

Vivat Regina

Character Creation

Introduction

This is (re)creation for characters in Vivat Regina. System have changed to a build on Gumshoe, so existing PCs must be converted / recreated.

Old system **Skills** convert to new system **Abilities**. In most cases obviously, some with a rename, some rolled in to other abilities. Others will be swept into **Background** that will cover in Narrative. If you note such in your old character then add a narrative Background description that covers. This is **important**. Narrative Background has potentially wide ranging impact, as you all know from other games.

The old Characteristics, Derived Characteristics, Aspects are not part of the new system so may be dropped. If some particular Aspects you want to keep, expand upon in Background. I may change my mind about Aspects in the future and reintroduce them under a different guise.

Abilities

Abilities are Skills by another name.

Ratings and Pools.

Every **Ability** has a

- **Rating** - how good you are at that thing.
- **Pool** - points that begins at the **Rating** value, and can be used in game to take action or discover / influence.



Investigation Abilities (IA)

These enable you to gather information, influence outcomes, and generally drive the game forward. Any rating in an IA shows a level of professional competence or natural talent. If you have an IA relevant to the task in hand then you will gain information or overcome obstacle with use of the relevant ability pool.

General Abilities (GA)

These help you survive the world. They differ from IAs in that they will provide points to alter dice rolls - more points you put in the better the dice roll. Don't put in enough or any, and there is risk of failure of the action at hand. Again, the rating defines the size of the pool for each GA.

Actions will have 'difficulties' assigned by GM, that will alter the 'success' role needed with a particular GA. The Player may add points from that GA's Pool to their dice roll to exceed the 'success' roll.

Magick Abilities¹ (MA)

Magickal Abilities are special **General** Abilities (GA) above. Build points for **Magickal** Abilities come from the pool of **General** Ability (GA) build points above.

These help you survive the mystical and occult, although no God fearing man should be concerned with such. They are much the same as GAs and provide points to alter die rolls, the more the better the roll. Not enough and there is a risk of failure of the Magickal action undertaken. The same as GAs, the rating defines the size of the pool for each Magical ability.

But of course it's more complicated than that: See **Magick System Details** for how this all works, or look under MA's below for more detail to think about while creating characters with Magick abilities.



¹ The planetary Magickal Abilities are based on (and vastly simplified from) the Heptarchia Mystica system developed / discovered by John Dee. Heptarchic Magick depends on knowledge of the Heptarchs or Angelic Entities governing the seven planets and their influence.

GA, IA and MA Points for Character Creation:

- **IAs** = 24 points.
- **GAs** = 65 points.
- **MA**s = Come from the GA points creation pool.

You do not have to spend all points - spares can be kept until sudden recollection of an ability not previously noted during game time clarifies them into permanency.

How many points?

What does *good* look like?

GAs: 1-3 points suggests it's a sideline; 4-6 points and it's a solid set of skills; 7+ is dedicated professionalism that is obvious to everyone who sees you in action. **BUT** don't forget your highest **General Ability** rating can only be **twice** the next highest.

IAs: 1 point means you have a solid knowledge of the subject; 2-3 points indicates a professional knowledge; 4 points indicates a significant experience and practical expertise.

MA's: As GA's, but also see below for links and implications to other abilities that may colour your thoughts on what *good* looks like for Magick.

What does *bad* look like?

GA: a zero value implies a certain feebleness in that area e.g. A **Health** of just 1 leaves the character on constant verge of needing the attentions of the Barber-Churgeon and a course of Leeches. No rating in a GA means that you cannot roll dice for that ability, so automatically fail. Note a remaining pool of zero points still allows you to roll against that ability, just not add points to that roll.

IA: You must have a positive **rating** to gain information or influence from it. A zero **pool** will still allow useful knowledge to be gained even without additional points to gather or influence additionally.

MA: If you wish nothing to do with this dubious practice, then points are better spent elsewhere on more earthly and frankly useful things. No points spent in Magick, like any other ability, implies a lack of any capability. Undoubtedly just as God Intended

Recommended:

GAs:

- You may want to put points in **Health** and **Stability** just for survival.
- Perhaps **Shooting, Scuffling, and Weapons**, too.
- **Athletics** should not be neglected.

IAs:

- It may be worth a point in **Status** to avoid sleeping with the animals, but see the **Status** table. Anything more than 4 will need a thorough explanation to the GM, and comes with **Obligations**.

