soldier may choose his exact company type in section 3.52, and his exact regiment and company in section 5.3. Soldiers are the only characters who may start the game in the military trade, although characters of other backgrounds may eventually join. Ranks, positions, promotion and Campaigns are all fully discussed in section 5.3.

4. NOBLEMAN

A Nobleman is a person born into the ruling class. Such a character has the advantages of status and wealth, but his education may be of little practical use outside of the royal court.



All characters are assumed to be citizens of France. The Gamemaster may allow occasional exceptions, changing the rules slightly for characters of other nationalities. The Gamemaster should encourage players to suggest their own backgrounds, and adjust their choice of skills, allowance, etc. appropriately.

3.3 CHOOSING SKILLS

Each character gets to choose several skills appropriate to his background. Initial skills must be 'bought' with Skill Points. Skill Points may also be spent to increase Expertise in weapons (see section 3.51) and adjust Secrets and Advantages (see section 3.6). How many Skill Points a character begins with is determined by his Wit and Luck. Each character has ten (10) Skill Points, plus or minus the modifiers indicated on the table below:

Attribute	Attribute Score					
	3-5	6-8	9-11	12-14	15-17	18+
Wit	-2	-1	-	+1	+2	+3
Luck	-1	-	-	-	+1	+1

Skills are categorized within each of the four background types. Within each background are several Bonus Skills. Each normal skill from a character's background costs 2 Skill Points. Each Bonus Skill from a character's background costs 1 Skill Point. The skill chosen from a different background costs 3 Skill Points. The only skills to which these rules do not apply fully are Literacy and Languages, which are discussed in the skill descriptions.

Each skill is based on an attribute. To choose a skill, a character must have a score of at least eight (8) in the base attribute. If a character wishes to progress quickly in a skill, he should have a fairly high score in the base attribute.

The skills for each background are listed below. Those which are all in capital letters are Bonus Skills. The base attribute for each skill is shown in parenthesis next to the skill.

ROGUE SKILLS

Acrobatics (Dexterity)
 Bargaining (Wit)
 Bribery (Wit)
 Carousing (Endurance)
 CUT PURSE (Dexterity)
 Disguise (WIT)
 FINE MANIPULATION (Dexterity)
 Forgery (Wit)
 Gambling (Luck)
 Literacy (None)
 STEALTH (Dexterity)
 Tracking (Wit)

GENTLEMAN SKILLS

Acrobatics (Dexterity)
 Banking (Wit)
 BARGAINING (Wit)
 Bureaucratics (Wit)
 Carousing (Endurance)
 Chemist (Wit)
 Disguise (Wit)
 Espionage (Wit)
 ETIQUETTE (Charm)
 Fine Manipulation (Dexterity)
 History (Wit)
 Horsemanship (Dexterity)
 LANGUAGES (Wit)
 Magistracy (Wit)
 Oratory (Charm)
 Seduction (Charm)
 Theology (Wit)
 Tracking (Wit)

SOLDIER SKILLS

Acrobatics (Dexterity)
 Bargaining (Wit)
 CAPTAINCY (Charm)
 Carousing (Endurance)
 Espionage (Wit)
 Gambling (Luck)
 HORSEMANSHIP (Dexterity)
 Stealth (Dexterity)
 STRATEGY (Wit)
 Tracking (Wit)

NOBLEMAN SKILLS

Bribery (Wit)
 Captaincy (Charm)
 ETIQUETTE (Charm)
 Gambling (Luck)
 HERALDRY (Wit)
 History (Wit)
 HORSEMANSHIP (Dexterity)
 Languages (Wit)
 Magistracy (Wit)
 Oratory (Charm)
 Seduction (Charm)

3.4 USING SKILLS

During the course of an adventure, characters will wish to make constant use of their skills. This is achieved normally by rolling a D20 against one of the character's attributes. A roll equal to or less than the attribute indicates that the skill was used successfully.

The attribute rolled against is usually the base attribute for the skill, but this may vary depending upon the circumstances. For instance, a character with Acrobatics skill might roll against his Dexterity to put on a 'sham' brawl, but would be required to make a roll against his Wit to recognize one if he saw it. The difficulty of most rolls will vary widely, so the Gamemaster should add bonuses or subtract penalties from the needed roll as indicated by the situation. For example, a character with Stealth skill, and a Dexterity of 13 would normally need to roll 13 or less to hide effectively. If there were no shadows and little cover, he might receive a -2 penalty, making his needed roll 11 or less. Likewise, if it were late at night in a thick forest, he might get a +4 bonus, making his required roll a 17 or less. In cases of extreme difficulty, the Gamemaster might require a roll under a given attribute divided by two or three (always round up).

When two characters use their skills in opposition to each other, it becomes a resistance roll. The first character's roll modifies the second's by the difference between his roll and what he needed. Thus, if a

character with Stealth and a Dexterity of 12 were running through a forest, he might be required to make a roll against Dexterity to leave a sparse trail for his pursuer. If he rolled an 8, any character tracking him would receive a -4 penalty ($8 - 12 = -4$). If he missed and rolled a 15, any character tracking him would get a +3 bonus ($15 - 12 = 3$).

Resistance rolls are used commonly with Cut Purse, Disguise, Forgery, Stealth, Tracking, and Espionage.

In some cases, skills will only modify normal rolls. For instance, if a character were standing on top of a table about to be flipped by an enemy, he might be required to make a roll against Dexterity to jump down in time. Acrobatics skill might give him a +3 bonus.

If a character continues to use a skill successfully, he may become a 'Master' or even a 'Master Superior' in that skill (see section 6.0). As a Master in a skill, a character will automatically make most rolls to use that skill. Only in very difficult situations should he be required to roll against an attribute, and then, with a +3 bonus. Masters Superior need roll even less often; and, when they do, they receive a +6 bonus.

3.41 General Skills

The areas of ability governed by each skill, and its specific effects on the game are provided below:

ACROBATICS

This skill covers a wide variety of heroic antics common in swash-buckling movies. Acrobatics includes leaping, swinging, climbing, flipping and rolling. A character with Acrobatics skill should have a much better chance of succeeding in such actions than a normal character (although a normal character should have some chance). In addition, acrobats may perform 'sham' brawls and fights, apparently smashing and throwing each other around, but in reality, not hurting one another. Another acrobat will usually be able to tell if a brawl is a 'sham' or not.



BANKING

This skill represents a competent understanding of 17th Century banking and finance. Characters with Banking skill will know exchange rates for foreign coinage, record-keeping and investiture techniques, etc. A character must have Banking skill to become a Clerk or Money-lender and go into Banking as an occupation (see section 5.7).

BARGAINING

This skill is the ability to haggle and deal to get what one wants. It has greatest effect when buying items in a common marketplace, where haggling is the way things are bought. It may be more difficult to use when buying items with a set price or making special deals. A character with Bargaining skill may get 10% off of the normal price when buying common goods (clothing, food, livestock, etc.).

BRIBERY

This skill represents the ability to determine if various officials may be easily bribed and to calculate the amount of money the bribe

should be. Most minor officials (Provincial Sheriffs, Court Clerks, Village Mayors, etc.) may be bribed to overlook minor regulations, lack of proper documentation, etc., for 10 to 20 L (Livres). Officials of the Realm (Town Mayors, Court Secretaries, Provincial Tax Collectors, etc.) and Magistrates will be more difficult to bribe, and will not go for less than 50 L. Royal Officials and other high ranking bureaucrats are far more difficult to bribe, and will generally require some sort of special deal or settlement. Characters with Bribery skill have a better chance of bribing officials than those without, and less chance of being reported.

BUREAUCRATICS

This skill represents a working knowledge of the royal bureaucracy, and how to work within it. Characters with Bureaucratism skill are adept at deciphering seals and stamps, shuffling paperwork, and the delegation of work to underlings. Bureaucratism skill is required for characters who wish to enter the Bureaucracy as Bureaucrats (rather than as Students of Law). See section 5.5 for details. This skill is well complimented by Bribery skill.

CAPTAINCY

This skill is the ability to lead men in battle and other emergency situations. It is necessary to have Captaincy skill when leading any organized group. Characters with Captaincy skill will be skilled at taking command in emergency situations, giving effective orders, and controlling large groups of men. Captaincy is required for all officer ranks in the military.

CAROUSING

This skill represents the ability to have a rollicking good time, get other people drunk, and maintain a fair amount of composure even when bombed out of one's skull. Carousing skill may be used to simply become merry without too much of a hangover the next morning, or it may also be used to pump others for information while getting them drunk. Characters with Carousing skill will generally be able to drink everyone else under the table.



CHEMIST

This skill represents a good knowledge of 17th Century chemistry. Players should remember that chemistry and alchemy were not fully separated in the 17th Century; and although this skill allows characters to use some practical knowledge of chemistry, they may still believe in the Philosopher's Stone and the elixir of life (at the Game-master's discretion, such things may really exist in the game). Characters with Chemist skill will be able to make gunpowder, poisons, sneeze and itch powders, acids, etc., if provided with the correct materials. Chemists are also able to recognize such substances with accuracy.

CUT PURSE

This skill covers a range of thieving abilities involving the separation of a victim from his money. In this period, money was commonly carried in a small purse or pouch attached to the belt. A purse may be opened carefully and picked, or the strings holding it to the belt may be cut. The victim will more often be aware of the theft in the latter case, but the former method may not allow all of the money to be taken out (just one handful, about forty to fifty coins). Characters without this skill have almost no chance of cutpursing.

DISGUISE

This skill represents the ability to disguise one's features and style of dress. With the proper materials (such as make-up and wigs), a character with Disguise skill may easily mask his own identity. It is more difficult to make oneself up to look like a particular person. Generally, the chance of recognizing a disguise is based on how well a person knows the disguised character and the person as whom he is disguised. Characters with Disguise skill have a good chance of seeing through other disguises.

ESPIONAGE

This skill encompasses a wide range of intelligence and counter-intelligence techniques used in the 17th Century. With the 30 Years War in progress, the rivalry between the Cardinalists and Royalists, and the War for the Spanish Succession to come, the France of Louis XIII and XIV was a hotbed of political intrigue. Characters with Espionage fit in well with the milieu. Such characters are adept at using and breaking codes, weaseling information from others, and torturing people for information. They are also good at seeing through disguises and spotting people who do not 'fit in.'

ETIQUETTE

This skill represents knowledge of the social graces. This includes bowing correctly, holding silverware properly, dancing, saying the right thing at the right times, etc. Characters with Etiquette skill may hide their rough edges when in distinguished company, and will be sure of behaving properly in the presence of high nobility and royalty. All characters without this skill must live in constant fear of making a social blunder (tripping their dancing partners, or eating dinner with their salad forks, for example).

FINE MANIPULATION

This skill represents the ability to perform complex mechanical operations. Fine Manipulation skill could be applied to picking locks, fixing simple mechanical apparatus (such as a clock, a crossbow, a lock on a firearm, etc.), and rigging mechanical traps. Characters with this skill are also adept at sabotaging mechanical devices and disarming traps.

FORGERY

This skill is the ability to fake documents accurately, minimizing the chance of their detection. Forgery skill may be used to produce various documents, papers, signatures, and seals, well enough to pass a quick inspection. This task is easiest if a good example of the necessary handwriting or seal can be studied by the forger. If no such example is available, the forgery becomes more difficult, and the chance of being detected as a fake increases sharply.

GAMBLING

This skill represents the ability to master games of chance. Characters with Gambling skill will be familiar with most popular games of the times, including dice, cards, draughts (backgammon), and cock-fighting, and will be able to figure the odds quickly. If skilled gamblers choose, they may cheat, with a high chance of success. Another character with Gambling skill, however, may be able to spot a cheat.



HERALDRY

This skill indicates a thorough knowledge of noble genealogies and coats-of-arms. Characters with this skill will be able to identify high nobility and members of the royal family, trace their family histories, and recognize their crests and seals. Noble families of other nationalities will be more difficult to recognize than domestic nobility.

HISTORY

This skill represents a wide knowledge of European history. Characters with History skill will be able to recognize dates, battles, and events of the past, and will be well acquainted with contemporary literature.

HORSEMANSHIP

This skill represents the ability to ride a horse well. Although a character without this skill may ride at a trot or a slow canter, to ride faster and control a horse in emergency situations, a character must have Horsemanship. Characters with this skill will be able to care for horses, pick out good riding horses, and fight from horseback. A character who has both Horsemanship and Acrobatics skills may vault from horseback.

LANGUAGES

Each time a character takes this skill, he learns a new language. For one skill point, a character may learn to speak a foreign language. For an additional skill point, the character may learn to read and write the language as well. A Gentleman may speak, as well as read and write one language for one skill point as a Bonus Skill; he must, however, buy each subsequent language at the normal cost. Some useful languages for the period might be Italian, English, Spanish, Dutch, German and Latin. Characters who read a language are assumed to be familiar with some of the literature of that language. Note: All characters speak French automatically, and all backgrounds except Rogues are assumed to be literate in French, as well. Fluency and literacy in Latin are required for all characters who wish to be Students of Law or of Theology (see section 5.4).

LITERACY

As stated above, all backgrounds except Rogues are assumed to be literate. If Rogues wish to be literate in French, they must buy Literacy skill for 1 Skill Point.

MAGISTRACY

This skill represents a working knowledge of 17th Century French law. Characters with this skill will be able to argue their own cases in court, understand political and legal workings, and translate complex legal documents. Magistracy skill is required for characters who wish to be Students of Law (see section 5.5).

ORATORY

This skill represents the ability to speak well publicly. Characters with Oratory skill may be able to persuade and convince others, talk their way out of tight situations, etc. Oratory skill may also be used to make Etiquette, Captainty, and Magistracy more effective in certain situations.

SEDUCTION

This skill represents the ability to flatter, cozen, and tease the opposite sex into giving information, aid, or various other services. Characters with this skill are adept at courting and are rarely without affectionate companionship . . .

STEALTH

This skill covers a wide range of abilities dealing with concealment. These abilities include hiding in cover, moving silently, and shadowing (following someone without having him notice). These abilities will vary greatly, depending on the circumstances. For instance, if there are no shadows and little cover, it is difficult to hide, or if one is wearing heavy armor it is difficult to move silently. However, characters with this skill are far more adept at such feats than others are who lack the skill.

STRATEGY

This skill represents the ability to use and develop military tactics in warfare. Characters with Strategy skill are good at planning out logical sequences, and may be quite good in games of cleverness (chess, for instance). In addition, characters with this skill may make Brilliant Maneuvers on military Campaign, predict what an enemy may do next, and rise to high military rank (Brigadier, General, Field Marechal, etc.).

THEOLOGY

This skill represents a knowledge and understanding of the theological doctrines of the 17th Century. A character with Theology skill may quote from scripture at will, decipher religious texts and documents, cite the Church's opinion on various topics, etc. Theology is required for any character who wishes to be a Student of Theology (see section 5.4).

TRACKING

This skill represents the ability to follow a trail or path left behind by someone or something. Characters with this skill are able to follow and recognize the tracks of most animals, vehicles, and types of people (a peasant's work-boot print as opposed to a gentleman's riding boot, for example). Of course, the chance of tracking successfully varies widely, depending on where the tracks were made, how old they are, and what the weather has been since they were made.

3.5 MARTIAL TRAINING

3.51 Martial Skills

Once characters have received their normal skills, they must choose their martial skills in accordance with their backgrounds. Each martial skill allows characters to use specific weapons and styles of fighting in combat. Martial skills are not chosen with Skill Points. Characters choose martial skills as detailed in section 3.52. Skill Points may be used to increase Expertise in weapons covered by certain martial skills, as discussed later in this section. A full description of each martial skill is provided below:

ARCHERY

This skill covers the use of the short bow and crossbow. Although firearms were in common use during this period, the crossbow was still occasionally used in battle (sometimes it was used by grenadiers to shoot small bombs at the enemy). Archery with a regular bow was considered much as it is today, a pastime and hobby. Rarely was the bow used in battle. Characters with this skill are competent in the use and repair of both of these weapons.

ARTILLERY

This skill represents expertise in the use of the heavy artillery of the 17th Century. Large cannon were used mainly in sieges to batter enemy walls, but were also employed sparingly on the battlefield. Such artillery pieces were not at all accurate by modern standards. Characters with Artillery skill are skilled at aiming, firing, and re-loading large artillery pieces.

BRAWLING

This skill includes the use of brawling weapons, clubs, and unarmed attacks. A brawling weapon is anything that is handy at the moment — a chair, mug, broken bottle, etc. Unarmed attacks are offensive actions such as punches, kicks, haymakers, grapples, and tackles. Characters with this skill are good at using such weapons and attacks and (hopefully) at avoiding such attacks.

DUELING

This skill covers a range of weapons and techniques commonly used in 17th Century duels. It is split into five distinct styles, each of which must be learned separately:

(1) **Spanish Style:** This was probably the first real dueling style to develop after the middle ages. It relies heavily upon keeping the opponent at a set distance, and uses the slash as its main attack. Characters trained in Spanish Style may fence with rapiers and longswords,

and receive a +1 to hit when attacking with a slash (see section 4.3).

(2) **Italian Style:** This style developed shortly after the Spanish. It stresses many mechanical and physical points of fencing, such as facing the opponent mostly with the right side, so as to give him the smallest possible target. Italian Style relies upon the thrust and the lunge for its attacks (during this time a lunge was just a running thrust). Early Italian fencing style also started to integrate the left-hand parrying weapon and the main weapon into a single system of combat ('Florentine style'). Characters trained in Italian Style may fence with foils, rapiers, and longswords and get +1 to hit when attacking with a thrust or lunge (see section 4.3), and may also use simple left-hand weapons (the baton, main gauche, and buckler, only) to some effect.

(3) **French Style:** This style was just developing at the beginning of the 17th Century. After importing Spanish and Italian fencing masters for more than a century, France began to produce its own, with their own theories and styles. French Style emphasizes the use of strategy and thinking in combat, and fully integrates the 'Florentine style' to a state more advanced than that of Italian Style. Characters with French Style may fence with foils, rapiers, and longswords and may use all left-hand parrying weapons (such as main gauches, bucklers, batons, daggers, other swords, or even hats or cloaks).

(4) **Cavalry Style:** This style developed mostly in Eastern Europe, around the same time as Italian Style was developing. It uses a vicious system of cuts and slashes at the upper torso and a box-like system of parries, adapted from the attacks and defenses commonly used by men on horseback. Characters with Cavalry Style may fence with longswords and sabres, and get +1 to hit with a slash attack (see section 4.3).

(5) **Old Style:** This style is what remains of medieval fighting techniques, which relied more on brawn than brains. Characters with Old Style may fight with daggers, longswords, cutlasses, and two-handed swords.

FIREARMS

This skill covers the use of all firearm weapons. Characters with Firearms skill are adept at using, cleaning, and loading pistols, dueling pistols, carbines, muskets, arquebuses, and hand cannons.

GRENADIER

This skill represents expertise in the use of grenades and bombs. These weapons were not very advanced in the 17th Century, however, and people who worked closely with them stood a good chance of being blown to bits. Characters with this skill may construct small bombs with powder charges. They are trained in determining the proper amount of charge and length of fuse necessary for a given bomb or grenade.

POLEARMS

This skill covers the use of those polearms still popular in the 17th Century. These weapons were fast dying out in common use, and were rarely used outside of battles and parades. Characters with this skill may use pikes, halberds, poleaxes, and two-handed swords.



3.51a Expertise in Martial Skills

Of all the martial skills, only Artillery and Grenadier function in the same way as the normal or general skills. All other martial skills are measured in Expertise ratings. All characters have an Expertise rating in each weapon (or Brawling skill as a whole) which should be calculated immediately for their main weapons. To calculate Expertise for each weapon, follow these six steps:

1. All weapons in which a character is unskilled have a base Expertise rating of 3 (this includes all unarmed attacks if a character does not have Brawling skill).

2. All dueling weapons (daggers, foils, rapiers, longswords, sabres, and cutlasses) and Archery weapons (bows and crossbows) in which a character is skilled have a base Expertise rating of 10.

3. All Brawling weapons and attacks, polearms (pikes, halberds, poleaxes, and two-handed swords), and firearms (pistols, dueling pistols, carbines, muskets, arquebuses, and hand cannon) have a base Expertise of 8 for characters with the appropriate skills.

4. Add to, or subtract from, base Expertise the modifiers for attributes shown on the following chart:

Attribute	Attribute Score					
	3-5	6-8	9-11	12-14	15-17	18+
Wit	-1	-1	-	+1	+1	+2
Luck	-1	-	-	-	+1	+1
Dexterity	-2	-1	-	+1	+2	+3
Strength*	-1	-	-	-	+1	+1

*Strength does not modify expertise with crossbows or firearms.

5. Add +1 for extra training in one weapon (as detailed below).

6. Add +1 for each Skill Point spent to increase Expertise in one weapon (these points are spent normally, as if buying a general skill).

Expertise ratings may be measured in titled levels as shown below:

Expertise	Title
3-5	Unskilled
6-8	Novice
9-11	Intermediate
12-14	Experienced
15-17	Scholar
18-20	Expert
21-23	Master
24 or more	Master Superior

Expertise may be raised through experience, as detailed in section 6.2. For all weapons except dueling weapons (daggers, foils, rapiers, longswords, sabres, and cutlasses), Expertise may not increase if it is equal to or greater than twice the character's Dexterity. If Dexterity increases through experience, the Expertise may be increased normally.

Characters who are Experts, Masters, or Masters Superior may be able to find employment in a Fencing School or Fraternity (see section 5.9).

3.52 Choosing Martial Skills

Characters may choose their martial training on the basis of their backgrounds (although no Skill Points are spent to buy martial skills). Rogues, Gentlemen, and Noblemen may choose from the following civilian martial training organizations:

1. The School of Hard Knocks

Only Rogues may choose this training, and it reflects the tricks they may have learned growing up in the streets. The School of Hard Knocks trains characters in Brawling skill, and may be taken in addition to a Fencing School.

2. Archery School

To take this training a character must have a score of 12 or more in either Dexterity or Wit. Archery School trains characters in Archery skill and may be taken in addition to a Fencing School.

3. The Academy

This training is available only to characters with a score of 12 or more in either Strength or Endurance. The Academy is a school of tough martial instruction which trains characters in either Firearms skill and Polearms skill or in Firearms skill and one style of Dueling.

4. Fencing School

A school of fencing is comprised of a group of students and one or two Masters or Masters Superior. There are no requirements and Fencing School may be taken in addition to The School of Hard Knocks or Archery School. A Fencing School trains characters in one Dueling Style, and gives them extra training in one of the weapons taught (+1 Expertise).

5. Fraternity

A fencing Fraternity is a much larger organization where students are taught by several Masters and a Master Superior. There are no requirements. A Fraternity trains characters in two Dueling Styles, and gives them extra training in one of the weapons included in these styles (+1 Expertise).

6. Guild

A fencing Guild is a nationwide or international fencing organization composed of many Masters and Masters Superior. Guilds train characters in three Dueling Styles or two Dueling Styles and Polearms skill.

The type of martial training a Soldier receives is based on the type of company in which he serves. Soldiers may choose their regiment and company in section 5.3. Company types are divided into the categories shown below:

Company Type	Martial Skills
Footsoldiers	
Fusiliers	.Polearms, Firearms
Artillerists	.Artillery, Firearms
Grenadiers	.Grenadier, Old Style Dueling
Arquebusiers	.Old Style Dueling, Firearms, and extra training in one weapon (+1 Expertise)
Cavalry	
Dragoons	.Cavalry Style, Firearms, (Horsemanship)
Cuirassiers	.Cavalry Style, Firearms, (Horsemanship)
Carabiniers	.Cavalry Style, Firearms, (Horsemanship)
Guards	
Guards	.French Style, Firearms, Polearms, and extra training in one weapon (+1 Expertise)
Musketeers	.French Style, Firearms, one other martial skill (player's choice) and extra training in one weapon (+1 Expertise)

Cavalrymen receive Horsemanship skill automatically, as if it were a martial skill (so there is no need to spend Skill Points). It should be noted that the Musketeer regiments listed as 'Guard' units in section 5.3 also served on horseback and should also receive Horsemanship skill in this same fashion.

The martial skills listed above are not only those received by the Soldier character at the start of the game, but are also the requirements for later enlistment in a company by characters from other backgrounds.

3.6 ADVANTAGES AND SECRETS

To add more color to the game, characters may have various special advantages and personal secrets. These are designed to allow many typical swashbuckling adventure themes to come into play. Characters may choose advantages and secrets in the following three ways:

1) A Character may choose to have one advantage and one secret.

2) A character may choose to have only an advantage, at a cost of two Skill Points (this is expended normally as if a skill had been purchased).

3) A character may choose to have only a secret, and may use one extra Skill Point to choose skills (this is added to normal Skill Points, and may be used normally).

The nine advantages from which characters may choose are listed below:

Title

Any Nobleman character may choose to inherit his father's title. Having a title grants a character status and prestige (see section 3.8), and also adds to his yearly income (see section 3.7). Roll a D20 for the exact title received.

Roll	Title (and bonus yearly allowance)
1-7	Baron (+100 L)
8-13	Viscount (+250 L)
14-17	Count (+500 L)
18-19	Marquis (+750 L)
20	Duke (+1000 L)

Titled characters may move freely in court circles, and may progress in title, as discussed in section 5.8.

Wealth

Any character may choose to have some extra source of money adding to his yearly allowance. The source may be completely secret, or it may be dividends from wise family investments, a rich uncle, inheritances, etc. Roll a D20 for the exact amount of extra money received.

Roll	Extra Money received each year
1-8	Well-off (+200 L)
9-12	Well-to-do (+300 L)
13-15	Wealthy (+400 L)
16-17	Very Wealthy (+500 L)
18-19	Rich (+1000 L)
20	Filthy Rich (+1500 L)

Land

Any character, except a Rogue, may choose to own land. Land adds to yearly income, but also costs money each month to keep up. If land is not tended properly for six months, it will fall into ruin. Land provides a rest place for characters and a headquarters during adventures. If sold, land brings a healthy price. Roll two D6 each month; on a roll of 11 or 12, a buyer is found. The sale price of land is reduced by 15% for every month it has not been tended. For the exact type of land owned, roll a D20 on the table below.

Roll	Type of Land	Bonus Yearly Income	Monthly Cost	Sale Price
1-6	Townhouse and Garden	+250 L	20 L	2500 L
7-12	Suburban Villa	+500 L	40 L	4500 L
13-16	Small Country Estate	+750 L	60 L	12000 L
17-19	Large Country Estate	+1000 L	90 L	20000 L
20	Chateau	+1250 L	120 L	35000 L

Players may choose where their character's land is located in France. Upkeep is assumed to pay for servants, gardeners, furniture, etc.

Contact

Any character may choose to have a contact, a Non-Player Character (NPC) who will aid the character in times of need. Such characters may be of any rank, but will help less often the higher their rank. For example, a character might know King Louis XIV, but it is doubtful that he would be at the character's beck and call! More likely contacts might be: ministers, spies, high nobility, military officers, various officials, magistrates, etc. The Gamemaster and the player should decide on the exact nature of each contact.

Favor

Any character may choose to be owed a favor by an NPC. This advantage is similar to Contact in that the character knows a fairly powerful NPC. It differs in that the NPC has to grant, within his power, a request by the character. Once this request is granted, however, the NPC is free of all obligation — and may even retaliate in some small way if the request were too great. Favor is thus a one-time resource, whereas Contact may continue indefinitely.

Double

Any character may choose to have a double (either an identical twin separated at birth or another person who has an identical appearance by chance). The disadvantage of having a double is that the character does not know his double at the start of the game. They may meet and make secret deals together, but the double may also attempt to 'take over' the character's life. This advantage is therefore a mixed blessing.

Gentleman's Lackey

Any character save a Rogue may choose to have a Gentleman's Lackey. This is a personal servant of indisputable loyalty. Lackeys may be used to help carry a character's equipment, take messages to different places, keep track of a character's estate, and perform numerous other minor tasks. Lackeys have no real skills, but their attributes may be rolled up in the following manner: Wit is rolled on 3D6; Luck is rolled on 4D6; all other attributes are rolled on 3D6 and have 2 subtracted from this total. Although inept in most combat situations, lackeys are usually overlooked by attackers as being unimportant.

Member of an Order

Any Nobleman or Gentleman may choose to be a member of a club or order. These are societies of gentlemen who meet regularly for a specific purpose. Gentlemen's clubs are generally social institutions, where members meet to drink and carouse together. Noble Orders are political or quasi-military groups devoted to the Queen, the Crown Prince, or the royal family in general. Royal Orders are those devoted to the King himself. Members of Royal and Noble Orders receive the title of Chevalier of the Realm (Knight). Members of all clubs and orders receive a bonus to their yearly incomes, and club members are assumed to have lifetime free memberships. In addition, orders and clubs will protect their members. If a member is attacked, other members will come to his aid; if he is captured, the order may attempt to rescue or ransom him.

Roll a D6 to determine to which type of order or club the character belongs:

Roll	Type of Order or Club (and Bonus Income)
1-2	Gentleman's Club (+25 L)
3-4	Noble Order (+50 L)
5-6	Royal Order (+100 L)

Characters may choose any Club or Order within the indicated category. Clubs and Orders, and the rules for advancement within them are fully listed in section 5.6.

Renaissance Man

Any character who has a score of 12 or more in all of his attributes may choose to be a Renaissance Man. Such a man is one of those rare individuals who is adept at almost every endeavor to which he sets his mind. Renaissance Men start with a base Expertise of 6 in all weapons with which they are not skilled (instead of 3). Moreover, Renaissance Men may attempt to use any skill which they do not have at one half the normal chance of success for a character with the skill. Hence, a Renaissance Man without Stealth skill could attempt to move silently on a roll of his Dexterity divided by two; if his Dexterity were 16, he would need to roll 8 or less. Renaissance Men may not become Masters in skills that they do not actually possess, although they may gain the skill itself, if they reach the normal requirements for mastery (see section 6.0). When attempting to advance into positions which require a certain skill, a Renaissance Man is counted as having the skill if he can make a successful D20 roll on one half of the Base Attribute. For example, a Renaissance Man without Banking skill could still become a Clerk or Moneylender, if he could roll his Wit divided by two, or less.

The nine secrets from which characters may choose are as follows:

Sworn Vengeance

Any character may choose to have Sworn Vengeance. This secret involves the character's personal history; and the Gamemaster and the player should determine a likely NPC and reason for the Sworn Vengeance, at the start of the game. The character will participate in normal adventures; but if the opportunity presents itself, he will go out of his way to get his enemy. Likely reasons for Sworn Vengeance include: the murder of a family member or friend, the ruin of a family name, the theft of a mistress, personal disgrace or humiliation, etc.

Duelist

Any character may choose to be a Duelist. Duelists are hot-blooded braves, looking for a fight. They are quick to take offense, and they will always accept a challenge to a duel or fight, no matter the odds.

Blackmailed

Any character may decide to have this secret. A Blackmailed character is partially controlled by an NPC who holds some potentially damaging information about the character. The character must meet the NPC's occasional demands for money and/or services. Of course, the character may also plot to trap or kill the blackmailing NPC.

Compulsive Gambler

Any character may choose this secret. A Compulsive Gambler is a character who must play games of chance regularly. He will find it difficult to turn down any sort of wager, and does not know when to quit.

Secret Loyalty

Any character may choose to have this secret. Secret Loyalty indicates that the character secretly serves some powerful NPC in some manner. This NPC may give the character orders, send him on adven-

tures, etc. But he will also extend protection for the character in particular situations. Likely NPCs for a Secret Loyalty are: high nobility, court ministers, royal officials, Cardinal Richelieu or Mazarin, members of the royal family, etc.

Code of Honor

Any character except a Rogue may choose this secret. A character with a Code of Honor will not stab enemies in the back, trip them, stomp them while they're down, use dirty fighting techniques, etc. Honorable characters will challenge enemies to duels, allow them to draw their weapons before attacking, allow them to pick up dropped weapons, etc. Such characters may seem a bit naive in the normally rough and tumble atmosphere of *Flashing Blades*.

Secret Identity

Any character may choose this secret. Characters with a Secret Identity have a normal identity that they generally use, and another identity that they assume sometimes for various reasons. Possible secret identities include: Jekyll and Hyde-like characters, Zorro-like highwaymen and freedom-fighters, and double agents. If a Secret Identity is revealed, there will usually be someone who wants the character dead.

Religious Fanatic

Any character except a Rogue may choose this secret. Characters from 17th Century France will almost surely be Roman Catholics or, possibly, Huguenots (French Protestants). In the case of a Religious Fanatic, any blasphemous (i.e. non-Catholic or non-Protestant, depending upon the point of view) ceremonies or comments will send him into a rage. Such a character believes thoroughly in his religious doctrines, and may be closely affiliated with his church. For a full description of the Clergy, and advancement within it, see section 5.4.

Don Juan

Any character may choose to have this secret. A character who is a Don Juan will have great difficulty resisting beautiful women. Such a character may fight duels over women he doesn't even know, rescue ladies in distress, no matter the odds, and flirt shamelessly. This secret may become dangerous if the character falls for the wrong woman — such as the King's mistress.

The Gamemaster should allow character's advantages and secrets to affect nearly every adventure. He or she should keep in mind, however, that they are designed to make the game more fun, not more difficult. Thus, a character's secret may get in the way occasionally, but it should not cause constant misfortune.

The Gamemaster and players are encouraged to create their own advantages and secrets. The Gamemaster should be sure that these are balanced for play — neither too powerful nor too dangerous.

3.7 MONEY AND EQUIPMENT

3.71 Yearly Allowance

The monetary system of *Flashing Blades* is based on copper Sous, silver Pistoles, silver Livres (abbreviated as 'L') and gold Louis. These may be exchanged at the following rates:

15 Sous	= 1 Pistole
20 Sous	= 1 Livre (L)
4 Pistoles	= 3 Livres (L)
12 Livres	= 1 Louis d'Or
16 Pistoles	= 1 Louis d'Or

At the start of the game each character must roll a D6 to determine his yearly allowance, based on his background. This is assumed to be modified by various advantages (see section 3.6) and by pay from the various ranks and positions (see section 5.0). Roll for yearly allowance on the table below:

Roll	Rogue	Soldier	Gentleman	Nobleman
1	50 L	150 L	200 L	250 L
2	100 L	150 L	250 L	300 L
3	100 L	200 L	250 L	300 L
4	150 L	250 L	300 L	300 L
5	150 L	250 L	300 L	400 L
6	250 L	300 L	400 L	500 L



3.72 Outfitting

At the beginning of the game all characters may outfit themselves by buying equipment with their first year's allowance. Items and equipment may be purchased for the prices listed below:

Item	Price	Weight
Clothing and Armor		
Ordinary Clothing (doublet, breeches, hose, shoes, hat, etc.)	8 L	—
Fine Dress (silk clothing, velvet linings, powdered wig, etc.)	24 L	—
Cloak	3 L	—
Helmet	20 L	1
Padded Doublet	18 L	1
Leather Jerkin	26 L	1½
Cuirass (breastplate and backplate)	60 L	4
Padded Sleeves	6 L	—
Gauntlets	8 L	—
Epaulettes (shoulder and upper arm guards)	16 L	½
Buckler (small shield)	8 L	½
Padded Breeches	12 L	½
Boots	5 L	—
Tassets (waist and thigh guards)	18 L	½
Weapons and Accessories		
Foil	18 L	1
Rapier	24 L	1½
Longsword	28 L	2
Sabre	24 L	2
Cutlass	18 L	2½
Main Gauche (left-hand dagger)	16 L	1
Baton	4 L	1½
Dagger	8 L	½
2-Handed Sword	30 L	3
Scabbard	2 L	—
Sheath	1 L	—
Pike	20 L	3
Halberd	24 L	3
Poleaxe	32 L	3½
Crossbow	32 L	2½
16 Crossbow Bolts	1 L	½
Bow	26 L	1½
24 Arrows	1 L	½
Quiver (holds 16 Bolts or 24 Arrows)	2 L	—
Bowstring	1 L	—
Pistol:		
Matchlock	36 L	1
Flintlock	50 L	1
Wheellock	72 L	1
Dueling Pistol	48 L/62 L/90 L	1
Carbine	54 L/70 L/100 L	1½
Musket	60 L/84 L/124 L	2
Arquebus	72 L/94 L/148 L	2
Hand Cannon	112 L	3
Powder Horn (holds 60 shots)	2 L	½
Powder (20 shots)	5 L	—
Shot (20 bullets or lead balls)	1 L	—
Pole-brace (used to steady aim)	3 L	1
Transportation		
Draft Horse (+4 L/month upkeep)	100 L	
Riding Horse (+8 L/mo. upkeep)	160 L	
Riding Gear (spurs, saddle, stirrups, bit, reins, etc.)	12 L	
Small Cart (requires 2-horse team)	120 L	
Carriage (requires 4+ horse team)	480 L	
Fancy Carriage (4 or more horses)	720 L	
Carriage Ride (across France)	10-20 L	
Carriage Ride (across Europe)	30-50 L	
Boat Passage (across English Channel)	15 L	
Boat Passage (to New World)	50-60 L	
Support		
Monthly expenses (food, shelter, etc.)	3 L x Social Rank (see 3.8)	
Traveling Rations (for one week)	4 L	
Stay at a Roadside Inn (per night)	1-3 L	
Miscellaneous Equipment		
Pen, Paper and Ink	2 L	—
Wax Candle	1 L	—
Lantern	6 L	½
Makeup and assortment of Wigs	10 L	—

	Price	Weight
Watchmaker's Tools	32 L	½
Set of Dice and Cards	2 L	—
Good Gamecock (for cockfighting)	24 L	2
Set of Maps (France, Europe or of the New World)	8 L	—
Assortment of Chemicals	24 L	½
Hemp Rope (10 meters)	1 L	1½
Grappling Hook	4 L	1
Bottle of Good Wine	12 L	½
Bandages	1 L	—
Large Sack (holds 10 Weight Points)	1 L	—

Note that the 3 listed prices for firearms are for Matchlock/Wheellock/Flintlock firing mechanisms, in that order.



Soldiers are provided with regimental weapons and armor (and a horse, if in the cavalry). These need not be bought, but if they are lost or broken, the character must pay for their replacement (Cavalrymen must also pay for the upkeep of their horses). Frequently, military officers are required to purchase their own uniforms. Like normal clothing, these run from 8 L to 24 L, depending upon quality. All officers must also have a sword of some type, and if this is not provided, they must buy their own.

The armor and weapons used by each type of company are listed on the following chart:

Company Type	Armor	Weapons
Fusiliers	Helmet, cuirass, leather jerkin, gauntlets, padded breeches and boots	Pike or halberd and a matchlock musket
Artillerists	Leather jerkin, gauntlets, padded breeches and boots	Dagger and matchlock pistol
Grenadiers	Helmet, cuirass, padded doublet, gauntlets, padded breeches and boots	Longsword and four assorted grenades
Arquebusiers	Helmet, cuirass, padded doublet, epaulettes, gauntlets, padded breeches, tassets, and boots	Longsword and flintlock arquebus
Dragoons	Helmet, leather jerkin, gauntlets, padded breeches, and boots (+ riding horse and gear)	Sabre and two flintlock pistols
Cuirassiers	Helmet, cuirass, leather jerkin, gauntlets, padded breeches, boot (+ a riding horse and gear)	Longsword and flintlock carbine
Carabiniers	Helmet, cuirass, padded doublet, gauntlets, padded breeches, and boots (+ riding horse and gear)	Sabre and flintlock carbine
Musketeers	Leather jerkin, gauntlets, padded sleeves, padded breeches, and boots	Rapier and flintlock arquebus
Guards	Helmet, cuirass, padded doublet, epaulettes, gauntlets, padded breeches, tassets, and boots	Poleaxe and flintlock arquebus

Note: Heavy armor (helmets, cuirasses, epaulettes, and tassets) is rarely worn off-duty and out of battle. Characters should refrain from constantly wearing such armor as it is unwieldy, and also seen as threatening in peaceful situations.

3.8 SOCIAL RANK

Seventeenth Century France was a highly structured society in which status and social position were very important. In game terms, Social Rank is measured as a value between one and twenty. Social Rank 1 represents peasants and commoners of the lowest standing. Rank 20 represents the King of France. Social Rank may be raised by attaining specific positions (in the Clergy, the Military, the Bureaucracy etc.), being granted a Title (or having one at the start of the game), or obtaining excessive wealth. For a full description of the Social Rank system, see section 5.2.

Starting Social Rank depends upon a character's background as shown below:

ROGUES start at Social Rank 2.

SOLDIERS start at Social Rank 3 (or greater, depending on their military rank).

GENTLEMEN start at Social Rank 7 (or greater, if they are members of an Order).

NOBLEMEN start at Social Rank 8 (or greater, if they are Members of an Order, or if they have Titles).

3.9 SAMPLE CHARACTER

The complete rules for generating a *Flashing Blades* character have been described in the preceding sections. In the space below is provided an example of character generation to clarify the entire process.

'Jacques LeFaquin' (our sample character) must first roll his attributes. He rolls:

Strength:	13
Dexterity	11
Endurance	15
Wit	09
Charm	15
Luck	12

Now he must determine Height and Build. Jacques' player opts to make him Tall and rolls an 11 for Build ('Stocky'). This makes Jacques a giant of a fellow, and changes his attributes to the following:

Strength	15
Dexterity	10
Endurance	16
Wit	09
Charm	15
Luck	12

Jacques is allowed to trade attribute points at this time, on a two for one basis, but decides not to do so. He's happy with what he's got.

Now he must calculate his Hit Points and Encumbrance value as shown below:

Hit Points = 10 + 1 (for Strength 15) + 3 (for Endurance 16) + 1 (for being Stocky) = 15 total.

Encumbrance Value = 10 + 3 (for Strength 15) + 1 (for Endurance 16) + 1 (for being Stocky) = 15 total.

Now it is time to choose a background for Jacques. With his low average Wit and Dexterity, he wouldn't make much of a Rogue (perhaps only an 'alleybasher'). With his high Strength and Endurance, he seems well suited for a career in the Military. With his high Charm, he'd also make a good courtier as a Nobleman. Jacques, however, wishes to be a Banker eventually, and chooses the background of Gentleman.

Next, Jacques figures his Skill Points: 10 (no modifiers). He looks under the Gentleman column for skills and selects the following:

Banking	(costs 2 points)
Magistracy	(costs 2 points)
Bargaining	(costs 1 point as a Bonus Skill for Gentlemen)
Etiquette	(costs 1 point as a Bonus Skill)
Latin	(i.e. Languages Skill; costs 1 point as a Bonus Skill to speak as well as read and write it)

Jacques has carefully chosen skills allowing him to explore the field of Banking (i.e. Banking Skill) and Law (Magistracy skill and Latin). He still has 3 Skill Points left, however, enough to take a skill from another background. Jacques takes Forgery skill from the

Rogue column. This skill may come in handy in his intended career of Banking. . .

Now Jacques must determine his martial training. He decides to study at the Academy. He is well suited to the Academy, due to his high Strength and Endurance. He chooses to learn Firearms skill and Italian Dueling Style. These give Jacques an Expertise in all firearms, and foil, rapier and longsword. He calculates his Expertise in each as follows:

Foil, rapier, and Longsword Expertise = 10 + 1 (for Strength 15) = 11 Total.

Expertise with all types of firearms = 10 (there are no modifiers, as Strength does not modify firearms Expertise).

Because he is trained in Italian Dueling Style, Jacques may also fence with a simple left-hand weapon, such as a main gauche (left-hand parrying dagger).

Next, Jacques determines his advantage and secret. He chooses to have one of each. For an advantage he chooses Member of an Order, and rolls a 1 (Member of a Gentlemen's Club). Turning to section 5.6, he chooses to be a member of the club 'L'Épée du Grand Henri' (the Sword of Henry the Great), the most prestigious club.

As his secret, Jacques chooses Compulsive Gambler. Perhaps a bad trait in one who wishes to be a Banker.

