

Blessings and Curses.

Blessings cost. Curses pay. Both affect the narrative and PC behaviours

Blessing and Curses do not operate as skills, they are description of what you are, your circumstances, your environment, the way the world works for you. You do not roll dice for them, although they may touch things you do roll dice for. Ignoring Blessings or Curses during play will be noted, explanations called for, penalties imposed.

Blessing and Curses are independent - you do NOT need equal numbers.

Recommend a maximum of 4 or 5. More becomes unwieldy.

- Curses: +2 IA point and +3 GA points per Curse. Note some Curses may count as 'double'.
- Blessing: -2 IA points and -3 GA points.

Curses

Dependant NPC	Detail who, why? They may or may not accompany you, but they are important to you and will depend on you when the time comes.
Wanted / hunted man	For some serious reason or offence. By whom? For what? Someone(s) actively seek you, with intent to harm. There may be some security in your own Country and Faith, but it is not complete, and certainly not abroad.
Distinctive Looks	You will be remembered / identified easily, even by those you have never met, for a description is easy. Similarly, met once even in passing as member of a crowd, then never forgotten. Even a Disguise may be ineffectual.
Physical Limitation	Missing an eye, one arm, peg leg, etc. Within game will generally impact activity as appropriate, such that some actions are more difficult or impossible. Climbing a rope is more difficult if missing a hand. Moving silently equally so with a wooden leg.
Honour code	You take pride in a set of principles which you follow at all times. Codes of honour differ, but all require (by their own standards) "brave," "manly," and "honourable" behaviour. There are various, such as the Highwayman's Code of Honour*, the Gaelic Code*, and others, but describe yours. See Appendix for examples.
Overconfident	Of course nothing can go wrong! The odds may be against you, but your superior skills will see you through, so Charge! Or, perhaps, Invoke!
Figs & Scenery	For those who have and are kind enough to make available in local FTF sessions.
Cowardice	This is the age of duelling and honour, and insult cannot be ignored. A coward will not be trusted. Cravenly more interested in saving your skin without anyone becoming aware. An opportunity to slip away, last in line, back row, delayed on the road, gammy leg...
Delusion - Genteel Proficiency	Double points for this Curse! The "English Delusion" - belief that an untrained combatant of sufficient breeding can defeat anyone - "Blood will tell, old boy." Any combat ability purchased at character creation are at <u>double</u> cost. The point value of this Delusion reflects the physical threat it poses to its bearer.
Reputation	In an age when a City has less than 200,000 people, many will have heard of anyone connected with the Court, overseas or local events, or The Queen. Cowardice is probably the worst reputation available during this time. A reputation is built, so initially define, but expect it to change and evolve.

Weakness for the opposite/same sex.	(Aka Lecherousness) French and some Latin cultures are famous for romance. More refined than 'Lecherousness' implies, but the lecherous character woos with flowers and courtly bows or leers and grab-by paws, the desired reward is the same
Social Stigma	Any foreigner might have Social Stigma, even in the most enlightened areas. This does not apply if the PC expects to spend a significant proportion of his time in his home country. Barbarians needn't be outside Europe. Irishmen or Highland Scot who spend the entire campaign in England would be labeled "barbarian" by the British. In fiction, Irishmen and Scots are too proud to attempt to modify their accents or abandon their traditional dress. Being of a minority religion might qualify as the Social Stigma disadvantage if it's obvious from appearances – a priest in his habit, a Quaker using his distinctive thee and thou, or a Roman Catholic crossing himself in a Calvinist area.
Athiest	Potentially dangerous in these times of religious extremism. Note this is an active rejection of religion and all its trappings.
Odious Personal Habit	e.g. A common disadvantage for swashbucklers is the Odious Personal Habit of Boasting. ("swashbuckler" originally meant a braggart). Couple with Overconfidence for someone similar to Porthos, who believes his own boasts! More e.g. Openly advocating religious tolerance of Christian groups other than the dominant sect of the region. Openly advocating religious tolerance of non-Christian faiths in Europe or respectable circles of European colonies.

* See Appendix, but really it's a personal thing.

Blessings

Ridiculous Luck	If the odds are spread, then it probably won't be you. Or likely will, depending.
Independent Income	Where, from what, and how held? Comfortably off without working, but only comfortably, and you must describe how in your background. Is it a business that doesn't require constant attention? Well-off family enjoying gift of the Queen? Something else?
Tough	Physically, mentally. Push on through the pain barrier. Last man standing. Glutton for punishment. Where other may fail or succumb to injury, you are the one who crawls on.
People owe favours	Who? Why? What? Such are usually favours of honour or action for past services rendered, sometime every past or even familial. The bigger the favour asked, then the bigger the debt must have been and the greater reluctance.
Knows important people	Who? Why? Considering social status is important and why you know them.
Own place	Proportionate to Social Status, somewhere between hovel and palace, but by strange good fortune it's yours. At least until the Queen decides otherwise.
Trained by a Master Swordsman	Pick a Style of Sword fighting: Old School, Italian, Spanish (La Verdadera Destreza), French (see Appendix 1 'Fighting style'). Must correspond with character background.
Claim to Hospitality	From those of similar background and equivalent (or slightly higher) social status for a night. If enemies, this may default to merely a better class of dungeon. Note that there is a reciprocal expectation amongst Gentlemen and Nobility in most of its forms.
Patron	Who, what and why. A Patron can be a help as friend, advisor, protector, employer. Their assistance may in goods, equipment, information or duty to them. Frequency is variable.
Clerical Investment	Ordained as a minister of a religion. A cleric has privileges: some respect from co-religionists and those who respect his faith; address by a title – Father, Sister, Reverend, Shaman; can perform such ceremonies as Confirmation, Marriage, Exorcism.

Alcohol Tolerance	Drink is a vital component of carousing in the Swashbuckling era. Alcohol Tolerance gets a bonus to Carousing, lacks hangover and is never impacted by The Night Before. Behaviour that reveals this advantage gains A Reputation among military men, duellists, and other tavern-frequenters.
Robust Healing	There are no magical healing potions here. A chest wound might require a month to recover for anyone else, but not you.
Disease Resistant	Less chance of catching things in local or foreign ports and parts, and a better chance of recovery if you do. Let alone what you might catch on a rowdy night out in local ports!