Magickal Abilities - more implications on what *Good* looks like:

- **Magickal** abilities are special **General** Abilities.
- Build points for **Magickal** abilities come from the pool of **General** build points.
- The first rating point in any **Magickal** ability costs **5 build points**; after that, build points for that ability and for all other **Magickal** abilities become rating points as normal.

Pool points use is more flexible for **Magickal abilities**. Their use interacts with other **Abilities** so may influence where you place other Ability points.

Using a **Magickal** ability is like any other **General** ability use: roll a die, add any points you spend, and compare the result to the Difficulty. However:

- You must spend at least 1 point from your relevant **Magickal** ability pool, such as Jupiter, Sun, Mars, etc..
- BUT different **Magickal** Effects within each **Heptarchic** Ability have different **minimum** spends as follows.

<i>Effect</i>	<i>Minimum Spend</i>
<i>Invocation, abjuration</i>	1
<i>Divination, obfuscation</i>	2
<i>Alteration, restoration</i>	3
<i>Domination, liberation</i>	6
<i>Creation, destruction</i>	9

If you have insufficient points in the relevant **Magickal** Ability pool, you can spend points from *other* pools instead, at the following ratios of spent pool points to effective points added to the die:

- **Secondary Magickal** ability: 1 pool point spent equals 1 effective point. Note each **Magickal** ability has a “secondary” ability listed on the ability table, as the **Heptarchs** share responsibilities over their planetary spheres.
- **Other Magickal** abilities: 3 pool points spent equals 2 effective points.
- **Alchemy, Astrology, Language (Enochian), Mathematics, Occult Studies, Theology**: 2 pool points spent equals 1 effective point.
- **Architecture, Art-Making, Craft, Performance**: 3 pool points spent equals 1 effective point.
 - You **MUST** describe how you involved your **Artistic Ability** in preparing or casting the ritual.
- **Health, Stability**: 4 pool points spent equals 1 effective point.
 - You **MUST** Describe the specific debility, madness, or injury you court or cause yourself to prepare or cast the ritual. These points do not refresh until the end of the adventure.

Investigative Abilities (IA's)

These enable you to gather information, influence outcomes, and generally drive the game forward. Any rating in an IA shows a level of professional competence or natural talent. If you have an IA relevant to the task in hand then you will gain information or overcome obstacle with use of the relevant ability pool.

- IAs = 24 points.
- 1 free point in both **Art History** and **Occult Studies** Investigative Abilities.

<i>Academic</i>	<i>Interpersonal</i>	<i>Technical</i>
<i>Accounts</i>	<i>Bureaucracy</i>	<i>Alchemy</i>
<i>Antiquary</i>	<i>Carousing</i>	<i>Cyphers</i>
<i>Architecture</i>	<i>Flattery</i>	<i>Craft</i>
<i>Art History</i>	<i>Flirtation</i>	<i>Forgery</i>
<i>Astrology</i>	<i>Inspiration</i>	<i>Navigation</i>
<i>Diagnosis</i>	<i>Interrogation</i>	<i>Notice</i>
<i>History</i>	<i>Intimidation</i>	<i>Wilderness Lore</i>
<i>Languages</i>	<i>Negotiation</i>	
<i>Law</i>	<i>Performance</i>	
<i>Mathematics</i>	<i>Reassurance</i>	
<i>Militaria</i>	<i>Status</i>	
<i>Natural Philosophy</i>	<i>Streetwise</i>	
<i>Occult Studies</i>	<i>Taunt</i>	
<i>Research</i>	<i>Tod-Spotter</i>	
<i>Theology</i>		