Now Jacques must determine his yearly allowance and buy his starting equipment. He rolls a 5 on the Gentleman column, indicating a yearly allowance of 300 Livres. To this he adds 25 Livres for being a member of a Gentlemen's Club, for a grand Total of 325 Livres per year.

He buys the following equipment with his first year's allowance:

- Fine Dress (24 L)
- A Cloak (3 L)
- A Padded Doublet (18 L)
- Boots (5 L)
- A Rapier (24 L)
- A Main Gauche (16 L)
- A Dagger (8 L)
- A Wheellock Dueling Pistol (90 L)
- A Powder Horn, Powder and Shot (8 L)
- Cards and Dice (2 L)
- His First Month's Expenses (21 L)

Total Cost: 219 L

This leaves him with 108 L — enough to sustain his gambling habit for a while.

As a Gentleman, Jacques has the option of starting the game in the lower echelon ranks of Banking, the Bureaucracy, or the Clergy. His skills qualify him to start as a Student of Law, Clerk, or Money-lender (see section 5.0). He chooses to start as a Clerk, in the hopes of becoming a Banker in 3 years. Perhaps later he will go into Law.

Finally, Jacques, as a Gentleman, starts at Social Rank 7. He is just a member of a club, so this is unmodified (see section 5.2).

Jacques LeFaquin is now ready to adventure in the world of *Flashing Blades*!



4.0 Personal Combat

4.1 INTRODUCTION

Personal combat was a common event in the swashbuckling 17th Century. The rules in this section are designed to provide a complete system of combat for most dueling, brawling, and skirmishing situations that might arise in a game of *Flashing Blades*. The Gamemaster should, of course, feel free to modify this system, either as a whole, or just for special situations.

4.2 TURN SEQUENCE

Combat proceeds in a series of turns. Each turn represents about 12 seconds of fighting. At the beginning of each turn, the characters involved in the combat must choose the actions they will take in that turn. Two normal actions may be taken each turn. Some actions are specified as long actions. Only one action may be taken during a turn if it is a long action. Types of actions may be categorized into the five groups below. Only one action of each type may be taken each turn (e.g., only one attack, only one defense, etc.).

(1) MOVEMENT

This action always takes place at the very beginning of each turn. All characters move in order of Dexterity (the character with the highest Dexterity may choose to move last, however). If two characters have equal Dexterity, they roll off on dice to determine who moves first.

In normal movement (when not engaged in melee), a character may make a normal move (one action) or a running move (one long action). A normal move is 6 meters (+1 meter if the character's Dexterity is 15 or more). A running move takes the character 12 meters (+2 meters if the character's Dexterity is 15 or more).

Once a character is at close range (0 to 4 meters) with an enemy, they are both engaged in-melee and may not make further normal or running movement. Various defense and attack actions will adjust where a character is in relation to his opponent. If a character takes the defensive long action 'step back,' he may increase the range past 4 meters and be able to escape at the beginning of the next turn.

(2) ATTACK

The time at which this action takes place during each turn varies depending on the weapon used. Attacks proceed in the following order:

- 1) Missile Weapons (bows, crossbows, and firearms)
- 2) Polearms (pikes, halberds, poleaxes, and 2-H swords)
- 3) Foils, rapiers, longswords, sabres, and cutlasses
- 4) Daggers, clubs, and brawling weapons (bottles, mugs, etc.)
- 5) Unarmed attacks

Within each weapon type, attacks proceed in order of Dexterity — the character with the highest Dexterity attacks first. If two characters have the same Dexterity, the character with the highest Expertise attacks first. If two characters have the same Dexterity and Expertise, the taller character attacks first. If Height, too, is same, the characters roll off on dice to see who attacks first.

When an attack is chosen as an action, the type of attack must also be chosen. The different types of attack are listed below:

(a) **Unarmed Attacks:** These are attacks accomplished without weapons (although a character with weapons could still make an unarmed attack). The one action unarmed attacks are 'punch' (a fist blow at the opponent), and 'kick' (a kick aimed at the opponent's legs and abdomen). The long action unarmed attacks are 'haymaker' (a two-fisted blow), 'grapple' (an attempt to hold the opponent down), and 'tackle' (a flying leap and grapple). In terms of movement, a 'tackle' takes the attacker up to 3 meters forward, towards the enemy; with all other unarmed attacks, the attacker remains stationary.

(b) **Dueling Attacks:** These are attacks with all dueling weapons (daggers, foils, rapiers, longswords, sabres, and cutlasses). The one action dueling weapon attacks are 'thrust' (a jab or poke with the point of the blade) and 'slash' (a cut with the edge of the blade). The long action dueling attack is 'lunge' (a running thrust with the blade, comparable to the modern fleche maneuver). In terms of movement,

a 'lunge' takes the attacker up to three meters forward, towards the enemy; with the other dueling attacks, the attacker remains stationary.

(c) **Missile Attacks:** These are attacks with thrown weapons, bows, crossbows, grenades, or firearms. All of these weapons have only one attack: either a throw or an activation of the firing mechanism. Each such attack takes one action.

(d) **Other Weapons' Attacks:** All other attacks (those with brawling weapons, clubs, polearms, and 2-H swords) are included in this category. Due to their slowness or crudity, these weapons get only one type of attack designated as a 'strike.' Each 'strike' takes one action, and the attacker remains stationary.

(3) DEFENSE

An action taken to avoid an attack is a defense. Each defense affects all attacks on a character during a turn. The one action defenses are 'duck' (jump low to avoid a high attack), 'sidestep' (step to one side), 'dodge' (move about to avoid attacks from any direction), 'parry' (stop an attack from a dueling weapon or 2-H sword, by catching it with another dueling weapon or 2-H sword), and 'block' (block an unarmed attack with arm or leg, or block any incoming attack with an improvised shield). The long action defense is 'step back' (move backwards to leave the combat).

In terms of movement, a 'sidestep' will take the defender 1 meter to either side, and a 'step back' will take the defender up to 3 meters backwards (away from an enemy). A 'step back' which takes the defender more than 4 meters from his enemy has 'disengaged' him; unless an enemy moves within 4 meters during the same turn, the defender will be able to do normal movement or running movement at the beginning of the next turn.

Note: a 'parry' defense indicates that the defender will get a normal chance to parry all dueling weapon attacks coming at him that turn. Even if this defense is not taken, a character with a foil, rapier, longsword, sabre or cutlass may make a 'reaction parry' against incoming dueling weapon attacks. This is a parry with a lesser chance of succeeding. A 'reaction parry' does not count as an action, and may not be taken in addition to a normal parry. Two-handed swords and daggers may be used to make normal parries, but do not receive 'reaction parries.'

(4) COUNTER

A counter is a counterattack akin to the riposte in fencing. If a counter is chosen as an action, and an enemy makes an attack on the character that misses for any reason, the character may make an immediate counterattack. This counterattack may be any single action attack, but not a long action attack (e.g. a slash or a thrust, but not a lunge). Counterattacks also get a +1 to hit. Counterattacks may be parried or defended against normally. Taking a counter action and an attack action is the only means by which a character may get two blows in at his opponent in one turn.

(5) MISCELLANEOUS

All other normal actions come under this category. This may include getting up for characters who have fallen, unslinging new weapons, loading bows, crossbows and firearms, priming grenades, etc. All miscellaneous actions are assumed to occur at the end of the turn. Miscellaneous actions may be normal or long actions, depending upon the circumstances.

4.3 MAKING ATTACKS

4.31 Base Chance to Hit

Whenever an attack is made, a D20 is rolled to determine if it hit the target. To score a hit, the character's modified base chance to hit, or less, must be rolled on the D20. Base chance to hit is determined by the character's Expertise with the weapon he is using (or his Brawling Expertise if he makes an unarmed attack). Consult the table below to find each character's base chance to hit:

Expertise	Basic Chance to Hit
3-4	4
5	5
6-7	6
8	7
9-10	8
11	9
12-13	10
14	11
15-16	12
17	13
18-19	14
20	15
21-22	16
23	18
24 or more	20

Base chance to hit is modified by the weapon used, the type of attack and defense, and the specifics of the combat situation. A roll of one always hits, and ignores the effects of armor.

4.32 Hand Weapons and Unarmed Attacks

Hand weapons and unarmed attacks modify the base chance to hit in several ways:

(a) The type of weapon used modifies the chance to hit as shown below:

Dagger	+0 to hit
Foil	+3 to hit
Rapier	+2 to hit
Longsword	+1 to hit
Sabre	+2 to hit
Cutlass	+1 to hit
2-H Sword	-1 to hit
Pike	-1 to hit
Halberd	-2 to hit
Poleaxe	-3 to hit
Club	-1 to hit
Brawling Weapon	-1 to hit
Unarmed Attack	-1 to hit



(b) If a defense is used against an attack, it may modify the chance to hit. Crossreference the type of attack with the type of defense on the table below to find the modifier:

Attack	Dodge	Duck	Sidestep	Step Back
Lunge	-3	-0	-6	-2
Thrust	-3	-0	-6	cannot hit
Slash	-3	-6	-0	cannot hit
Strike	-3	-3	-3	cannot hit
(with club or brawling weapon)				
Strike	-3	-3	-3	-3
(with polearm or 2-H sword)				
Punch	-2	-4	-1	cannot hit
Kick	-2	-0	-4	cannot hit
Haymaker	-2	-4	-0	cannot hit
Grapple	-2	-0	-2	cannot hit
Tackle	-2	-2	-6	-4

(c) Finally, the specifics of the combat situation may modify the chance to hit. Some common situation are listed below, the Game-master should rule on modifiers for special situations:

Attack is a counterattack	+1 to hit
Attacker is above defender	+2 to hit
Attacker is below defender	-1 to hit
Attacker is behind defender	+4 to hit
Attacker is heavily encumbered	-3 to hit
Defender is heavily encumbered	+1 to hit
Attacker is using his 'off hand'	-3 to hit
(i.e., a right-handed character attacking with his left hand)	

For hand weapons and unarmed attacks, all of these modifiers adjust the base chance to hit; make adjustments each turn and roll to hit.

4.33 Missile Weapon Attacks

The specifics of missile weapon attacks also modify the base chance to hit in several ways:

(a) When using firearms, wheellocks get +1 to hit, due to their superior firing mechanism.

(b) The range of a missile weapon attack modifies its base chance to hit, depending on the weapon used:

Weapon	Close Range 0-4m/ 0-13 ft.	Short Range 4-8m/ 13-27 ft.	Medium Range 8-24m/ 27-80 ft.	Long Range 24-48m/ 80-160 ft.	Far Range 48m+ 160 ft. +
Thrown Dagger	+2	-0	-6	—	—
Thrown Brawling Weapon	+1	-0	-8	—	—
Thrown Foil/ Rapier/ Longsword/ or Sabre	-1	-4	—	—	—
Thrown Cutlass	-2	-6	—	—	—
Thrown Grenade	—	-0	-4	-6	—
Bow	+4	+1	-0	-4	-10
Crossbow	+4	+1	-0	-4	-8
Pistol	+3	-0	-2	-6	-10
Dueling Pistol	+3	+1	-1	-4	-10
Carbine	+3	-0	-0	-6	-8
Musket	+3	-0	-0	-4	-8
Arquebus	+4	+1	-0	-2	-6
Hand Cannon	—	+1	-0	-4	-8

Note: a '—' indicates that a missile attack cannot hit at the specified range.

When throwing grenades, Expertise equals the character's Dexterity +1 (+2 more for a Master grenadier, +3 more for a Master Superior). If a grenade hits, it lands within 2 meter of the target. If a grenade misses, it falls 2 meters distant for every point on the die roll above the number

needed. For example, if a character needed a 12 to hit, and rolled a 15, the grenade would land 6 meter away from the target. Grenades may also be hurled from a crossbow, with crossbow Expertise (with an automatic -1 to hit). A character doing this must have both Archery and Grenadier skills, or an additional -2 to hit is suffered.

(c) Missile weapon attacks are also modified by specific combat situations. Listed below are some common modifiers to base chance to hit:

Target is dodging, ducking or sidestepping.	-2 to hit
Target is moving normally	-1 to hit
Target is running	-3 to hit
Attacker is above target	+1 to hit
Attacker is braced for one turn (bracing is a long action).	+3 to hit
Attacker using a firearm balanced on a pole-brace (used to steady aim)	+1 to hit
Attacker firing or throwing with his 'off hand'	-3 to hit

For missile weapons, all modifiers listed above adjust the base chance to hit; make adjustments each time the weapon is fired or thrown, and roll to hit.

4.4 THE PARRY AND THE BLOCK

4.41 The Parry

In a dueling type combat situation, the parry and reaction parry are used to stop an opponent's blows. Only attacks with daggers, foils, rapiers, longsword, sabres, cutlasses, and 2-H swords may be parried, and these are the only weapons with which one may parry.

When an enemy attacks and hits, a parry may be attempted. If the parry is successful, the attack is deflected; otherwise the defender is hit.

The basic chance to parry on a roll of a D20 is the same as the base chance to hit (this number or less must be rolled for the parry to be successful). This is modified by the following factors:

(a) The Type of Attack

Just before attacking, the attacker should not reveal his attack (thrust, slash, or lunge). The defender may attempt to guess the type of attack at the beginning of the turn, before parrying. If he is correct in his guess, he gets +3 to his basic chance to parry. This is a little more than a guess, of course, because different attackers will prefer different attacks due to their weapons and training. It should be an educated guess.

Note: the attack of a 2-H sword (strike) may always be guessed; therefore, there is always a +3 advantage when parrying this weapon.

(b) Attacker's Weapon Attack Bonus

The attacker's weapon attack bonus (if it is positive) is subtracted from the chance to parry. For example, a character would get -3 to parry a foil, -2 to parry a rapier, etc.

(c) Weapon Parry Bonus

Each weapon may have a parry bonus, which is added to the basic chance to parry. Parry bonuses are listed below:

Dagger	+0 to parry
Foil	+2 to parry
Rapier	+1 to parry
Longsword	+1 to parry
Sabre	+0 to parry
Cutlass	+0 to parry
2-H Sword	+0 to parry

(d) Expertise

If the attacker has a higher Expertise with his weapon than the defender has with his, the defender gets -1 to parry for every two points (or fraction thereof) of the difference in Expertise. For example, a character with Expertise 12 parrying an attack from a character with Expertise 15 would get -2 to parry.

(e) French Style

If the defender is trained in French Dueling Style, and is using a left-hand 'weapon,' he gets a bonus to his chance to parry, depending upon the left-hand 'weapon' used:

Main Gauche in left hand	+3 to parry
Baton, Cloak, Hat or Buckler in left hand	+2 to parry
Sword or normal dagger in left hand	+1 to parry

If a character is trained in Italian Dueling Style, he may use simple left-hand weapons (main gauches, bucklers, and batons) to some effect (+1 to parry, instead of the value listed above).

(f) Reaction Parry

If the parry is a reaction parry (as opposed to the 'parry' defense action), the defender gets a -6 modifier to parry. Remember, however, that a reaction parry does not count as an action.

(g) Multiple Attacks

If the defender must parry several attacks in one turn, each attempted parry after the first incurs an increasing negative modifier of -1. Thus, the second parry is at -1, the third parry at -2, the fourth parry at -3, etc.

4.42 Weapon Breakage

When a successful parry is made, there is a chance of the defender's weapon (used for parrying) breaking. If the defender uses a left-hand weapon to aid his parry (other than a hat or cloak), he may elect to roll for the left-hand weapon breaking instead of his main weapon.

The chance of a weapon breaking is equal to the difference in steps on the weapon strength table below, plus one. Roll a D6, if the number is equal to or less than the difference in the steps, the weapon breaks.

Weapon Strength Table

- (1) Foil, Dagger
- (2) Rapier, Main Gauche
- (3) Longsword, Sabre, Baton
- (4) Cutlass, Buckler
- (5) Two-handed Sword

For example, a character fighting with a rapier and a main gauche parries an attack from a cutlass. He would probably elect to risk his main gauche. The chance of the main gauche breaking is 3 or less (2 steps difference on the Weapons Strength Table, +1) on a D6. If the character rolls a 1, 2, or 3, his main gauche will break.

Broken swords are equivalent to daggers (although they get a -1 to hit, due to poor balance). Broken daggers, main gauches, batons, and bucklers become useless.

4.43 The Block

A 'block' defense is similar to a parry in several ways. There are two types of block:

1. BRAWLING BLOCK

Any character with Brawling skill (or Brawling Expertise of 8 or more) may attempt to block a punch, kick, or haymaker with his arm or leg. The attacker must choose between a Strength vs. Strength, or Dexterity vs. Dexterity resistance roll. This is modified only by Expertise. If either brawler has a higher Brawling Expertise, he gets a +1 to his roll for every 2 points (or fraction thereof) of superior Expertise.

An example of this kind of block in combat might be as follows: Two brawlers are fighting without weapons. On one turn, the first brawler (Expertise 10, Strength 14, Dexterity 12) chooses to clobber his opponent with a haymaker. The second brawler (Expertise 13, Strength 12, Dexterity 17) has chosen to 'block' as his defense for that turn. Assuming that the first brawler makes his roll to hit, the effects of the block must be determined. The attacker chooses to make the resistance roll on Strength, because he is superior in that attribute. He then rolls a 10, giving the second brawler a -4 to his roll. The second brawler now needs to roll a 10 or less (Strength 12, -4 for his opponent's roll, +2 for Superior Expertise of 3 points) on a D20 to successfully block his opponent's haymaker.

2. IMPROVISED BLOCK

Any character may, in desperation, attempt to block any incoming attack (other than a missile weapon attack) with any handy improvised shield (a chair, bench, keg, etc.). This shield must be large enough to fully block the attack. The defender must make a block roll on a D20, attempting to roll his Dexterity divided by three (rounding up) or less. This is modified by the attacker's weapon attack bonus, as with parries (see 4.41, b.), and by the attacker's Expertise. If the attacker's Expertise with his weapon is greater than the blocker's Brawling Expertise, there is a -1 modifier to the roll for every 2 points of the blocker's inferiority. If a successful block is made, roll for the shield to break as for a parrying weapon (the Gamemaster must assign an appropriate strength; typical chairs or benches should be as strong as rapiers or batons).

An example of this type of combat might be as follows: A character (Brawling Expertise 10, Dexterity 16) is unarmed and is attacked by an enemy with a sabre (Expertise 11). He is in a tavern, however, and grabs a chair to use as an improvised shield. If he had to attempt to block an incoming sabre blow, he would have to roll 5 or less (nor-

mal $16/3 = 6$ — rounded up —, —1 for inferior Expertise). If he successfully blocked, the Gamemaster might have his chair break on a roll of 1 or 2 on a D6.

4.5 DAMAGE

4.51 Hit Points

When an attack hits and is not parried, blocked, or deflected in some way, it will cause the defender bodily damage, measured in Hit Points. Hit Points represent how much physical damage a character may take before being incapacitated or killed. When a character is hit, he subtracts the weapon's damage (that it inflicts) directly from his Hit Points.

4.52 Hit Locations

It is important to determine approximately where an attack hits. To achieve this, the attacker must choose a location to aim for, then roll a D20 twice, and consult the table below. The location closest to the one aimed for is the one hit.

Roll	Location Hit
1-2	Head (the head, neck, and breastbone)
3-5	Right Arm (right hand, arm, and shoulder)
6-10	Chest (upper torso)
11-12	Left Arm (left hand, arm, and shoulder)
13-16	Flank (lower torso, abdomen)
17-18	Right Leg (right foot, leg, and pelvis)
19-20	Left Leg (left foot, leg, and pelvis)

For example, if an attacker aimed for a defender's chest, and rolled a 12 (Left Arm) and a 5 (Right Arm), he would hit the defender's right arm, since 5 is the closest roll to the chest.

Note: For left-handed defender's, reverse the rolls necessary for right and left arms and legs.

4.53 Weapon Damage

The damage that a weapon does to its target when it hits is determined by several factors.

Each weapon has a base damage. A light wound inflicts the weapon's base damage on the target. A serious wound inflicts the weapon's base damage plus a roll on a D6, as extra damage. A wound is considered serious if it hits with one half or less of the number needed to hit. For instance, if a character needs a 12 or less to hit, a roll of 1 to 6 indicates a serious wound; a roll of 7 to 12 indicates a light wound; a roll of 13 to 20 indicates a complete miss.

Base weapon damage is modified by the type of attack used and the attacker's Strength. Some weapons have a Minimum Strength and an Advantageous Strength. If a character does not have the Minimum Strength for a weapon, subtract one point of damage for every two points (or fraction thereof) difference between his Strength and the weapon's Minimum Strength. For example, a character with a cutlass (Minimum Strength 10) who only has a Strength of 7, would get a —2 modifier to his damage whenever he hit with the cutlass. If a character's Strength is equal to or greater than the weapon's Advantageous Strength, he gets +1 to all damage with that weapon.

Base damage for weapons and their Minimum (MinSTR) and Advantageous Strengths (AdvSTR) are listed below:

WEAPONS' BASE DAMAGE TABLE

Weapon				Attack Type		MinSTR	AdvSTR
	Slash	Thrust	Lunge	Throw	Strike		
Foil	0	1	3	2	—	5	15
Rapier	2	2	4	2	—	6	16
Longsword	2	2	4	2	—	8	16
Sabre	3	1	4	2	—	8	16
Cutlass	4	0	4	3	—	10	17
Dagger	1	1	2	2	—	3	16
2-H Sword	—	—	—	—	5	14	18
Pike	—	—	—	—	4	13	18
Halberd	—	—	—	—	5	14	18
Poleaxe	—	—	—	—	6	15	19
Club	—	—	—	—	2	—	—
Broken Bottle	—	—	—	1	2	—	—
Mug	—	—	—	1	1	—	—
Bow	—	—	2	—	—	10	17
Crossbow	—	—	3	—	—	—	—
Pistol	—	—	2	—	—	—	—
Carbine	—	—	3	—	—	—	—
Musket	—	—	4	—	—	—	—
Arquebus	—	—	4	—	—	—	—
Hand Cannon	—	—	5	—	—	—	—



Grenades vary in size. There are 4, 5, and 6 point damage varieties. Grenades do damage in the same way as other weapons, except that no location is rolled; they do damage only to Hit Points, not to any specific location. This is referred to as 'general damage.' Even if grenades miss, they may still do a small amount of damage: for every meter distant from the target, subtract a point of damage. So, if a 5 point grenade landed four meters from its target, it would still do 1 point of damage.

UNARMED ATTACKS

Unarmed attacks are also slightly different from normal weapon attacks. Unarmed attacks have the following effects if they hit:

Grapple

The attacker may make an immediate Strength vs. Strength Resistance roll (see section 3.4) with the defender. If successful, the defender is immobilized for one turn (on a normal hit) or two turns (on a serious wound hit). This attack is generally used to subdue opponents, but if desired, it may also do 1 point of general damage.

Tackle

The attacker and defender fall to the ground. The attacker may attempt to hold down the defender, as for the grapple result above.

Punch

If a light wound is scored, no damage is done, but the attacker may roll to stun the defender. If a serious wound is scored, the defender takes 1 point of general damage, and a roll may be made to stun him. To see if the defender is stunned, make a Resistance roll with the attacker's Strength vs. the defender's Endurance.

If the attacker has a Strength of 16 or more, a light wound punch does one point of general damage, and a serious wound punch does 2 points. If the defender is wearing a helmet or cuirass, subtract one from punch damage. If the defender is wearing both a helmet and a cuirass, punches will not affect him.

Haymaker

Haymaker attacks are identical to punch attacks, except that a light wound normally does 1 point of general damage, and a serious wound does 2 points. Add one to each of these damages if the attacker has a Strength of 16 or more.

Kick

If a light wound is scored, no damage is done, but the attacker may roll to stun the defender. If a serious wound is scored, the defender takes 2 points of general damage and a roll may be made to stun him. Roll for stun as for a punch attack.

If the attacker has a Strength of 16 or more, a light wound kick does 1 point of general damage, and a serious wound kick does 3 points. If the defender is wearing tassets or a cuirass, kicks will not affect him.

4.54 Armor

Armor will deflect damage from all attacks unless the attacker's roll to hit was a one (1) (in which case armor has no effect). Characters may wear any combination of pieces of armor, except that a padded doublet and a leather jerkin may not be worn at the same time. Each piece of armor deflects a certain amount of damage on one or more locations, as shown in the following table:

Armor	Location(s) Protected	Damage Saved
Helmet	Head	2 points
Padded Doublet	Chest and Flank	1 point
Leather Jerkin	Chest and Flank	2 points
Cuirass	Chest and Flank	3 points
Padded Sleeves	Both Arms	1 point
Gauntlets	Both Arms	1 point
Epaulettes	Both Arms	1 point
Buckler*	Left Arm	1 point
Boots	Both Legs	1 point
Tassets	Both Legs	1 point

* A buckler may be either used as a left-hand weapon to aid parries, or worn as a piece of armor, but not both at the same time.

The effects of double or triple layered armor are cumulative. For instance, a character wearing boots and padded breeches would deflect 2 points of damage to his legs. Epaulettes and tassets may only be worn if a cuirass is also worn, as they must be attached. If a character is hit by a firearm, armor saves only one half of the normal amount (due to the impact and penetration of missiles fired from a gun). Round up the amount of damage saved if it is an odd number.

When hit by a weapon that does general damage, armor will have special effects (as in grenade attacks). In all cases of general damage other than unarmed attacks, armor will save 20% of the total amount normally saved on all locations. For example, a character wearing a helmet (2 pts. on the head), a padded doublet (1 pt. on the chest and 1 pt. on the flank); gauntlets (1 pt. on each arm), padded breeches (1 pt. on each leg) and boots (1 pt. on each leg), saves a total of 10 points of damage (2+1+1+1+1+1+1+1=10) and would save 2 points against a general damage attack.

4.55 Effects of Damage

The exact effects of damage on a character depend where the blow hit:

HEAD

If the head takes 2 or more points of damage from a single blow, the character is stunned. If total damage taken on the head equals ½ of the character's total Hit Points, he goes unconscious for 1 to 6 hours (roll a D6). If total damage on the head exceeds ½ of the character's Hit Points, he dies.

CHEST or FLANK

If the chest or flank takes 4 or more points of damage from a single blow, the character is stunned. If total damage taken on either the chest or flank equals ½ of the character's total Hit Points, he goes unconscious for 1 to 6 hours (roll a D6). If total damage on the head exceeds ½ of the character's Hit Points, he dies.

ARMS and LEGS

If an arm or a leg takes 3 or more points of damage from a single blow, the character must roll a D20 against his Endurance or the limb becomes useless for 1 to 6 days. If total damage to the limb equals or exceeds ½ of the character's total Hit Points, the limb automatically becomes useless for 1 to 6 days. A useless arm may not hold a weapon, parry, grip, etc. A useless leg reduces movement by ½, and restricts the damaged character from using all long action attacks.

If total damage (from all locations + general damage) equals the character's total Hit Points, he goes unconscious for 1 to 6 hours. If total damage exceeds total Hit Points, the character dies.

If a character is stunned (as the result of damage or an unarmed attack), he loses all other actions that he planned to make during the turn, and may only take one action (not a long action) on the following turn. If a character is stunned two or more times in one turn, he may not take any actions on the following turn.

4.6 LOADING

Most missile weapons require loading and reloading during combat. Loading takes a certain amount of time based on the type of weapon. Loading times for normal missile weapons are listed below:

Weapon	Loading Time
Bow	1 action
Crossbow	3 long actions
Matchlock Firearm	2 long actions
Flintlock Firearm	1 long action
Wheellock Firearm	1 long action and 1 normal action
Hand Cannon	2 long actions

The loading times listed above are decreased by one action if the loader is a Master or Master Superior with his weapon (long actions become normal actions) for all weapons except Flintlock Firearms (the loading time for these remains one long action regardless). A Master with a bow may load his weapon for free at the end of every turn.

Grenades must be primed before they are thrown. Priming takes a long action and a normal action for characters without Grenadier skill; it takes a long action for normal grenadiers, and a normal action for Master grenadiers. Fuses on grenades may be set to go off in ½ turn (explodes at the very beginning of the next turn), 1 turn (explodes exactly one turn from the time it is thrown) or two turns (explodes exactly two turns from the time it is thrown).

Proper ammunition and equipment (shot, fuses, powder, etc.) must be available to prime or reload.

4.7 OPTIONAL RULES

The following rules may be included into a game for advanced players, by the Gamemaster, for added realism.

4.71 Fatigue

In the course of normal combat, characters will become tired, and

less effective in their attacks and parries. Each character should keep a record of how many turns he fights physically (missile attacks do not count towards fatigue). When the number of turns equals the character's Endurance, he must rest for one turn (take no actions that turn), or he loses one point from his chance to hit, and one point from his chance to parry, until he does rest. If the number of turns doubles the character's Endurance, he must rest again, and so on through the combat.

Some weapons or situations are especially light or fatiguing. These weapons and situations temporarily modify the wielding character's Endurance for purposes of fatigue, as shown below:

Fighting with a dagger	+2 to Endurance
Fighting with a foil	+2 to Endurance
Fighting with a rapier	+1 to Endurance
Fighting with a cutlass	-1 to Endurance
Fighting with any polearm	-2 to Endurance
Fighting unarmed	+2 to Endurance
Fighting while wounded	-2 to Endurance

If a character switches weapons or attacks, take the lowest modifier to find his fatigue rate.

4.72 Fumbles

If a character rolls a 20 (or a 19 or 20 when using a hand cannon or grenades) when his modified chance to hit is less than 20, he fumbles. A fumble is a critical mistake which may give the attacker's opponent an immediate advantage. Roll a D6 on the appropriate table below (categorized by weapon type) to find the exact effects of the fumble:

Roll Fumbles with Unarmed Attacks

- 1 Slip (lose footing and remaining actions this turn)
- 2 Slip (as listed above)
- 3 Twist Ankle (take 1 pt. of damage to front leg, and temporarily reduce movement by 1/6)
- 4 Trip (lose remaining actions this turn, make a D20 roll against Dexterity to keep from falling)
- 5 Fall (lose remaining actions this turn and fall to the ground; must get up at the end of next turn, losing one action doing so)
- 6 Hit Self (hit self for normal damage)

Roll Fumbles with Hand Weapons

- 1 Drop Weapon (costs one action to pick up again)
- 2 Slip (as listed above)
- 3 Twist Ankle (as listed above)
- 4 Trip (as listed above)
- 5 Fall (as listed above)
- 6 Hit Self (hit self for normal damage, roll location randomly)

Roll Fumbles with Bow or Crossbow

- 1 Arrow/Bolt Dropped (costs one action to pick it up, and weapon must be reloaded)
- 2 Arrow/Bolt Breaks (weapon must be reloaded)
- 3 Arrow/Bolt Breaks (weapon must be reloaded)
- 4 String Breaks (weapon must be restrung, which takes four long actions)
- 5 String Breaks (as listed above)
- 6 Mechanism Damaged (weapon is broken, and must be repaired by a specialist or replaced)

Roll Fumbles with Thrown Weapons

- 1 Thrown Wide (weapon is thrown as far away as possible, and cannot be easily found again)
- 2 Thrown Wide (as listed above)
- 3 Weapon Breaks (weapon becomes useless)
- 4 Weapon Breaks (as listed above)
- 5 Hit Friend (weapon hits a nearby friend, doing normal damage; if this is impossible, Hit Self instead)
- 6 Hit Self (hit self for normal damage, roll location randomly)

Roll Fumbles with Matchlock Firearms or Hand Cannons

- 1 Match Goes Out (costs one action to relight)
- 2 Match Goes Out (as listed above)
- 3 Drop Match (cost one action to pick up, 50% chance it has gone out as well)
- 4 Bad Powder (weapon must be reloaded)
- 5 Mechanism Damaged (weapon must be repaired by a specialist or replaced)
- 6 Explosion (weapon explodes, doing a D6 + normal damage in general damage to the firer)

Roll Fumbles with Flintlock Firearms

- 1 Bad Powder (as listed above)
- 2 Bad Powder (as listed above)
- 3 Flint Breaks (must be replaced, which takes 2 long actions)
- 4 Mechanism Damaged (as listed above)
- 5 Mechanism Damaged (as listed above)
- 6 Explosion (as listed above)

Roll Fumbles with Wheellock Firearms

- 1 Rewind (spring must be rewound, which takes one long action)
- 2 Rewind (as listed above)
- 3 Bad Powder (as listed above)
- 4 Bad Powder (as listed above)
- 5 Mechanism Damaged (as listed above)
- 6 Mechanism Damaged (as listed above)

Roll Fumbles with Grenades

- 1 Fuse Goes Out (grenade must be primed again)
- 2 Dud (grenade will not explode)
- 3 Thrown Wide (grenade is thrown as far as possible in a random direction)
- 4 Dropped (grenade is dropped next to the thrower, it takes 1 action to pick it up, and another to throw it, or, it may be kicked away in one action on a successful D20 roll against Dexterity)
- 5 Explosion (as listed above)
- 6 Explosion (as listed above)

4.73 Dirty Fighting

In desperation, characters may wish to use dirty fighting techniques to 'do in' their opponents. The following five maneuvers are the most common dirty fighting techniques:

TRIP

Trip may be used as a counter action against a Lunge or Haymaker attack. Roll to hit as for a Kick, with a +3 modifier. If successful, the opponent falls, and is automatically stunned.

VICIOUS KICK

A Vicious Kick is a kick aimed at particularly vital parts of the opponent's body. Roll to hit as for a Kick with a -2 modifier. If a Vicious Kick hits, it automatically stuns the opponent, and does normal Kick damage +1.

STOMP

When an opponent is on the ground after tripping or falling, a character may Stomp on him. Roll to hit as for a Kick with a +3 modifier. If a Stomp hits, it does normal Kick damage +1.

THROW SAND

A character may throw sand or dirt in his opponent's face as an attack. It takes one action to pick up the sand with a hand free of weaponry, and another to throw it. Sand may only be thrown at close range, and Expertise is the character's Dexterity -3. If hit, the opponent is stunned.

CHOKE

After a successful Grapple attack (that is, after a successful roll to hit and a successful Strength vs. Strength resistance roll) an attacker may make an immediate Choke attack. The attacker makes a Strength vs. Endurance resistance roll against the defender, and if successful, he immediately does a D6 damage directly to the defender's head.

Of course, a real gentleman would never use dirty fighting techniques. . . .

4.74 Special Attacks

Five further special attacks that might come into play are listed below:

ENTANGLE

Any character using a cloak as a left-hand 'weapon' may attempt to entangle his opponent in it. Entangle may only be used as a counter action. Roll to hit as for his normal right hand weapon. If hit, the opponent must roll against Dexterity with a modifier of -3 or become entangled. An entangled character loses all of his actions on the next turn.

DRAW

When drawing a dueling weapon, a character may make either an immediate slash attack at -2 to hit, or an immediate parry to -3 — along with a Duck, Dodge, or Sidestep.

STRIKE TO SUBDUE

Any character with a dueling weapon other than a dagger, may choose at the beginning of any turn, to strike with the flat of the blade, rather than the edge or the point. Any hit with the flat of the blade (treated as a Slash for parrying purposes) does half the normal amount of damage (round down).

DISARM

A character with a dueling weapon may attempt to disarm an opponent with a dueling weapon, after making a successful parry, and instead of a normal counter action. The weapon used to disarm the opponent must be of the same or greater Strength, and the character and his opponent must make a resistance roll on their Expertises with their weapons. If successful, the opponent drops his weapon.

HORSE COMBAT

When on horseback, characters may attempt to trample characters on foot. Trample attacks go at the same time as dueling weapon attacks in turn sequence (order is determined by the rider's Dexterity). A Trample attack hits using the rider's Dexterity as base Expertise (dodge or sidestep subtracts 4 from the chance to hit). If hit by a Trample attack, a character takes 1 point of general damage (+ a D6 for a serious wound) and is automatically stunned. If a horse charges (runs at full speed for 10 meters) and attacks, the Trample does 4 points of general damage (+ a D6 for a serious wound).

Characters have a +1 chance to hit a horse normally, and a +3 if the

horse is charging. Horses always take general damage, and have 16 + 2D6 Hit Points. If wounded for ½ their total Hit Points, horses (and their riders) fall (there is a 50% chance of the horse having a broken leg). Cuirassiers' and Guards' horses usually wear one point of general armor in padding and leather. Carabiniers' wear two points or armor. When moving, horses cover 12 meters (-2 meters for Draft Horses) with normal movement, and 24 meters (-2 meters for Draft Horses) with running movement. For every two points of damage a horse takes, subtract 1 meter from both movement rates. Actions taken by a horse are expended by the rider.

4.75 The Dueling Code

Although dueling was outlawed in France in the 16th Century, it reached, perhaps, the height of its popularity in the 17th. Dueling was an accepted way to settle personal disputes between gentlemen (or those who deemed themselves gentlemen) by personal violence. In some ways, however, dueling was highly ritualized by a Dueling Code.

The Dueling Code provided that a challenger throw down his glove (or 'gauntlet') at the feet of an enemy. The enemy, by picking up the glove, signified his acceptance of the challenge. Failure to accept a challenge would result in public disgrace, except for those specially exempt. Exempt from challenge were those men under 16 or over 60 years of age, members of the Clergy, and those physically disabled. Exempted people could still accept a duel if they wished (depending on the circumstances) or even challenge others themselves. Duels involving Clergymen, especially, were not uncommon during this period, as many regarded their positions as political rather than religious.

The challenger and the challenged were referred to as 'Primaries.'



Each Primary would choose a 'Second,' usually a close friend, to arrange the duel and accompany him to the site. The practice of having Seconds originated to protect against ambushes, but later, it became more of a formality. Occasionally, the Seconds would fight as well, in a two-on-two duel.

The Seconds would arrange the precise time and place of the duel, and discuss weaponry. The time was usually dawn or dusk, and the place had to be somewhere private. Weaponry was rather open in the 17th Century. The normal weapons were rapiers or longswords, although some military duels were still fought with two-handed swords! Cavalry duels were usually fought with sabres from horseback, and cutlasses were used in naval duels. If both Seconds agree, almost any dueling weapons may be used. There must also be an agreement between the Seconds as to the object of the duel: 1st, 2nd, or 3rd Blood. A duel to the 1st Blood continues until one duelist is wounded. A duel to the 2nd Blood continues until one duelist surrenders (i.e. is seriously wounded). A duel to the 3rd Blood may only end in death. A surgeon is expected to be present, to tend all wounds. It is important to remember that most duels were only to the 1st blood; they continued only until one combatant had gained the 'satisfaction' of wounding his opponent. Military duels were more often fought to 2nd and 3rd Blood.

Pistol duels were rare in the 17th Century. Pistols were usually only chosen as weaponry if both Seconds suggested them. In the case of pistol duels, a neutral director was chosen to preside. The Primaries stepped ten paces away from each other with backs turned. When they turned around again, the challenged combatant had the choice of firing first or second. Normally, each duelist got only one shot, and if neither were wounded, the duel still ended. The object was to prove one's courage by facing the enemy's fire. Again, cavalry pistol duels were fought from horseback. In this case, each rode towards the other from long range and was allowed to fire at any time. When the two had reached close range, sabres were drawn and the duel continued with blades.

Duels were more dangerous than they seemed, sometimes. Ambushes still occurred, and weapons were sometimes tampered with. In addition, killing a very powerful or influential man in a duel could always be construed as murder by the authorities.

4.8 RECUPERATION

After combat, characters will generally need to recover from any damage suffered. Under normal conditions, a character will naturally heal 1 point of damage from every location per week. If the character is resting and lying in bed (as opposed to adventuring, working, practicing, etc.), he heals two points on every location per week. General damage heals at a rate of two points per week normally, and four points per week if resting.

If characters get the aid of a physician, he may clean and bandage wounds, healing up to a total of three points of damage (spread out on any locations). Seeing a physician also insures that wounds will not become infected. Physicians fees are usually 10 L plus 5L per point of damage healed.

If a character is reduced to 0 Hit Points on a specific location, recuperation may be modified by a roll of a D20 on the appropriate table below:

Roll	Head Wound
1-11	No Effect
12-16	Scar (+1 Charm)
17-18	Lose One Eye (-1 from all Expertises, -1 from Dexterity,, lose some peripheral vision and some depth perception)
19	Lose Nose (-3 from Charm, lose olfactory ability)
20	Lose Ear (-2 from Charm, lose some hearing ability)
Roll	Chest or Flank Wound
1-13	No Effect
14-18	Bad Scar
19-20	Permanent Internal Damage (-1 from Endurance)
Roll	Arm or Leg Wound
1-11	No Effect
12-16	Bad Scar
17-18	Broken Bone (a physician is required to set; character must spend 1D6 + 2 weeks resting before the damage will heal)
19-20	Lose Hand/Lower Leg (-2 from Dexterity, -1 from Endurance; a physician must replace with a hook or pegleg; hook becomes the equivalent of a dagger, pegleg reduces movement by ½ and precludes the use of Lunge or Tackle attacks)

4.9 COMBAT CLARIFICATION

The *Flashing Blades* combat system is fairly complex, but works quickly and realistically when players become familiar with it. The following two subsections are provided for clarification.

4.91 Combat Outline

Provided below is a brief outline of the sequence of a normal combat turn:

1. All characters record their actions for the coming turn.
2. Characters who are not engaged in melee may move.
3. Normal attacks are made in sequence determined by the type of weapon and the wielder's Dexterity. Each character attacked by a dueling weapon should be given a chance to guess his opponent's type of attack before it is announced (to determine if he gets a +3 bonus to parry it). All Parries and Blocks are then attempted, to stop incoming attacks.
4. Directly after an attack misses, any applicable counteractions are taken.
5. Final actions (such as reloading or getting up off the ground) are taken.
6. Repeat steps 1 through 5 until one side runs away, surrenders, is incapacitated or is killed.

4.92 COMBAT EXAMPLE

An example of a typical combat is provided below, to illustrate the techniques used in the system:

Gregore Grincheux is a Rogue, a common street-brawler, who fights with a rapier (Expertise 15) and a main gauche. One night, Gregore gets into an argument with another character in a tavern. Without warning, the stranger throws the table separating them out of the way and a brawl begins.

Turn 1

Gregore decides to Duck and Kick; the stranger attempts a haymaker (a long action, so he gets no defense). Both attacks are unarmed attacks, and Gregore's Dexterity is higher than the that of the stranger, so Gregore attacks first. He needs a 5 or less to hit (he has a 6 Brawling Expertise, as he has high attributes, but no Brawling skill). Gregore rolls a 5, which is a light wound. The stranger takes no damage, but Gregore may still stun him. Gregore rolls an 11 (Strength of 12) giving the stranger a -1 to his Endurance roll. The stranger rolls a 6, which is sufficient to avoid a stun (his Endurance is 12, so he needed an 11 or less). Now the stranger attacks with his haymaker. He normally needs an 11 or less to hit, but because of Gregore's Duck (-4), he needs 7 or less. He rolls a 10 and misses.

Turn 2

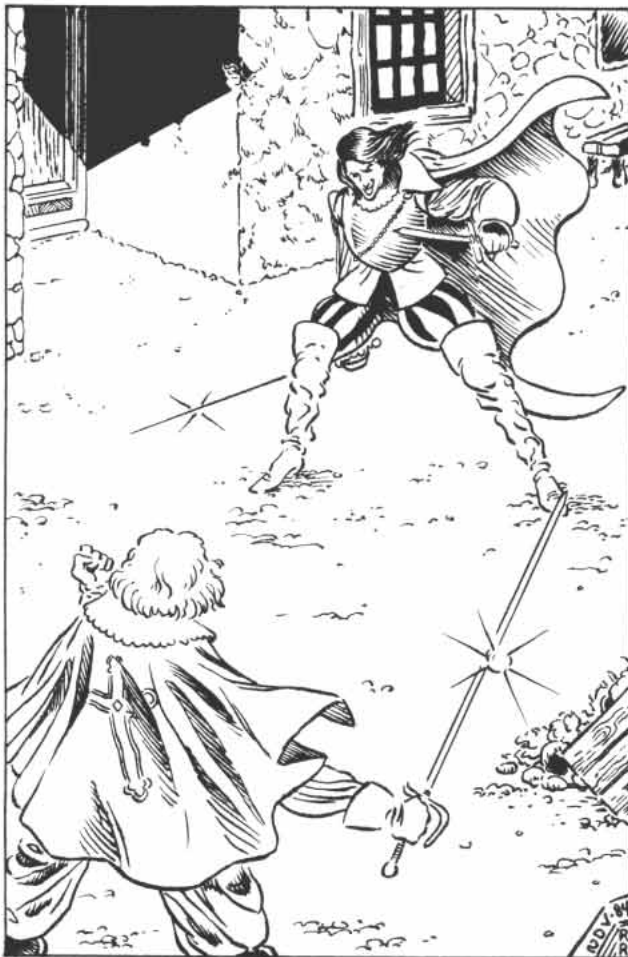
Gregore decides to Kick again, and take a counter action (a dirty fighting trip attack); the stranger attempts another haymaker. Gregore's attack misses with a roll of 17. The stranger rolls a 9 (no modifiers this time), inflicting a light wound (1 point of general damage + a chance of stunning Gregore). He rolls a 15 to stun (his Strength is 13), giving Gregore a +2 on his Endurance roll. Gregore rolls an 8 and is not stunned. Gregore never gets to make his counter attack, because his opponent's attack hit successfully.

Turn 3

Gregore, deciding that hand-to-hand fighting is not his forte, draws his rapier and main gauche (making a slash attack at -2) and sidesteps; the stranger Kicks and Dodges. Gregore's attack must be a 9 or less to hit (normal 14 or less, -2 for slashing on a draw, -3 for the stranger's dodge) and he rolls an 8. Aiming for the stranger's head, he rolls a 17 (right leg) and a 6 (chest). He hits the stranger's chest, doing one point of damage (for a light slash wound). As the stranger is wearing a leather jerkin, he takes no actual damage. The stranger needs a 7 or less to hit (11 -4 for the sidestep) and rolls and 8, which barely misses.

Turn 4

While his opponent is still unarmed, Gregore lunges (this is a long action, so Gregore gets no defense); the stranger draws his



longsword (Expertise 17), dodges, and guesses that Gregore will lunge. Gregore needs an 11 or less to hit (14 -3 for the dodge) and rolls a 7, which hits. The stranger needs a roll of 6 or less to parry (normal 14 or less, -3 for drawing and parrying, -6 for a reaction parry, -2 for Gregore's rapier attack bonus, +3 for guessing the attack) and rolls a 5, successfully parrying Gregore's lunge.

Turn 5

Gregore thrusts and takes the parry defense, guessing that the stranger will lunge; the stranger slashes, sidesteps, and guesses that Gregore will thrust. Gregore needs an 8 or less to hit (14 -6 for the sidestep) and misses with a roll of 12. The stranger needs a 14 or less to hit, and rolls a 12. Gregore needs a 15 or less to parry (normal 13 or less, -1 for the stranger's longsword attack bonus, +3 for using a main gauche) and rolls a 4; a successful parry. The stranger now rolls a 1 on a D6, indicating that his longsword broke Gregore's main gauche when the parry was made (he needed a roll of 1 or 2).

Turn 6

Gregore plans a lunge and guesses that the stranger will slash; the stranger also decides to lunge, and predicts that Gregore will thrust. Gregore attacks first, needing a 14 or less, and rolls a 20, a fumble! He rolls a 5 on the Hand Weapons Fumble chart, indicating a fall. The stranger needs a 16 or less to hit now (normal 14 or less, +2 for being above Gregore) and rolls a 7. Because he loses all other actions this turn, Gregore cannot parry. The stranger aims for the chest, and hits with a roll of 6 (chest) and a 12 (left arm). For damage he rolls a D6 +4 (a serious wound), and he rolls a total of 8. Gregore's leather jerkin takes 2 points of damage, but he still takes 6 points directly to his chest. As he has 12 Hit Points, this wound knocks him out. The stranger leaves him lying on the floor of the tavern, in a pool of his own blood.

It will take Gregore about three weeks of rest to recover from his tavern fight. He rolls on the Chest Wounds table because he went to 0 Hit Points on his chest. He rolls a 14, indicating that he now has a bad scar to remind him not to quarrel with quick tempered strangers in the future.

5.0 Ranks & Positions

5.1 INTRODUCTION

In the colorful 17th Century France of legend, climbing the social ladder was a popular pastime, and sometimes, life-long occupation. Power was a game that, for one of the first times in history, could be played by everyone. Noblemen still enjoyed the benefits of high birth, but even the low-born could claw their way to success through personal merit, deceit, treachery, bribery, subterfuge, or gall. Within such a rapidly changing world of politics and ideas, one could quickly rise to a position of power... or fall from it.

At the very start of the game, characters may find themselves already set on a path towards a given occupation. Militarymen start in the company and regiment of their choice, and may be officers through merit or bribery. Gentlemen may choose to start in the lower ranks of the Clergy (as a Student of Theology), the Royal Bureaucracy (as a Bureaucrat or a Student of Law) or the Banking industry (as a Clerk or Moneylender). Noblemen with Titles enter into the system of peerage. Gentlemen and Noblemen may also be members of Clubs or Orders, each with an internal hierarchy of its own. Finally, those of exceptional talent may be Masters or Assistants at a fencing institution. The possible roads for social advancement are many.

One need not start the game in a career, however, to enter and advance in it. Characters may, at a later time, join the Military, study Theology or Law, become a moneylender, etc. Each new profession may become more difficult, however, due to added responsibilities. There are really no boundaries, though, for the ambitious, save time and money.

5.2 SOCIAL RANK

5.21 The Social Scale

As mentioned briefly in section 3.8, Social Rank is measured on a scale of 1 to 20. Social Rank 1 represents those on the absolute bottom



of the Social Scale; Rank 20 represents the King (and may never be achieved by player characters).

When a character achieves a position in any occupation or background, he will have a Rank on the Scale. That position which has the highest Rank on the Scale is the character's Social Rank.

The Social Rank of various positions on the Social Scale are shown below (those in parentheses represent classes of people rather than Ranks or positions):

THE SOCIAL SCALE

Rank	Positions
1	(Peasants)
2	(Townsmen)
3	Trooper
4	(Merchants), Sergeant or Subaltern, Priest
5	(Rich Merchants), Lieutenant, Minor Official
6	(Bourgeoisie), Captain, Curate, Banker, Fencing Master
7	(Gentlemen), Captain (in Gds. Rgt.), Pastor, Official of the Realm, Lawyer, Fencing Master Superior
8	(Noble-born), Major or Lt. Colonel, Club Secretary or Treasurer, Investor, Member of a Bishop's Curia
9	Chevalier, Martial Magistrate, Colonel, Club Chief
10	Baron, Bishop, Magistrate, Noble Order Secretary or Treasurer
11	Viscount, Brigadier, Royal Order Secretary or Treasurer, Royal Official
12	Count, Archbishop, Major General, Noble Order Master
13	Marquis, Lt. General, Court Minister, Royal Order Master
14	Duke, General, Noble Order Grandmaster
15	Archduke, Field Maréchal, Prince Bishop, Minister with Portfolio, Royal Order Grandmaster
16	Grand Duke, Cardinal, Royal Minister
17	Princes
18	The Grand Prince
19	Cardinal Richelieu, The Queen
20	The King

Social Rank may be higher than indicated on the Social Scale in special circumstances. If the two highest Ranks possessed by a character are equal, count his Social Rank as one higher. A character who is both a Baron and a Magistrate, for example, is Social Rank 11 rather than 10. If four positions are held in one Social Rank, count it as two higher, and so on.

In addition, if a character is excessively wealthy, add one to Social Rank. Excessive wealth is defined as (10,000 L x the character's normal Social Rank). Thus for a Count to be excessively wealthy, he must have 120,000 L in cash and property.

It is possible, although highly improbable, for a character to reach Social Rank 19 (i.e. by being a Grand Duke, Cardinal, Royal Minister, Royal Order Grandmaster, and Field Marechal, and having excessive wealth amounting to 180,000 L!). If a character reaches this point, however, he might as well be King! In realistic game terms, it should be considered phenomenal (and rare) to reach Social Rank 15 to 16.

5.22 Influence

Rank hath privileges. The positions held to gain Social Rank have many powers of their own, but possessing a Social Rank itself grants a character influence. Informal influence cannot be measured in game terms. A person of high Social Rank will be treated with deference and politeness by all. He will be overly praised by his sycophants and overly despised by his enemies.

Sometimes, however, influence may have direct effects on the game, in one of two ways. First, any character may expect informal, polite requests to be granted by those three Social Ranks or more below his own, if he can roll his own Social Rank or below on a D20. Thus a Marquis could ask a small favor of a Baron or a Bishop, and have his request(s) granted on a roll of 13 or less on a D20. Polite requests are defined as those which are easy to grant, and which are of minor significance to the person asked (such as a Magistrate waiving a small fine, a Captain looking after someone in his company, a Baron allowing hunting on his estate, etc.). The possibilities are endless. Polite requests, no matter how polite they may be, will also often be influenced by bribery or reciprocal favors.

In addition, influence of Social Rank may be used, on rare occasions, to force those of lower Social Ranks to perform services which may be difficult or dangerous. Such services may only be requested of one six or more Social Ranks below the character, and may only be asked once per year (unless the character increases his or her Social Rank that year, in which case, he may ask 2 services). Such services may not be outrageous (e.g. asking an NPC to lay down his life for the

character, or to give the character large sums of money) and the request must be within the power of the person requested. The person requested has a choice: to grant the request, or to automatically lose one Social Rank himself. A small reward or bribe is almost always offered for such services. Examples of difficult requests might be a Treasurer of a Royal Order bullying a rich merchant to go into an investment with him (perhaps with the lure of possible profits), a Lt. General forcing a townsman to quarter troops in his house, a Grand Duke squeezing a Secretary of a Noble Order to admit him to the Order, etc. Of course, some such requests may be granted through threats or violence, rather than influence.

5.3 THE MILITARY

5.31 Enlisting

All Soldiers are assumed to have enlisted in the regiment and company of their choice, before the start of the game. All characters from other backgrounds must go through enlistment procedures if they wish to join the military.

Each year, a character may attempt to enlist in any regiment or regiments. If he is accepted by one, he may choose his company within the regiment, and determine his starting rank, or he may turn it down and continue rolling. No character may enlist at the start of the game, so non-soldiers must wait a year of game-time to enlist.

Each regiment has a number required to enlist. If this number is equalled or exceeded on a roll of 2D6, the character is accepted. If roll is too low, he may attempt to enlist in another regiment, or he may wait a year to try again for the same regiment. To join a company (or troop, in the cavalry) within a regiment, a character must have the necessary martial skills, as shown in section 3.52 (e.g. a carabinier must know Cavalry Style Dueling, Firearms, and Horsemanship). If a character does not have the proper skills, he must spend 6 months in basic training, and starts as a Trooper automatically (no chance to buy up Rank, as detailed below). In addition, to join a cavalry regiment, a character must have a riding horse and riding gear. Anyone who wishes to be an officer in any regiment must have Captaincy skill.

Once a regiment and a suitable company have been found, characters may attempt to advance in rank without promotion. This is achieved in one of two ways: merit or money.

Soldiers start at the rank of Sergeant, all others start at Trooper. An immediate advancement of one rank is given to any character with Wit, Endurance, Charm, or Luck of 17 or more. After that, each further rank may be bought for the prices listed below:

Sergeant	100 L
Subaltern	200 L
Lieutenant	300 L
Captain	400 L



No rank above that of Captain may be bought upon entering the service. Note: each rank must be bought in succession (i.e. Sergeant, Subaltern, Lieutenant, the Captain). Thus the total price for going from Trooper to Captain upon entering a regiment would be 1000 L!

If there are already characters (usually Player Characters) occupying the ranks of Captain, Lieutenant, or Subaltern within a company, no other character in that company may buy those ranks upon entering.

Ranks may only be bought more than one-at-a-time when entering a regiment (or, as a Soldier, at the start of the game).

5.32 The Royal Army

In this section, the major regiments of the Royal French Army are listed with their organization in companies, and their required rolls for enlistment. Each regiment also has a status ranking. If a character's Social Rank is greater than the listed status, he gets a +1 to his roll to enlist. The army royal is as follows:

Regiment (and Companies or Troops)	Enlistment Roll	Status
(1) The Guards Regiment	11	9
1 company Cardinal's Guards		
1 company King's Musketeers (the 'Black Musketeers')		
1 company Palace Guards		
3 companies Musketeers		
(2) The Royal Dragoons	10	8
6 troops Dragoons		
(3) The Horse Guards Regiment	10	8
2 troops Carabiniers		
4 troops Cuirassiers		
(4) The Musketeers du Maréchal	10	7
4 companies Musketeers		
2 companies Arquebusers		
(5) The Cuirassiers du Condé	9	7
6 troops Cuirassiers		
(6) The Arquebusers of Vincennes	9	7
1 company elite prison guards (Arquebusers)		
4 companies Arquebusers		
1 company Fusiliers		
(7) The Old Guards Regiment	8	6
4 companies Fusiliers		
1 company Artillerists		
1 company Grenadiers		
(8) The Queen's Fusiliers	8	6
5 companies Fusiliers		
1 company Artillerists		
(9) The Swiss Guards Regiment (Swiss Mercenaries)	8	5
5 companies Guards		
1 company Arquebusers		
(10) The Carabiniers de Corinth	7	4
6 troops Carabiniers		
(11) The Fusiliers de Ste. Gervaise	7	4
6 companies Fusiliers		
(12) The Royal Grenadiers	7	4
4 companies Grenadiers		
1 company Fusiliers		
1 company Artillerists ('Company of Cannoneers Royal')		
(13) The Flanders Regiment	6	4
6 companies Fusiliers		
(14) The Gascon Regiment	6	3
4 companies Arquebusers		
2 companies Fusiliers		
(15) The Brothers of St. Mark (German Mercenaries)	8	3
1 company Guards		
4 companies Arquebusers		
1 company Grenadiers		
(16) The Old City Guards (Paris Militia)	5	3
6 companies Fusiliers		
(17) The Fusiliers des Pyrénées ('Royal Border Guards')	5	2
6 companies Fusiliers		
(18) The Italian Regiment (Italian Mercenaries)	6	2
2 companies Arquebusers		
4 companies Fusiliers		

Within the royal army are constant arguments, duels and disputes as to performance in battle, political views, etc. Certain regimental (and company) enemies have thus developed. Characters within two opposing regiments will almost surely be enemies.

The enemies are:

The Cardinal's Guards	vs.	The King's Musketeers
The Royal Dragoons	vs.	The Horse Guards Regiment
The Cuirassiers du Condé	vs.	The Carabinier de Corinth
The Arquebusers of Vincennes	vs.	The Old Guards Regiment
The Queen's Fusiliers	vs.	The Fusiliers de Ste. Gervaise
The Gascon Regiment	vs.	The Italian Regiment
The Old City Guard	vs.	The Swiss Guards Regiment

Enemy regiments, when on Campaign together, have been known to have series of organized duels, and sometimes even open fighting between companies.

5.33 The Ranks

Within each regiment, and within high command are a series of Ranks, each with its own powers, Social Rank, and possibilities for promotion and position. All rolls for openings for promotion and promotion, position, etc. are rolled on 2D6, in an attempt to roll the listed number of greater.

The Ranks, in ascending order of importance, are:

RECRUIT

This level is only for those who enlist in a regiment or company for which they are unskilled (e.g. a character without Horsemanship or Firearms skill, who joins a cavalry regiment). Recruits must spend 6 full months in basic training (during which time, they receive all necessary skills). After training, they automatically graduate to the Rank of Trooper. Recruits are housed in regimental barracks, and need not pay for monthly support.

TROOPER

This is the lowest real rank, the common private or man-at-arms. Each year, a Trooper must spend six months, distributed as he likes, discharging his military duties. If called off to war, he must spend another 6 months on Campaign. Troopers are housed in their regimental barracks (no need to pay for monthly support) and are paid 30 L per year. At the end of each year, a Sergeant's position opens up on a roll of 7 or more. If there is an open position, roll 8 or more for promotion to Sergeant (+2 if Company Captain is a friend, automatic if Regiment Colonel is a friend). If there is an opening but no promotion, a Trooper may buy the Rank of Sergeant for 100 L.

SERGEANT

A Sergeant is the highest rank for enlisted men. Soldiers start at a base rank of Sergeant (and may buy their way up from there). Each year, a Sergeant must spend 6 months, distributed as he likes, discharging his military duties. If called off to war, he must spend another 6 months on Campaign. Sergeants are housed in their company barracks (no need to pay for monthly support) and are paid 50 L per year. At the end of each year, a Subaltern's position opens up on a roll of 8 or more. If there is an open position, roll 8 or more for a promotion (+2 if Company Commander is a friend, automatic if Regiment Colonel is a friend). If there is an opening but no promotion, a Sergeant may buy the Rank of Subaltern for 200 L. If a Sergeant does not become a Subaltern at the end of a year, roll 8 or better to become a Sergeant-Major (chief Sergeant of the company). Sergeant-Majors receive 60 L per year instead of 50 L, and get a +1 on their roll for promotion to Subaltern.

OFFICERS

To be an officer, a character must have Captaincy skill. In addition to all other benefits listed under each Rank, all officers are exempt from Royal Taxes, having already paid the '*impôt de sang*' (lit. 'blood tax') by going to battle.

SUBALTERN

A Subaltern is the lowest ranking officer in his company, equivalent to a modern 2nd Lieutenant. Each year, a Subaltern must spend 4 months, distributed as he likes, discharging his military duties. If called off to war, he must spend another 6 months on Campaign. A Subaltern may stay in his company barracks while discharging his duties, and is paid 80 L per year. At the end of each year, a Lieutenant's position opens up on a roll of 8 or more. If there is an open position, roll 8 or more for promotion (+2 if Company Captain is a friend, automatic if Regiment Colonel is a friend). If there is an opening but no promotion, a Subaltern may buy the rank of Lieutenant for 300 L.

LIEUTENANT

A Lieutenant is the direct aide to the Captain of a company. Each year, a Lieutenant must spend 4 months, distributed as he likes, discharging his military duties. If called off to war, he must spend another 6 months on Campaign. A Lieutenant may stay in his company barracks while discharging his duties, and is paid 90 L per year. At the end of each year, a Captain's position opens up on a roll of 9 or more. If there is an open position, roll 8 or more for promotion (+3 if Regiment Colonel is a friend). If there is an opening but no promotion, a Lieutenant may buy a Captaincy for 400 L.

CAPTAIN

A Captain is the commander of a company (or a troop in the cavalry) of 200 men. He may volunteer his company for Campaign, take some men on personal missions, use them as bodyguards, etc. Each year, a Captain must spend 3 months with his company, distributed as he likes, discharging his military duties. If he is called to war, or if he volunteers his company, he must spend another 6 months on campaign. A Captain may stay in his company barracks while discharging his duties, and is paid 120 L per year. At the end of each year, a Major's position opens up on a roll of 9 or more. If there is an open position, roll 8 or more for promotion (+3 if Regiment Colonel is a friend). If there is an opening but no promotion, a Captain may buy a Majority for 600 L.

REGIMENTAL OFFICERS

Regimental Officers (Majors, Lt. Colonels, and Colonels) have the option of trying for four positions within each Rank: Martial Magistrate (requires Magistracy skill), Aide (requires Strategy skill), Commander (requires Strategy skill), or Staff Officer. Martial Magistrates act as attorneys and judges at courts-martial. Aides are advisors to higher ranking officers. Commanders lead troops on Campaign. Staff Officers have no special powers.

MAJOR

A Major may be a Martial Magistrate on a roll of 10 or better, an Aide to Brigadier on a roll of 9 or better, a Commander of a Battalion of 2 companies (or a Squadron of 2 troops in the cavalry) on a roll of 8 or better, or a Staff Officer otherwise. Each year, a Major must spend 3 months, distributed as he likes, discharging his military duties. If he is called to war (either as an Aide or a Commander) or if he volunteers his Battalion (as a Commander) he must spend another 6 months on Campaign. A Major is paid 150 L per year. At the end of each year, a Lt. Colonel's position opens up on a 9 or better. If there is an open position, roll 9 or better for promotion (+2 for an Aide, +1 for a Commander). If there is an opening but no promotion, a Major may buy the Rank of Lt. Colonel for 1000 L. If a Major does not move up in Rank at the end of a year, he may try again for a position (Aide, Commander, etc.) or change positions, with a +2 to his rolls.

LT. COLONEL

A Lt. Colonel may be a Martial Magistrate on a roll of 9 or better, and Aide to Major General on a roll of 9 or better, an Aide to Lt. General on a roll of 10 or better, a Commander of a Battalion of 2 companies (or a Squadron of 2 troops, in the cavalry) on a roll of 7 or better, or a Staff Officer otherwise. Each year a Lt. Colonel must spend 3 months, distributed as he likes, discharging his military duties. If he is called to war (either as an Aide or Commander) or volunteers his Battalion (as a Commander) he must spend another 6 months on Campaign. A Lt. Colonel is paid 170 L per year. At the end of each year, a Colonel's position opens up on a 9 or better. If there is an open position, roll 9 or better for promotion (+2 for an Aide, +1 for a Commander). If there is an opening but no promotion, a Lt. Colonel may buy a Colonel's Rank for 1600 L. If a Lt. Colonel does not move up a Rank at the end of a year, he may try again for a position, or change positions, with a +2 on his rolls.

COLONEL

A Colonel may be a Martial Magistrate on a roll of 8 or better, an Aide to a General on a roll of 9 or better, an Aide to a Field Marshal on a roll of 11 or better, Regiment Colonel (i.e. Regimental Commander) on a roll of 8 or better, or a Staff Officer otherwise. Each year a Colonel must spend two months, distributed as he likes, discharging his military duties. If he is called to war (either as an Aide or Commander) or volunteers his regiment (as a Commander), he must spend another six months on Campaign. A Colonel is paid 200 L per year. At the end of each year, a Brigadier's position opens up on an 8 or better. If there is an open position, roll 10 or better for promotion

(+2 for an Aide, +1 for a Commander). If there is an opening but no promotion, a Colonel may buy a Brigadier's Rank for 3,200 L. If a Colonel does not move up a Rank at the end of a year, he may try again for a position, or change positions, with a +2 on all his rolls.



TOP ECHÉLON OFFICERS:

The highest ranked officers (Brigadier, Major General, General, and Field Marshal) are classed only as Command Officers or Staff Officers. All are automatically eligible to serve as Martial Magistrates (provided they have Magistracy skill). All Top Echelon Officers must have Strategy skill. Each is also assigned one or two Aides, from the ranks of the Regimental Officers (these may be chosen from Player Characters, if desired).

BRIGADIER

A Brigadier may command a Brigade of two regiments on a roll of 9 or better (+1 for previous Command position). Each year, a Brigadier must spend one month, distributed as he likes, discharging his military duties. If he is a Commander and volunteers to go to war with his Brigade, he must spend another six months on Campaign. A Brigadier is paid 300 L per year. At the end of each year, a Major General's position opens up on an 8 or better. If there is an open position, roll a 10 or better for promotion (+1 for Command position). If there is an opening but no promotion, a Brigadier may buy a Major General's Rank for 6,400 L. If a Brigadier does not move up a Rank at the end of a year, he may roll again for a Command position (if he doesn't already have it) with a +2 on his roll.

MAJOR GENERAL and LT. GENERAL

These two Ranks are nearly identical, except that Lt. General is one rank above Major General. Major Generals and Lt. Generals may command a Division (one half of the Army) on a roll of 10 or more (+1 for previous Command position). Each year, a Major General or Lt. General must spend one month, distributed as he likes, discharging his military duties. If he is a Commander, and volunteers to go to war with his Division, he must spend another six months on Campaign. A Major General is paid 400 L per year and a Lt. General is paid 500 L per year. At the end of each year a position opens up in the next Rank (either Lt. General or General) on a roll of 8 or better. If there is an open position, roll 10 or better for promotion (+1 for Command position). If there is an opening but no promotion, a Major General may buy Lt. General's Rank for 10,000 L, and a Lt. General may buy a General's Rank for 24,000 L. If a Major General or Lt. General does not move up a Rank at the end of a year, he may roll again for a Command position, with +2 on his roll.

GENERAL

A General may command an Army (under the Field Marshal) on Campaign on a roll of 13 or better (+1 for each previous Command position). If he is a Commander, he must go with the Army on Campaign for six months each year. A General is paid 1000 L per year. At the end of each year the Field Marshal's position opens up on a roll of 9 or better. If the position is open, roll 7 or better for promotion (+1 for Command position). The Rank of Field Marshal cannot be bought. If a General does not become Field Marshal at the end of a year, add one to his roll for Command position.

FIELD MARÉCHAL

The Field Marshal is the supreme commander of the French Armed Forces, and answers only to the King and the Minister of War. He may organize Divisions and Brigades however he likes, and may choose how many regiments to send to war each year. He may also choose to go on Campaign for six months with the Army. The Field Marshal is paid 2,000 L per year, and if he does not already have a Title, he is knighted. He may maintain his Rank as long as he is not dismissed by the King or Minister of War.

A brief summary of the Military Ranks and their organization is provided on the table below:

Rank (and Positions)	Pay	Chance of Opening	Chance of Promotion	Purchase Price
Recruit (for six months)	0	automatic	automatic	—
Trooper	30 L/yr.	7+	8+	—
Sergeant	50 L/yr.	8+	8+	100 L
Sergeant Major (8+)	60 L/yr.	8+	7+	—
Subaltern	80 L/yr.	8+	8+	200 L
Lieutenant	90 L/yr.	9+	8+	300 L
Captain	120 L/yr.	9+	8+	400 L
Company/Troop Commander (auto.)				
Major	150 L/yr.	9+	9+	600 L
Martial Magistrate (10+)				
Aide to Brigadier (9+)				
Battalion/Squadron Commander (8+)				
Lt. Colonel	170 L/yr.	9+	9+	1000 L
Martial Magistrate (9+)				
Aide to Major General (9+)				
Aide to Lt. General (10+)				
Battalion/Squadron Commander (7+)				
Colonel	200 L/yr.	8+	10+	1600 L
Martial Magistrate (8+)				
Aide to General (9+)				
Aide to Field Maréchal (10+)				
Brigadier	300 L/yr.	8+	10+	3200 L
Brigade Commander (9+)				
Major General	400 L/yr.	8+	10+	6400 L
Division Commander (10+)				
Lt. General	500 L/yr.	8+	10+	10,000 L
Division Commander (10+)				
General	1000 L/yr.	9+	7+	24,000 L
Army Commander (12+)				
Field Maréchal	2000 L/yr.	—	—	—

5.34 The Campaign

When the Royal Army goes to war, or on Campaign, it is a chance for all characters in the military to demonstrate their bravery, face enemy fire, risk death, and, hopefully, grab some loot.

Each year, a Campaign is organized. Under normal circumstances, and for simplicity, the Gamemaster rolls a D6 on both of the columns on the table below, first to determine when the Campaign will occur, and then to determine the front, and which regiments will go:

Roll	Months of Campaign	Front(s) and Regiments Sent
1	December to May	German: (1), (5), (9), (15), (18)
2	March to August	Belgian and Coastal: (4), (7), (8), (10), (11), (12), (13), (15)
3	March to August	Spanish and Belgian: (2), (3), (8), (11), (12), (13), (14), (17)
4	June to November	Belgian and German: (2), (3), (5), (10), (12), (13), (15), (18)
5	June to November	Internal: (1), (4), (6), (7), (9), (16)
6	September to February	Spanish and Coastal: (4), (7), (8), (11), (12), (14), (17), (18)

The Army in the Campaign must be divided into two Divisions, if there are two fronts. If there is no Field Maréchal as a player character, divide the Army randomly. Additional companies, regiments, or brigades may be volunteered for either Division by their Commanders.

Now roll a D6 for the enemy's strength on each front (the enemy is classified only in terms of Infantry and Cavalry, for game purposes, although the Gamemaster may add Artillery, Grenadiers, etc. for complexity):

Roll	German	Spanish	Belgian	Coastal	Internal
1-2	4Repts. Inf. 1Regt. Cav.	4Repts. Inf.	3Repts. Inf. 1Regt. Cav.	3 Repts. Inf.	6Repts. Inf.
3-4	4Repts. Inf. 1Regt. Cav.	3Repts. Inf. 1Regt. Cav.	2Repts. Inf. 2Repts. Cav.	4Repts. Inf.	8Repts. Inf.
5-6	4Repts. Inf. 2Repts. Cav.	4Repts. Inf. 1Regt. Cav.	3Repts. Inf. 2 Repts. Cav.	5Repts. Inf.	7Repts. Inf. 1Regt. Cav.

Next, roll a D6 for the Campaign situation (roll once for each front)

Roll	Situation
1	Siege
2	Battle
3	Under Siege
4	Repeated Skirmishes
5	Attack
6	Battle

The results of the Campaign on each side are determined by a series of three rolls, one after each of the 'encounters' or clashes of the two armies. First the Strength of each army is totalled in terms of companies (6 companies to a regiment). Normally, each company (or troop for cavalry) counts for 1 point of Army Strength, with the exceptions shown below:

- All companies of Musketeers count double
- All companies of Knights count double (see section 5.62)
- In a Battle, all Cavalry troops count double
- In a Siege or Under Siege, all Artillery companies count double
- In an Attack, all Grenadier companies count double

Once Army Strength is determined, each side rolls 2D6 at the start of each encounter/clash, and adds this number to its Strength. Now, any Player Character in a Command position who has Strategy skill may attempt to make a Brilliant Maneuver. To make such a Brilliant Maneuver, a character must roll equal to or less than his Wit divided by 3 on a D20. Brilliant Maneuvers add to an Army's Strength, depending on the Rank of the officer making the maneuver, as shown below:

Rank	Addition to Army Strength
Captain	+1
Major or Lt. Colonel	+2
Colonel	+4
Brigadier and Above	+6

Now the Army Strengths for the encounter are compared, and the lesser value is subtracted from the greater. This is the number of companies lost by the losing army (the lesser). If the Strengths are equal, both sides lose one company. This process is repeated for each of the

three encounters that make up the Campaign. The side with the least losses at the end wins the Campaign.

Companies lost are chosen at random by the Gamemaster from those without the presence of Player Characters. If an Army is crushed to the point that a Player Character is trapped in a doomed company, he is assumed to be taken prisoner.

To clarify the Campaign outcome system, an example is provided:

In the year 1630, two Player Characters, Antoine and Raoul are in the Military. Antoine is a Trooper in the Horse Guards Regiment, and Raoul is a Captain in the Swiss Guards. At the beginning of the year the Gamemaster rolls for Campaign.

First he rolls a 6, indicating that the Campaign will start in September 1630 and continue until February of 1631. Next, he rolls for the fronts and regiments sent. He rolls a 4, indicating that the fighting will be on the Belgian and German fronts, and that Antoine's regiment will be sent. Not wishing to be left out, Raoul volunteers his company (as he is a Captain) from the Swiss Guards to go in the same Division as Antoine.

The Gamemaster separates the regiments into two Divisions, and determines that the Horse Guards, the Carabiniers de Corinth, the Royal Grenadiers, the Flanders Regiment, and Raoul's company are all going to the Belgian front. He now rolls for enemy forces and gets a 5, indicating that the enemy has three regiments of infantry and two of cavalry on its side. For situation he rolls a 3, 'Under Siege.' We thus find that our friends are holding out desperately in a fortress somewhere along the Belgian frontier.

Before the encounter, the Gamemaster computes the Army Strength of each of the two armies. The enemy has five regiments of six companies (or troops) each, and thus has a base Strength of 30. The French have four regiments, plus one extra company, plus 1 for the double Strength of their Artillery company (due to the Campaign situation), for a total Strength of 26. The French are outnumbered.

For the first encounter, the French roll a 10 on two D6 (total of 36), and the enemy rolls a 7 (total of 37). So far, the French are losing. Raoul (as Commander) attempts to make a Brilliant Maneuver. His Wit is 12, so he needs to roll 4 or less on a D20. He misses with a roll of 13. The French, beaten by one Strength point, lose a company, randomly determined to be a company of Fusiliers from the Flanders Regiment. The Army Strengths are now 30 to 25, against the French.

In the second encounter, the French roll an 8 (total 33) and the enemy rolls a 3 (total 33). Raoul tries for another Brilliant Maneuver, but misses with a roll of 18. This time the fight was a draw. Both sides lose a company. The French company is determined to be a troop of Carabiniers, from the Carabiniers de Corinth.

For the third, and last encounter, the French roll a 9 (total 33) and the enemy rolls a 3 again (total 32). Raoul rolls a 2 on a D20 and makes a Brilliant Maneuver, adding 1 to the French Army Strength. The enemy thus loses two companies.

This is the end of the Campaign. As the French lost 2 companies and the enemy lost 3, it is a narrow French victory. Raoul, for his part, becomes a hero and may be rewarded later (see the example in section 5.35).

5.35 Personal Results of Campaign

When on Campaign, a Player Character must roll for the possibilities of injury, special events, booty, field promotion, and decoration.

During a Campaign characters may wear full armor, and use as many weapons as they can carry. All officers may ride their horses, if they wish. All characters on Campaign must spend six months at the front, but need not pay for support while they're there. All Troopers, Sergeants, Subalterns, Lieutenants and Captains in the regiments sent on Campaign must go. Majors, Lt. Colonels, and Colonels with Command positions must also go if their regiments are listed. Brigadiers, Major Generals, and Lt. Generals with Command positions may choose to go (no matter what regiments are called for). Generals with Command positions must go on Campaign (every year). The Field Maréchal may choose to go on Campaign with whichever Division he likes. Any character with the Rank of Captain, Major, Lt. Colonel, or Colonel, and with a Command position, may volunteer his company, battalion, or regiment, respectively, to go on Campaign with the regular assigned regiments. Aides will go on Campaign only if the officer they are attached to goes (determined at random by a die roll, or the Gamemaster).



During each of the three encounters of the Campaign, characters must roll for injury and special events. Brigadiers and above need not roll for injury, and they roll for special events only if they wish. All characters must choose their attitude during combat, before the results of each encounter are determined: cowardly, average, or heroic. Chance of injury is rolled on 2D6. Rank, company type, attitude, and the results of the encounter modify the chance of injury as shown below:

Rank:

- Sergeant -1
- Subaltern -2
- Lieutenant -2
- Captain -3
- Major -4
- Lt. Colonel -4
- Colonel -5

Company Type:

- Musketeers +1
- Cavalry (any type) +1
- Grenadiers +1
- Artillerists -1

Attitude:

- Cowardly -4
- Heroic +4

Results of Encounter:

- French Victory -4
- French Defeat +4

Once the total of the roll and modifiers is computed, consult the injury table below:

Modified Roll	Result
7 or less	no injury
8	powder burns (1 pt. general damage)
9-10	minor pistol wound (2 pts. damage to a random location)
11	minor sword wound (2 pts. damage to a random location)
12-13	minor pike wound (4 pts. damage to random location)
14	minor musket wound (4 pts. damage to random location)
15-16	serious pistol wound (2 + 1D6 pts. damage to a random location)
17	serious sword wound (3 + 1D6 pts. damage to a random location)
18-19	serious musket wound (4 + 1D6 pts. damage to a random location)
20-21	serious hand cannon wound (5 + 1D6 pts. damage to random location)

Any character wounded badly (down to ½ his Hit Points or below) is taken from the field.

Directly after rolling for injury, roll for special events (there is no time to rest or regain Hit Points). The chance for special events is also rolled on 2D6, and is modified by Rank, company type, attitude, and Brilliant Maneuvers. There are three special events tables, one for each of the three possible outcomes of the encounter: French Victory, French Defeat, and Draw.

The modifiers for the special events roll are shown below:

Rank:

- Captain -1
- Major (and above) -2

Company Type:

- Musketeers +2
- Knights (within Orders) +1
- Cavalry +1
- Guards +1
- Artillerists -3

Attitude:

- Cowardly -4
- Heroic +4

Character has made a Brilliant Maneuver during this encounter +2

Now consult the proper table below:

Modified Roll

Modified Roll	Special Events for French Victory
8 or less	No Special event
9	Personal Encounter with enemy footsoldier (character must fight one-on-one, at close range with an enemy footsoldier, rolled up by the Gamemaster)
10	Personal Encounter with enemy cavalier (character must fight one-on-one, at close range with an enemy horseman, rolled up by Gamemaster)
11-12	Fight to gain strategic position (character takes part in an attack on an enemy position; this includes a Personal Encounter with a footsoldier, as listed above, and another roll on the injury table)
13	Personal Encounter with enemy Officer (character must fight one-on-one, at close range with an enemy Officer, rolled up by the Gamemaster; if reduced to ½ of his Hit Points, he may be subdued, taken prisoner, and ransomed back to his side for the amount listed in section 5.36)
14-17	Chance to take enemy flag (this includes a Personal Encounter with a Cavalier, and two more rolls on the injury table)

Modified Roll

Modified Roll	Special Events for a Draw
9 or less	No special event
10-11	Personal Encounter with enemy footsoldier (as listed above)
12-13	Personal Encounter with enemy cavalier (as listed above)
14-17	Personal Encounter with enemy Officer (as listed above)

Modified Roll

Modified Roll	Special Events for French Defeat
7 or less	No special event
8-10	Personal Encounter with enemy footsoldier (as listed above)
11-12	Personal Encounter with enemy cavalier (as listed above)
13	Surrounded (character must fight his way through an enemy footsoldier, or be captured)
14	Fight to hold strategic position (character takes part in a desperate defense; this includes a Personal Encounter with an enemy footsoldier, and another roll on the injury table)
15-17	Chance to regain French Flag (character attempts to regain captured French Flag; this includes a Personal Encounter with an enemy cavalier, and two more rolls on the injury table)

After special events, characters who are badly wounded are again taken from the field. All others (those going on to the other encounters) regain 3 Hit Points, due to the aid of the Field Surgeon.

After injury and special events rolls have been completed for each of the three Campaign encounters, characters may roll for booty, field promotion and decoration.

Booty is rolled for on 2D6, with the following modifiers:

Rank:

- Sergeant +1
- Subaltern or Lieutenant +2
- Captain +3
- Major or Lt. Colonel +4
- Colonel +5
- Brigadier, Major General, or Lt. General +6
- General or Field Marechal +7

Company Type:

- Musketeers +1
- Guards +2
- Fusiliers -1
- Artillerists -3

Attitude:

- For each Cowardly attitude -3
- For each Heroic attitude +1

Campaign Outcome:

- Siege +3
- Under Siege -3
- Skirmishes -2

Special Event:

- Character fought to gain strategic position +1

The amount of booty is determined by the modified roll on the table below:

Modified Roll

Modified Roll	Booty
6 or less	None
7	Set of riding gear
8	20 L
9	One Dueling Weapon (random)
10	One Firearm (random)
11	Full Suit of Armor
12	100 L
13	Draft Horse and riding gear
14	150 L
15	Riding Horse and riding gear
16	300 L
17	400 L
18	500 L
19	600 L
20	700 L
21	800 L
22	1000 L
23	1200 L
24	1400 L
25	1600 L
26	1800 L
27	2000 L
28	2200 L
29	2500 L
30	3000 L

Booty treasure becomes a character's property immediately, and may be taken home at the end of the Campaign.

Field promotions are handled very simply: any character who either (1) makes a Brilliant Maneuver, or (2) takes a Heroic attitude for all three Campaign encounters, may roll immediately for an opening and promotion into the next Rank, as if it were the end of the year (and in addition to the normal roll).

Characters who perform far beyond the call of duty may be decorated by the Field Maréchal. A character must fulfill 3 of the requirements listed below, to be decorated:

- (1) Character has made a Brilliant Maneuver.
- (2) Character has taken an Heroic attitude for all three Campaign encounters.
- (3) Character has received a serious wound.
- (4) Character has fought (successfully) to gain or hold a Strategic Position.
- (5) Character has taken the enemy flag, or retaken the French flag in battle.

A character may only be decorated once per Campaign. If a character is decorated twice (i.e. in two separate Campaigns) he is knighted. Additional decorations may raise him to higher levels of nobility (see section 5.8).

To clarify personal results of Campaigns, let us return to Antoine and Raoul, the two characters on Campaign on the Belgian Front.

Before the results are tallied for the first encounter, both characters choose to fight with an Heroic attitude. First, they roll for injury. Antoine rolls an 8 (+1 for being in the Cavalry, +4 for an Heroic attitude, +4 for because the French lost the first encounter) for a total of 17. Antoine takes a serious sword wound (and rolls 4 pts. of damage) to his Right Arm. Fortunately, he has 13 Hit Points, and, rolling under his Endurance to continue using his arm, he is not incapacitated. Raoul rolls a 2 (-3 for being a Captain, +4 for an Heroic Attitude, +4 for the French Loss) for a total of 7. Raoul has not been injured.

Now the two roll for special events on the French Defeat table. Antoine rolls an 8 again (+1 for Cavalry, +4 for an Heroic attitude) for a total of 13. Antoine has been surrounded, and must fight his way out against an enemy footsoldier. In a separate combat, refereed by the Gamemaster, Antoine succeeds in killing his man, but his horse is killed by the soldier's pike. He is now on foot. Raoul rolls a 6 (-1 for being a Captain, +1 for being in the Guards, +4 for an Heroic attitude) for a total of 10. Raoul also fights an enemy footsoldier, and wins, but is wounded for 2 points in the flank.

It is now the end of the first encounter. Both soldiers go to see the Field Surgeon, and regain 3 Hit Points each. Raoul is now fine, and Antoine has only a 1 pt. wound on his right arm.

Before the second Campaign encounter, Antoine and Raoul both decide to be more cautious and take an Average attitude. This encounter is a Draw for the two armies. First, Antoine rolls a 5 for injury (+1 for Cavalry) for a total of 6. He receives no injury. Raoul rolls an 11 (-3 for being a Captain) for a total of 8. He receives minor powder burns (1 pt. of general damage).

For special events, Antoine rolls a 6 (+1 for Cavalry) for a total of 7, and looks at the events table for Draws. This time, he has no special event. Raoul rolls a 5 (+1 for Guards, -1 for being a Captain) which remains a 5. He also has no special event.

At the end of the second encounter, Antoine and Raoul regain their last lost Hit Points, by seeing the Field Surgeon again.

Before the third Campaign encounter, Antoine chooses an Average attitude, and Raoul, an Heroic one. This encounter, the French army wins, and Raoul makes a Brilliant Maneuver. Antoine rolls a 5 for injury (+1 for Cavalry, -4 for the French Victory) for a total of 2 (no injury). Raoul rolls a 9 (-3 for being a Captain, +4 for an Heroic attitude, -4 for French Victory) for a total of 6 (no injury).

For special events, Antoine rolls a 7 (+1 for being in the Cavalry) for a total of 8. Again, he does not participate in a special event. Raoul rolls an 11 for special events (-1 for being a Captain, +1 for being in the Guards, +4 for an Heroic attitude, +2 for making a Brilliant Maneuver this encounter) for a total of 17. Looking on the French Victory table, he finds that he has a chance to take the enemy flag! First, he fights an enemy Cavalier, and receives a serious sabre wound (4 pts. of damage to his Flank) and has his horse knocked over with a broken leg (due to a serious carbine wound of 9 pts.). However, he kills his opponent. Now he must face two more rolls for injury. He rolls a 4 and an 8 (-3 modifier) indicating that he is not wounded as he rushes back to the French lines, enemy flag in tow.



The dangers of the Campaign are now over, and both Antoine and Raoul have survived. Now, they may collect their rewards.

Antoine rolls a 6 for booty (+1 for his one Heroic attitude, +4 for a French Victory, -3 for an Under Siege situation) for a total of 8. Antoine receives only 20 L for his troubles and wounds. Raoul rolls a 7 for booty (+3 for being a Captain, +2 for being in the Guards, +2 for his two Heroic Attitudes, +4 for French victory, -3 for Under Siege situation) for a total of 15. Raoul receives a riding horse and gear, which is fortunate, as he lost his in combat.

Because he made a Brilliant Maneuver, Raoul may roll immediately for a Field Promotion. As he is Captain, he needs a roll of 9 or more for an opening, and a roll of 8 or better for a promotion. He rolls a 3, indicating that, because there is no opening, he will not receive a promotion.

Finally Raoul, because he made a Brilliant Maneuver, received a serious wound, and took the enemy flag, is decorated by the Field Maréchal.

5.36 CAPTURE

A character will be captured by the enemy, while on Campaign, in any one of the following situations:

- (1) If his company is destroyed
- (2) If he is surrounded and either surrenders or fails to fight his way out
- (3) If he is rendered unconscious or unable to move or fight by wounds received by injury or by personal encounters

An enemy Officer may be captured by a character if he is met in a Personal Encounter and subdued (reduced to ½ his normal Hit Points). If an enemy Officer is captured, roll 2D6 for Rank:

Roll	Enemy Officer's Rank
2-6	Subaltern or Lieutenant
7-8	Captain
9	Major
10	Lt. Colonel
11	Colonel
12	Brigadier

Captured soldiers will be stripped of all their gear and possessions which they carried into the Campaign. Troopers and Sergeants, unless they can offer a ransom of 150 L or more (paid by a friend in France) will be executed, imprisoned or pressed into the enemy army. Roll 2D6 on the table below (add 1 for Sergeants, subtract 1 if captured on the Spanish front):

Roll	Fate of Captured Soldier
2-6	Executed
7-8	Imprisoned for 1 to 3 years
9-10	Imprisoned for 1 to 6 years
11-12	Pressed into enemy army

Officers will always be ransomed by their armies. Ransomed officers are expected to pay off their ransom eventually (within 6 years) to their government. Ransom prices vary by Rank, as listed below:

Rank	Ransom
Subaltern or Lieutenant	200 L
Captain	300 L
Major	500 L
Lt. Colonel	750 L
Colonel	1000 L
Brigadier	2000 L
General, Lt. General or General	4000 L
Field Maréchal	10,000 L

5.37 Adventures on Campaign

The Gamemaster may take advantage of Campaign situations to have adventures set up for Player Characters. Campaigns need not just be lengthy die-rolling sessions.

The Campaign system is designed to develop a setting for various adventures. Of course, the Gamemaster may always expand a special event into a scenario, by letting all the characters participate. If many characters have Command positions, the Gamemaster may even wish to set up an entire Campaign as a miniature battle, using various other Tactical Rules. This would allow players to directly affect the Campaign as a whole.

Many side adventures may be devised, as well, for groups of player characters on Campaign. Characters may organize or be ordered into secret missions, as spies, rescuers, messengers, etc. It may be designed so that the success of the whole Campaign depends upon how a mission is fulfilled. There are many possibilities, and the Gamemaster is encouraged to explore them.

5.38 Mustering Out

Player Characters may leave the military, if they wish, after attaining an officer's Rank, or after 2 years, whichever takes longer. Leaving the military is referred to as 'mustering out' and it grants a character retirement pay and possibly, a pension, depending on the character's Rank upon leaving:

Rank	Retirement Pay	Pension
Subaltern or Lieutenant	20 L	—
Captain	40 L	—
Major	60 L	—
Lt. Colonel	100 L	—
Colonel	160 L	20 L/yr.
Brigadier	320 L	40 L/yr.
Major General	640 L	60 L/yr.
Lt. General	1000 L	80 L/yr.
General	2400 L	100 L/yr.
Field Maréchal	4000 L	160 L/yr.

Retired officers retain a Social Rank one below that which they had in the service.

5.4 THE CLERGY

5.41 Introduction

Although having a position in the Clergy and being an adventurer may at first seem like a conflict of careers, it was common enough in 17th Century France. For those who were ambitious, the Catholic Church could serve as a ladder for reaching politically powerful positions. The Church was seen as much as a political power as a religious one.

There is nothing to prevent a Clergyman from pursuing other careers, especially in the Bureaucracy, Clubs, Orders, or Banking. Having a career in both the Clergy and the Military would be considerably more difficult, but not impossible (especially using a Secret or Advantage such as Secret Identity or Double). The Cardinal Richelieu himself was an excellent General, although he was able to spend little time in the field, due to his religious and political duties. The role of Fencing Master, likewise, although possible to still have as a Clergyman, would be difficult to maintain, due to appearances and time requirements.

Clergymen were not required to answer a challenge to a duel, and could decline without disgrace. Many, however, continued to live lives of swashbuckling adventure. In game terms, the Clergy should be seen as a political structure, designed to advance characters, but not limit them.

5.42 Joining the Clergy

Characters who wish to join the Clergy must have Theology and Latin skills, and must start as Students of Theology. Gentlemen with the necessary skills may choose to start the game as Students of Theology, in whichever school of theological thought they wish. All others may roll 2D6 at the beginning of each year after the start of the game, in an attempt to roll the entrance number of a school, to become a Student of Theology. As characters may not roll to enter a school at the start of the game, all characters who are not of Gentleman background must wait a year to enter a school of Theology.

To study Theology in the 17th Century, one commonly went to a school or college run by one of the powerful monastic orders of the times. Each order has its own requirements for years of study needed to be ordained, and the amount of time each year which must be spent studying Theology. Each order also has a status level. If a character's Social Rank is above the order's status, he gets a +1 to his roll to enter as a student.

The three monastic orders from which Students may receive their theological training are listed below:

Order	Entrance Roll	Status	Number of years of study	Number of months per year
Jesuits	9	7	3	6 months/yr.
Benedictines	9	6	4	4 months/yr.
Dominicans	10	5	3	9 months/yr.

At the end of a character's study as a Student of Theology, he is ordained into the Priesthood.

5.43 Positions within the Clergy

Within the Clergy are a series of positions, not unlike military Ranks, each with its own powers, Social Rank, and possibilities for promotion. All rolls for openings for promotion, special positions, etc. are rolled on 2D6, in an attempt to roll the listed number or above.

The positions within the Clergy are, in ascending order of importance:

PRIEST

A Priest is the first in the order of ordained 'soldiers of God.' A Priest may have many duties ranging from teaching in a Church school or administering the sacraments, to working as a clerk or scribe for a Curate or Pastor. Each year, a Priest must spend 6 months, distributed as he likes, performing his religious duties. A Priest's worldly concerns are taken care of by the Church (he is provided with food, clothes, and shelter, and need not pay monthly expenses). In addition, a Priest receives a yearly purse of 10 L from Church Tithes. At the end of each year, a position on a Bishop's Curia opens up on a roll of 11 or better, and a promotion follows on a roll of 8 or more (+1 if Social Rank is 8

or more, automatic if the Bishop is a friend). If a Priest is not raised into a Bishop's Curia, or chooses not to enter it, a Curate's position opens up on a roll of 9 or more, and a promotion follows on a roll of 7 or more (+1 if Social Rank is 7 or more).

CURATE

A Curate is an Aide to the Pastor of a Parish. He administers sacraments, counts Parish Tithes, and sometimes says Mass. Each year, a Curate must spend 6 months, distributed as he likes, performing his religious duties. A Curate's worldly concerns are taken care of by the Church, and he receives a yearly purse of 20 L from Church Tithes. At the end of each year, a position on a Bishop's Curia opens up on a roll of 10 or more, and a promotion follows on a roll of 8 or more (+1 if Social Rank is 8 or more, automatic if the Bishop is a friend). If a Curate is not raised into a Bishop's Curia, or chooses not to enter it, a Pastor's position opens up on a roll of 9 or more, and a promotion follows a roll of 7 or more (+1 if Social Rank is 8 or more).

PASTOR

A Pastor is the head Priest of a Parish. He administrates, collects Parish Tithes, and usually says Mass. A Pastor may dismiss Priests from his Parish. Each year, a Pastor must spend six months, distributed as he

likes, performing his religious duties. A Pastor's worldly concerns are taken care of by the Church, and he receives a yearly purse of 30 L from Church Tithes. In addition, he has access to 300 L per year in Church Tithes, which he may invest or spend as he likes. If he does not pay this money back to the Church before the next year, however, he will be dismissed by the Bishop from his position (he goes back to being a Priest). He may, however, make some money for himself, if he makes wise investments. At the end of each year, a Bishop's position opens up on a roll of 10 or more, and a promotion follows on a roll of 10 or more (+1 if Social Rank is 11 or more). If a Bishop's position is open, but no promotion follows, it may be bought for 2600 L (this is the only Church position which may be bought). Otherwise, a position on a Bishop's Curia opens up on a roll of 9 or more, and a promotion follows on a roll of 7 or more (+1 if Social Rank is 8 or more, automatic if the Bishop is a friend).

POSITION ON A BISHOP'S CURIA

A Bishop's Curia is an advisory and administrative council for a Bishopric or Archbishopric. Upon entering, roll for each special position in the Curia: Vicar General (on a roll of 11+), Chancellor (on a roll of 9+), Official of Diocesan Tribunals (on a roll of 8+), or, otherwise, just a member of the Curia. A character on a Bishop's Curia must spend 3 months each year, distributed as he likes, performing his duties. All of Curia's worldly concerns are taken care of by the Church, and each member receives a yearly purse of 50 L from Church Tithes (or 60 L per year, for the Vicar General). In addition, the Chancellor of the Curia has access to 500 L per year in Church Tithes, which he may invest or spend as he likes. If he does not pay this money back to the Church before the next year, however, he will be dismissed by the Bishop, and forced to go back to the position he held before he joined the Curia. At the end of each year, a Bishop's position opens up on a roll of 10 or more, and a promotion follows on a roll of 10 or more (+1 if Social Rank is 11 or more, +3 for Vicar General, +2 for Chancellor or Official of Diocesan Tribunals). If a Bishop's position is open, but no promotion follows, it may be bought for 2600 L. If a member of a Bishop's Curia does not move up to Bishop at the end of a year, he may roll again for special positions within the Curia with a +2 to each of his rolls.

BISHOP

A Bishop is the head of a Bishopric, or collection of Parishes. Upon becoming a Bishop, a roll of 10 or more (+1 for having been a Vicar General) indicates that the character becomes an Archbishop instead (head of an Archbishopric, a Bishopric located at a large city or particularly holy place). A Bishop governs his Bishopric almost like a province. He has the right to choose or dismiss members of his Curia (advisory council) and he may appoint or dismiss Curates and Pastors within his Bishopric. A Bishop must spend 1 month each year, distributed as he likes, performing his religious duties. All of a Bishop's worldly concerns are taken care of by the Church, and he receives a yearly purse of 100 L from Church Tithes (or 150 L for an Archbishop). He is also exempt from paying taxes. In addition, he has access to 2000 L (or 3000 L for an Archbishop) per year in Church Tithes which he may invest or spend as he likes. If he does not pay this money back to the Church before the next year, however, he will lose one Social Rank, and his purse and Tithes in future years will be only $\frac{1}{2}$ the normal amount. At the end of each year, a Bishop will be promoted to the position of Prince Bishop on a roll of 12 or more (+1 for being an Archbishop, +1 if Social Rank is 15 or more, +1 for a bribe of 1000 L). There is no opening required to become a Prince Bishop.

PRINCE BISHOP

A Prince Bishop is recognized as a Cardinal in Rome but not in France. He retains his position as Bishop or Archbishop as well. A Prince Bishop gets an additional 100 L per year added to his normal purse. At the end of each year, he receives a promotion to Cardinal on a roll of 10 or more (+1 for also being an Archbishop, +1 if Social Rank is 16 or more). There is no opening required to become Cardinal.



CARDINAL

A Cardinal is recognized as such in France and Rome (and everywhere else). He is a member of the College of Cardinals (at this time made up of 70 members) which elects the pope. A Cardinal retains his position as a Bishop or Archbishop. He gets an additional 200 L per year for his purse. In addition to Church Tithes, he has access to another 3000 L in Vatican funds, which he may invest or spend as he sees fit. If he does not pay this money back to the Church before the next year, however, he will lose his position as a Cardinal (he goes back to being a Bishop, and may never become a Prince Bishop or Cardinal again).

A brief summary of the positions in the Clergy and their organization is provided in the table below:

Position (and Special Positions)	Purse	Chance of Opening	Chance of Promotion	Purchase Price
Priest	10 L/yr.	Curia 11+	8+	—
Curate	20 L/yr.	Curate 9+	7+	—
Pastor	30 L/yr.	Curia 10+	8+	—
		Pastor 8+	7+	—
Bishop's Curia	50 L/yr.	Curia 9+	7+	—
Vicar General (11+)	60 L/yr.	Bishop 10+	10+	—
Chancellor (9+)		Bishop 10+	10+	—
Official of Diocesan Tribunals (8+)				
Bishop	100 L/yr.	auto.	12+	2600 L
Archbishop (10+)	150 L/yr.			
Prince Bishop	+100 L/yr.	auto.	10+	—
Cardinal	+200 L/yr.	—	—	—

5.44 Powers of the Clergy

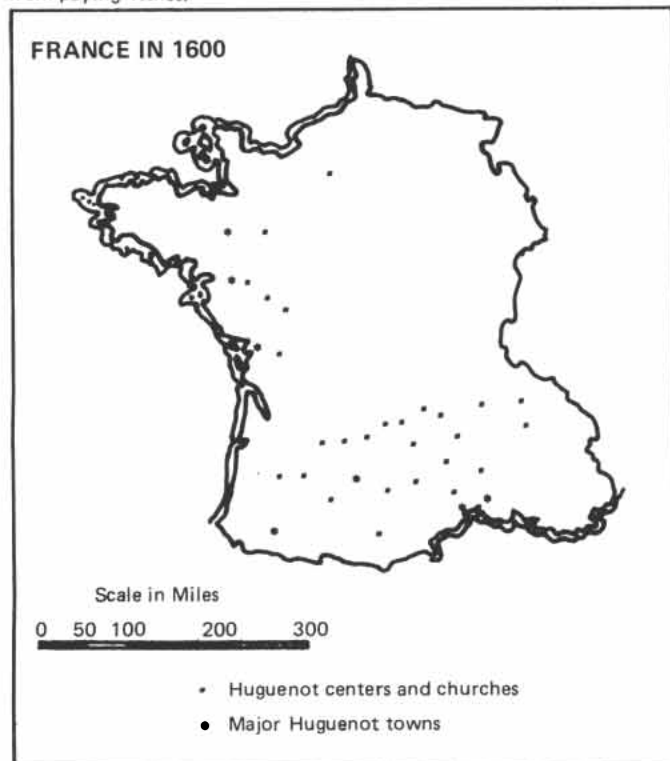
Members of the Clergy have various powers, based on their positions and Social Rank, as shown below:

- 1) **Administering Sacraments:** all members of the Clergy have the power to administer sacraments (baptism, confirmation, marriage, last rites, ordination, penance, and eucharist) and to hear confession. The confessions of royalty may only be heard by those of Bishop Rank or above.
- 2) **Exemption from Tithes:** all members of the Clergy are exempt from paying Tithes. Their support and purses are paid for by the Tithes of others.
- 3) **Excommunications:** a Clergyman of the rank of Bishop or above may make one Excommunication per year. The person excommunicated must be 6 or more Social Ranks below the Clergyman, and may not be in the Clergy himself. Excommunication decreases the victim's Social Rank by 2 and denies the victim from receiving the Sacraments, he is no longer a member of the Roman Catholic Church. Excommunication may only be reversed if a pardon is granted by a higher ranked Clergyman (if a Cardinal excommunicated the character, a pardon may come only from the Pope).
- 4) **Dismissal from the Church:** a Clergyman of the rank of Bishop or above, or a Vicar General may dismiss one other Clergyman from the Church permanently, per year. The Clergyman dismissed must be of a lower Church rank, and of a Social Rank at least 4 below that of the Dismissal. Once dismissed, a character must leave the Clergy, and may never rejoin unless pardoned and reinstated by a higher ranked Clergyman.
- 5) **Public Sentiment:** Clergymen have great sway over the common people, and may become very powerful and popular due to their positions. Any Clergyman of the rank of Curate or above may give alms (donations to the poor) to increase his popularity. The exact effects of giving alms are determined by the Gamemaster, but a generous (and ambitious) Clergyman might be able to lead popular protests, incite crowds to violence, or stop them from rioting, etc.

5.45 Huguenots

The Huguenots were French Protestants who were persecuted by the French Catholics, and were involved in many of the major internal disputes in France of the 17th Century (see the Appendix for political details). Characters may play Huguenots if they wish, or the Gamemaster may require Huguenot characters for certain campaign situations.

In most ways, Huguenot characters are the same as others. They may not, however, enter the Catholic Clergy (unless the Secret 'Secret Identity' or the Advantage 'Double' is used). All Huguenots are exempt from paying Tithes.



Huguenots who wish to become Ministers within their own Church must have the skill Theology. Huguenot Gentlemen may choose to start the game as Students of Theology. Other Huguenots may attempt to roll an 8 or better each year to enter a Protestant School of Theology. A Huguenot must spend 6 years studying Protestant Theology (4 months per year must be devoted to study) to become a Minister.

A Huguenot Minister is the religious leader of his community. Within the Huguenot community, he has a Social Rank of 9. He receives a purse of 50 L each year from his congregation. He must spend six months per year, distributed as he likes, performing his religious duties.

5.5 THE ROYAL BUREAUCRACY

5.51 Introduction

The Royal Bureaucracy is another path to power, which may be chosen as a career by characters. Unlike the Military and the Clergy, however, the Bureaucracy may be entered in one of two ways. A character may start as a low-level Bureaucrat, or a Student of Law, and work his way up.

Almost every rank within the Bureaucracy has special positions within it. Each position will have its own powers and duties. Bureaucrats may find that positions in other careers will help them advance quickly in the Bureaucracy.

All rolls for positions, promotion, etc. in the Bureaucracy are made on 2D6.

5.52 Entering the Bureaucracy

As mentioned above, the Bureaucracy may be entered either as a Bureaucrat or a Student of Law. The details of both are listed below:

BUREAUCRAT

Any Character who wishes to be a Bureaucrat must have Bureaucratics skill. Gentlemen may choose to start the game as Bureaucrats. Characters from other backgrounds may roll at the beginning of each year after the start of the game to become a minor Bureaucrat: a roll of 7 or more is required to find a position. A Bureaucrat is paid 40 L per year. A character must be a Bureaucrat for 3 years, learning to shuffle papers and delegate responsibility, before he can progress. At the end of 3 years, he becomes a Minor Official. Each year, a Bureaucrat must work for 6 months, distributed as he likes, learning and performing his bureaucratic duties.

STUDENT OF LAW

Any character who wishes to be a Student of Law must have Magistracy and Latin skills. Gentlemen may choose to start the game as Students of Law. Characters from other backgrounds may roll at the beginning of each year after the start of the game to become a Student of Law: a roll of 8 or more is required to be admitted to a College of Law (+1 to the roll if Social Rank is 8 or above). A character must be a Student of Law for 6 years before he becomes a Lawyer. Each year, a Student of Law must devote 4 months, distributed as he likes, in study.

5.53 Ranks and Positions in the Bureaucracy

Once a character enters the Royal Bureaucracy, he may progress, rank by rank, in a manner similar to that of the Military and the Clergy. The specifics of each rank and position are listed below:

MINOR OFFICIAL

A Bureaucrat becomes a Minor Official at the end of 3 years. Minor Officials may have the position of Aide to Provincial Lt. Governor (on a roll of 8+), Provincial Sheriff (on a roll of 8+), Village Mayor (on a roll of 7+), or, otherwise, a Court Clerk. A Minor Official must spend 6 months each year, distributed as he likes, performing his bureaucratic duties. Minor Officials are paid 70 L per year. At the end of each year, a position for an Official of the Realm opens up on a roll of 9 or more. A promotion follows on a roll of 10 or more (+2 for Aide to Provincial Lt. Governor, +1 for Sheriff or Mayor, +2 if Social Rank 8 or more). If there is an opening, but no promotion, the rank of Official of the Realm may be bought for 500 L. If a Minor Official does not progress to Official of the Realm at the end of the year, he may roll again for positions within his rank, with a +1 to all rolls.

OFFICIAL OF THE REALM

Officials of the Realm may have the position of Provincial Lt. Governor (on a roll of 9+; +2 if character was an Aide of Provincial Lt. Governor), Provincial Tax Collector (on a roll of 9+; +2 if character was a Provincial Sheriff), Town Mayor (on a roll of 8+), or, other-

Money

15 Sous	=	1 Pistole
20 Sous	=	1 Livre (L)
4 Pistoles	=	3 Livres (L)
12 Livres	=	1 Louis d'Or
16 Pistoles	=	1 Louis d'Or

Levels of Expertise

Expertise	Title
3-5	Unskilled
6-8	Novice
9-11	Intermediate
12-14	Experienced
15-17	Scholar
18-20	Expert
21-23	Master
24 or more	Master Superior

Experience

Present Expertise	Number of Checks Needed for Increase
1-8	1 check
9-11	2 checks
12-17	3 checks
18 or more	4 checks

ATTRIBUTES

Present Score	Number of Checks Needed to Increase
1-8	1 check
9-11	2 checks
12-15	3 checks
16-17	4 checks
18 or more	5 checks

The Economy

Roll	Strength of Domestic Currency	Domestic Commerce	Foreign Commerce	Property Values
5 or less	Very Weak	poor	very poor	low
6-8	Weak	average	poor	low
9-12	Average	good	average	average
13-15	Strong	good	good	high
16-18	Very Strong	average	very good	high

Strength of Domestic Currency	Finance Investment Return	Domestic Commerce	Rate of Return	Foreign Commerce	Rate of Return
Very Weak	-30%	poor	-30%	very poor	-50%
Weak	-20%	average	+0%	poor	-30%
Average	+5%	good	+20%	average	+5%
Strong	+15%			good	+10%
Very Strong	+25%			very good	+20%

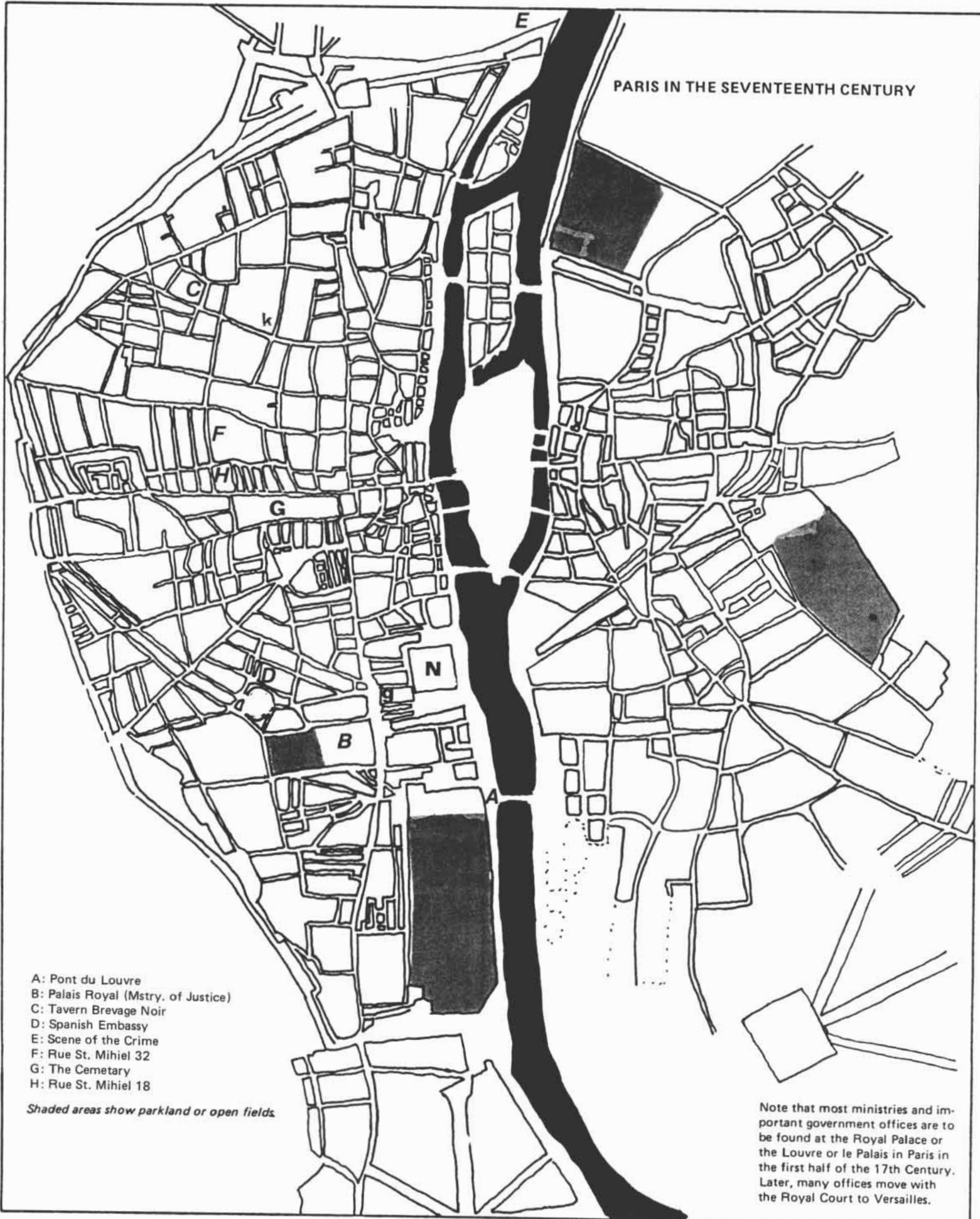
Social Scale

1	(Peasants)
2	(Townsmen)
3	Trooper
4	(Merchants), Sergeant or Subaltern, Priest
5	(Rich Merchants), Lieutenant, Minor Official
6	(Bourgeoisie), Captain, Curate, Banker, Fencing Master
7	(Gentlemen), Captain (in Gds. Rgt.), Pastor, Official of the Realm, Lawyer, Fencing Master Superior
8	(Noble-born), Major or Lt. Colonel, Club Secretary or Treasurer, Investor, Member of a Bishop's Curia
9	Chevalier, Martial Magistrate, Colonel, Club Chief
10	Baron, Bishop, Magistrate, Noble Order Secretary or Treasurer
11	Viscount, Brigadier, Royal Order Secretary or Treasurer, Royal Official
12	Count, Archbishop, Major General, Noble Order Master
13	Marquis, Lt. General, Court Minister, Royal Order Master
14	Duke, General, Noble Order Grandmaster
15	Archduke, Field Marechal, Prince Bishop, Minister with Portfolio, Royal Order Grandmaster
16	Grand Duke, Cardinal, Royal Minister
17	Princes
18	The Crown Prince
19	Cardinal Richelieu, The Queen
20	The King

Costs & Weights

Clothing and Armor	Price	Weight
Ordinary Clothing (doublet, breeches, hose, shoes, hat, etc.)	8 L	—
Fine Dress (silk clothing, velvet linings, powdered wig, etc.)	24 L	—
Cloak	3 L	—
Helmet	20 L	1
Padded Doublet	18 L	1
Leather Jerkin	26 L	1½
Cuirass (breastplate and backplate)	60 L	4
Padded Sleeves	6 L	—
Gauntlets	8 L	—
Epaulettes (shoulder and upper arm guards)	16 L	½
Buckler (small shield)	8 L	½
Padded Breeches	12 L	½
Boots	5 L	—
Tassets (waist and thigh guards)	18 L	½
Weapon and Accessories		
Foil	18 L	1
Rapier	24 L	1½
Longsword	28 L	2
Sabre	24 L	2
Cutlass	18 L	2½
Main Gauche (left-hand dagger)	16 L	1
Baton	4 L	1½
Dagger	8 L	½
2-H Sword	30 L	3
Scabbard	2 L	—
Sheath	1 L	—
Pike	20 L	3
Halbred	24 L	3
Poleaxe	32 L	3½
Crossbow	32 L	2½
16 Crossbow Bolts	1 L	½
Bow	26 L	1½
24 Arrows	1 L	½
Quiver (holds 16 Bolts or 24 Arrows)	2 L	—
Bowstring	1 L	—
Pistol		
Matchlock	36 L	1
Flintlock	50 L	1
Wheellock	72 L	1
Dueling Pistol	48 L/62 L/90 L	1
Carbine	54 L/70 L/100 L	1½
Musket	60 L/84 L/124 L	2
Arquebus	72 L/94 L/148 L	2
Hand Cannon	112 L	3
Powder Horn (holds 60 shots)	2 L	½
Powder (20 shots)	5 L	—
Shot (20 bullets or lead balls)	1 L	—
Pole-brace (used to steady aim)	3 L	1
Miscellaneous Equipment		
Pen, Paper and Ink	2 L	—
Wax Candle	1 L	—
Lantern	6 L	½
Makeup and assortment of Wigs	10 L	—
Watchmaker's Tools	32 L	½
Set of Dice and Cards	2 L	—
Good Gamecock (for cockfighting)	24 L	2
Set of Maps (of France, Europe, or the New World)	8 L	—
Assortment of Chemicals	24 L	½
Hemp Rope (10 m)	1 L	1½
Grappling Hook	4 L	1
Bottle of Good Wine	12 L	½
Bandages	1 L	—
Large Sack (holds 10 Weight Points)	1 L	—
Support		
Monthly expenses (food, shelter, etc.) when in the city	3 L x Social Rank (see section 3.8)	
Traveling rations (for one week)	4 L	
Stay in a Roadside Inn (per night)	1-3 L	

PARIS IN THE SEVENTEENTH CENTURY



- A: Pont du Louvre
- B: Palais Royal (Mstry. of Justice)
- C: Tavern Brevage Noir
- D: Spanish Embassy
- E: Scene of the Crime
- F: Rue St. Mihiel 32
- G: The Cemetery
- H: Rue St. Mihiel 18

Shaded areas show parkland or open fields.

Note that most ministries and important government offices are to be found at the Royal Palace or the Louvre or le Palais in Paris in the first half of the 17th Century. Later, many offices move with the Royal Court to Versailles.

PERSONAL COMBAT

Chance to Hit

Expertise	Base Chance to Hit
3-4	4
5	5
6-7	6
8	7
9-10	8
11	9
12-13	10
14	11
15-16	12
17	13
18-19	14
20	15
21-22	16
23	18
24 or more	20

Dagger	+0 to hit
Foil	+3 to hit
Rapier	+2 to hit
Longsword	+1 to hit
Sabre	+2 to hit
Cutlass	+1 to hit
2-H Sword	-1 to hit
Pike	-1 to hit
Halbred	-2 to hit
Poleaxe	-3 to hit
Club	-1 to hit
Brawling Weapon	-1 to hit
Unarmed Attack	-1 to hit

Attack	Dodge	Duck	Sidestep	Step Back
Lunge	-3	-0	-6	-2
Thrust	-3	-0	-6	cannot hit
Slash	-3	-6	-0	cannot hit
Strike	-3	-3	-3	cannot hit
(with club or brawling weapon)				
Strike	-3	-3	-3	-3
(with polearm or 2-H sword)				
Punch	-2	-4	-1	cannot hit
Kick	-2	-0	-4	cannot hit
Haymaker	-2	-4	-0	cannot hit
Grapple	-2	-0	-2	cannot hit
Tackle	-2	-2	-6	-4

Attack is a counterattack	+1 to hit
Attacker is above defender	+2 to hit
Attacker is below defender	-1 to hit
Attacker is behind defender	+4 to hit
Attacker is heavily encumbered	-3 to hit
Defender is heavily encumbered	+1 to hit
Attacker is using his 'off hand'	-3 to hit
(i.e., a right-handed character attacking with his left hand)	

Parries

WEAPON PARRY BONUS

Dagger	+0 to parry
Foil	+2 to parry
Rapier	+1 to parry
Longsword	+1 to parry
Sabre	+0 to parry
Cutlass	+0 to parry
2-H Sword	+0 to parry

Weapon Strength Table

- (1) Foil, Dagger
- (2) Rapier, Main Gauche
- (3) Longsword, Sabre, Baton
- (4) Cutlass, Buckler
- (5) 2-H Sword

Target is dodging, ducking or sidestepping	-2 to hit
Target is moving normally	-1 to hit
Target is running	-3 to hit
Attacker is above target	+1 to hit
Attacker is braced for one turn	
(bracing is a long action)	+3 to hit
Attacker using a firearm balanced on	
a pole-brace (used to steady aim)	+1 to hit
Attacker firing or throwing with his	
'off hand'	-3 to hit

Missiles

Weapon	Close Range 0-4 meters/ 0-13 feet	Short Range 4-8 meters/ 13-27 feet	Medium Range 8-24 meters/ 27-80 feet	Long Range 24-48 meters/ 80-160 feet	Far Range 48 meters+/ 160 feet+
Thrown Dagger	+2	-0	-6	—	—
Thrown Brawling Weapon	+1	-0	-8	—	—
Thrown Foil/Rapier/ Longsword/or Sabre	-1	-4	—	—	—
Thrown Cutlass	-2	-6	—	—	—
Thrown Grenade	—	-0	-4	-6	—
Bow	+4	+1	-0	-4	-10
Crossbow	+4	+1	-0	-4	-8
Pistol	+3	-0	-2	-6	-10
Dueling Pistol	+3	+1	-1	-4	-10
Carbine	+3	-0	-0	-6	-8
Musket	+3	-0	-0	-4	-8
Arquebus	+4	+1	-0	-2	-6
Hand Cannon	—	+1	-0	-4	-8

Note: a '—' indicates that a missile attack cannot hit at the specified range.

Weapons' Damage

Weapon	Attack Type					MinSTR	AdvSTR
	Slash	Thrust	Lunge	Throw	Strike		
Foil	0	1	3	2	—	5	15
Rapier	2	2	4	2	—	6	16
Longsword	2	2	4	2	—	8	16
Sabre	3	1	4	2	—	8	16
Cutlass	4	0	4	3	—	10	17
Dagger	1	1	2	2	—	3	16
2-H Sword	—	—	—	—	5	14	18
Pike	—	—	—	—	4	13	18
Halberd	—	—	—	—	5	14	18
Poleaxe	—	—	—	—	6	15	19
Club	—	—	—	—	2	—	—
Broken Bottle	—	—	—	1	2	—	—
Mug	—	—	—	1	1	—	—
Bow	—	—	2	—	—	10	17
Crossbow	—	—	3	—	—	—	—
Pistol	—	—	2	—	—	—	—
Carbine	—	—	3	—	—	—	—
Musket	—	—	4	—	—	—	—
Arquebus	—	—	4	—	—	—	—
Hand Cannon	—	—	5	—	—	—	—

Hit Locations

Roll	Location
1-2	Head (the head, neck, and breastbone)
3-5	Right Arm (right hand, arm, and shoulder)
6-10	Chest (upper torso)
11-12	Left Arm (left hand, arm, and shoulder)
13-16	Flank (lower torso, abdomen)
17-18	Right Leg (right foot, leg, and pelvis)
19-20	Left Leg (left foot, leg, and pelvis)

Armor

Armor	Location(s) Protected	Damage Saved
Helmet	Head	2 pts.
Padded Doublet	Chest and Flank	1 pt.
Leather Jerkin	Chest and Flank	2 pts.
Cuirass	Chest and Flank	3 pts.
Padded Sleeves	Both Arms	1 pt.
Gauntlets	Both Arms	1 pt.
Epaulettes	Both Arms	1 pt.
Buckler*	Left Arm	1 pt.
Padded Breeches	Both Legs	1 pt.
Boots	Both Legs	1 pt.
Tassets	Both Legs	1 pt.

Loading

Weapon	Loading Time
Bow	.1 action
Crossbow	.3 long actions
Matchlock Firearm	.2 long actions
Flintlock Firearm	.1 long action
Wheellock	.1 long action and 1 normal action
Hand Cannon	.2 long actions

Long Term Effects of Serious Wounds

Roll	Head Wound
1-11	No Effect
12-16	Scar (+1 Charm)
17-18	Lose One Eye (-1 from all Expertises, -1 from Dexterity, lose some peripheral vision and some depth perception)
19	Lose Nose (-3 from Charm, lose olfactory ability)
20	Lose Ear (-2 from Charm, lose some hearing ability)

Roll	Chest or Flank Wound
1-13	No Effect
14-18	Bad Scar
19-20	Permanent Internal Damage (-1 from Endurance)

Roll	Arm or Leg Wound
1-11	No Effect
12-16	Bad Scar
17-18	Broken Bone (a physician is required to set; character must spend 1D6 + 2 weeks resting before the damage will heal)
19-20	Lose Hand/Lower Leg (-2 from Dexterity, -1 from Endurance; a physician must replace with a hook or pegleg; hook becomes the equivalent of a dagger, pegleg reduces movement by ½ and precludes the use of Lunge or Tackle attacks)

Military Campaigns

Fronts

Roll	Months of Campaign	Front(s) and Regiments Sent
1	December to May	German/ (1), (5), (9), (15), (18)
2	March to August	Belgian and Coastal/ (4), (7), (8), (10), (11), (12), (13), (15)
3	March to August	Spanish and Belgian/ (2), (3), (8), (11), (12), (13), (14), (17)
4	June to November	Belgian and German/ (2), (3), (5), (10), (12), (13), (15), (18)
5	June to November	Internal/ (1), (4), (6), (7), (9), (16)
6	September to February	Spanish and Coastal/ (4), (7), (8), (11), (12), (14), (17), (18)

Situation

Roll	Situation
1	Siege
2	Battle
3	Under Siege
4	Repeated Skirmishes
5	Attack
6	Battle

- All companies of Musketeers count double
- All companies of Knights count double (see section 5.62)
- In a Battle, all Cavalry troops count double
- In a Siege or Under Siege, all Artillery companies count double
- In an Attack, all Grenadier companies count double

Maneuver Effects

BRILLIANT MANEUVERS

Rank	Addition to Strength
Captain	+1
Major or Lt. Colonel	+2
Colonel	+4
Brigadier and above	+6

Regiments

- (1) The Guards Regiment
 - 1 company Cardinal's Guards
 - 1 company King's Musketeers (the 'Black Musketeers')
 - 1 company of Palace Guards
 - 3 companies Musketeers
- (2) The Royal Dragoons
 - 6 troops Dragoons
- (3) The Horse Guards Regiment
 - 2 troops Carabiniers
 - 4 troops Cuirassiers
- (4) The Musketeers du Marechal
 - 4 companies Musketeers
 - 2 companies Arquebusiers
- (5) The Cuirassiers du Conde
 - 6 troops Cuirassiers
- (6) The Arquebusiers of Vincennes
 - 1 company elite prison guards (Arquebusiers)
 - 4 companies Arquebusiers
 - 1 company Fusiliers
- (7) The Old Guards Regiment
 - 4 companies Fusiliers
 - 1 company Artillerists
 - 1 company Grenadiers
- (8) The Queen's Fusiliers
 - 5 companies Fusiliers
 - 1 company Artillerists
- (9) The Swiss Guards Regiment (Swiss Mercenaries)
 - 5 companies Guards
 - 1 company Arquebusiers
- (10) The Carabiniers de Corinth
 - 6 troops Carabiniers
- (11) The Fusiliers de Ste. Gervaise
 - 6 companies Fusiliers
- (12) The Royal Grenadiers
 - 4 companies Grenadiers
 - 1 company Fusiliers
 - 1 company Artillerists
- (13) The Flanders Regiment
 - 6 companies Fusiliers
- (14) The Gascon Regiment
 - 4 companies Arquebusiers
 - 2 companies Fusiliers
- (15) The Brothers of St. Mark (German Mercenaries)
 - 1 company Guards
 - 4 companies Arquebusiers
 - 1 company Grenadiers
- (16) The Old City Guards (Paris Militia)
 - 6 companies Fusiliers
- (17) The Fusilier des Pyrenees ('Royal Border Guards')
 - 6 companies Fusiliers
- (18) The Italian Regiment (Italian Mercenaries)
 - 2 companies Arquebusiers
 - 4 companies Fusiliers

Enemy Strengths

Roll	German	Spanish	Front Belgian	Coastal	Internal
1-2	4 Rgts. Inf. 1 Rgt. Cav.	4 Rgts. Inf.	3 Rgts. Inf. 1 Rgt. Cav.	3 Rgts. Inf.	6 Rgts. Inf.
3-4	4 Rgts. Inf. 1 Rgt. Cav.	3 Rgts. Inf. 1 Rgt. Cav.	2 Rgts. Inf. 2 Rgts. Cav.	4 Rgts. Inf.	8 Rgts. Inf.
5-6	4 Rgts. Inf. 2 Rgts. Cav.	4 Rgts. Inf. 1 Rgt. Cav.	3 Rgts. Inf. 2 Rgts. Cav.	5 Rgts. Inf.	7 Rgts. Inf. 1 Rgt. Cav.



CHARACTER SHEET

PLAYER _____

CHARACTER NAME _____

ATTRIBUTES

STRENGTH

DEXTERITY

ENDURANCE

WIT

CHARM

LUCK

Height

Build

Encumbrance Value

ARMOR Weight

HIT POINTS

Types

Damage
Saved

Head		
Chest		
Flank		
Right Arm		
Left Arm		
Right Leg		
Left Leg		

SKILLS

Basic Attribute Value

Checks

MARTIAL SKILLS

Expertise

Checks

MARTIAL TRAINING

WEAPONS

Expertise

Chance to Hit + Weapon Mod.

Weapon Damage

Parry

Weapon Strength

Checks

Current Position

Yearly Pay

Chance of
Opening

Chance of
Promotion

Chance of Brilliant
Maneuver (Wit/3)

PROFESSION/JOB					
CLUB					
REGIMENT	Company				
ORDER					

SOCIAL RANK

YEARLY INCOME

EXPENSES

RELIGION

TITLE (IF ANY)

SPECIAL HOLDINGS

POSSESSIONS

NORMAL TAXES

NORMAL TITHES

INVESTMENTS

Finance Investment

Domestic Commerce

Foreign Commerce

Property

wise, a Court Secretary. An Official of the Realm must spend 6 months each year, distributed as he likes, performing his bureaucratic duties. Officials of the Realm are paid 100 L per year (Provincial Tax Collectors may squeeze up to an additional 300 L per year from peasants, at the risk of popular protest). At the end of each year, the position of Magistrate opens up on a roll of 10 or more. A promotion follows on a roll of 10 or more (+2 for Provincial Lt. Governor, +1 for Tax Collector or Mayor, +2 if Social Rank is 11 or more). If there is an opening, but no promotion, the rank of Magistrate may be bought for 2000 L. If an Official of the Realm does not progress to Magistrate at the end of the year, he may roll again for positions within his rank, with a +1 bonus to all rolls.

LAWYER

A Student of Law becomes a Lawyer at the end of 6 years. Lawyers are given the power to argue cases in court — not a small privilege in the 17th Century, when justice was hard to come by. A Lawyer may work as many months in court, as he likes. For each month he works, he earns 50 L. Each year a Lawyer works at least 3 months, he may roll for opening and promotion. A Magistrate's position opens up on a roll of 10 or more, and a promotion follows on a roll of 8 or more (+1 for working 6 or more months that year, +1 if Social Rank is 11 or more). If there is an opening but no promotion, the rank of Magistrate may be bought for 2000 L.

MAGISTRATE

A Magistrate is a kind of 17th Century Judge and Jury. Provincial justice, and the judgement of crimes committed by people of Social Rank 7 and below will be entrusted to a Magistrate. To pass judgement on a criminal (or framed person) of Social Rank 8 to 12, a tribunal of three or five Magistrates will be formed. Those persons of Social Rank 13 or above may only be judged by the Minister of Justice or the King, and only these personages may overrule a Magistrate or Magistrate tribunal. A character who is a Magistrate may arrest an enemy of lower Social Rank once per year (he is imprisoned for 1D6 weeks). If the enemy is four or more Social Ranks below him, the Magistrate may trump up charges against him (see the Appendix for details on Courts and Justice). A Magistrate must spend four months each year, distributed as he likes, dispensing 'justice' in court. A Magistrate is paid 300 L per year. At the end of each year, a Royal Official's position opens up on a roll of 10 or more. A promotion follows on a roll of 9 or more (+1 for having been an Official of the Realm, +1 if Social Rank is 12 or more). If there is an opening, but no promotion, a Royal Official's rank may be bought for 6000 L.

ROYAL OFFICIAL

A Royal Official may have the position of Provincial Governor (on a roll of 9+; +1 for having been a Lt. Governor, +1 if Social Rank is 12 or more), Ambassador (requires 1 foreign language and Etiquette skills, no roll necessary) or a City Mayor otherwise. Each of these special positions has its own pay and powers as shown below:

- A Provincial Governor is paid 350 L per year. He may squeeze up to an additional 1000 L per year from the people of his province, at the risk of open revolt. Within his province, a Governor has the powers of a Magistrate. In addition, he has Command of a Battalion (2 companies) of Fusiliers to keep the peace, and as personal guards.
- An Ambassador is paid 300 L per year, and is sent to another country as an emissary (likely countries are Spain, England, The Holy Roman Empire, an Italian City State, the Vatican, etc.). He may also receive gifts from the ruler of the country he stays in. This position is of particular interest to Player Characters because of many opportunities for adventure it offers (special missions, treaties, political intrigues, etc.). Ambassadors always have an entourage, including several other Bureaucrats, a Priest (especially if going to a Protestant country), and some guards (usually from the Guards or Swiss Guards Rgts.).
- A City Mayor is paid 300 L per year. He may squeeze up to an additional 500 L per year from the citizens, at the risk of open revolt. Within his city, a Mayor has the powers of a Magistrate. He also commands a company of Fusiliers to keep the peace, and as his personal guards.

Each year, a Royal Official must spend 6 months, distributed as he likes, performing his duties. At the end of each year, a Court Minister's position opens up on a roll of 10 or more. A promotion follows on a roll of 10 or more (+2 for being a Provincial Governor, +1 for being an Ambassador, +2 if Social Rank is 14 or above). If there is an opening, but no promotion, a Court Minister's position may be bought for

14,200 L. If a Royal Official does not progress at the end of a year, he may roll again at +1 (or choose again) for a special position.

COURT MINISTER (PARLIAMENTARY MINISTER)

A Court Minister (or a Parliamentary Minister if the King is too young to rule) is a member of the Royal Court. He is paid 800 L per year, and may only be dismissed by the King or the Minister of State. A Court Minister may also reside at Court, and may be protected by Palace Guards if he wishes. A Court Minister has the power to draw up an official petition (request) to the King. It will be granted, depending on the King's position and the advice of his Royal Ministers. Court Ministers must spend at least 1 month each year, distributed as they like, at the Royal Court.

At the end of each year, an opening for a Portfolio opens up on a roll of 8 or more. Roll for promotion by rolling for each Portfolio individually (as listed below). A Court Minister may not have more than 2 Portfolios, and may not receive more than one per year. On a roll of 10 or more, a position for a Royal Minister opens up. Roll for promotion by rolling for each Royal Minister's Portfolio individually.

Portfolios

If there is an opening, a Court Minister may roll to receive a Portfolio. Full descriptions of the Portfolios, and the chances of receiving them, are listed below:

- **Minister of Finance** (requires Banking skill, roll 10 or more to receive; +1 if Social Rank is 16 or above, +1 for having been a Provincial Tax Collector, +1 for having been a Provincial Governor). Minister of Finance manages the Royal finances, and is the head of the Royal treasury. He is paid an additional 300 L per year, and must spend an extra month at court each year. This Minister may embezzle as much as 16,000 L each year, at the risk of being caught and dismissed (or executed).
- **Constable General** (requires Captaincy skill, roll 10 or more to receive; +1 if Social Rank is 16 or above, +1 for having been a Provincial Sheriff, +1 for having been a Provincial Governor). The Constable General is the right-hand-man of the Minister of Justice. He may arrest up to 5 enemies per year, provided they are of lower Social Ranks than he (each is imprisoned for 2D6 weeks), and he may trump up charges against anyone of a lower Social Rank, once per year. The Constable General is paid an additional 100 L per year, and must spend an extra month at court each year. He may also take command, in times of revolt, of any City or Provincial guards (Fusiliers).
- **Chancellor** (requires Heraldry and Etiquette skills, roll 9 or more to receive; +1 if Social Rank is 16 or above, +1 for having been a Provincial Governor, +1 for having been an Ambassador). The Chancellor looks after the bureaucracy and paperwork of the Royal Court. He is paid an additional 200 L per year, and must spend an extra 2 months at court each year. The Chancellor may embezzle as much as 1500 L each year, at the risk of being caught and dismissed.
- **Lord Chamberlain** (requires Etiquette skill, roll 9 or more to receive; +1 if Social Rank is 16 or above, +1 for having been Provincial Governor, +1 for having a Charm of 16 or above. The Lord Chamberlain looks after the Royal household, and the King's works (fortresses, palaces, royal cathedrals, etc.). He is paid an additional 200 L per year, and must spend an extra 2 months at court each year. The Lord Chamberlain may embezzle as much as 1000 L each year, at the risk of being caught and dismissed.
- **The Secretary General** (requires Bureaucracy and Magistracy skills, roll 9 or more to receive; +1 if Social Rank is 16 or above, +1 for having been a Lawyer, +1 for having been an Ambassador). The Secretary General is the direct Aide to the Minister of State. He is paid an additional 100 L per year, and must spend an extra month at court each year. He may embezzle as much as 1000 L each year, at the risk of being caught and dismissed from the bureaucracy.

All Ministers who hold Portfolios and do not already have Titles are knighted. All get a +1 when rolling for an opening among the Royal Ministers. Ministers with Portfolios keep their positions as Court Ministers. A Minister may give up a Portfolio at any time.

ROYAL MINISTERS

If there is an opening among the Royal Ministers, a Court Minister may attempt to receive one of the three Royal Portfolios. A Royal Minister maintains his rank as a Court Minister and may also hold one regular Portfolio as well. Royal Ministers answer only to the King. The Royal Ministers are:

- **Minister of War** (requires Captaincy and Strategy skills, roll 11 or more to receive this position; +1 for having been an Officer in the Army, +1 for having been a Provincial Governor, +1 for having been Chancellor or Constable General). The Minister of War appoints and controls the Field Marechal. He advises the King on entering and starting wars, and has, next to the King, the final word on all military matters. He is paid an additional 2000 L per year, and must spend an extra 2 months at court.
- **Minister of Justice** (requires Magistracy skill, roll 11 or more to receive this position; +2 for having been Constable General, +1 for having been a Provincial Governor, +1 for having been a Lawyer). The Minister of Justice appoints and controls the Constable General. He has all the powers of the Constable General, and, in addition, he may have an enemy of lower Social Rank disappear without a trace (i.e. assassinated) once per year. Next to the King, the Minister of Justice has the final word on all matters of Law and on all appeals. He is paid an additional 2200 L per year, and must spend an extra 2 months at court.
- **Minister of State** (requires Banking, Bureaucracy, and Magistracy skills, roll 12 or more to receive this position; +2 for having

been Secretary General, +1 for having been Lord Chamberlain or Chancellor, +1 for having a Wit of 18 or above). The Minister of State is, with the exception of the King, the most powerful man in France. He may appoint or dismiss all Court Ministers, except for the Ministers of Justice and War. He controls the entire Royal Bureaucracy, and his petitions are virtually assured of being granted by the King. In addition, he may, at any time, raise or lower a character's Social Rank by one (no lower than one, or higher than 15) simply by mentioning him, favorably or unfavorably, to the King (only once per character). Once per year, he may have a character of Social Rank 4 or above knighted and/or admitted to a Royal Order (again by mention to the King). He may deny any character in the Military, Clergy, Bureaucracy, or in an Order their promotion (although he may not prevent them from buying Rank). The Minister of State is paid an additional 3200 L per year, and must spend an extra 4 months at court.

A brief summary of the Bureaucratic ranks and positions, and their organization is provided below:

Rank (and positions)	Pay	Chance of Opening	Chance of Promotion	Purchase Price
Bureaucrat (for 3 yrs.)	40 L/yr.	auto (to Minor Official)	auto	—
Student of Law (for 6 yrs.)	0	auto. (to Lawyer)	auto.	—
Minor Official Aide to Provincial Lt. Governor (8+) Provincial Sheriff (8+) Village Mayor (7+) Court Clerk (auto.)	70 L/yr.	9+	10+	—
Official of the Realm Provincial Lt. Governor (9+) Provincial Tax Collector (9+) Town Mayor (8+) Court Secretary (auto.)	100 L/yr.	10+ (to Magistrate)	10+	500 L
Lawyer	50 L/mth.	10+ (to Magistrate)	8+	—
Magistrate	300 L/yr.	10+	9+	2000 L
Royal Official Provincial Governor (9+) Ambassador (auto.) City Mayor (auto.)	varies	10+	10+	6000 L
Court Minister	800 L/yr.	for Portfolio: for Royal Minister:	8+ 10+	14,200 L

5.54 Entering the Bureaucracy from Other Careers

Characters who reach high positions in other careers may, if they are ambitious, attempt to enter the Bureaucracy at high levels.

Any character who holds the Title of Count or above, and has the skill Magistracy may attempt to become a Magistrate (on a roll of 9 or more) at the beginning of each year after the start of the game. Any character who holds the Title of Duke or above, may attempt to become a Royal Official (on a roll of 9 or more) at the beginning of each year after the start of the game.

Any character in the military with the Rank of Brigadier or above who (1) has the skill Magistracy, (2) has been a Martial Magistrate and (3) now has a Staff position (not a Commander) may attempt to become a Magistrate (on a roll of 8 or more) at the beginning of each year. Any character in the military of the of the Rank of Major General or above (or any retired Lt. General or above) who does not hold a Command position (or a Field Marechal who chooses not to go on Campaign with his Army) may attempt to become a Royal Official (on a roll of 9 or more) at the beginning of each year.

Any character in the Clergy who is a Prince Bishop or a Cardinal may attempt to become a Royal Official (on a roll of 9 or more) at the beginning of each year.

Any character who is a Master or Grandmaster of a Noble or Royal Order may attempt to become a Royal Official (on a roll of 9 or more at the beginning of each year.

5.6 CLUBS AND ORDERS

5.61 Gentlemen's Clubs

A Gentlemen's Club is a social institution where characters may go

to drink, carouse, and gamble. Clubs look after their members. If a member is attacked, others will come to his aid. If he is captured, the Club may attempt to rescue or ransom him. Other Club members may be loyal seconds if a character gets into a duel.

Any Gentleman or Nobleman who chooses the Advantage 'Member of an Order' may (depending on his die roll) start the game as a member of the Gentlemen's Club of his choice. All others may attempt to get into a Club at the beginning of every year after the start of the game. To enter a Club, a character must roll (on 2D6) the entrance number or greater. In addition, each Club has a minimum Social Rank. Characters below this Social Rank may not join. Each year, a Club member must pay his Club Dues (characters who start the game in a Club are assumed to have free lifetime membership). If Club Dues are not paid on time, the character is expelled from the Club, and not allowed to rejoin. No character may be a member of more than one Club at a time. A character may leave a Club at any time, but must roll again to rejoin.

The Clubs are shown below:

Club	Minimum Social Rank	Entrance Roll	Yearly Dues
L'Epée du Grand Henri	7	11+	40 L/yr.
Fellows of St. George	7	10+	30 L/yr.
Bishop's Club	6	9+	25 L/yr.
The Black Cross	5	8+	20 L/yr.
The Boar's Head	4	7+	10 L/yr.

Within each Club are a series of ranks, similar to those in the other hierarchies. Club ranks are listed below (all rolls for positions and promotion are rolled on 2D6:



CLUB MEMBER

A character starts in a Club as a Member. A Member may visit his Club whenever he likes, and he may give his friends a +1 on their roll to join. After three years as a Member, and each year thereafter, he may roll for the position of Manager to open up. A Manager's position opens up on a roll of 9 or more, and a promotion follows on a roll of 10 or more. If there is an opening, but no promotion, a Manager's position may be bought for 200 L (this is the only Club rank which may be bought).

MANAGER

A Manager supervises one of the Club's establishments. He is not required to pay Club dues, but he must spend 2 months out of every year, distributed as he likes, performing Club duties. At the end of every year, the position of Secretary opens up on a roll of 10 or more. A promotion follows on a roll of 7 or better.

SECRETARY

A Club Secretary looks after Club records, membership lists, payments of dues, etc. He may admit his friends to his Club as he wishes. He is not required to pay Club Dues, and he is, himself, paid 10 L per year from the Dues of other members. Each year, the Secretary must spend 1 month, distributed as he likes, performing his Club duties. At the end of each year, the position of Treasurer opens up on a roll of 9 or more, and a promotion follows on a roll of 7 or more.

A Club Secretary may only be promoted to Treasurer if he has Banking skill.

TREASURER

The Club Treasurer looks after Club finances. He may also admit his friends to the Club. He is not required to pay Club Dues, and he is, himself, paid 20 L per year from the Dues of other members. In addition, he may embezzle as much as 300 L per year at the risk of being caught and permanently dismissed from the Club. He also has access to 300 L per year which he may invest if he wishes, but if the original money is not returned at the end of the year, he is dismissed. The Club Treasurer must spend 1 month each year, distributed as he likes, performing Club duties. At the end of each year, the position of Club Chief opens up on a roll of 10 or more. If there is an opening, he is automatically promoted.

CLUB CHIEF

The Club Chief is the head of his Club. He runs the Club, and may manage it in any way he likes. He may admit his friends, and/or promote them in the Club. He may collect up to 300 L per year from Club Dues for himself. He may invest another 600 L per year. If this money is not returned, however, the Club may go bankrupt. The Club Chief must spend 1 month per year attending to Club business.

A brief summary of Club positions is provided in the table below:

Rank	Pay	Dues	Chance of Opening	Chance of Promotion	Purchase Price
Member (for 3 yrs.)	0	normal	9+	10+	—
Manager	0	none	10+	7+	200 L
Secretary	10 L/yr.	none	9+	7+	—
Treasurer	20 L/yr.	none	10+	auto.	—
Club Chief	up to 300 L	none	—	—	—

5.62 Orders

Royal and Noble Orders are political or quasi-military societies devoted to some member or members of the Royal family. Like Clubs, Orders protect their members, but they tend to be more fanatic. All members of Orders are given the Title of Chevalier of the Realm (Knight).

Any Gentleman or Nobleman character who chooses the Advantage 'Member of an Order' may (depending on his roll) start the game as a member of either the Royal or Noble Order of his choice (again, depending upon his roll). All others may attempt to enter an Order at

the beginning of each year after the start of the game. To enter an Order, a character must roll (on 2D6) the entrance number or greater. Each Order has a minimum and an advantageous Social Rank. A character with a Social Rank below the minimum may not join. If a character's Social Rank is greater than or equal to the advantageous Social Rank, he gets a +1 to join. No character may be a member of more than one Order. A character may leave an Order at any time, but may never rejoin.

The Orders are shown below:

Order	Minimum Social Rank	Advantageous Social Rank	Entrance Roll
Noble Orders:			
Chevaliers de la Reine	8	11	11+
Chevaliers du Prince	8	11	11+
Knights of the Holy City	7	11	11+
Royal Orders:			
Knights of the Dagger	9	12	12+
Chevaliers-Royal	9	12	12+

Within each Order are a series of ranks similar to those within the other hierarchies. The ranks within Orders are listed below (all rolls for position and promotion are rolled on 2D6):

CHEVALIER

A character starts as a Chevalier (Knight) within an Order. A Chevalier may have to fight in times of internal struggle in France, if so ordered by the Grandmaster of the Order. A Chevalier may give his friends a +1 on their rolls to join his Order. After a Chevalier has been in an Order for three years, he may roll for a Knight Captain's position to open up. A Knight Captain's position opens up on a roll of 9 or more and a promotion to that rank follows on a roll of 8 or more (+1 if Social Rank is 12 or higher, +1 if the character has been an Officer in the military). A Chevalier must have Captaincy skill to be promoted to Knight Captain.

KNIGHT CAPTAIN

A Knight Captain commands a company of Chevaliers (200 men) in times of internal struggle in France. He may volunteer himself and his company to the Royal Army in an internal Campaign, or he may be required to fight by the Grandmaster of the Order. All results in Campaign are rolled as for as if he were a Captain. If a Knight Captain takes a Cowardly attitude in battle, he will be dismissed from his Order. At the end of each year (or in the case of Field Promotion) the Secretary's position opens up on a roll of 9 or more, and a promotion follows on a roll of 9 or more (+1 if character has Bureaucratics skill, +1 if Social Rank is 13 or higher).

ORDER SECRETARY

The Secretary of an Order manages the bureaucracies of the Order, makes up rosters of members, organizes Order companies and Battalions, etc. He may admit one friend per year to the Order (provided the friend meets the minimum Social Rank requirement). The Order Secretary must spend three months per year, distributed as he likes, attending to the business of the Order. At the end of each year the Treasurer's position opens up on a roll of 9 or more, and promotion follows to that position on a roll of 8 or more (+1 if the character is Social Rank 13 or higher). A character must have Banking skill to be promoted to Treasurer.

ORDER TREASURER

The Treasurer of the Order manages the Order's funds (usually donated by members and Royalty). Each year, the Order Treasurer may invest 300 L. If the original 300 L is not returned to the Order at the end of the year, however, the Treasurer will be dismissed from the Order. The Order Treasurer must spend three months per year, distributed as he likes, attending to the business of the Order. At the end of each year, a position for a Master opens up on a roll of 9 or more, and a promotion to that position follows on a roll of 8 or higher (+1 if Social Rank is 14 or more). A character must have Strategy skill to be promoted to Master.

MASTER OF THE ORDER

There are three Masters in an Order, and each commands a Battalion of Chevaliers (two Companies, or 400 men) in times of internal struggle in France. A Master of an Order may volunteer himself and

his Battalion to the Royal Army in an internal Campaign, or he may be required to fight by the Grandmaster of the Order. All results in Campaign are rolled as if the Master were a Lt. Colonel in the military. If a Master of the Order takes a Cowardly attitude in battle, he will be dismissed from his Order. In addition, a Master of an Order may admit his friends into the Order, provided they meet the minimum Social Rank requirement of the Order. At the end of each year the position of Grandmaster opens up on a roll of 10 or more, and a promotion to that position follows on a roll of 8 or more (+1 if Social Rank is 16 or above).

GRANDMASTER OF THE ORDER

The Grandmaster is the head of his Order, and may manage it in any way he likes. The Grandmaster commands the whole Order as a Regiment (6 companies, or 1200 men) in times of internal struggle in France. He may volunteer the Order to the Royal Army in an internal Campaign. All results in the Campaign are rolled as if he were a Colonel. He may not take a Cowardly attitude in an encounter on Campaign. He may admit his friends into the Order, and promote them automatically when openings appear. He may invest up to 600 L in Order funds. If he is unable to return these funds to the Order at the end of the year, however, the Order may go bankrupt. The Grandmaster must spend two months each year that he does not go on Campaign in attending to Order business.

A brief summary of the positions within Orders is provided below:

Rank	Command	Chance of Opening	Chance of Promotion
Chevalier	—	9+	8+
(for 3 yrs.)			
Knight Captain	Company	9+	9+
Secretary	—	9+	8+
Treasurer	—	9+	8+
Master	Battalion	10+	8+
Grand Master	Regiment	—	—

Characters who are officers in the military and members of Orders may have 2 commands on Campaign. In this case, roll normally for personal results, taking the higher of the two ranks as the modifier. A Brilliant Maneuver may be rolled for only once per encounter, but counts for an extra +1 in Army Strength if successful. Field Promotion may occur in both the Military and an Order, simultaneously.

5.7 BANKING

5.71 Becoming a Banker

Any Gentleman character with Banking skill may start the game as a low-level Banker (as a Clerk or Moneylender). All other characters with Banking skill may roll each year after the beginning of the game, to become one. A roll of 8 or more (on 2D6) is required to find a position as a Clerk, and a roll of 7 or more is required to find a position as a Moneylender (+1 if the character has Bargaining skill).

5.72 Advancement as a Banker

Advancement as a Banker is based primarily on time, rather than promotion or Social Rank. A Banker must start as either a Clerk or Moneylender. The specifics of these ranks, and those above, are detailed below:

CLERK

A Clerk works for a Banker in order to fully learn his trade. He is paid 30 L per year, and he must spend 6 months each year, distributed as he likes, doing his work. At the end of 3 years, a Clerk becomes a full Banker.

MONEYLENDER

A Moneylender learns his trade as a small businessman, collecting interest on loans. Each year, a Moneylender may loan out as much of his money as he likes. Normally, at the end of the year, he collects his loans with 10% interest. If, however, a borrower defaults and fails to pay (on a roll of 10 or more on 2D6) he loses half of the money he put out to loan, and collects only 5% interest. If a Moneylender hires thugs and 'alley bashers' to help him collect his loans (for 10 L each per year) the roll for defaults becomes 11 or more, but he may gain himself a bad reputation. Each year, a Moneylender must spend 1 month, distributed as he likes, making and collecting loans, and keeping his books. At the end of 6 years, a Moneylender becomes a full Banker.

BANKER

A Banker has full Banking powers. His clientele are of a better sort than those of a Moneylender. He may simply deposit as much money as he likes at the beginning of each year into a loan fund, and collect it with 10% interest at the end of the year. He may also invest in Finance and Domestic Commerce (see section 5.73). Each year, a Banker must spend 1 month, distributed as he likes, tending to business. If, at the end of 3 years as a Banker, or at any time thereafter, he collects personal wealth amounting to 5000 L or more, he becomes an Investor as well as a Banker.

INVESTOR

An Investor is a Banker with a great deal of capital and the right business contacts, capable of making large investments. An Investor may make Foreign Commerce and Property investments, as well as Finance and Domestic Commerce investments. An Investor may also make investments for other characters, with a 5% service charge on all money invested. At the beginning of each year, an Investor may roll to receive a 'Tip.' A Tip is an indication of what the coming year's economy will be like. An investor receives a Tip if he can roll under his Wit/2 on a D20 (+3 if he is a Master Banker, +6 if he is a Master Superior, +1 if he holds the position of Treasurer in any other hierarchy, +6 if he is Minister of Finance or Minister of State).



5.73 The Economy

Investments are made at the beginning of each year. At the end of each year, the Economic Strength of the French nation is determined for the year, and the profits and losses on individual investments are figured. Economic Strength is determined by rolling 3D6 (subtract 1 if there is an internal Campaign that year). Consult the table below for the results:

Roll	Strength of Domestic Currency	Domestic Commerce	Foreign Commerce	Property Values
5 or less	Very Weak	poor	very poor	low
6-8	Weak	average	poor	low
9-12	Average	good	average	average
13-15	Strong	good	good	high
16-18	Very Strong	average	very good	high

A character who receives a Tip may be allowed to see (or roll himself) one of the 3 dice for the coming year's economy. For example, an Investor might get a Tip for a year when the economy will be at a Strength of 16 (perhaps with the rolls of '5,' '5,' and '6') although only the Gamemaster knows this. The Gamemaster might allow the Investor to see the '6.' This would suggest to the Investor that it will probably be a good year. He might then decide to invest in Finance and/or Foreign Commerce.

5.74 Investment

A Banker may make Finance and Domestic Commerce investments. An Investor may also make Foreign Commerce and Property investments. Each type of investment is handled slightly differently, as detailed below:

FINANCE INVESTMENT

Any amount of 1000 L or more may be invested in Finance at the beginning of a year. At the end of the year, the investment increases or decreases based on the Strength of Domestic Currency, as shown below:

Strength of Domestic Currency	Finance Investment Return
Very weak	-30%
Weak	-20%
Average.	+5%
Strong	+15%
Very Strong	+25%

A Finance investment may be liquidated for its new value at the end of a year.

DOMESTIC COMMERCE

Any amount of 500 L or more may be invested in Domestic Commerce at the beginning of a year. At the end of the year, the investment increases or decreases based on the rate of Domestic Commerce as shown below:

Domestic Commerce	Rate of Return
poor	-30%
average	+0%
good	+20%

A Commerce investment may be liquidated for its new value at the end of a year.

FOREIGN COMMERCE

Any amount of 500 L or more may be invested in Foreign Commerce (mostly to England, Holland, the New World, and the Italian States) at the beginning of a year. At the end of the year, the investment increase or decreases based on the rate of Foreign Commerce. In addition, for every year an Investor has previously invested in Foreign Commerce, he gets a +1% on his returns (up to 15%), due to the development of contacts with foreign merchants and bankers. The rates of return are shown in the following chart:

Foreign Commerce	Rate of Return
very poor	-50%
poor	-30%
average	+5%
good	+10%
very good	+20%

A Commerce investment may be liquidated for its new value at the end of the year.

PROPERTY INVESTMENT

Any amount of 1000 L or more may be invested in Property. At the end of the year, if Property Values are low, this money counts as the original money +20% towards the purchase of some Land or Property. It remains the same if Property Values are average. If Property Values are high it loses 20% of its original value. A Property investment may not be liquidated; it continues to exist in investment form until it is used to buy some Property. Property may be sold again at the end of another year (at +10% the normal price if Property Values are high; at -10% the normal price if Property Values are low). Normal prices for various types of property and real estate are listed below:

Property or Land	Upkeep	Price	Income
Townhouse	240 L/yr.	2,500 L	—
Suburban Villa	480 L/yr.	4,500 L	—
Small Country Estate	720 L/yr.	12,000 L	—
Large Country Estate	1080 L/yr.	20,000 L	—
Chateau (Palace)	1440 L/yr.	35,000 L	—
Pasture Land	—	200 L/Hectare	2 L/yr./Hectare
(Must be connected to a Country Estate or Chateau)			
Farmland	—	300 L/Hectare	4 L/yr./Hectare
(Must be connected to a Country Estate or Chateau)			
Orchards	—	350 L/Hectare	4 L/yr./Hectare
(Must be connected to a Villa, Country Estate or Chateau)			
Vineyards	—	600 L/Hectare	4 L/yr./Hectare
(Must be connected to a Country Estate or Chateau)			(doubles every 2 yrs. up to 32 L/yr.)

Property owners may choose where their Property is located in France. Upkeep is assumed to pay for servants, gardeners, furniture, etc.

There will only be one Archduke and one Grand Duke in the Kingdom at any one time. Due to the nature of their positions, they will almost invariably be enemies.

5.8 THE NOBILITY

5.81 Receiving a Title

Only Noblemen characters who choose the Advantage 'Title' and Gentlemen or Noblemen who choose the Advantage 'Member of an Order' may start the game as Titled Nobility.

The first Title of Nobility is Chevalier, or Knight. A character will be Knighted if he (1) joins a Royal or Noble Order, (2) receives 2 decorations from the Field Maréchal while on Campaign, or (3) does a great service for the King or Minister of State (as determined by the Gamemaster).

5.82 Advancement within the Nobility

A Knight may only be advanced within the Nobility by the King. Every time he does a great service for the Crown, is decorated by the Field Maréchal, or is promoted to the rank of Grandmaster of an Order, Field Maréchal, Court Minister, or Cardinal, roll 2D6 for advancement in Noble Title. On a roll of 8 or more, the character advances one Title. An Archduke must have at least 1 Chateau. A Grand Duke must have at least 2. All Nobility of Baron Status or above must have horses and a carriage if they wish to visit the Royal Court.

The order of the Noble Titles is shown below:

Knight
Baron
Viscount
Count
Marquis
Duke
Archduke
Grand Duke

5.9 FENCING SCHOOLS

Characters who develop an Expertise of 18 to 20 with foil, rapier or longsword will be able to find work at a Fencing School or Fraternity as assistants (paid 5 L per month they work). Those who develop an Expertise of 21 to 23 (a Master) or 24 or more (a Master Superior) may be hired by a School or Fraternity, and are paid 20 L per month they work (+5 L for Masters Superior). Masters and assistants at Fencing Schools and Fraternities may practice for free with Dueling weapons, and each month they work also counts as a month of Practice (see section 6.5). To teach or assist in a School or Fraternity, a character must be acquainted with the appropriate Dueling Style or Styles. The prominent Schools and Fraternities of the period are listed below:

Fencing Institution	Style(s) Taught
School di Marozzo	Italian
School d'Alfieri	Italian
School d'Agrippa	Spanish
School Thibaut	French
Fraternity di Giganti	Spanish and Italian
Fraternity Sainte-Didier	Italian and French

School di Marozzo and School d'Alfieri, and Fraternity di Giganti and Fraternity Sainte-Didier, are rivals, and many duels and quarrels go on between them.

In addition, a Fencing Master who knows Old Style may roll to enter any military regiment at +1, and will automatically start as a Subaltern. He must serve as the company Fencing Master for one extra month per year, when not on Campaign, until he is promoted. Masters of Cavalry Style enjoy similar benefits when joining Cavalry regiments.

5.10 PROFESSIONAL CONSIDERATIONS

5.101 Notes to the Gamemaster

The systems detailed in all of section 5.0 allow characters a wide range of possible occupations and careers. They are allowed the choice of several different hierarchies to advance their Social Rank, power, and wealth. Some of these systems may seem complex or time consuming, however, and it is important to note that, depending on the Gamemaster, careers may play a major or minor role in the game.

If the idea of each play session is to have a fast adventure in the 17th Century milieu, focusing mainly on combat, personal initiative and quick fun, the Gamemaster may ignore careers altogether. There is no need for light-hearted swashbucklers to get weighed down by the responsibilities of a military rank, political office, etc.

If and when the game becomes a continuous series of inter-related adventures, however, the Gamemaster may find that careers and Social Rank add to the atmosphere and heighten enjoyment of the game. Characters may come to enjoy political power as much as physical strength. This system for ranks and position also allows characters to 'age gracefully.' Even though a character may grow older, and no longer be able to endure strenuous adventures, he will have gained political power, and will be able to enjoy lively court intrigues, assassinations, and power struggles.

In short, at the Gamemaster's desire, none, some or all of this section may be used to make *'Flashing Blades'* enjoyable for his or her players. It is really up to the Gamemaster to decide what is most fun.

If the full rules are used, adventures ought to be mixed in at regular intervals (one or two per game year), and they ought to have more significance than die rolls for positions. Rewards for a successfully completed adventure may include promotion and increased Social Rank, as well as booty and experience. Characters should be allowed to age, although slowly, and adventures should relate closely to their positions and ages.

The other rules in this section (5.10) are provided for long-term games, in which detailed character development is desired.

5.102 Taxes and Tithes

At the end of each year, most characters must pay Taxes (to the Crown) and Tithes (to the Church). Officers in the Military and Bishops are exempt from Taxes. All Clergymen (and Huguenots) are exempt from Tithes. Court Ministers, and Nobility (Knights and above) pay only ½ Taxes.

Normal Taxes each year equal:

$(5 \text{ L} \times \text{Social Rank}) + (5\% \text{ of the year's income}) + (2\% \text{ of the value of all of the character's Land and Property})$

Normal Tithes each year equal:

$(10 \text{ L} \times \text{Social Rank})$

Due to considerations of outfitting, support, Taxes and Tithes, a character's normal yearly allowance will often fall short. In such cases, the character will have to get a job (if possible), go on an adventure or Campaign in the hopes of getting loot, or take out a loan (at normal 10% interest).

5.103 Minor Jobs

If a character gets desperate, he may be forced to find a minor job (not connected with any career) in order to pay his Dues, Taxes, Tithes, or support. Minor jobs have requirements for skills and/or attributes, which a character must have to get the job.

The minor jobs are:

Job	Requirements	Pay
Laborer	Strength or Endurance 12+	4 L/month
Sales Clerk	Bargaining skill	8 L/month
Body Servant	Etiquette skill	10 L/month
Tutor	History skill, Latin, and Wit 13+	14 L/month
Apothecary	Chemist skill	20 L/month
Interpreter	Foreign Language and Charm 12+	17 L/month
Printer	Literacy and Fine Manipulation skill and Wit 12+	18 L/month
Actor	Disguise and Oratory skills, and Charm 13+	15 L/month
Coachman	Horsemanship skill	8 L/month
Gunsmith	Master at Firearms skill and Fine Manipulation	20 L/month
Cook	Luck 15+	10 L/month
Herald	Heraldry skill	20 L/month

5.104 Aging

Characters may start the game at any age they wish, 18 or older. As a character grows older, his physical powers start to wane, and he may eventually die of old age (natural causes). The effects of aging are measured in 20 steps, each making the character a bit more feeble. All characters start at 0 steps (in other words, young and healthy). When a character reaches the age of 40 and each year thereafter until he is 49, roll an 11 or more on 2D6 to see if he increases by 1 step in aging. From ages 50 to 59, roll a 9 or better, each year, for an increase of 1 step. From ages 60 to 69, roll an 8 or more, each year, for an increase. From ages 70 to 79, roll a 7 or more, each year for an increase. After age 79, there is an automatic increase of one step per year. No character, even the mightiest, is immortal.

The Steps of aging are shown below:

Step	Effects
1	Endurance may no longer be increased by experience
2	Strength may no longer be increased by experience
3	Hit Points may no longer be increased by experience
4	Dexterity and all weapons' Expertises may no longer be increased by experience
5	-1 Endurance permanently
6	-1 Strength permanently
7	-1 Hit Point permanently
8	-1 Endurance permanently
9	-1 Strength permanently
10	-1 Endurance permanently
11	-1 Hit Point permanently
12	-1 Dexterity permanently
13	-2 Strength permanently
14	-2 Endurance permanently
15	-2 Hit Points permanently
16	-2 Dexterity permanently
17	-3 Strength permanently
18	-3 Endurance permanently
19	-3 Hit Points permanently
20	Death (natural causes)

All characters are assumed to 'age gracefully' and lose no Charm or Wit as they grow old.

6.0 Experience

As characters continue to adventure they may gradually improve themselves by advancing in skills, weapons' Expertises, attributes, and Hit Points. The rules below provide a simple system for experience benefits.

6.1 SKILLS

If a skill is used extensively, a character may become a Master in it. Gradually, Masters may become Masters Superior in skills. Masters and Masters Superior have increased knowledge of the use of the skill, and

a better chance of making skill rolls. A character may Master as many skills as he wishes, but may only be a Master Superior in one.

If, in the course of an adventure, a character uses a skill extensively in dangerous situations, the Master may award him a 'check' in that skill. Checks are noted in the boxes to the right of skills on the character sheet. Each skill may receive only one check per adventure, and normally no more than three or four skills will receive checks in a single adventure.

If in the course of an adventure, a character has 3 or more checks

in a single skill, and a score of at least 16 in the base attribute of the skill, the character becomes a Master in the use of that skill. If a Master receives 3 more checks, and has a score of 19 or more in the base attribute, he may choose to become a Master Superior in the skill. For every 2 extra checks a character receives on a skill, the base attribute requirement is reduced by 1. For instance, a character with a Dexterity of 14 could become a Master in Stealth if he had 7 checks in Stealth. He could become a Master Superior if he received 13 more checks (assuming his Dexterity remained the same).

After each adventure, each character may learn a new skill. To learn a new skill, a character must find a Master in the skill who is willing to train him. Training time in a new skill takes one month per skill point the skill would normally cost. Normal cost of training is 20 to 50 L per month (the exact price is determined by the Master). When a character has learned three new skills in this manner, he may not learn another until his Wit increases. At the end of each adventure in which his Wit increases, he may learn another new skill.

6.2 MARTIAL SKILLS

Martial Skills and Expertise with individual weapons may also advance as the result of experience. Artillery and Grenadier skills are increased in the same manner as normal skills (use Wit as the base attribute). All other Martial Skills advance only in individual weapon Expertise (Brawling Expertise advances as if it were an individual weapon). Each weapon advances separately from all others in Expertise.

Characters receive checks by their weapon Expertise for several normal hits and parries or one serious wound. As with skills, each weapon may receive only one check per adventure. To determine how many checks are required to increase Expertise by one, consult the table below:

Present Expertise	Number of Checks Needed for Increase
1-8	1 check
9-11	2 checks
12-17	3 checks
18 or more	4 checks

A character may not advance in non-dueling weapons if his Expertise with the weapon is higher than twice his Dexterity.

Characters who go on Campaign with the Royal Army may automatically receive checks in any 3 weapons they wish.

A character may learn a new Martial Skill instead of a normal skill at the end of each adventure in 3 months (as detailed in section 6.1).

6.3 ATTRIBUTES

Attributes increase in much the same way as weapon Expertises. Each attribute may only receive one check per adventure, and generally only one or two attributes receive checks in a single adventure.

Attributes increase by 1 when they have the required number of checks, shown on the table below:

Present Score	Number of Checks Needed to Increase
1-8	1 check
9-11	2 checks
12-15	3 checks
16-17	4 checks
18 or more	5 checks

Attributes may increase to any amount, but obviously, increases become much more difficult after a score of 18 is reached.

6.4 HIT POINTS

After every adventure, characters receive a check by Hit Points. Each time 3 checks are earned, Hit Points increase by 1. Hit Points may never exceed a score of 20.

6.5 PRACTICE

Characters may practice in all weapons (except artillery and grenades) in order to increase weapon experience. Each month of devoted practice is the equivalent of 1 check towards raising Expertise. The final check to raise weapon Expertise, however, must always be earned in an adventure or on Campaign.

Soldiers may practice with their company weapons for free. Assistants, Masters and Masters Superior working at a Fencing Institution may practice for free with dueling weapons, while training others. All others must pay 10 L per month to practice at a school, fraternity, guild, or academy.

A character must receive at least 1 check in each of his favorite weapon Expertises per year, or lose one point of Expertise (due to being out of Practice). Thus, if a character does not adventure or go on Campaign for a year, he must practice for at least 1 month with each of his favorite weapons, to stay in shape. Expertise may never drop lower than it was at the beginning of the game, however.

7.0 Appendix

This section contains a miscellaneous assortment of background material on 17th Century France. The Gamemaster should study this section in order to lend the game the proper flavor.

7.1 WEAPONRY

7.11 Weapon's Glossary

Many of the weapons and armor used in the 17th Century were unusual or unique to the period. A full description of each weapon or piece of armor is provided below, to clarify weaponry for players and the Gamemaster:

ARQUEBUS: In earlier times, this term referred to any long firearm, but it came to mean a particularly finely constructed Musket in the 17th Century.

BATON: A wand or club sometimes used in the left-hand, while fencing, to parry and ward off blows.

BOOTS: The heavy leather riding boots of the 17th Century were often worn for protection as well as for fashion. Such boots often covered the entire leg from the top of the thigh down.

BUCKLER: A small, round shield often worn on the left arm for protection, or held in the left hand to parry and ward off blows.

CARBINE: A type of firearm, smaller than a Musket, but longer than a Pistol. The Carbine was popular among Cavalry troops, due to its light weight.

CUIRASS: A two piece covering of armor for the upper torso, composed of a breastplate and a backplate.

CUTLASS: A heavy cutting sword, used mostly by marines and naval troops. On land, it was often referred to as a hunting sword or hanger.

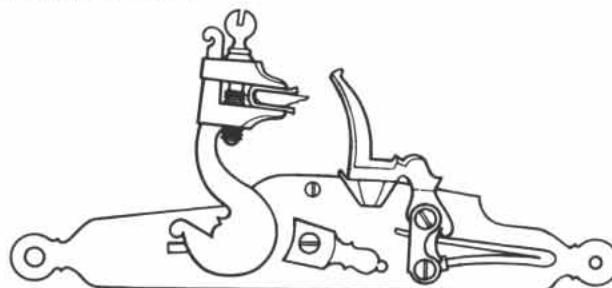
DAGGER: A fighting knife with a small guard designed to protect the hand.

DOUBLET: A tight padded jacket, usually with a short 'skirt,' sometimes given extra padding and strips of leather inside, to protect against wounds.

DUELING PISTOL: A particularly finely made pistol, designed to be used on the field of honor, although pistol dueling was not very popular in the 17th Century.

EPAULETTE: Pieces of armor, attached with straps to the top of a Cuirass, and designed to protect the shoulders and upper arms.

FLINTLOCK: A lock, or firing mechanism, for a firearm, designed to ignite the powder in a firing pan with a spark struck by a flint hammer on a piece of steel.



FOIL: A practice weapon for fencing, composed of a short flexible blade, and a small grip and handle. Occasionally it was sharpened on the tip, and used for fighting.

GAUNTLET: During the 17th Century, a thick, heavy, leather glove, sometimes reinforced with metal strips, used to protect the hand.

HALBERD: A spear-like polearm which could be used to cut as well as thrust.

HAND CANNON: A large, primitive firearm with no lock or firing mechanism; the firer had to stick a lighted match into a hole in the barrel in order to fire it (it was thus fairly dangerous).

HELMET: A metal covering of armor for the head. In the 17th Century, helmets tended to cover the cranium, the sides of the head, and the neck, but often left the face exposed, or protected it with a nasal guard or bar.



JERKIN: A thick vest of leather worn as clothing or armor.

LONGSWORD: Basically, a Rapier with a longer and thicker blade; a more primitive weapon, generally worn by soldiers, or coarse types of civilians.

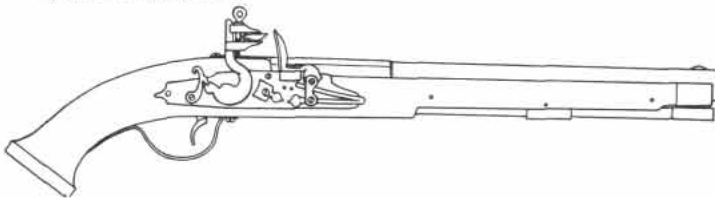
MAIN-GAUCHE: (lit. 'Left-Hand') A Dagger designed to be used as a left hand weapon in fencing, for parrying and warding off blows. It had a heavier guard, and sometimes a device for catching and breaking enemy blades.

MATCHLOCK: A lock, or firing mechanism, for a firearm, designed to ignite the powder with a match cord attached to a hammer-like holding device. Because it was necessary to keep the match lit to fire, a person with a matchlock weapon could often be detected in the dark (a major drawback for bandits and highwaymen).

MUSKET: A long firearm designed for use by infantry. The predecessor of the rifle proper.

PIKE: An extremely long (sometimes 18 feet or more) spear-like weapon. Often used by footsoldiers to defend against Cavalry charges.

PISTOL: A small one-hand firearm often used, in the 17th Century, by men on horseback.



POLEAXE: A heavy polearm with an axe-head at the end.

POLE BRACE: A fork-like prop, thrust into the ground, and used to steady the aim of a firearm balanced in the arms on top.



RAPIER: The classic dueling weapon and gentleman's sword of the 17th Century, also part of a gentleman's wardrobe, as a dress sword (the name derives from '*espada ropera*' or costume sword). It was a stiff sword, sharpened at the tip, and to some extent, on the edges, and with an elaborate guard. At the beginning of the 17th Century, it was

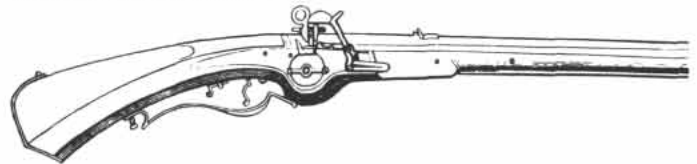
long and heavy, but it was gradually reduced in size and weight, into the so-called 'small sword' near the end of the Century.

SABRE: A short, slightly curved cutting sword, sharpened on the front edge and the tip. It was popular among the Cavalry of the 17th Century.

TASSETS: Long, hinged plates or strips of metal armor, attached to a Cuirass with straps, worn mostly by Cavalry, and used to protect the waist and upper legs.

TWO-HANDED SWORD: A large, heavy-bladed weapon, so big that it required two hands to wield. Considered crude and primitive in the 17th Century, these weapons were usually used only in battle.

WHEELLOCK: A lock, or firing mechanism, for a firearm, designed to ignite the powder by sparking it in the pan with a wheel scraping against pyrites. When it was loaded, the wheel and spring had to be rewound with a spanner (wrench).



7.12 Special Weapons

As characters progress, they may wish to purchase various special and unique weapons and armor for their personal arsenals. Common types of special weapons and armor from the period are listed below:

(1) High Quality Weapons

Those weapons made by Master Swordsmiths, Gunsmiths, etc. come under this category. Such weapons are often specially designed for the buyer: balanced for his grip, lightened or weighted in places for his fighting preferences, etc. High Quality weapons get a +1 bonus to hit and parry, and such dueling weapons are one step above normal on the weapon strength table (i.e. a High Quality Rapier counts as if it were a Sabre or Longsword for Strength). These weapons cost 5 times the normal price listed, and take an entire year to construct.

(2) Double Barreled Firearms

Firearms with two shots were difficult to make in the 17th Century, as a separate lock had to be provided for each barrel. Such weapons get two shots before reloading is required, but must be made by a Master Gunsmith. Double Barreled Firearms cost 3 times the normal amount listed, and take 6 months to construct.

(3) Combination Weapons

Often, weapons makers of the 17th Century would combine a hand weapon with a firearm (usually a pistol) in one weapon (for instance, a longsword with a pistol built into the hilt). Such weapons may be made only by Master Weaponsmiths. They cost as much as both of the weapons, added together, times 2, and they weigh as much as both put together -½ Weight Point. Combination weapons take 6 months to construct.

(4) Extra-Heavy (Cuirassiers') Armor

Extra-Heavy metal armor (i.e. helmets, cuirasses, epaulettes, and tassets) may be made for battle by a Master Armorer. Such armor saves an extra point of damage on each location covered, but weighs an extra 50% of normal weight. Each piece costs the normal price times 2, and a suit takes 6 months to construct. This type of armor is often worn by Cuirassiers in battle.

(5) Other Metals

Sometimes, especially for show, weapons and armor are constructed out of silver or gold. Such items cost 4 times the normal amount (for silver) or 8 times the normal amount (for gold) and take 6 months to construct. Armor and weapons of silver or gold saves 1 less point of damage (for armor), or are 1 step lower on the strength table (for weapons).

7.2 17th CENTURY SOCIETY

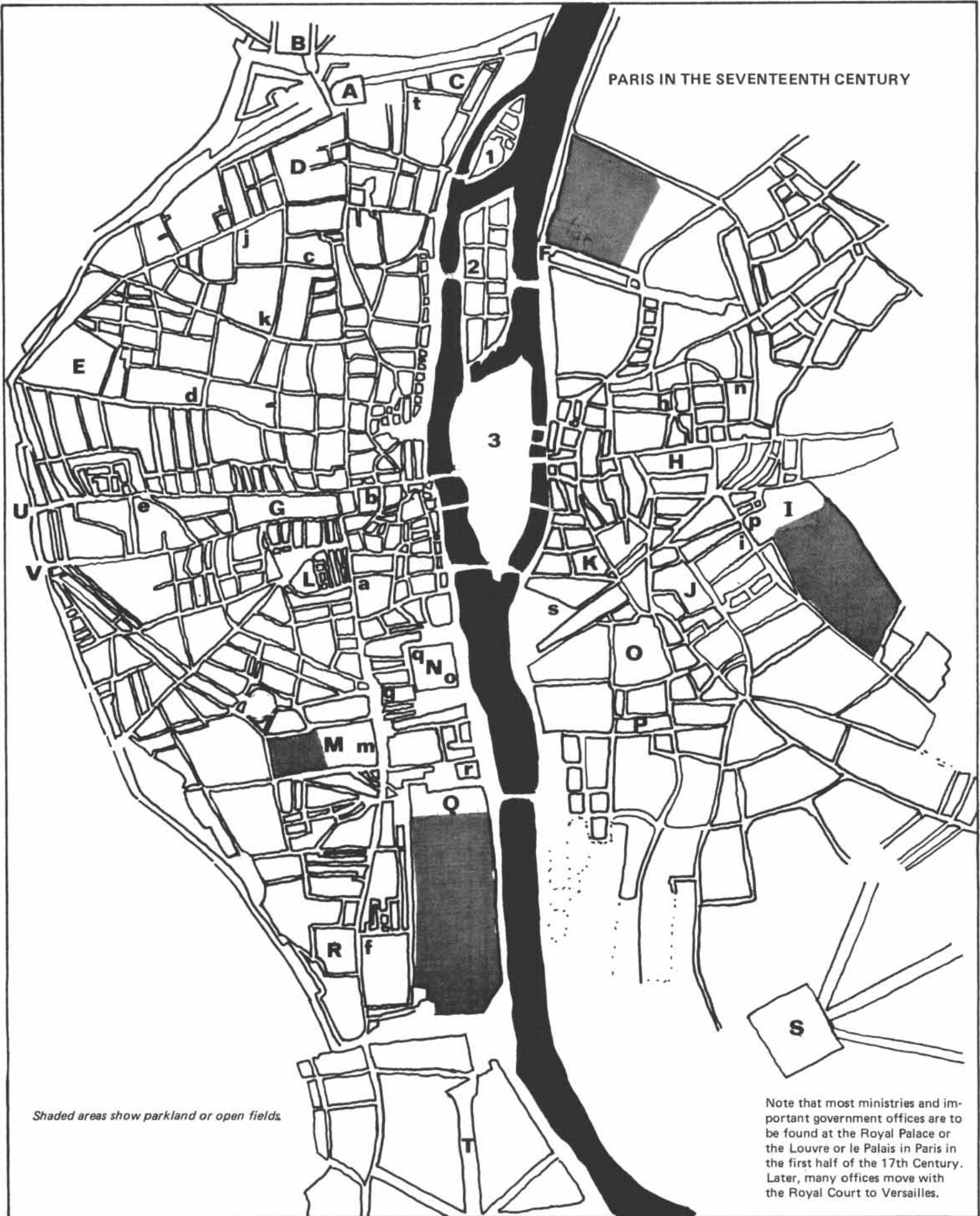
Several different, important aspects of 17th Century life and culture are discussed briefly in this section, to give players an added feel for the period.

7.21 Clothing Styles

Clothing in the 17th Century was fanciful and colorful, and, as always, France led most of the fashions to popularity.

Gentlemen (or those who wished to pass for gentlemen) generally

PARIS IN THE SEVENTEENTH CENTURY



KEY TO THE MAP OF PARIS

A: La Bastille
 B: Porte St.-Antoine
 C: L'Arsenal
 D: Place Royale & grounds
 E: Le Temple and grounds
 F: Porte St.-Bernard
 G: Cimetiere St.-Innocents (Cemetery)
 H: L'Universite
 I: Palais du Luxembourg and grounds
 J: Foire St.-Germain
 K: Comedie Francaise
 L: Les Halles
 M: Palais-Royal and grounds
 N: Le Louvre (Palace)
 O: Abbaye de St.-Germain des- Pres and grounds
 P: Hopital de la Charite and grounds
 Q: Palais des Tuileries & grounds
 R: Place Louis le Grand
 S: Les Invalides
 T: Les Champs-Elysees
 U: Porte St.-Martin
 V: Porte St.-Denis

1: Ile Louvier
 2: Ile St.-Louis
 3: Ile du Palais (see map on this page for detail)

SCHOOLS

a: Fraternity Sainte-Didier
 b: Fraternity di Giganti
 c: School di Marozzo
 d: School de'Alfieri
 e: School d'Agrippa
 f: School Thibaust

CLUBS

g: Club L'Epee
 h: Fellows of St. George
 i: Bishop's Club
 j: Black Cross
 k: Boar's Head

ORDERS

l: Chevaliers de la Reine (see map on this page)
 m: Chevaliers du Prince
 n: Knights of the Holy City
 o: Knights of the Dagger
 p: Chevaliers-Royale

BARRACKS

q: barracks King's Musketeers
 r: Barracks Cardinal's Guards
 s: Barracks for 2 companies of Swiss Guards
 t: Barracks for 1 company of the Queen's Fusiliers

Characters who hold a Title or position in a hierarchy will often be addressed as '*Monsieur le . . .*' whatever. For example, a Captain might be referred to as '*Monsieur le Captain*' or the Baron discussed above might be addressed as '*Monsieur le Baron de Cahores d'Albi, etc.*' This is a show of respect towards the person addressed. If a character addresses a person 6 or more Social Ranks above him, he should use 'M'Lord' or 'M'Lady' (equivalent to '*Signeur*' or '*Signeure*') to show respect. The King of France is allowed to speak of himself in the first person plural ('*nous*' form) — i.e. the King might say 'We are feeling quite good today.' and be referring only to himself.

7.23 Everyday Life

Everyday life in 17th Century France was in many ways, like it is today. The 17th Century was a period precariously balanced, however, between the enlightenment of the scientific era and the barbarism of the middle ages. Scientific thought was becoming widespread among the intellectual circles of Europe, and many new Universities and Academies were founded, but this was clouded by constant wars and internal conflict, and the desperate poverty of the lower classes.

For gentleman, however, there was always time for amusement in many forms. Gambling, with cards, cocks, and dice was very popular. For recreation, one could fence, or perhaps play tennis. Social events also were always available to a young man of means, including balls, performances of music, opera, drama, and comedy. Amusement took other forms as well, and morals were often lacking in relationships.

wore a doublet or vest, breeches or stockings, boots or shoes, and a hat. Sleeves were billowy and often slashed to show an inner material, and men's clothing was designed to exaggerate the shoulders and thighs. The collars and gloves of men's clothing were often elaborate, and, towards the end of the Century, ribbons and lace became very popular. Men usually wore their hair to shoulder length, and a moustache and a sort of wispy beard was preferred.

Women in the 17th Century wore uncomfortable corsets and stomachers, and sometimes hoop-like devices called paniers, to enhance their figures according to the then popular mode. Skirts and dresses were worn several at a time, and were often quite long. Sometimes elaborate collars and ruffs were worn, but some fashions favored a very low neckline. Women's hair was worn in variety of styles. Jewelry and fans were very popular among court ladies, as were 'beauty spots' (small patches placed on the face to cover a blemish, and given names like 'boldness,' 'passion,' and 'coquetry,' depending upon where they were placed).

Hats were popular and elaborate for both sexes, with numerous feathers and plumes. Women, and sometimes men, commonly wore small masks when they went out on windy or unpleasant days, to protect the face. These usually protected only the area around the eyes and the top of the face, but sometimes covered the lower half with a veil. Such masks were often used to disguise one's identity in private situations.

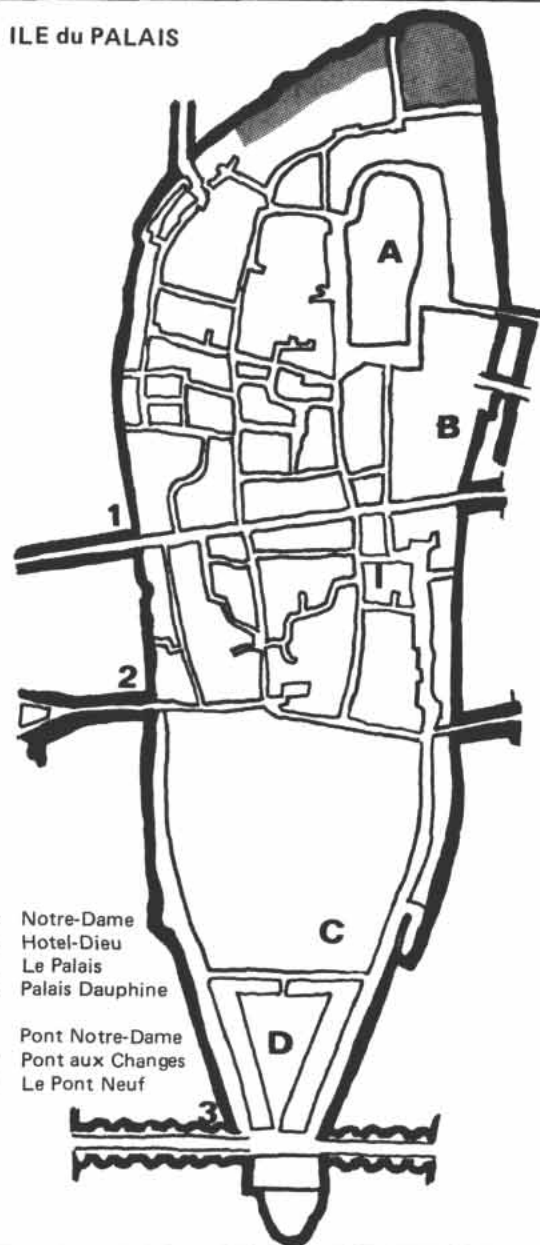
7.22 Names and Forms of Address

First names in 17th Century France, and in most of Catholic Europe at the time, were taken from the names of the Saints. Often a child was named for the patron Saint of the day on which he was born or baptized. Huguenot names were usually taken from the bible.

Last names were taken from one's parents, but could be substituted, by Nobility, by the title of an estate owned. Nobility could add as many estates on to the end of their names as they owned, each normally preceded by '*de*' ('of'). Thus a Baron who owned estates in Cahores, Albi, and Castres, could call himself 'Baron de Cahores d'Albi de Castres,' but he might wish to be modest, and just be known as 'Baron de Cahores' or 'Baron d'Albi,' etc.

Sometimes, gentlemen took on '*Noms du Guerre*' ('Names of War') when they entered the service, to disguise their real identities. Such names were also sometimes given as nicknames. They tended to be short, with no last name or title added. The names 'Porthos,' 'Athos,' and 'Aramis' in 'The Three Musketeers' were all *noms du guerre* used by the adventurous trio for various reasons.

ILE du PALAIS



A: Notre-Dame
 B: Hotel-Dieu
 C: Le Palais
 D: Palais Dauphine
 1: Pont Notre-Dame
 2: Pont aux Changes
 3: Le Pont Neuf

Mistresses for men were common, as was infidelity by wives, husbands, and, indeed, mistresses. Illicit relationships were so common that many Clergymen also had mistresses, and occasionally fought duels over them.

It was also a time when enlightenment and superstition stood side by side. While Philosophers and Scientists discovered more and more about physics, mathematics, chemistry, and astronomy, the common people were enchanted by fortune-tellers, prophets, and alchemists. It was a time of many contrasts.

Art in France during the 17th Century was dominated by the upper classes, who constantly wished to have their portraits done. The Baroque fashion perhaps hit its height in this era. A monument to the extravagance of the nobility was the Palace at Versailles, built by Louis XIV in order to awe domestic nobility and foreign monarchs alike. The styles of the upper classes were full of gold leaf, silver trim, mirrored glass, marble fountains, and manicured gardens, with no room for restraint.

Transportation also became elaborate for French elite. A common man might have to walk or ride from place to place, but any man of wealth and position either rode in a carriage, or was carried by servants in a palanquin. Carriages were often thoroughly decorated, and usually had a primitive system of shock absorption, so as to make the ride a pleasant one. Teams of as many as 16 horses were set to pull carriages. This did not enhance the speed noticeably, but it did serve to impress one's fellows.

Life for the Peasant in the 17th Century was hard, and similar to his situation in the middle ages. France was still Feudal in many ways. A typical peasant wore old clothes, and wooden shoes. He ate poorly, worked hard, and died fairly young. More opportunity for social advancement was possible than in previous times, though, because of the rise of the Merchant class, who were common born, but had money. For the industrious and clever, the newly opening industries of banking and world commerce allowed great chances for advancement.

7.24 Religion

Religion in the 17th Century was complicated. Religious wars had wracked France in the 16th Century, only to be repeated in the 17th. Most French in this period were Roman Catholic, but a small minority were Calvinist Protestants, known as Huguenots. In 1598, King Henry IV of France signed the Edict of Nantes, protecting the Huguenots, but this was often disregarded in the 17th Century, as the Protestants were persecuted by Cardinal Richelieu, and was finally revoked by King Louis XIV. Huguenots often held positions of power and wealth, however, and were occasionally aided by the English to their struggles with the Catholics.

The rest of Europe was a patchwork of religions. Spain, Portugal, and the Italian States were bastions of Roman Catholicism. The Holy Roman Empire (Germany) was split heavily between Catholics, Calvinists, and Lutherans, as was Poland. Sweden and Denmark were staunchly Lutheran, and England, of course, was predominantly Anglican. Switzerland was mostly Calvinist (especially in the German areas) and the United Provinces (The Free Netherlands) and Scotland were split between Catholics and Calvinists. The Russias (an emerging power at this time) were almost completely Greek Orthodox. The Ottoman Empire was Moslem, with a small Greek Orthodox minority (mostly in Greece). Religion was the cause (or at least the excuse) of many international disputes, but power was the guiding force which led to most wars. The Thirty Years' War exemplifies this, in that Protestant and Catholic forces were found in great numbers on both sides.

7.25 The French Military

The 17th Century was a significant time for the French Military, and it heralded many of the changes that lead to modern armies. At the beginning of the 17th Century, all the armies of Europe were inefficient and disorganized. Ranks were commonly bought, and were often given to high-level noblemen with no practical experience. This started to change, however, under the rules of King Louis XIII and Louis XIV. Louis XIV, especially, made the French Army more efficient, often by taking established officers out of the system, and replacing them with better strategists. Buying rank did persist, even after this upgrading, though.

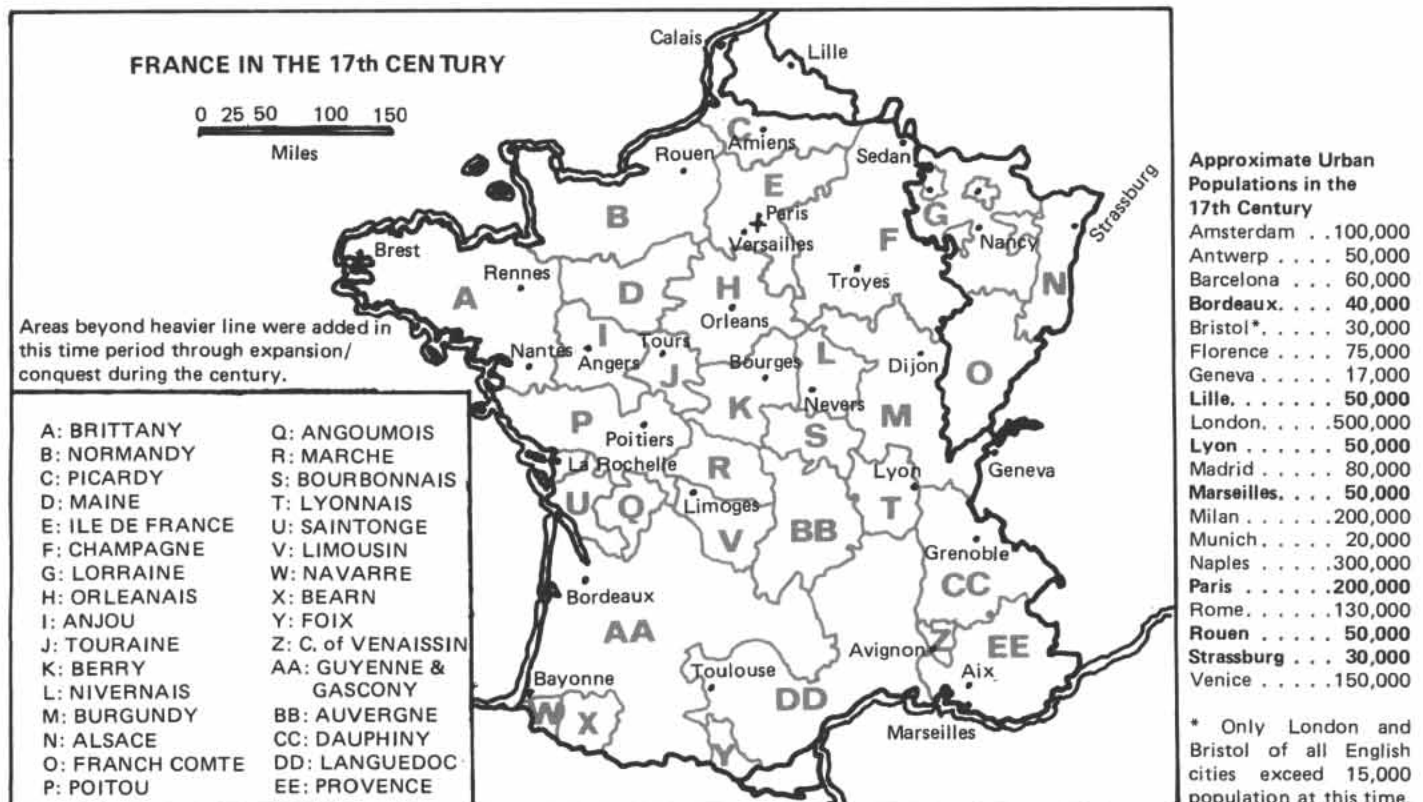
Louis XIV also strengthened the French Army, until it became the most powerful in Europe, and threatened the balance of power near the end of the Century. In 1667, France had 72,000 soldiers. Louis XIV nearly doubled this number by 1672, when he had an army of 120,000. By the end of the Century, the French Army was 300,000 strong.

It is important to remember that the 17th Century was a time of power for mercenaries and mercenary bands, as well. Mercenaries became quite organized during this period, and found constant employment in the Holy Roman Empire (Germany) during the Thirty Years' War. They tended to be orderly, disciplined, and devastating in battle. The Swiss Pikemen were especially famous, and were employed as Guards at the Royal Palace of France (first the Louvre, and then at Versailles) and the Vatican.

7.26 Courts and Justice

Justice in the 17th Century was rather hard to come by, and many barbaric laws and punishments lived on from the Middle Ages.

Minor crimes of which one might be accused included: theft, robbery, burglary, forgery, and harlotry. More dangerous crimes were



murder, assault, arson, and heresy. Perhaps the worst crime imaginable was treason.

The city guards (and the Cardinal's Guards in Paris) often served as police, and were usually disorganized, prejudiced, and unjust. Protection was erratic and subject to bribes. It was quite easy for a Magistrate to have an enemy arrested on false charges and kept in prison for a length of time without a trial.

When a trial occurred, 'justice' was usually meted out swiftly and violently. A single Magistrate would preside over most trials (those for characters of Social Rank 7 and below) and would serve as Judge and Jury. Persons of higher rank (Social Rank 8 or 12) would be tried by a tribunal of 3 or 5 Magistrates. Those of great status (Social Rank 13 or above) could only be tried by the Minister of Justice, or the King. The decision of the court was usually final, and appeals could only be made in special circumstances, and then, only by persons of high rank (Social Rank 8 and above).

To simulate a trial situation, roll two D6 for the decision of each Magistrate (or the Minister of Justice). Adjust the roll with the following modifiers:

Prisoner has Legal Counsel	+3
Prisoner has Magistracy skill himself	+1
For each bribe of 300 L (to a Magistrate)	+ or -1
For each bribe of 1000 L (to the Minister)	+ or -1
Prisoner is a Clergyman	+2
Prisoner is an Officer or member of an Order	+1
Prisoner is a Minister or Royal Official	+2
Prisoner has the Title of Baron or above	+1
Prisoner is really guilty	-3
Prisoner has had charges trumped up against him by a Magistrate	-1
Prisoner has had charges trumped up against him by the Constable General	-3
Prisoner has had charges trumped up against him by the Minister of Justice	-5
Prisoner has a past record of crime	-2
Prisoner is a foreigner	-1
Prisoner is of Social Rank 3 or below	-1
Prisoner is accused of Treason	-2

If the modified roll is 6 or less the Magistrate rules against the Prisoner. If it is 8 or above, the Prisoner is acquitted. On a roll of 7, the Magistrate is undecided, and the trial may be further influenced by bribes, or moved to a higher court. In the case of tribunals, average the decisions of the Magistrates, and round down, for the final decision.

Punishments varied by the severity and type of crime, and by the harshness of the decision, as shown below:

Type of Crime	Punishment
Theft or Harlotry	1st offense, or a modified roll of 4 to 6: choice of public flogging or several days in stocks and pillories; roll of 3 or less: branding (-2 Social Ranks) or 1 to 6 months imprisonment.
Robbery or Burglary	Modified roll of 4 to 6: branding (-2 Social Ranks) or 1 to 6 months imprisonment; roll of 3 or less: maiming (cutting off of a hand, ear or tongue) or 2 to 12 years imprisonment.
Counterfeiting or Forgery	Modified roll of 4 to 6: public flogging and a day in the pillories; roll of 3 or less: maiming (cutting off of a hand, ear, or tongue)
Arson or Rape	Modified roll of 4 to 6: maiming (putting out of an eye) and 1 to 6 months imprisonment; roll of 3 or less, or second offense: execution (by hanging for common folk, Social Rank 7 and below, or by beheading, with an axe or two-handed sword, for Social Rank 8 or above)
Heresy	Death by burning at the stake.
Assault	Modified roll of 4 to 6: maiming (cutting off of a hand, ear, or tongue); roll of 3 or less in the case of an assault on someone of a higher Social Rank: maiming and life imprisonment.
Murder	Execution (by hanging or decapitation).
Treason	Character will be 'broken on the wheel' (tied to a wooden structure, with arms and legs broken by a club, and finally, allowed to die of starvation and exposure).

Any character of Social Rank 10 and above will be given a chance to go into self-exile if he can roll his Social Rank or below on a D20. An

exiled character is given a few days to escape France. If he ever returns, his original sentence will be enacted.

7.27 Military Justice

Military justice in the French army of the 17th Century was similar to civil justice. Soldiers, however, were usually subject only to Military law, and might avoid trials for minor crimes, in favor of a military punishment for a similar offense (usually coming under the title 'impeding military efficiency').

Minor offenses within the military are dealt with by a single Officer of higher rank than the offender. These offenses might include (as mentioned above) 'impeding military efficiency,' failure to report for duty, and military fraud. Punishment was usually a short term in the stockade (2 or 12 days), or, for blatant situations, loss of a Rank or special position.

Major offenses were tried in a Court-Martial by a Tribunal of Officers, Martial Magistrates. Roll for the results as for a normal trial. Major Offenses and their punishments were: Mutiny or Rebellion (Life imprisonment or Death), Desertion (Loss of all Rank, and 1 to 6 months imprisonment), and Treason (Offender is Broken on the Wheel, as listed above).

Generals and the Field Marechal may only be tried for Treason, and must be tried in a normal court, by a tribunal made up of the Minister of Justice, the Minister of War, and the Constable General.

7.3 HISTCRICAL AND POLITICAL OVERVIEW

A feel for the history of the 17th Century, and the major political events of the era, is important for a *Flashing Blades* Gamemaster. This section is designed to provide quick reference for the happenings of any period within the Century, and for brief biographies of a few of the figures who played major roles in the development of France. Of course, the game may be run any time in the 17th Century, and may even continue into the 18th. It is suggested, however, that games be started in the first half of the Century, so that characters might develop and reach high positions in the second half. It is also within the Gamemaster's prerogative to allow events in the game to vary from those of history.

7.31 Overview of the 16th Century

In order to fully understand the 17th Century, it is important to understand the events of the Century which preceded it, and the status of the various nations of Europe.

The situation at the start of the 16th Century was one of many nations, kingdoms, duchies, principalities and republics in Europe struggling for power or to maintain the balance of power, and a series of religious conflicts.

France suffered a Century filled with internal religious wars between the Huguenots and Catholics, and a series of assassinations and massacres. These did not really end until Henry IV came to power in 1594 after the assassination of Henry III. Henry IV, unlike his predecessors, was originally Protestant, but he became a (marginal) Catholic after a long and bloody struggle to power. In 1598, he ended French religious conflict temporarily by signing the Edict of Nantes, an act protecting the rights of Protestants.

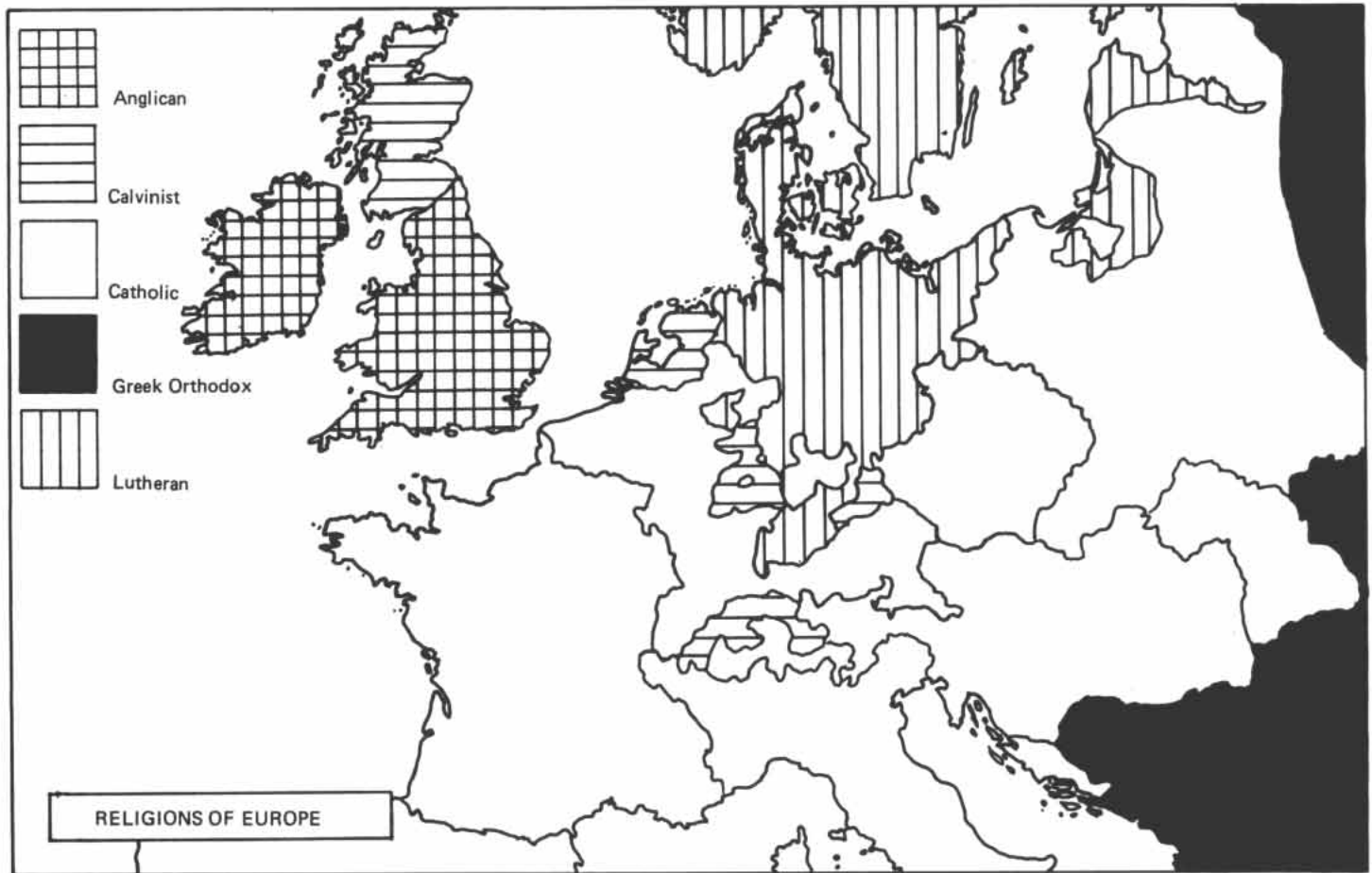
Other nations in Europe faced internal struggles and wars as well. The Austrian Habsburg Family (at this time ruling large parts of Germany, and small parts of Switzerland, and the traditional line of Emperors of the Holy Roman Empire) and the Spanish Habsburgs (ruling Spain, Sardinia, Sicily, Naples, Milan, and the Netherlands) allied themselves and tried for the conquest of most of Europe, but were disappointed at every turn. In 1571, the United Provinces of the Netherlands rebelled against Spanish rule, and left the Habsburg holding only the southern, Catholic areas of the low countries.

In 1580, Spain and Portugal were united under King Phillip II, and, as this new power became a danger to the delicate balance, England and the United Provinces (the Free Netherlands) allied against him in 1585. In 1588, Phillip II attempted to crush England with the mighty Spanish Armada, but was defeated by bad storms and maneuverable English ships. Spain was further weakened when France joined the Dutch-English alliance against her, and in 1594, Phillip II was forced to sign a peace treaty with England.

The Holy Roman Empire, and thus also the Austrian Habsburg family, was weakened by endemic religious wars, and Germany became a haven for mercenaries from all over Europe.

In the North, Denmark, Sweden, and the Russias (now united under a single Tsar) were on the rise. Denmark and Sweden were involved in several disputes over the control of the Baltic Sea, in which Sweden won a marginal victory. Poland was in this period a vassal state to the Ottoman Empire.

The Ottoman Empire, although waning in power, was still powerful in the Mediterranean, and Turkish pirates were greatly feared.



7.32 Events of the 17th Century

The chief events of the 17th Century for France, and Europe as a whole, are listed chronologically in the condensed time-line below:

Year	Events
1601	France ends its war with Spain by signing the Treaty of Lyon, greatly increasing French territory in the South.
1602	The French Ally with the Swiss.
1608	German Calvinists and Lutherans form a Protestant League.
1609	Spain signs the Twelve Year's Truce with the Dutch. Bavaria sets up a Catholic league to counter the German Protestants.
	Rudolph II (Emperor of the H.R.E.) signs a 'Letter of Majesty' protecting the rights of Bohemian Protestants.
1610	King Henry IV of France makes alliance with the United Provinces and the Duke of Savoy, against Spain. (May 14th) Henry IV is assassinated by a Catholic fanatic. King Louis XIII takes the throne of France, at the age of 9, but is dominated by his mother, Marie de Medicis.
1614	A statesman named Richelieu is first noted by Marie de Medicis for his intelligence and eloquence.
1616	Richelieu is appointed Minister of State and War.
1617	Ferdinand V of Styria, a protege of the Jesuits, becomes King of Bohemia, and begins persecuting Protestants there. Richelieu and Marie de Medicis are exiled to Blois by the young King Louis XIII.
1618	Protestant nobles in Bohemia and Austria revolt against King Ferdinand, starting the Thirty Years' War.
1619	Richelieu returns to the court of King Louis XIII.
1622	Richelieu regains full power and becomes a Cardinal.
1623	King Ferdinand is temporarily victorious over the Protestants in the H.R.E.
1625	King Christian IV of Denmark invades the H.R.E., causing the Thirty Years' War to flare up again. A series of Protestant rebellions start in France.
1627	Huguenots are besieged at the fortress of LaRochele by the Royal (Catholic) Army.

1628	Despite English attempts to help them, the Huguenots are defeated at LaRochele. France becomes involved in the War of the Mantuan Succession (until 1631).
1629	Danish forces are defeated in the H.R.E., and the power of Denmark declines. Charles I, King of England, dissolves Parliament, leading to widespread discontent in England.
1630	King Gustavus II Aldolphus of Sweden leads an army into Germany, rallying the Protestant rulers against the Emperor. In France, Cardinal Richelieu is plotted against by Marie de Medicis and others, but is surprisingly supported by the King on the 'Day of Dupes.'
1632	King Gustavus Aldolphus dies, bringing the Swedish Campaign in the H.R.E. to a halt.
1635	Cardinal Richelieu makes a declaration of war on Spain, and France, allied with Sweden and the United Provinces, goes to war against the Habsburgs in Germany. This is significant, as France has sided with Protestant nations against the Catholic Empire and Spain.
1640	The Eight Years' War starts between Spain and the United Provinces in the Netherlands.
1642	Cardinal Richelieu dies. His protege, Cardinal Mazarin, takes the reins of French government. The English Civil War breaks out in England between Oliver Cromwell (supported by Parliament and the Puritans) against King Charles I (supported by the royalists/Cavaliers).
1643	King Louis XIII of France dies. Louis XIV becomes King at the age 5. France is controlled by Cardinal Mazarin and Anne of Austria (Louis XIII's Queen).
1648	The Peace of Westphalia ends the Thirty Years' War and the Eight Years' War and most religious wars in Europe. France gains several territories due to the treaty, the United Provinces are recognized as an independent republic, Sweden gains control of the Baltic Sea, and some 300 States in the H.R.E. are given sovereignty. The Frondes (or Frondeurs), a rebellious group opposed to Mazarin, create a series of civil disturbances and internal conflicts in France.

- 1649 Prince Conde ('the Great Conde') leads the Fronddists and takes Paris, but fails to gain popular support.
- 1651 Cromwell wins the English Civil War, establishing the Commonwealth, the King Charles I is beheaded in London.
- 1652 Prince Conde is forced to flee for his life from France to Spain.
- 1655 The First Northern War starts, with Sweden fighting against an alliance of Poland, Austria, and Brandenburg, for control of the Baltic.
- 1657 Emperor Ferdinand III of the H.R.E. dies. Leopold I is elected as his successor.
Mazarin and Cromwell ally France and England against Spain.
- 1658 Young King Louis XIV of France is named as 'protector' of the League of Rhine Princes.
Dunkirk falls to French and British forces in the Battle of the Dunes.
- 1659 The Peace of the Pyrenees establishes peace between France and Spain, marks the end of Spanish power and the ascendancy of France. The infanta Marie-Therese, daughter of Phillip IV of Spain is married to King Louis XIV.
- 1660 The Commonwealth ends in England, with the return of Charles II (the son of Charles I) from France.
The Treaty of Oliva ends the First Northern War, and gives Sweden, once again, control over the Baltic.
- 1661 Cardinal Mazarin dies, and Louis XIV takes full control of the French government (without a Minister of State).
- 1665 Charles II (the son of Phillip IV of Spain) comes to power in Spain.
- 1667 Louis XIV attacks the Netherlands, but is countered by an alliance of the United Provinces, Sweden, and England.
- 1668 The Treaty of Aix-la-Chapelle is signed, and French forces withdraw from the low countries.
- 1672 Louis XIV increases the soldiery of the French Army to nearly 120,000, making it the strongest military power in Europe.
France attacks the United Provinces.
- 1678 The Treaties of Nijmegen end an inconclusive struggle. France continues to haggle and fight over undecided territories.
- 1684 Louis XIV is forced to sign the Treaty of Regensburg. Spain recognizes the annexations of Luxembourg and the Netherlands.
- 1685 Louis XIV revokes the Edict of Nantes, seriously diminishing the rights of French Protestants.
- 1686 The League of Augsburg allies against France.
- 1688 William of Orange (the King of the United Provinces) becomes King William III of England.
- 1693 Famine and disease sweep France, due to the failure of crops and continuous wars.
- 1697 Louis XIV ends France wars by signing the two treaties of Rijswijk.
- 1700 Charles II of Spain's death heralds the War for the Spanish Succession.

7.33 Personalities

Brief biographies of a few of the major figures of 17th Century French history are provided below:

HENRY IV — (born December 13, 1553, died May 14, 1610)

Henry IV was the first King of France during the 17th Century, and was a powerful and heroic figure indeed. He was born Protestant, and was forced to fight a series of bitter civil wars with the hard-line Catholics of France for his crown. Before he ascended to the throne in 1589, however, he became a Catholic, to assuage religious tensions. He continued, though, to have Protestant sympathies, and in 1598, he issued the Edict of Nantes, giving the Huguenots the right to worship as they wished, and protecting their rights under law. Most of the internal conflict subsided, also in 1598, and Henry IV led France into a period of prosperity and internal peace. His powerful personality, leadership, and military ability made his country a political and military power in Europe. Henry IV was assassinated in 1610 by a Catholic fanatic.

CARDINAL RICHELIEU — (born September 9, 1585, died December 4, 1642)

Richelieu, the villain of The Three Musketeers, was the master statesman and machiavellian politician who held France together while Louis XIII was young, and brought it to great power, through personal

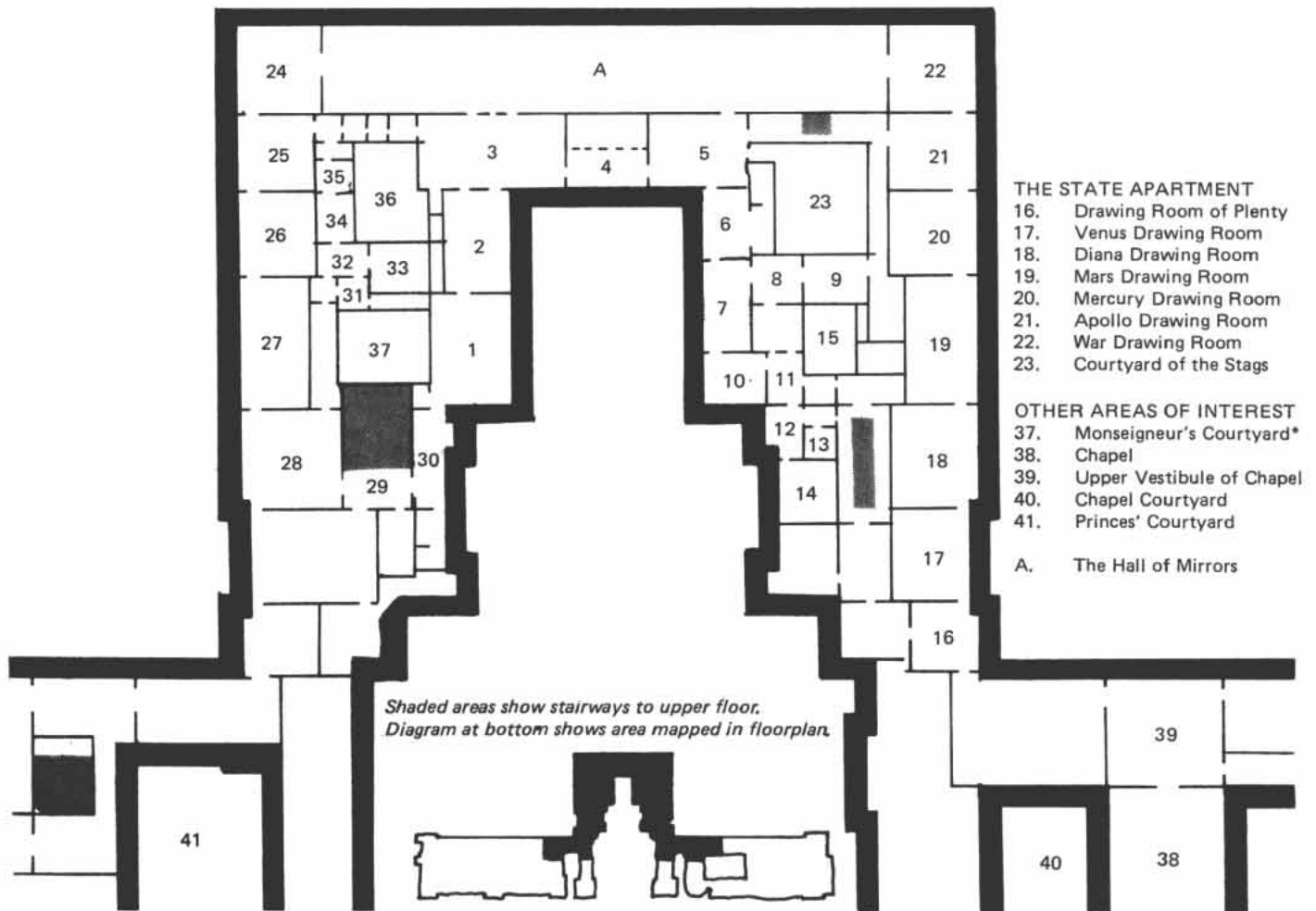
endeavor, during his rule. Richelieu was born to the aristocracy, and was ordained and made a Bishop in 1607. He became a statesman, and was noticed by Marie de Medicis in 1614, and appointed as First Minister in 1616. He suffered by the whims of the young King in 1617, when he was exiled to Blois with Marie de Medicis, but he returned to court in 1619, and patched things up between the quarrelling King and Queen Mother. Richelieu's plans for France were to make it stable within, and invincible without. To accomplish this, he crushed the French Protestants, who offered an internal conflict, but, at nearly the same time, allied with the Protestant side in the Thirty Years' War, to France's great advantage. He was a competent General (he planned several of the attacks on La Rochelle), an eloquent courtier, and a master of espionage and Realpolitik. He was so powerful under the often timid King Louis XIII, that it was sometimes said that there were two Kings in France. His power was so feared that several plots to make him lose favor with the King were instigated. The most nearly successful of these was engineered by Marie de Medicis, who wished to regain her influence over her son, in 1630. It was called the 'Day of Dupes,' however, because Richelieu won out, and it was the conspirators who lost favor, instead of he. Although most active in politics, Richelieu made contributions to French education, was a patron of the arts, and wrote several theological documents during his exile.

LOUIS XIII — (born September 27, 1601, died May 14, 1643)

King Louis XIII was in many ways a bland and timid man, and although France advanced to greatness during his rule, this was chiefly due to his dependency on Richelieu, and his willingness to pass all matters of state over to the Cardinal. His father, Henry IV, was assassinated in 1610, and he became King at age 9. His mother, however ruled for him until 1614, and continued to dominate the government, with her favorite from her home of Florence, Concino Concini, until 1617. Louis, finally, took on an advisor of his own, Charles d'Albert, who had Concini assassinated, and Marie de Medicis exiled to Blois with her first minister, Richelieu. This was the start of Louis' bad relations with his Italian Queen Mother. Before she was exiled, however, Marie managed to wed Louis to Anne of Austria, the proud young daughter of King Phillip III of Spain. This was a match which was never very popular with Louis himself. While Marie was away from court, she attempted to incite two unsuccessful rebellions. Finally, in 1620, Richelieu brought Marie back to court, and reconciled mother and son, or, at least, established an uneasy truce. In 1621, Louis' favorite advisor, d'Albert, died, and he began to rely on Richelieu, although he still distrusted him. When the Huguenot uprisings took place, Louis fought in several battles, and with Richelieu's aid, established a strong France internally. Wars continued, but Louis was a victim to ill health and depression, and Richelieu increased his hold on the government. When, in 1630, Marie de Medicis and the Duc d'Orleans attempted to oust Richelieu by discrediting him with the King, Louis supported the Cardinal on the 'Day of Dupes,' and his mother withdrew into self exile. In 1635, Louis declared war on Spain, and in 1636, Spanish forces actually approached Paris. In a surprising show of personal initiative, Louis led the French forces into battle, and drove the Spanish back. That he was almost completely dependent upon Richelieu, however, is poetically illustrated in the fact that he died only 5 months after the Cardinal, of tuberculosis.

CARDINAL MAZARIN — (born July 14, 1602, died March 9, 1661)

Mazarin is dwarfed by the man he replaced, Richelieu, but he was a clever statesman in his own right. Mazarin came to France in 1630, as part of the Papal diplomatic service, and became a friend of Richelieu. Gradually, he became Richelieu's protege, and in 1639, he was granted French citizenship. In 1641, he became a Cardinal. At the time of Richelieu's death, he became First Minister (i.e. Minister of State and War) and led many of Richelieu's plans to fruition. The Peace of Westphalia, long awaited by Richelieu, finally came to pass in 1648, and was used by Mazarin to France's great advantage. When Louis XIII died in 1643, his only son, Louis XIV, became King, but was only 5 years old. The country was thus run by Mazarin and Queen Anne of Austria, and the Parliament (a coalition of the Estates General) which had little power. Mazarin was unpopular with the people, however, as he was an Italian and a tyrant of sorts, and it was rumored that he and Anne were secretly married. The Frondes, a rebellious group opposed to Mazarin, rose up, and there was much internal conflict from about 1648 to 1653. Mazarin's engineering of the Treaty of the Pyrenees, in 1659, helped to further increase French international power. It was not until Mazarin died, in 1661, that Louis XIV was able to take control of his own government.



THE PALACE AT VERSAILLES (THE CHATEAU)

THE QUEEN'S APARTMENT

- 24. Peace Drawing Room
- 25. Queen's Bedchamber
- 26. Room of the Queen's Gentlemen
- 27. The 'Grand Couvert' Antechamber
- 28. Guard Room
- 29. Queen's Staircase
- 30. Loggia

THE QUEEN'S PRIVATE CABINETS

- 31. Bathchamber
- 32. Library
- 33. Gilded Cabinet
- 34. Gilded Library
- 35. The Meridian Cabinet
- 36. The Queen's Courtyard

THE KING'S APARTMENTS

- 1. Guard Room
- 2. 'Grand Couvert' Antechamber
- 3. Bull's-Eye Antechamber
- 4. King's Bedchamber
- 5. Council Chamber

THE KING'S PRIVATE APARTMENT

- 6. Bedchamber
- 7. The Clock Cabinet
- 8. Antechamber of the Dogs
- 9. Dining-Room of the Cabinet
- 10. Private Cabinet
- 11. The Annexe or Rear-Cabinet
- 12. Gilded Cabinet
- 13. Bathchamber
- 14. Library
- 15. King's Courtyard

THE STATE APARTMENT

- 16. Drawing Room of Plenty
- 17. Venus Drawing Room
- 18. Diana Drawing Room
- 19. Mars Drawing Room
- 20. Mercury Drawing Room
- 21. Apollo Drawing Room
- 22. War Drawing Room
- 23. Courtyard of the Stags

OTHER AREAS OF INTEREST

- 37. Monseigneur's Courtyard*
- 38. Chapel
- 39. Upper Vestibule of Chapel
- 40. Chapel Courtyard
- 41. Princes' Courtyard
- A. The Hall of Mirrors

LOUIS XIV — (born September 5, 1638, died September 1, 1715)

Louis XIV, sometimes known as the Sun King, was a dazzling and colorful personality. The son of Louis XIII and Anne of Austria, he became King at the age of 5, but was subject to a regency under Cardinal Mazarin, and did not gain real control of his nation until 1661. He was powerful as a ruler, and fought nearly continuous wars to enlarge French borders, aid the economy, and at the beginning of the 18th Century, to gain the Spanish throne for his family line. His major achievements, however, were not political or military, but cultural. He built the massive and ornate Palace at Versailles, almost bankrupting the country in the process, and became the model for every monarch in Europe. He was a great patron of the arts, and earned his nickname of 'Sun King' by dancing in a four hour private ballet at his palace, in an elaborate sun costume. He was at times vain and frivolous, at times strong and practical. In 1659, he married Marie-Therese, daughter of King Phillip IV of Spain. He was also ruthless with the Huguenots, and revoked the Edict of Nantes in 1685. Much of his economic success

was due to his Minister of Finance, from 1665 to 1683, Jean-Baptiste Colbert.

JEAN-BAPTISTE COLBERT — (born August 29, 1619, died September 6, 1683)

Born into the merchant class, Colbert had a keen understanding of 17th Century economics and banking. He became an assistant of Cardinal Mazarin, and was recommended by him to the King just before the Cardinal's death. He managed to have his chief rival, Nicholas Fouquet, the villain of Dumas' *The Man in the Iron Mask*, arrested and imprisoned, so that he might become Minister of Finance. In 1665 he was also given the title of Controller General. Colbert continued from then, until the end of his life, to protect the Royal Treasury from financiers, expand French commerce, and reform taxes and tariffs to the advantage of the crown. He was instrumental in Louis XIV's war against the United Provinces because of his fear of Dutch commerce.

7.4 RECOMMENDED READING AND BIBLIOGRAPHY

7.41 Recommended Reading

ADVENTURE STORIES:

Dumas, Alexander — *The Three Musketeers, Twenty Years After, Ten Years Later, The Vicomte de Bragelonne, The Man in the Iron Mask, The Corsican Brothers, The Count of Monte Cristo, Louise de la Valliere*, etc. (some are slightly out of period, but all maintain the proper atmosphere of adventure, romance, and intrigue).

Goldman, William — *The Princess Bride* (a delightful tongue-in-cheek swashbuckling novel).

Rostand, Edmond — *Cyrano de Bergerac*

Sabatini, Raphael — *Scaramouche, Captain Blood, Saint Martin's Summer*.

Stevenson, Robert Louis — *The Master of Ballantrae, Treasure Island*.

OTHER GAMES SET IN THE 17th CENTURY:

En Garde! by Darryl Hany and Frank Chadwick (Game Designer's Workshop, 1975)

Rapier and Dagger by Wilf K. Backhaus (Fantasy Games Unlimited, Inc., 1978)

Swashbuckler (Yaquinto Publications, Inc., 1980)

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The Anatomy of Costume, by Robert Selbie (Bell & Hayman Ltd., London, 1977)

Armoury of the Doges Palace, by Umberto Franzoi (Stamperia di Venezia Editrice, 1965).

Arms and Armor, by Frederick Wilkinson (Hamlyn Publishing Group, London, 1971)

Art, Arms, and Armor, An International Anthology (edited by Robert Held, Acquafresca, S.A., Chiasso, Switzerland, 1979)

Encyclopaedia Britannica

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Encyclopedia Italiana (various passages, Istituto Della Enciclopedia Italiana, 1950, Rome).

Fencing and the Master, by Laszlo Szabo (Franklin Printing House, Budapest, 1982).

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A Glossary of the Construction, Decoration and Use of Arms and Armor in all Countries and in All Times, by George Cameron Stone (Jack Brussel, Publisher, New York, 1938)

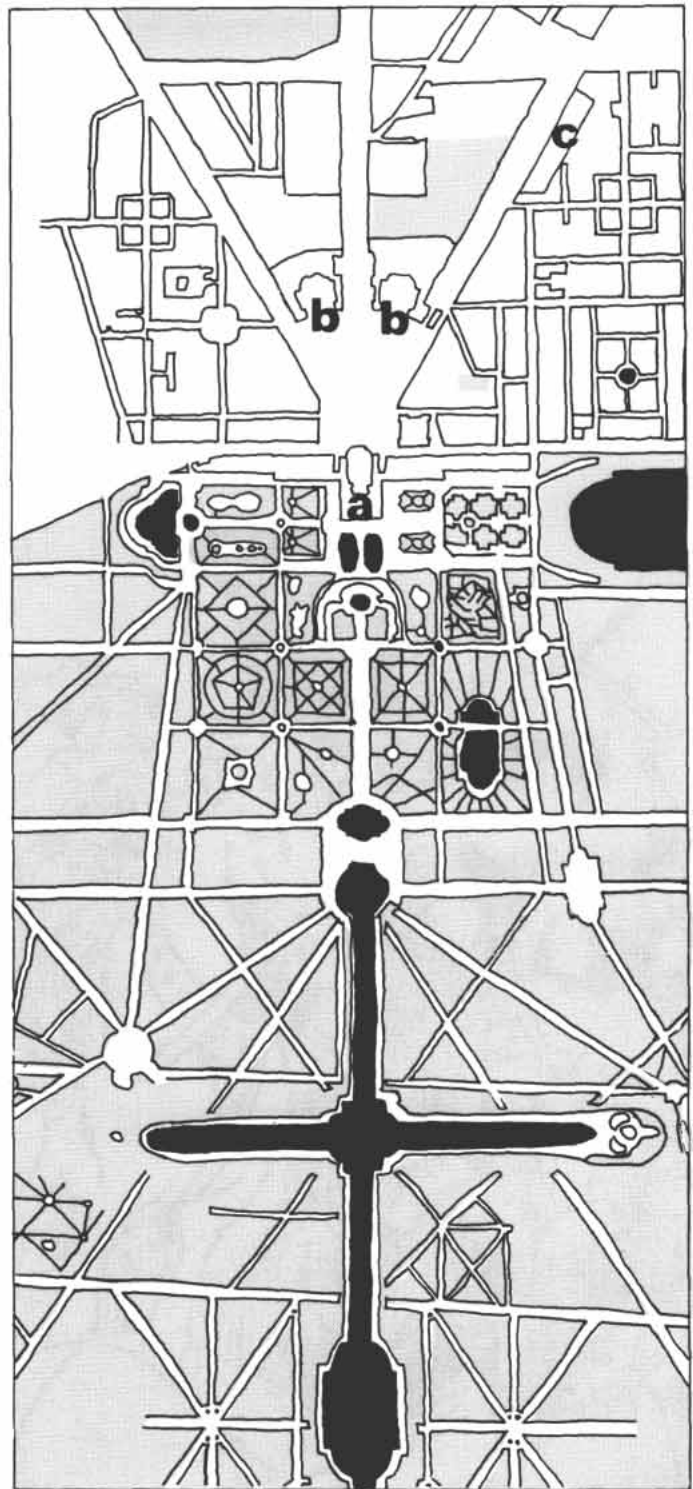
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Historical Atlas of the World (Barnes & Noble Inc., New York, 1970)

Modern Fencing, by Michel Alaux (Charles Scribner' Sons, publishers, New York, 1975)

The School of Fencing, by Mr. Angelo (from collection, published 1797)

The Splendid Century, Life in the France of Louis XIV, by W.H. Lewis (William Morrow and Co., New York, 1953).



VERSAILLES MAP KEY

Shaded areas show gardens & parkland

a: The Chateau (Palace)

b: Royal Stables

c: Horse Guards Barracks

FLASHING
BLADES

Adventures

Design: MARK PETTIGREW



Introductory

FLASHING BLADES

Adventures



The following sample adventures are provided for beginning Gamemasters to start running *Flashing Blades*. They are designed for characters from all backgrounds, and will give players a start on their paths to riches and positions. They are also designed to develop friends and enemies for the characters, who may continue to reappear in later adventures run by the same Gamemaster.

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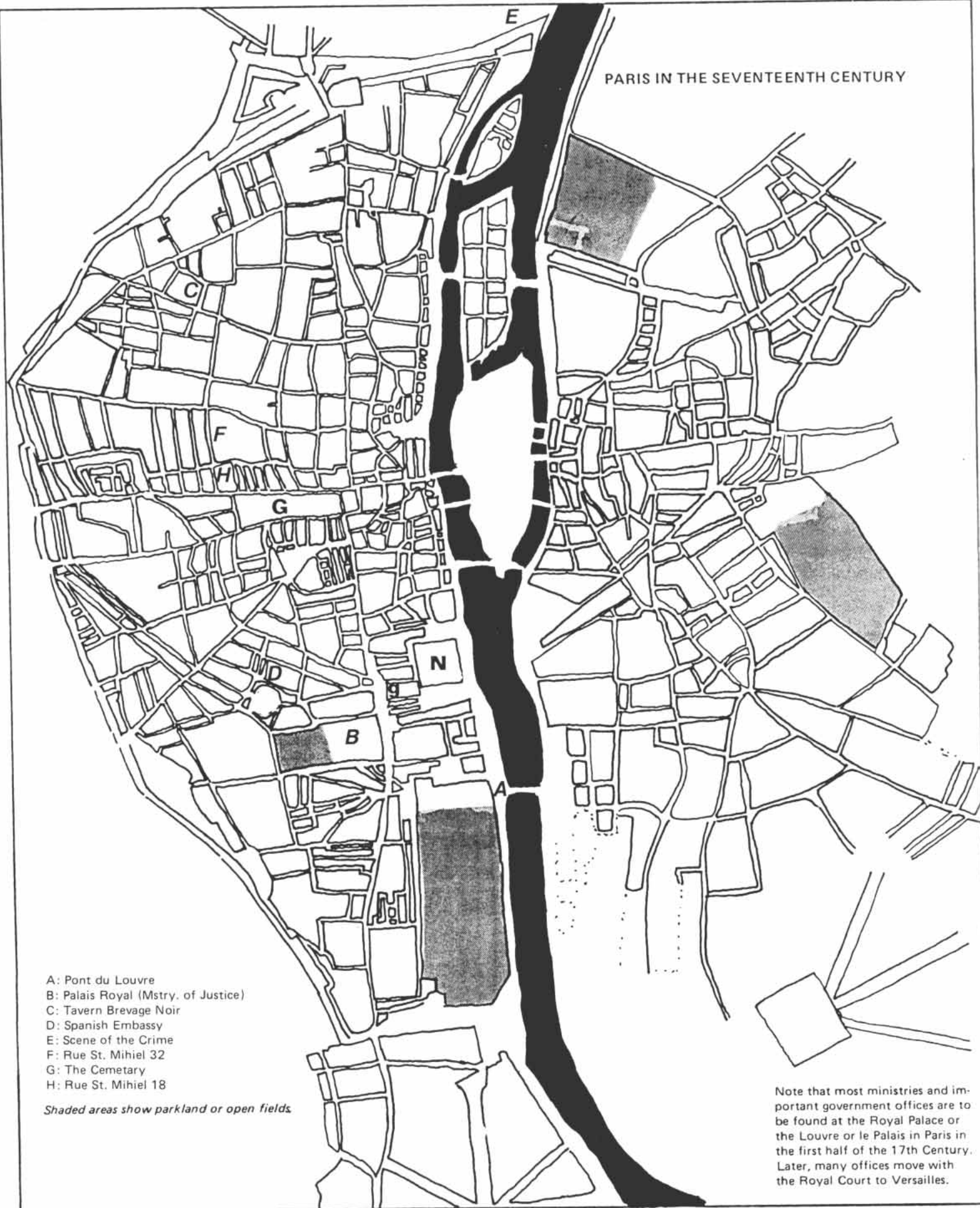
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PARIS IN THE SEVENTEENTH CENTURY



Tavern Brevage Noir

INTRODUCTION

Tavern Brevage Noir is a renowned center of disreputable activity in old Paris. Rogues are found there in great numbers, fencing their ill-gotten loot, drinking, gambling and brawling. This dangerous place is also frequented by characters of other backgrounds, however, for various reasons. It is thus a perfect meeting place for starting characters. Tavern Brevage Noir is designed as a location which may reappear again in later adventures, or even become a regular hangout or headquarters for characters.

FENCING LOOT

The proprietor of Tavern Brevage Noir, Andre LeTaure, is a six foot six inch giant with an eye patch (known to his regulars as one-eyed Andy). M. LeTaure takes a strong interest in the local underworld and has certain agreements with the local authorities. He will fence any stolen goods brought to him for fifty percent of their estimated value. If cheated or reported to the authorities, the character responsible may find himself attacked by a group of rogues in a dark alley in the near future.

CAROUSING

Characters may purchase liquid refreshment at Tavern Brevage Noir for the following prices:

Hard Cider	4 sous/mug
Beer	6 sous/mug
Ale	8 sous/mug
Wine	12 sous/mug
Rum	16 sous/mug
Brandy	18 sous/mug
Brevage Noir (the house specialty)	.1 L/mug

Brevage Noir is the specialty of Tavern Brevage Noir. It is one part rum, two parts brandy, and one part undrinkable.

If characters drink too much, they may become drunk. When a character has imbibed three mugs of Cider, Beer, Ale, or Wine, two glasses or mugs of Rum or Brandy, or one mug of Brevage Noir, or any equivalent combination, he must roll a D20 against his Endurance.

Characters with Carousing skill may drink twice the normal amount before being required to make this roll. If a character misses his roll, he becomes drunk (temporarily subtract $\frac{1}{2}$ from his Endurance, Dexterity, Wit, and Charm and add $\frac{1}{2}$ to his Luck). Each time a character drinks his share, he must roll again. If he misses this roll three times, he passes out for 1D6 hours.

GAMBLING

The main attraction of Tavern Brevage Noir is its nightly cockfights. Bets of up to 100 L are allowed (although a character who flashes too much money may be pickpocketed). Each cockfight is a 50:50 affair, although a character with Gambling skill may make a D20 roll against his Wit to spot the favorite (the favorite has a 75% chance of winning). Winners double their bets in winnings.

Other games available are cards and dice. In these, the betting limit is 50 L and the games are tilted to the house's advantage. Characters playing these games must make D20 rolls against Luck each round of play (+3 for characters with Gambling skill). A normally successful roll indicates no gain, no loss. A roll of $\frac{1}{2}$ Luck or less doubles the bet as winnings. A missed roll loses the bet.

Often hanging around the Tavern Brevage Noir is Oliver Seguret, an unsavory looking gentleman who works as an agent for the Boar's Head Club. It seems that the Boar's Head is low on funds, and Seguret is looking for a way to help. If Seguret notices a character consistently winning at the gambling tables, he may make that character an offer. He will offer the character free membership in the Boar's Head Club on the condition that the character gamble there once or twice each month and that the character gives half of his winnings to the Club. If the character attempts to cheat the Club, he will be kicked out and not allowed to rejoin.

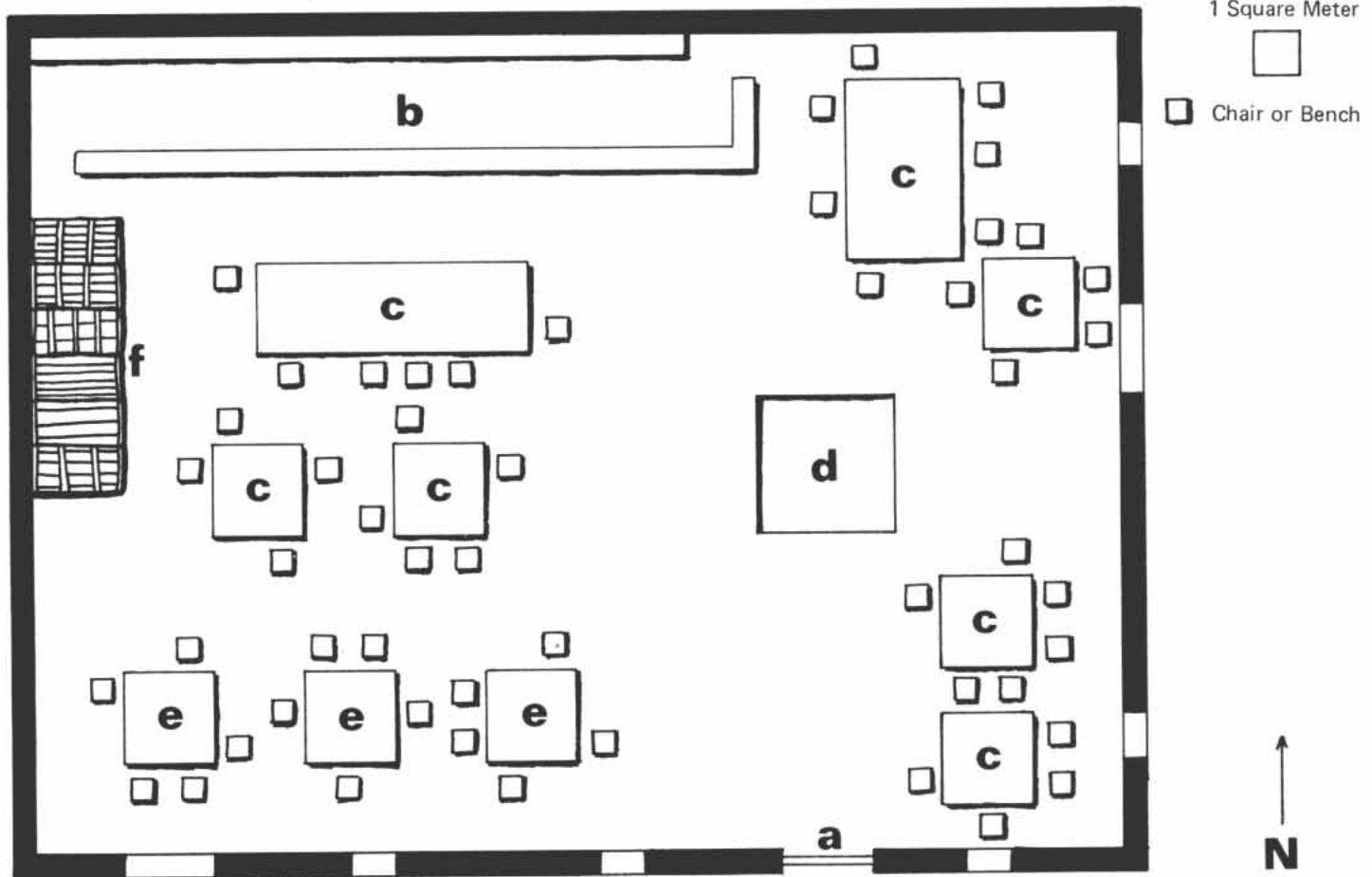
BRAWLING

Another personality whom the player-characters may meet at Tavern Brevage Noir is Baron Jean-Paul De Gilloir, a debauched nobleman with a passion for gambling. Any character with Heraldry skill who makes a successful roll against Wit (+1) will recognize him as the same man who gambled away his family fortune and estate, and who



Tavern Brevage Noir

THE DARK BREW TAVERN



- a = Entryway
 b = Bar with Shelves at Rear
 c = Regular Tavern Tables
 d = Cockfighting Pit
 e = Gaming Tables
 f = Casks

Endurance: 14
 Wit: 6
 Charm: 6
 Luck: 11
 Attacks:
 Club (Expertise 13)
 Unarmed Attacks

Leather Jerkin (2 on Chest/Flank)
 Boots (1 on Legs)

Chance to Hit: 8 or less
 Chance to Hit: 9 or less

has recently taken up with ruffians and petty villains of the Paris underworld. The characters will meet him at the cockfight pit, throwing away his few remaining funds. He will be guarded by a number of his ruffians.

If a character wins at a few cockfights (at the Baron's expense), the Baron will accuse the character of cheating. If he is not given his money back, he and his ruffians will start a brawl with the character and his companions. He and his guards will be of the same number as the player-characters in the tavern. Their combat statistics are as listed below:

Baron De Gilloir

Strength: 14
 Dexterity: 15
 Endurance: 14
 Wit: 9
 Charm: 10
 Luck: 7

Attacks:
 Rapier (Expertise 16)

Unarmed Attacks
 Wheellock Dueling Pistol
 (Expertise 14)

Hit Points: 13
 Armor:
 Padded Doublet (1 on Chest and Flank)
 Gauntlets (1 on Arms)
 Padded Breeches (1 on Legs)
 Boots (1 on Legs)

Chance to Hit: 14 or less
 Chance to Parry: 13 or less
 Chance to Hit: 10 or less

Chance to Hit: 12 or less

His Ruffians:

Strength: 14
 Dexterity: 12

Hit Points: 12
 Armor:

The Baron and his ruffians will use any and all dirty fighting techniques. The Baron will only use his pistol as a last resort. The rest of the tavern (using discretion) will take cover during the brawl.

Around Tavern Brevage Noir are a number of items which may be of use during the brawl. Of course, mugs and bottles are numerous, but there are also chairs and benches which may be used as heavy clubs (+1 damage, -1 to hit). On the east wall of the tavern are piled kegs and casks of ale and rum. These may be toppled by a quick thinking character. The toppled casks will hit any brawlers in their path who fail to make a Dexterity roll, doing 1D6 + 2 points of general damage, and knocking them over. Finally, characters may escape through the tavern doors or windows. Characters jumping through windows must roll a D20 against Luck, or take 3 points of general damage from the broken glass.

A brawl will, most likely, not end in death, as the local authorities will arrive in 6 + 1D6 combat turns after the first blow is struck. Any brawlers, including the Baron, still around at this time will be arrested. Normally, the guards may be bribed by a character with Bribery skill to let him go for 10 L. If there has been a death, however, a number of the brawlers (determined randomly) will be charged with murder. Any character of Social Rank 8+ who is not charged with murder, will be released in the morning. All others who are not accused of murder must cool their heels in jail for a week, or pay a fine of 50 L. Those charged with murder will be tried in court, after waiting 1-3 weeks in prison.

It is quite likely that after this fight, the Baron will become an enemy of the player-characters. He may return in their later adventures to plague them further. In addition, characters who return to the Tavern Brevage Noir must pay M. LeTaure 50 L each for the damage they caused to his establishment.

The Man Behind the Mask

The Man Behind the Mask is a long quest-like adventure which may take several play-sessions. It is designed for a group of four to six beginning *Flashing Blades* characters. It is a good adventure for drawing characters from different backgrounds together, and it sets up a number of enemies and allies for characters, who may haunt them, or aid them, in later adventures.

The basic plot of *The Man Behind the Mask* is as follows: The party of characters is recruited by a powerful and mysterious masked nobleman, the Archduke DeMainz, to journey to the principality of Florence and recover a number of valuable objects, including a strange set of plans designed by Leonardo DaVinci. These plans are the real object of the quest, as, unbeknownst to the party, they are plans for an 'ordinator,' a very simple, primitive mechanical computer. Various other agencies are after these plans, believing them to be blueprints for a secret weapon. These agencies (who will become enemies to the party) include hirelings of Cardinal Richelieu, emissaries from the Royal Dragoons, and spies from Savoy. The roads from Paris to Florence, and back, are thus fraught with danger and adventure.

THE TAVERN

The adventure starts in a tavern suitable for all the Player-Characters. They need not know each other at this point. A variety of games and activities should be available to the characters, to keep them occupied and separate for a while (Tavern Brevage Noir may be used for the tavern, if the Gamemaster desires as it is well suited).

The tavern will be crowded with people of all sorts, dandies, rogues, merchants, gentlemen, barmaids, gamblers, and ladies of the evening. As the player-characters go about their activities, however, they may notice (on a roll of their Wit/3 or Wit/2 for those who specify that they are looking) a pair of especially unusual fellows enter the tavern. One is very tall, but lean and thin, clean-shaven, and dressed as a gentleman, but somehow sinister. He never opens his mouth or speaks. The second, his companion, is a rough-looking fellow with a blue nightcap on his head and several gold earrings in his ears. He is missing several teeth and wears a large cutlass as his sword. This pair goes about the tavern, seeming to look for somebody or something and seeming to find it in the player-characters. The fellow with the cutlass then goes about to talk confidentially with the tavern owner, and with several barmaids and tavern personnel. The two strangers then quietly leave. If approached and spoken to, the tall man will remain silent and the man with the cutlass will indicate that he does not speak French, with a thick English accent.

After the two mysterious agents have left, each player-character will receive a sealed envelope in some strange manner. If he is gambling, it may be handed to him when the cards are dealt or with his dice; if he is drinking, it may be brought to him on a tray, under his drink, etc.

Each of the messages is the same. Each envelope is sealed with a stamp picturing two crossed swords, either sabres or cutlasses. Within each is a note, at the top of which is a Coat-of-Arms (that of the Archduke). Each note reads as follows:

'I have the pleasure of desiring your assistance. It would please me for you to await my carriage at the Pont du Louvre at 10 o'clock tomorrow morning. I anticipate in advance the pleasure of our meeting. Destroy this note after you have read it.

*By my own hand,
Archduke DeMainz D'Einzartshausen'*

Any character with Heraldry or History skill may roll against his Wit (+2 modifier) to call up information about the Archduke DeMainz. DeMainz, apparently a German by birth, rose to be Archduke sometime near the end of the rule of Henry IV. His early history is not known, but it is rumored to have been quite bloody. Some say he was a mercenary Captain in the French Army who performed some great service for the King. Others claim he was a seaman. It is known that he is quite wealthy, however, and influential. For reasons unknown, perhaps because of scars or burns, the Archduke perpetually wears a thin, beautiful mask of gold. This also makes it difficult to ascertain his age. He is Social Rank 16.

THE INTERVIEW

The next morning, at precisely 10 o'clock, a fancy carriage bearing the Archduke's Coat-of-Arms, and his curious crossed swords device, stops at the Pont du Louvre, and will wait as long as ten minutes for stragglers before leaving. The carriage is driven by the tall silent man and guarded, inside, by the man with the cutlass. The cutlass armed man introduces himself now, in accented, but passable French, as Johnny Coppers, and Englishman in the special service of the Archduke. On close inspection, it may be noticed that Coppers is nearly fifty years old. If asked about his companion, the silent driver, he will laugh and explain that his friend Pendu is silent as he had his tongue cut out by the Turks.

The carriage rides out of Paris and on to the nearby country estate of the Archduke. The ride takes nearly half an hour and should give the player-characters a chance to introduce themselves to each other. The players should be given a chance to have a short conversation about the mysterious situation in which they find their characters.

The Archduke's estate near Paris, his hunting lodge, is centered around a massive stone villa. The party is shown in by Johnny Coppers, led through a series of dazzling and luxurious rooms, and finally to a rather Spartan study. Coppers then takes his leave and the characters are left alone.

In the study are three items of interest: the desk, a large chess set, and a bookcase. The desk is barren, and the drawers are locked (it would not be advisable to break or pick them). The chess set, sitting on a marble tabletop, was apparently hand carved from wood. The white pieces are in the form of European soldiery and the black pieces are detailed like Moors or Turks. There appears to be a game in progress and both players are apparently quite good. The bookcase is filled with volumes on every imaginable subject, including texts on military and naval strategy, theology, law, fencing, and history. The most interesting of all the books is on a pedestal next to the bookcase. The pages are quite old and yellowed, but the binding appears new. It is filled with fantastic diagrams and pictures in an early Italian style. Any character with Italian Literacy or History skill may make a Wit roll to recognize the book as being made up of documents by Leonardo DaVinci, the great Italian artist, sculptor, and inventor. The text cannot be easily read as it is in old Italian and is written backwards (as was DaVinci's habit). If a mirror is procured, and a successful roll on Wit and Luck made by any character who can read and understand Italian, it will be discovered that the book holds designs for numerous wild and incredible inventions, including an air ship and a submarine vessel (both preposterous, of course).

The Archduke will enter after fifteen minutes. He is dressed in contrasting garments of white and black, surmounted by his emotionless golden face-mask. He will courteously greet the characters and



thank them for coming. He will ask them for their assistance in a problem of his. Politely, he will request that the party do him a service, for which he feels they are well prepared due to the diversity of talents found among its members. His politeness is, however, underlaid by a subtle hint of threat in his voice.

If the characters accept, the Archduke will give them an envelope, containing full instructions, to be taken to Marseilles (in the south of France) and opened there. He will lend the characters his carriage, a team of four good horses, the services of his best man (Pendur) who will accompany them, 50 L each for travelling expenses, and up to 300 L worth of any equipment they feel they may need. Those who fail to accept his service will first be threatened, and then jailed until they agree to serve him (the Archduke has this privilege as the Constable General is his close friend).

Pendur is sent along as much as a watchdog as a guard. He communicates quite easily in a system of complex hand signals. His statistics are listed below:

Pendur

Strength: 13
Dexterity: 14
Endurance: 10
Wit: 16
Charm: 8
Luck: 12

Hit Points: 12

Armor:

Leather Jerkin (2 on Chest and Flank)
Gauntlets (1 on each arm)
Padded Breeches (1 on legs)
Boots (1 on each leg)

Attacks:

Rapier (Expertise 15)

Chance to Hit: 13 or less

Chance to Parry: 12 or less

Unarmed Attacks

Chance to Hit: 10 or less

Flintlock Musket

Chance to Hit: 12 or less

Skills:

Carousing, Gambling, Stealth, Tracking, Horsemanship (Master)

The Archduke's carriage is fancy, but well-made and reinforced with bands of steel to make it fairly bullet-proof. It contains three secret compartments, one under each of the two rows of seats and one behind a panel at the back of the passenger section. There is room for two people on the driver's bench, one behind, and six inside the coach.

THE TRIP TO MARSEILLES

The journey from Paris to Marseilles is one of about four hundred miles, or about four days' carriage ride at a swift pace. Each day, the party must organize shifts to drive the carriage and watch for bandits. Each night they must find a convenient inn and pay 2 L each for their accommodations. All will go normally, except for the two special events listed below:

- The party will notice on the first day, a red carriage, drawn by eight horses, just a little behind them, as if following. On the second night, when entering an inn, they will be informed that two people a Lord and Lady from Paris, arrived several hours before, asked about the Archduke's carriage, and then left.
- On the evening of the third day, the party will stop at an inn near the town of Valence. This inn is run by thieves, and while the characters are eating supper, they will ransack the carriage (anything hidden in the compartments will be found and stolen). If they find nothing, or if the characters catch them, there will be a fight. Assume that there are as many thieves as Player-Characters, and that each has a club and a leather jerkin (12 Hit Points, Brawling Skill Expertise 12). One, the leader, has a matchlock pistol (Expertise 10). If the thieves are outnumbered, due to losses, by more than 2, they will run. The characters may be able to escape in the carriage (the horses are not yet unbridled), but will have to fight their way out of the stables.

If the thieves do not start an open fight, they will wait till nightfall and attack the Player-Characters in their rooms. After supper, however, a pretty barmaid, who takes a liking to the character with the highest Charm, will give the party a note with their wine, warning them about the thieves.

The authorities (City Guards) of Valence may be reached by a mounted character in half an hour, and will come to the rescue in another hour (or half hour if the messenger character has Magistracy skill).

THE KING OF THIEVES

When the characters get to Marseilles, they may open the sealed envelope for further instructions. Inside is a gold coin, stamped on both sides with the Archduke's crossed swords insignia. An enclosed note reads as follows:

'Take this coin to the King of Thieves. You may find him at the Tavern Trenchavel on Rue Ste. Marie. You will receive further instructions from him.'

- DeMainz'

The party may easily find the Tavern Trenchavel; it has the worst reputation of any place in the city. The characters may be warned several times, as they ask directions that it is not a safe place for a gentlemen to go and that even the City Guards are afraid of it.



When the characters arrive, they will find it to be a large but dirty and unlit place. The sign above the tavern bears the symbol of a skull, wearing a crown, above a pair of crossed bones. Inside is the largest assortment of rogues, pirates, smugglers, thieves, beggars, bandits, and cutthroats ever assembled. They will all be silent as the party enters, and will stand menacingly. The biggest three, one with a hook instead of a left hand, will approach the characters slowly.

If the characters say they wish to see the King of Thieves, the cutthroats will laugh raucously. This may turn into good natured slapping around and, finally, into physical violence. There are far too many thieves for the party to fight their way out, but if the Archduke's coin is shown, they will back off in fear. The bartender will motion the characters to follow him down a hidden flight of steps behind the bar, and everyone will give the party a wide berth.

In the cellar is a huge chamber, decorated as a royal courtroom, and dominated by a large table, at which sit more than 100 motley rogues and villains. At the head of the table, sitting on a throne, with a crown on his head, is the King of Thieves, an obese giant of a man with an eye-patch. Entertainment here in this 'royal court' consists mainly of boxing matches on the tabletop and knife-throwing at various targets on the walls. There are also numerous dice and card games going on, and a few dirty brawls. On the floor, by the foot of the stairs, lies a dead man. All around, also, are rats, ravens, and a couple of parrots.



The bartender will lead the characters up to the throne and whisper into the King's ear. He then goes back upstairs. The 'King' will welcome the characters with all of the royal grace he can muster and invite them to sit at his table. When given the gold coin, he will smile and hand them another sealed envelope. He will then invite them to stay at his court for a few days and join his royal festivities. Any character may, if he wishes, join in the various rough games and sports at the table, at his own risk. Any character who does well at these games and stays for several days may become a good friend of the 'King'. The King of Thieves could be a very useful contact for any character.

When the characters leave the 'court,' they may notice (on a successful Luck roll) a peculiar man with a tattoo on his arm of the Archduke's insignia (the crossed swords). If questioned, he will be found

to be a Spaniard who knows no French. It is apparent, however, that he recognizes the name 'DeMainz' and fears it.

The new envelope, sealed with the same crossed swords emblem, contains another gold coin, bearing the Archduke's insignia, and another note, which reads:

'Travel to the city of Florence, and present this coin to Count Del Ferro, of the Court of the Medicis. Take the items he will give you, and hide them in the carriage, then return as quickly as possible to Paris'

- DeMainz'

THE JOURNEY TO FLORENCE

The trip from Marseilles to Florence is one of about three hundred miles and will take the characters through the Principalities of Savoy, Milan, and Genoa. When entering each city-state there will be a wait, while the party's papers are thoroughly checked by local officials. It will normally take six days to get to Florence, -1 if any character in the party speaks Italian, and -1 if any character in the party has Bureaucratics skill.

In Genoa, the party will be stopped and told that their papers are not in order. Any character with Bribery skill may make an immediate roll against Luck, and offer a bribe of 50 to 100 L, and if this is successful, the carriage will be allowed to pass on to Florence. If no bribe is offered, or if it is unsuccessful, the characters will be imprisoned as spies. The jail-keeper may be bribed for 100 L by a character with Bribery skill, or for 300 L by a character without the skill, to release the party, and return its possessions. This is successful on a successful Wit roll. Otherwise, the party must attempt to escape. A character with Forgery skill and Italian may make false release documents, accurate enough to fool the jail-keeper for long enough to draw him near. A character with Fine Manipulation skill may pick the lock of the cell on a roll of his Dexterity /2. When escaping, the party will have to fight its way, unarmed, through two guards armed with rapiers and flintlock pistols (10 Hit Points each, Expertise 12 with both weapons). If the fight takes more than four combat turns, the alarm will be raised and more guards (1D6) will arrive every turn thereafter. Characters who do not escape will be held in their Genoese prison indefinitely, until rescued or ransomed by a friend in France for 300 L.

COUNT DEL FERRO

When the characters arrive in Florence, they will have no trouble finding the red-tiled villa of Count Del Ferro. When they present themselves at his door, they will be shown in by a French speaking servant who seems to have expected them. He will lead them to an inner courtyard with a fountain, where the Count is sitting on a comfortable couch. He will invite the characters to join him for wine. When given the coin, he will call several servants to bring in the items for the Archduke, adding 'you realize, these objects have not been taken legally, and any mention of my name in this business would be embarrassing. . . .'

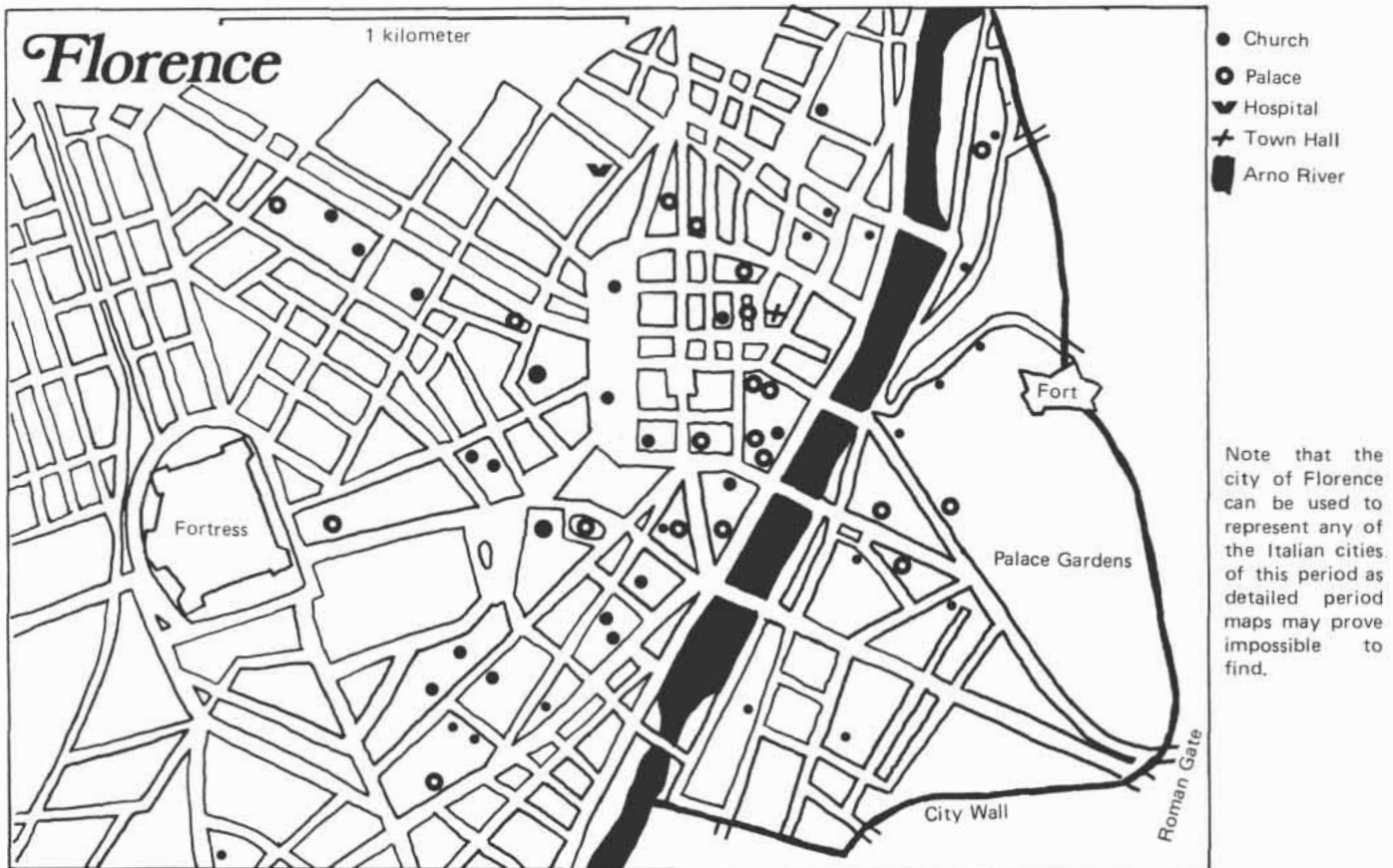
The items include: a marble bust of some mythical character, by Michelangelo, a group of historic documents from old Florence, three small portraits by an unknown artist, and an untitled scrolled document. This last item, if unsealed and inspected, will be found to be another manuscript by Da Vinci (any character who inspected the text in the Archduke's study will recognize it). If it is inspected closely by anyone who can read Italian, with a mirror, and if a successful roll on Wit is made, the text may be read. The papers are plans for Da Vinci's greatest invention, and 'ordinator,' or giant mechanical device designed to calculate and perform all mathematical functions. The inside is planned as a great interlocking series of watch-gears, each representing a small piece of information. The outside bears turning numerical gears and a vast array of buttons and levers. In effect, they are plans for a simple, crude, mechanical computer. The possible uses of such a device, even in the 17th Century, are astounding. Any character who discovers the true nature of this document will realize that it is the main object of the Archduke's quest.

When the characters leave, they may hide the items wherever they like in the carriage.

HEADING BACK TO FRANCE

The Journey back to the French border will be quicker than the journey from Marseilles to Florence, only about three days long. However, danger awaits at every step.

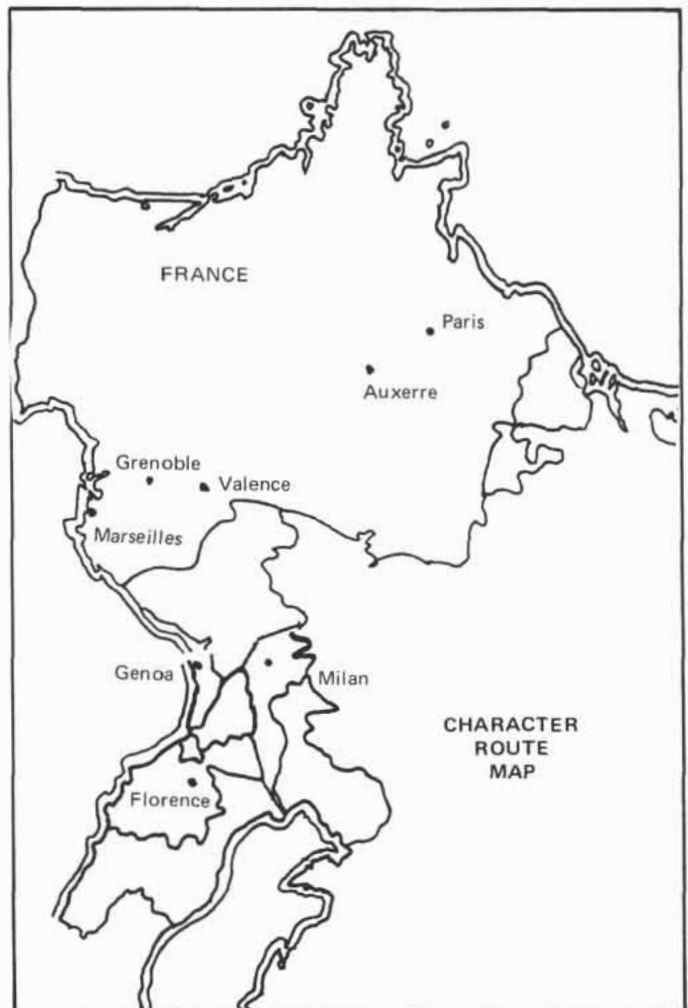
Upon leaving Florence, the character may notice that their carriage is closely tailed by a large gilded carriage driven by a six horse team. As they cross into Milan, this carriage will pull close to them and they will observe that there are a number of well-armed men inside. One, apparently an Italian gentleman of high rank, will lean out and request



a conference with the party. If threatened, he and his six men-at-arms will immediately attack.

The conference may take place in either carriage. The man will introduce himself as Nicolo Brandi, ambassador from Savoy to Florence. He believes the Da Vinci manuscript to be plans for a secret weapon and will, at first, offer the party 1000 L for the document. The characters dare not risk the Archduke's wrath, however. If refused, he will draw his pistol (a double-barreled, finely-made wheellock dueling pistol) and threaten to call his guards down upon the party. A shoot-out may now occur (each guard, and Brandi has 12 Hit Points, Expertise 13 with muskets and pistols, each wears boots and a leather jerkin, and is armed with a longsword and a flintlock musket). The most intelligent thing for the character to do is to grab Brandi and hold him hostage. His men (who are not too loyal) will quickly give up their weapons and surrender. Each has the equipment listed above, and the equivalent of 10 L in spare change. Brandi's Fancy Carriage is quite a prize and the party may wish to grab it too, as booty. Inside, in a secret compartment (roll Luck/2 or less to find when searching) are 3 grenades (of the 5 point variety) and a crossbow. If captured, Nicolo Brandi may be ransomed for 500 L by his government. He is carrying 1200 L with him, to pay for the document and travel expenses. His murder or capture will make the party some permanent enemies among the officials of Savoy.

After eluding, capturing, or killing Signor Brandi, the journey will go without trouble until the party comes to inspection on the border of Savoy and France. The inspection point will be a small village on a hill, with a medium sized tower overlooking the border. Behind the tower, hidden from the party view, will hide a carriage filled with 6 soldiers, and 6 light cavalymen, armed with sabres and flintlock carbines. These are Savoyan soldiers waiting to attack the party before they reach France. The inspection officials will attempt to stall the characters with numerous minor fines and declarations. Any character with Espionage skill will know that it is a purposeful stall routine and may warn his comrades. As the party rides out of this town, the carriage and horsemen will bear down on them, from behind. The party will have to ride, under fire, for 20 combat turns, until they reach the French border and are safe. Any character who makes a Wit roll and has the cache of grenades from Signor Brandi's coach may think of lighting them and dropping them behind to stop or delay the pursuers. Using this strategy, the grenades may be dropped or thrown with a bonus of +3 to hit. For this carriage chase, assume that all carriages have 20 Hit Points, except for the Archduke's, which has 35, due to its superior construction.



If the party returns to France safely, they will most likely go to Nice, or return to Marseilles to rest. The King of Thieves may be useful if they wish to ransom Signor Brandi.

THE RETURN TO PARIS

At Nice or Marseilles, whichever the characters choose to stay at, they will receive a messenger on the day after their arrival from the City Mayor, requesting their audience. If they grant it, they will be shown to the *mayorie* (town hall) and into a large, finely decorated drawingroom. Their audience will turn out to be with Monsieur Le Colonel St. Giron, the regimental commander of the Royal Dragoons. He, too, believes the Da Vinci papers to be plans for a secret weapon and privately believes them to be just the thing to help him get promoted to Brigadier. He will offer each member of the party 150 L and a Captaincy in the Dragoons for the document. If the characters agree, they will have a permanent contact in the Colonel, but will have to live in perpetual fear of DeMainz (at the very least, they may each expect several attempts on their lives). If refused, St. Giron may be heard to comment that the party's return to Paris may be very perilous indeed. . . .

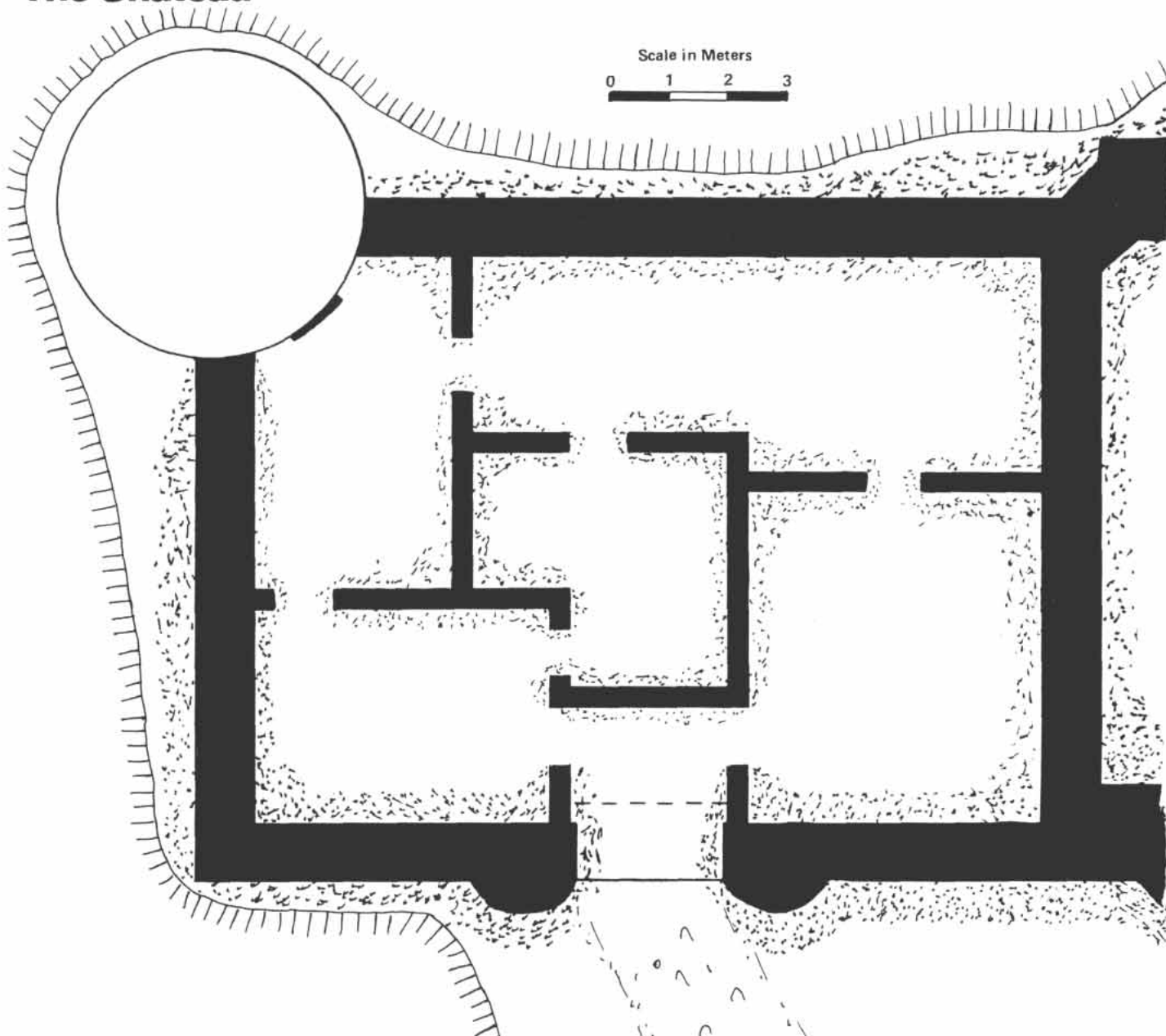
The carriage ride back will take four days. On the first day, the Colonel will attempt revenge (if he was refused the plans). The characters will be travelling along through the open countryside, quite near the ruins of an old chateau, a little bit north of Grenoble. They will notice behind them a large cloud of dust, rapidly approaching. A look

through the spy-glass will reveal that they are pursued by twelve mounted men (light dragoons of the Royal Dragoons regiment). The party will have just enough time to get within the old chateau for defense before the horsemen are close upon them (there is no chance of outrunning light dragoons in a carriage).

Within the chateau, several possible defenses may be chosen. Characters may climb the walls and shoot down at their enemies, in which case they have two turns to shoot at each range (Far, Long, Medium, and Short) before the Cavalrymen enter the fortress (remember to take time out to reload). Of course, an intelligent strategy would be to let the best marksmen continue shooting, while the others reload their weapons. Characters may also climb out on a dangerous ledge above the gate, and drop loose pieces of stone and mortar upon the riders when they enter. Roll to hit against Dexterity +1. Such an attack may only be used twice, but it disables one or two horses and riders each time it hits. Some characters may wish to take the valuable items out of the coach and hide them in the cellars of the chateau. This may lead to a siege-type situation, which could continue for days.

The dragoons have 10 Hit Points each, and Expertise 10 with Pistol and Sabre. They wear normal Dragoons armor, without the helmet, and each carries a sabre and a flintlock pistol (note that when approaching the chateau, each dragoon may only fire once as they will not take time out to reload). The dragoons will ride to the chateau at a breakneck speed, so as to avoid being fired upon from above as much as possible. This carries the disadvantage of risking greater injury to themselves and

The Chateau



their mounts if hit. If a dragoon is hit while riding towards the chateau, he will fall violently from his horse (taking an additional 1D6 + 2 damage) if the attacker can roll the amount of damage his shot did (after armor) or less on D6. A horse will also fall (taking 1D6 + 2 damage) and throw its rider if the attacker can roll the amount of damage his shot did, -1, or less on a D6. If the dragoons are reduced to half their number (i.e. six or less), they will flee. The leader of the dragoons carries orders from his Colonel to kill the characters and bring back their carriage and all of their possessions to St. Giron.

After the incident with the dragoons, all will go well with the journey, until the third day, when the characters stop in the afternoon at an inn near Auxerre. Here will wait some agents of the Cardinal Richelieu: the Baron D'Ile-de-Batz (with two henchmen) and his girlfriend, Lady Malfleur (with two henchwomen), a formidable pair. They have heard of the Archduke's mission, and have been sent by the Cardinal to bring him the Da Vinci document.

When the characters arrive, hot and dusty, they will be shown in to the inn while their carriage is put away in the stables. Inside, they will find Lady Malfleur and her two henchwomen, all of whom have Charm 17 or 18 and are dressed and cloaked by the latest risque clothes and perfumes from Paris; a welcome sight for weary travellers. They will tell an invented story of having been robbed on the road to Paris and stranded and they will throw themselves upon the mercy of the characters for protection and transportation. No character with the Secret 'Don Juan' will be able to resist them. It also seems that the only three rooms in the inn have been taken by them, but they are more than happy to share with the characters (for protection, of course).

This story and seductive scene is designed to distract the party long enough for Baron D'Ile-de-Batz to search the party's carriage. One henchman will help him, another will watch the Inn door, pistol drawn. If the characters are clever enough to inspect the stables before entering the inn, or, if they look in the stables at any later time, they will notice a red carriage there with bridles for an eight horse team (the carriage described as following them when they started their journey).

Events may take many possible paths at this point. The characters may catch the Baron at their carriage, or he may indeed find the document and ride away to Paris with it (in which case, the party should be given a chance to get it back). Lady Malfleur and her henchwomen may take the characters to their rooms upstairs and try to murder them; the Baron and the Lady may be forced to make a desperate escape; etc. The Gamemaster should, in this case, roll with the punch, depending on what the characters do.

Lady Malfleur has 10 Hit Points and may fight with a poisoned dagger (Expertise 17, the poison requires an Endurance roll 3 turns after it enters the system, and each turn thereafter to avoid coma for 1D6 hours). Her henchwomen have 8 Hit Points and also fight with poisoned daggers, but have only Expertise 12. Lady Malfleur also carries a small wheellock dueling pistol (-1 to hit, due to small size) hidden in the ruffles of her fancy sleeves, with which she has Expertise 15. The Baron, as he is a major opponent, has his full statistics listed below:

Baron D'Ile-de-Batz

Strength 17	Hit Points 20
Dexterity 15	Armor:
Endurance 18	Leather Jerkin (2 on Chest and
Wit 15	Flank)
Charm 10	Gauntlets and Sleeves (2 on
Luck 14	Arms)
	Boots and Breeches (2 on Legs)

Attacks:

Longsword (Expertise 18)	Chance to Hit: 15
	Chance to Parry: 15
Unarmed Attacks	Chance to Hit: 14
Wheellock Dueling Pistol	
(Expertise 18)	Chance to Hit: 15

Skills:

Acrobatics, Bribery, Carousing, Disguise, Fine Manipulation, Gambling, Stealth, Tracking, Captaincy, Horsemanship, Strategy, Etiquette.

Special:

The Baron also carries a small dud grenade. If pressed, he will light this, and leave it visible for pursuers. It appears to be a 6 point grenade, and it has a fuse that will burn for 4 turns. When characters take cover from it, the Baron will attempt to escape.

The Baron's henchmen are two Troppers from the Cardinal's Guard Company. They are armed with rapiers and flintlock pistols (Expertise 12 in each) and wear normal Guards armor, without the epaulettes and tassels. They each have 12 Hit Points.

The Baron and Lady Malfleur should be allowed to escape (preferably in some dramatic manner) if the tide turns against them. They may reappear for characters in later adventures, as sworn enemies.

REWARDS

If Baron D'Ile-de-Batz and Lady Malfleur are overcome, the road is clear to return to the Archduke's estate and receive rewards.

The Archduke will receive the party politely, as before, with a manner as if nothing has happened since the last interview. He will request the Da Vinci document, and after it is given to him, he will look it over intently for a few moments and then, ever so casually, throw it into a roaring fireplace and say 'it is an idea whose time has not come...'

As a reward to the characters, he will offer each money, position, or a favor. A character who chooses money will be given 750 L as his reward. One who chooses position will automatically be promoted one rank within a Club, Regiment, the Clergy, or the Bureaucracy, or given entrance to the lowest rank of one of these hierarchies (for which he is qualified). Finally, a character who chooses a favor will be given one of the Archduke's coins, with his insignia on both sides. This counts as a Social Rank 16 favor, but may be used only once (it is really a better reward than either money or position and should be treated so by the Gamemaster). In addition, the Archduke may become a permanent contact for all of the characters, and any character who wishes to may be accepted into the service (and protection) of De-Mainz.

Monsieur LeDroit's Secret

INTRODUCTION

Monsieur Le Droit's Secret is a different sort of adventure from the others in this booklet, as it allows Player-characters to explore and adventure in the world of 17th Century mystery and political intrigue. It is designed especially for characters starting their careers in the Bureaucracy or Banking. It revolves around a society of Spanish sympathizers who call themselves the 'Red Brotherhood.' They have been systematically selling state secrets to the Spanish Ambassador in Paris, Senor De La Salamanca. An agent of the Constable General, Monsieur Marcel Le Droit, started to tail the brotherhood, and tried to join so that he could get proof of their activities, but was murdered before he could report to the Constable General. It is up to the party of player-characters to figure out why he was killed and by whom, and to follow the clues leading to the arrest of the 'Red Brotherhood.'

THE SITUATION

All characters who work, or are studying, within the low levels of the Bureaucracy will hear, by the grapevine, that the Constable General, Chevalier De La Tour DE Vezelay, is seeking assistance in a mysterious matter having to do with the death of one of his most trusted agents. If they express an interest, they will receive, after a few days, letters requesting an interview with them at the Royal Palace. If they accept, they may also bring their friends (i.e. those of low Social Rank and/or not in the Bureaucracy).

The interview will be held in the wing of the 'Palais Royal' devoted to the Ministry of Justice, in a somber room of marble. The Constable General is a small, and surprisingly young man with an over-sized moustache. He will greet the party warmly, with a troubled look on his face, and explain the situation. His best agent, Monsieur Marcel Le Droit was found dead, mysteriously, in an alleyway near St. Antoine. He had previously indicated that he was on the trail of a conspiracy against France, but did not have time to fully report before his murder. The Constable General is looking for a group of daring and intelli-

gent men to unravel the mystery of M. Le Droit's death and to find proof of the conspiracy and a list of its members. He stresses that concrete proof must be found, because anyone powerful enough to conspire successfully against France would have to have great resources and would be able to defend himself well in court. If the characters accept his mission, he will make them all deputies of the Constable General (temporarily giving them the power to make arrests) and give each of them 20 L for expenses. He will also extend his protection to them, during the mission, and will send 2D6 City Guards to aid them if they send word that they need help.

When the interview is concluded, the Constable General will rise slowly and thank the party for its assistance. He will also add that he will not be ungrateful if the party completes its mission successfully.

THE BODY

The body of M. Le Droit, preserved exactly as it was found three days before, is kept in the cold cellars of the Ministry of Justice. It has just started to decompose, but it sufficiently putrefied for characters to hold scented handkerchiefs over their noses. M. Le Droit was a man in his early thirties, tall, fairly muscular, and dresses as a gentleman. The clues to be discovered on or from the body are as follows:

- The body has been fully inspected by a Physician, and no marks could be found on it. It is thus fairly safe to assume he was poisoned. Characters with Chemist skill may make a roll against Wit/2 (+4 if they also have Espionage skill) to learn that it was a slow-acting metal poison, probably in something that he drank.
- On a card lying on the body is the address of the alleyway where it was found from the report of the City Guard who found and recognized him. It is in the district of St. Antoine.



- In the right hand pocket of his long coat, M. Le Droit carried a loaded and primed wheellock pistol (he was evidently expecting danger).
- In the left hand pocket of his long coat, M. Le Droit carried a piece of paper with the following notes on it:

A = D	J = K	S = V
B = C	K = ?	T = ?
C = F	L = M	U = ?
D = ?	M = P	V = ?
E = ?	N = ?	W = ?
F = G	O = ?	X = Y
G = ?	P = Q	Y = B
H = ?	Q = ?	Z = A
I = L	R = ?	

Any character with Espionage skill will recognize this as the key (or partial key) to a simple code. (Note to the Gamemaster: This was as much of the code used by the 'Red Brotherhood' as M. Le Droit was able to decipher before his death.)

- Hanging out of the body's left hand pocket is a large, bright red handkerchief.
- Clutched in his right hand, is an unopened envelope. The seal, in the form of a dagger, is made in bright red sealing wax. The letter inside simply has an address on it:

Rue St. Mihiel 32'

These are the clues with which the characters may start the adventure.

THE SCENE OF THE CRIME

The characters will probably wish to visit the scene of the M. Le Droit's murder first, to find where he was poisoned.

The body was found in a little alleyway in St. Antoine, just a block from a Tavern owned by the Black Cross Club. This is the only drinking establishment for a little ways, so it is probable that it was there that he imbibed the poison.

If the characters go to the Tavern, they will be admitted as Deputies of the Realm. The manager of the Tavern, M. Reber, is terribly upset about the whole matter of the murder and claims that it could not have been perpetrated in his establishment. An interview with the Bartender, however, will prove differently. The Bartender, for 15-20 L (10 for character with Bribery skill) will recall seeing M. Le Droit, and another gentleman wearing a red handkerchief hanging out of his pocket, drinking together the night before the body was found. They spoke softly, so he doesn't know what they said, but he knows the other gentleman's name, Chevalier De Didonne, because he is a Club Member of the Black Cross Club. If pressed about Didonne, he will mention that he often comes to the St. Antoine establishment with a Spanish gentleman. The Bartender, a quick-thinking fellow, also saved the mugs from which Le Droit and Didonne drank. They had not been washed that night and when he heard of the murder in the morning, he suspected poison and hid them. He will sell the mugs to be inspected for 15 L each (10 L each to a character with Bargaining skill, who can make a successful roll on Wit).

A Chemist who makes a successful roll of his Wit/2 (+4 if he has Espionage skill) when inspecting the mugs (or a Chemist at the Ministry of Justice, if the character fails) will discover a residue of the same slow-acting metal poison in both mugs. This may pose the party a situation that is difficult to explain. (Note to the Gamemaster: Chevalier De Didonne did poison Le Droit, but he poisoned both mugs in case Le Droit switched them. Didonne is immune to this particular poison as he has taken small, non-lethal doses over a long period of time.)

If the party asks around, they will learn that the Chevalier De Didonne lives on Rue St. Mihiel 18, just a block away from the address shown on the letter carried by M. Le Droit. If the characters ask around, however, there is a good chance that Didonne will hear about it.

RUE ST. MIHIEL

Rue St. Mihiel is a pretty, prosperous street near the right bank of the Seine. On preliminary inspection, Rue St. Mihiel 18 will be found to be a modest, comfortable townhouse, the home of Chevalier De Didonne. Rue St. Mihiel 32 is an international banking facility known as 'Brothers De Vitoria.' All Bankers, Clerks, and Moneylenders in the party will know that this establishment has a very good reputation.

At first, there appears to be nothing curious about Brothers De Vitoria. If the characters watch the bank for a while, however, ('stake

it out') they will notice a number of gentlemen come and go out of the basement (supposedly used only for storing records) through an outside door. Each of these persons wears a red handkerchief in his pocket. If the characters continue to watch (perhaps from inside a carriage or from a nearby building) they will notice, on the second day of watching, several people meet, at twilight on the steps and descend into the basement, all of them wearing red handkerchiefs.

The first of these is evidently Didonne, as he approaches from just down the street. He is a thin and sinister-looking young man. His face is not wholly visible as he wears a thin veil over his eyes from his hat (apparently to keep the dust out of his eyes). The second is a Banker from Brothers De Vitoria, a prim and neat elderly gentleman with an air of wealth about him. The party may learn later, through inquiries, that his name is Monsieur Moulin and that he is the head Banker at the Paris branch of Brothers De Vitoria. The third man arrives in a fancy carriage, bearing the insignia of the Spanish embassy in Paris. The man can be heard, distantly, to speak with a Spanish accent. He is so grand and impeccably dressed that he can only be the Spanish Ambassador himself, Don Salamanca. The fourth man also arrives in a carriage, this one with the coat-of-arms of a Baron. He is incredibly fat and his clothes, while quite expensive and fashionable, are in a state of disarray. Any character with Heraldry skill who makes a successful Wit roll (+1) will recognize this man as the Baron De Gras, a wealthy but debauched noble. Each of the four is protected by a servant/guard in bright red livery. The guards are armed with rapiers (as are the four gentlemen) and a pair of flintlock pistols each, and they also wear red handkerchiefs. Two guards will remain near the doorway to the basement so as to prevent anyone from seeing or listening to what goes on there.

If the characters question at the bank about this clandestine rendezvous, they will be told that it was only a normal business meeting and shown that each of the people involved has business with the Brothers De Vitoria.

While the party watches the Rue St. Mihiel, Martin Pedrosa, the special spy of Don Salamanca, will be watching the party. Pedrosa is a master assassin. As soon as the 'Red Brotherhood' learns that the bank, he will be sent after them, along with two henchmen. Pedrosa's statistics are as listed below:

Martin Pedrosa

Strength 13
Dexterity 19
Endurance 13
Wit 18
Charm 15
Luck 18

Attacks:

Dagger (Expertise 20)

Foil (and Main Gauche)
(Expertise 19)

Hit Points 17

Armor:

Padded Doublet (1 on Flank and Chest)
Padded Sleeves (1 on Arms)
Padded Breeches (1 on Legs)

Chance to hit: 15 or less

Chance to parry: 15 or less

Chance to hit: 18 or less

Chance to parry: 19 or less



Crossbow (Expertise 18)

Unarmed Attacks

Skills:

Acrobatics, Disguise (Master), Fine Manipulation (Master), Forgery, Stealth (Master), Tracking and Espionage (Master)

Chance to hit: 14 or less

Chance to hit: 13 or less

His henchmen attack with daggers (Expertise 13) and have 12 Hit Points and no armor.

Pedrosa possesses a wide range of poisons, and he will try these first to get the characters. Any character with Chemist or Espionage skill may spot poison in his food if he checks it. Any character who ingests poison must make three rolls against Endurance with a -1 modifier. If he misses two or more, he dies within 24 hours, unless an antidote is procured. If he misses one roll, he will be weak and sick for 1D6 days. Otherwise, he will be weak and sick for 3D6 hours.

If poison fails, Pedrosa will have to resort to violence. He will start by tailing characters and waiting until they are alone. If possible, he will snipe at them with his crossbow from rooftops, alleys, etc. If the characters try to catch him, his henchmen will hold them off long enough for Pedrosa to escape. If Pedrosa is captured, he will attempt to shallow one of his poisons before interrogation.

NEWS FROM COURT

If the party gives the list of suspected conspirators to the Constable General, he will tell them the following news from court. Otherwise, any nobleman or character in the Bureaucracy or an Order will hear the news on the grapevine.

Two days after the characters notice the meeting in the basement of the Brothers De Vitoria Bank, the news will arrive that a major decision has been reached by the King concerning the situation on the northern front with the Spanish Netherlands. He has decided to build and fully arm a number of new fortresses to defend against the Spanish forces. Monsieur Moulin (the Head Banker at Brothers De Vitoria) had been named as the senior arms investor for the weaponry of the new forts and the Baron De Gras has been chosen to supervise the construction. Baron De Gras is already in possession of the first draft plans for the fortresses.

Obviously, M. Moulin and the Baron will attempt to sell the plans to Don Salamanca and the Spanish government through the 'Red Brotherhood.'

THE SECRET MESSAGE

It will be necessary for the characters to obtain proof of the 'Red Brotherhood's' treasonous purpose and the sale of the fortress plans offers a perfect opportunity to catch them red-handed.

Didonne, who is the messenger of the Brotherhood, will leave secret coded messages for each of the members in various places regarding the sale of the plans. All further clues should lead to one of these messages. One will be left on the doorstep of the Brothers De Vitoria Bank and one in front of the Spanish Embassy. These will, however, be picked up quickly. One will be left with the bartender of the Tavern in St. Antoine, with instructions to give it to any man who requests it and is wearing a red handkerchief. The bartender will hand it over to anyone, however, if bribed or threatened. The party may be led to the Tavern by either Didonne (as he goes about distributing the message) or the Baron De Gras (as he goes to pick it up). At any rate, the characters should be allowed to get one of the three secret messages, as a clue.

Each message is sealed inside an envelope with a seal depicting a dagger insignia, and cast of bright red wax. A message may thus not be replaced without someone suspecting it, unless a character in the party has Forgery skill and makes a successful roll against Wit (+3). The message inside each envelope is in the simple code, which M. Le Droit had just started to decipher, before he was murdered. The characters must do their best to decipher the rest. Each message reads as follows:

'Phhu urprssrz oljiu du uih Vu. Jhsdvlv Fhphuhbs, cb uih urpc rg uih rme Exnh EhJxlvh, du vhwio r'fmrn. Zhds uih she idoehs-filhg doe d pdvn.'

The correct cipher key is as shown below:

A = D	J = K	S = V
B = C	K = N	T = U
C = F	L = M	U = X
D = E	M = P	V = W
E = H	N = O	W = Z
F = G	O = R	X = Y
G = J	P = Q	Y = B
H = I	Q = T	Z = A
I = L	R = S	

Thus the decoded message should read as follows:

'Meet tomorrow night at the St Gervais Cemetery, by the tomb of the old Duke DeGuise, as seven o'clock. Wear the red handkerchief and a mask.'

If a player contributes greatly to the solving of the code his character should get a check on Wit and Espionage. If this adventure is to be played in two parts, the Gamemaster may wish to end the first part here, to give players a while to work on this puzzle in their free time. Otherwise, a period of fifteen to thirty minutes should be set aside for codebreaking.



THE MEETING IN THE CEMETERY

The next evening, just after the sun sets, the four members of the 'Red Brotherhood' will meet in the Cemetery, each wearing a red handkerchief and a mask. If they have reason to be suspicious (i.e. if they were followed, or if they found a secret message with a broken seal), they will bring two guards each. Otherwise, they will only have one guard each. They, and their guards, are armed as at the previous meeting. The Baron De Gras brings with him copies of the fortress plans and M. Moulin has lists of expenditures on the armaments and their types. Don Salamanca has a Spanish letter of credit for the amount of 10,000 pieces of eight (about 40,000 L).

The party may use several different strategies to apprehend the conspiracy. They may wish to send for 2D6 City Guards as back-ups and simply surround the conspirators and arrest them. This has the disadvantage, however, of possibly giving the Brotherhood time to burn the evidence before giving up. If they have superior numbers the conspirators may even choose to fight it out (their identities are, after all, disguised).

The subtlest approach might be for the party to dress up with masks

and handkerchiefs. As long as they don't speak, they might be assumed to be extra guards of one or another of the conspirators. This may allow them to get close enough to save the plans if the conspirators should try to destroy them.

However this final encounter works out, the Gamemaster should remember that the party's target is getting proof. The Brotherhood is powerful enough to protect itself in court, and some of its members are intimate with the King. If harmed in any way, without proof, the characters may find themselves charged with assault or murder! The characters should therefore be careful and should be encouraged to use their brains to end the adventure properly.

REWARDS

If the conspiracy is properly discovered and stopped and a full amount of evidence uncovered, the party will have fulfilled its mission properly in the eyes of the Constable General. Each character will be given a monetary reward of 200 L (out of the money assigned to the letter of credit) and will gain status. For all characters of Social Rank 5 or below, this means an automatic advance of 1 Social Rank. Characters of Social Rank 6 or above get to roll immediately for position and promotion in any hierarchy to which they belong or are allowed, automatically, to become a Bureaucrat, Clerk, or a Student of Law (provided they have the required skills). The party also earns the respect (and possible future patronage) of the Constable General.

Encounter Tables

INTRODUCTION

Whenever player-characters spend time traveling or in a specific locality, they will meet individuals and groups of people there. These normal everyday encounters may be used to add color and suspense to the game, or they may be expanded into adventures of their own. Powerful non-player encounters may become Patrons for characters. If characters are looking for an adventure and/or patronage, the Gamemaster may roll to see what a possible Patron wants on the Patronage table at the end of this section.

Frequency and types of encounters vary by situation and location, as detailed in the subsections below.

IN CITIES

Every hour that a character sp

IN CITIES

Every hour that a character spends at a Tavern, Palace, Marketplace, Church, or Ministry (or Town Hall) he has one-third chance of having an encounter (roll of 5 or 6 on a D6). For the specific type of encounter, roll a D20 on the appropriate Location Table below:

Roll	Encounter at a Tavern
1	A Barmaid
2	1-3 Gentlemen carousing
3	1-3 Unemployed Rogues
4	1-3 Dandies
5	A Wealthy Merchant (a possible Patron)
6	1-3 Gamblers
7	A Nobleman and 2 Guards (a possible Patron)
8	A Nobleman (disguised) (a possible Patron)
9	A Pickpocket
10	A Master Gambler
11	A Master Gambler who cheats
12	A Rowdy (brawler)
13	1-3 Rowdies (brawlers)
14	1-6 Rowdies (brawlers)
15	1-3 Soldiers (from a random regiment)
16	A Military Officer (a possible Patron)
17	A Drunk
18	A Drunken Nobleman (a possible Patron)
19	The Tavernkeeper or Manager (a possible Patron)
20	A Master Thief (a possible Patron)
Roll	Encounter at Palace
1	A Chevalier
2	A Baron and 2 Attendants (a possible Patron)
3	A Baroness (a possible Patron)
4	A Viscount, Count, or Marquis and 1D6+1 Attendants (a possible Patron)
5	A Viscountess, Countess, or Marquess and 1D6 admirers (a possible Patron)
6	A Magistrate (a possible Patron)
7	A Royal Official (a possible Patron)
8	A Court Minister (a possible Patron)
9	A Duke, Archduke, or Grand Duke, with 2D6 Attendants and 1D6 sycophants (a possible Patron)

10	A Duchess, Archduchess, or Grand Duchess and 1D6 admirers (a possible Patron)
11	A Colonel, Brigadier, or Major General, with 1D6 Aides (a possible Patron)
12	A Bishop, with 1D6 Curia Members (a possible Patron)
13	A Prince Bishop, with 1D6 Curia Members (a possible Patron)
14	A Lt. General or General with 2D6 Aides (a possible Patron)
15	Master or Grandmaster of an Order, with 1D6 Chevaliers (a possible Patron)
16	Chevaliers (a possible Patron)
17	Club Chief and 1D6 Club Members (a possible Patron)
18	Cardinal and 1D6 Curia Members (a possible Patron)
19	A Royal Minister and 1D6 Guards (a possible Patron)
20	The King/Queen/or Prince, with 2D6 Guards, 1D6 Ministers or Attendants, and 1D6 sycophants (a possible Patron)

Roll	Encounter in a Marketplace
1	1D6 Beggars
2	1D6 Cutpurses
3	A Banker (a possible Patron)
4	1D6 Merchants
5	A Wealthy Merchant (a possible Patron)
6	1D6 Entertainers
7	1D6 Acrobats
8	A Wealthy Gentleman (a possible Patron)
9	1D6 Soldiers (from a random regiment)
10	A Nobleman and 2 Attendants (a possible Patron)
11	An Investor and 1D6 Clerks (a possible Patron)
12	A Housewife out shopping
13	A Magician
14	A Military Officer (from a random regiment) (a possible Patron)
15	1D6 Dandies
16	1D6 Gentlemen
17	A Fortuneteller
18	1D6 City Guards
19	A Magistrate and 1D6 Lawyers (a possible Patron)
20	1D6 Thieves

Roll	Encounter in a Church
1	A Priest
2	A Gentleman and Lady
3	A Curate
4	A Nobleman and 2 Attendants (a possible Patron)
5	A Pastor (a possible Patron)
6	A Pastor and 1-3 Priests (a possible Patron)
7	A Member of an Order (holding vigil)
8	1D6 Members of a Bishop's Curia
9	A Bishop and 1D6 Priests (a possible Patron)
10	An Officer of an Order (holding vigil)
11	A Widow
12	A Bishop and 1D6 Members of his Curia (a possible Patron)
13	An Altar Boy
14	A Master or Grandmaster of an Order (holding vigil) (a possible Patron)

- 15 1D6 Gentlemen
- 16 An Artist
- 17 An Archbishop and 1D6 Members of his Curia (a possible Patron)
- 18 A Seller of Holy Water
- 19 A Prince Bishop and 1D6 Members of his Curia (a possible Patron)
- 20 A Cardinal, with 1D6 Members of his Curia, and 1D6 Guards (a possible Patron)

Roll Encounter at a Ministry (or Town Hall)

- 1 A Criminal and 1D6 Guards
- 2 1D6 Bureaucrats
- 3 A Gentleman
- 4 1D6 Students of Law
- 5 A Lawyer (a possible Patron)
- 6 A Minor Official (a possible Patron)
- 7 An Official of the Realm (a possible Patron)
- 8 A Nobleman with 2 Attendants, and 1D6 Guards (a possible Patron)
- 9 A Magistrate and 1D6 Lawyers (a possible Patron)
- 10 A Military Officer (from a random regiment) (a possible Patron)
- 11 An Officer of the Cardinal's Guard Company
- 12 A Royal Official and 1D6 Bureaucrats (a possible Patron)
- 13 A Spy
- 14 A Wealthy Merchant (a possible Patron)
- 15 A Herald
- 16 1D6 Townsmen
- 17 A Petitioner
- 18 A Foreign Ambassador and 1D6 Aids (a possible Patron)
- 19 A Bishop and 1D6 Members of his Curia (a possible Patron)
- 20 A Court Minister/Royal Minister and 1D6 Guards (a possible Patron)

IN THE COUNTRYSIDE

Every six hours that a character spends or travels in the Open Countryside, through Woods, or on the King's Roads, he has a one-third chance of having an encounter (a roll of 5 or 6 on a D6). For the specific type of encounter, roll a D20 on the appropriate table below:

Roll Encounter in Open Countryside

- 1 Peasant
- 2 1D6 Peasants
- 3 2 Peasants and a horse
- 4 A Gentleman
- 5 A Gentleman on horseback
- 6 1D6 Gentlemen in a carriage
- 7 A Nobleman and 2 servants in a carriage (a possible Patron)
- 8 1D6 Farmers
- 9 A Country Squire (a possible Patron)
- 10 A Herd of Cattle
- 11 1D6 Bandits
- 12 1D6 Gentlemen with a broken-down Carriage
- 13 1D6 Soldiers (from a random regiment)
- 14 1D6 Cavalrymen (from a random regiment)
- 15 A travelling Monk on a mule
- 16 A Farmer with a horse and plow
- 17 2D6 Travelling Entertainers
- 18 A Workgang of 2D6 Peasants
- 19 1D6 Townsmen from the nearest town
- 20 A Hunting Party of 1D6 Gentlemen with 1D6 Servants

Roll Encounter in Woods

- 1 A Peasant hunting
- 2 A Peasant gathering wood
- 3 A Fox
- 4 A Gentleman on horseback
- 5 A Young Gentleman who has lost his way
- 6 A Hunting Party of 1D6 Gentlemen with 1D6 Servants

- 7 A Flock of Wild Geese
- 8 A Wild Boar
- 9 A Hunting Party of 1-3 Noblemen and 2D6 Servants
- 10 A Deer
- 11 A Stag
- 12 1D6 Deer
- 13 An Ambush of 1D6 Bandits
- 14 A Woodsman
- 15 A Pheasant
- 16 A Wolf
- 17 1D6 Wolves
- 18 A Hunting Party of 1-3 Woodsmen
- 19 A Wild Boar
- 20 A Gentleman on horseback

Roll Encounter on the King's Roads

- 1 1D6 Peasants
- 2 1D6 Townsmen from the nearest town
- 3 1D6 Highwaymen (Bandits)
- 4 A Nobleman and 2 Servants in a carriage (a possible Patron)
- 5 1D6 Gentlemen in a carriage
- 6 An Ambush of 1D6 Highwayman
- 7 1D6 Gentlemen on horseback
- 8 2D6 Soldiers (from a random regiment)
- 9 2D6 Cavalrymen (from a random regiment)
- 10 A Company/Troop of soldiers on its way to/from the front
- 11 2D6 Highwaymen
- 12 A Monk on a Mile
- 13 An Official of the Realm, and 1D6 Guards, in a carriage (a possible Patron)
- 14 A Gentleman on horseback
- 15 A Troupe of 2D6 Entertainers
- 16 2D6 Gypsies
- 17 A Bishop and 1D6+1 Guards in a carriage (a possible Patron)
- 18 A Mail Coach (with a driver and a guard)
- 19 A Wealthy Merchant with 1D6 Guards in a carriage (a possible Patron)
- 20 2D6 Highwaymen

PATRONAGE

When a character meets a Non-Player Character who the Gamemaster decides is a Patron, that character may ask for Patronage. Roll a D20 on the Patronage table below to see if the Patron likes the character, and if so, what service he will ask him to perform. A well performed service may lead to various rewards and further Patronage, as determined by the Gamemaster. Patronage is designed to create opportunities for adventure and advancement.

Roll Patron's Response/Request

- 1-6 Patron is displeased with the character, and does not extend Patronage.
- 7-8 The Patron wishes to have a message taken to someone in a dangerous position (a prisoner in the Bastille, perhaps, or a soldier on the front).
- 9-10 The Patron wishes the character to spy upon his enemy.
- 11-12 The Patron wishes a particular item or document to be found and brought to him (perhaps a secret document, or an item with special significance, or something which must be stolen).
- 13-14 The Patron wishes the character to protect him, or someone who is dear to him, in times of danger.
- 15-16 The Patron wishes the character to go on a secret mission for France, to a foreign country or the New World.
- 17-18 The Patron wishes to have an enemy assassinated by the character.
- 19-20 The Patron offers the character a permanent position in his service, with some sort of special deal or pay for services rendered (in this case, it is similar to the Secret: 'Secret Loyalty')

IT was a question of honor, and honor was always foremost in the minds of the men who strode through the age of the Sun King. A deserted courtyard on the edge of Paris was the stage on which they met with . . .

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