<i>Accounts</i>	<p>You can competently keep financial accounts, and comb through financial notes, bills and ledgers for irregularities. You know how to “follow the money.” You can:</p> <ul style="list-style-type: none"> • tell legitimate businesses from criminal enterprises • spot the telltale signs of embezzlement • track payments to their source
<i>Alchemy</i>	<p>The study of the nature and elements of matter. Also, the creation and identification of compounds, tinctures, potions, metallic poisons, elixirs, etc., You can also:</p> <ul style="list-style-type: none"> • identify drugs and potions, and recognise their side-effects and contraindications • identify poisons and determine antidotes • concocting other mixtures that might explode brilliantly, belch smoke or other noxious miasmas
<i>Antiquary</i>	<p>(AKA Archeologist) You excavate, study structures and artefacts of historical cultures, civilisations.</p> <ul style="list-style-type: none"> • tell how long something has been buried • identify artefacts by culture and usage • distinguish real artefacts from fakes • navigate inside ruins and catacombs • describe the customs of ancient or historical cultures • spot well-disguised graves and underground hiding places
<i>Architecture</i>	<p>You know how buildings are planned and constructed</p> <ul style="list-style-type: none"> • guess what lies around the corner while exploring an unknown structure • judge the relative strength of building materials • identify a building’s age, architectural style, original use, and history of modifications • construct stable makeshift structures • identify elements vital to a building’s structural integrity
<i>Art History</i>	<p>You’re an expert on works of art from an aesthetic and technical point of view. Includes poetry, literature and written arts generally.</p> <ul style="list-style-type: none"> • distinguish real works from fakes • tell when something has been retouched or altered • identify the age of an object by style and materials • call to mind historical details of artists and those around them
<i>Astrology</i>	<p>Study of the stars, planets, other celestial phenomena eg comets, meteors, and their influence on the world. You can:</p> <ul style="list-style-type: none"> • cast a horoscope, given the place, date, and time of someone’s birth. • For someone you have a horoscope for, you can guess at their motives, nature, and past with roughly the reliability of a 21st-century criminal or psychological profile. • decipher astrological texts plot the movement of constellations, planets. And perhaps more...
<i>Bureaucracy</i>	<p>Know how to navigate a bureaucratic organisation, a governmental office or business. How to get what you want from it in an expeditious manner, and with a minimum of ruffled feathers.</p> <ul style="list-style-type: none"> • convince officials to provide sensitive information • gain credentials on false pretences • find the person who really knows what’s going on, locate offices and files • borrow equipment or supplies
<i>Carousing</i>	<p>You impress and delight people at parties, taverns, dances, or other festival occasions, while retaining general command of your own tongue and faculties. This is also the ability to pick up the “word on the street” or at least in the bar or crowd</p>
<i>Craft</i>	<p>You can create useful physical objects, working with materials like wood, metal, jewellery, etc. The resulting cabinets, kettles, or rings may be beautiful, but focus is utility, not art. Like Art-Making, you may focus on one craft (blacksmithing, cabinetry, coopering, etc) or diversify, same rules apply.</p> <p>You may be able to use your Craft ability to specific investigative ends: discover a secret drawer in a desk if you are a cabinet-maker, and so forth.</p>
<i>Cyphers</i>	<p>You’re an expert in the making and breaking of codes, from the simple ciphers of ancient times, through cryptographic writing codes, invisible inks, steganography, solving artistic codes, etc..</p>

<p>Diagnosis</p>	<p>You are trained in carrying out medical examinations of the living, performing dissections on the dead, and forming diagnoses based on findings. You diagnose human disease, injuries, poisonings, physical frailties, and have a vague idea of animal diseases, cures, etc as well. At a rating of 2 or more, you are entitled to call yourself Physician. You can:</p> <ul style="list-style-type: none"> • diagnose diseases, poisonings, other ailments; prescribe treatment for a treatable condition • Identify conditions such as drug addiction, pregnancy, or malnutrition • establish a person's general level of health and identify medical abnormalities • understand medical jargon • call on medical colleagues or contacts for favours and advice <p>Note Surgery is part of the GA Medico ability. Physicians considered themselves to be above mere <i>surgery</i>. Physicians mostly <i>observed</i> during surgery and offered '<i>advice</i>' and '<i>consulting</i>', but otherwise often chose <i>Academia</i> and <i>Universities</i> as their role.</p>
<p>Flattery</p>	<p>You're good at getting people to help you by complimenting, as subtly or blatantly as they prefer.</p> <ul style="list-style-type: none"> • reveal information • perform minor favors • Regard you as trustworthy
<p>Flirtation</p>	<p>You're adept at winning cooperation from people who find you sexually attractive to:</p> <ul style="list-style-type: none"> • reveal information • help you in small ways • date you <p>It's up to you whether a high rating in Flirting means that you are physically alluring or simply exude a sexual magnetism unrelated to your looks.</p>
<p>Forgery</p>	<p>You fake documents, art, and identification. Given time, originals (or good copies), suitable materials, and work space, you can:</p> <ul style="list-style-type: none"> • create a false identification, license, traveling paper, or other credential • forge handwriting with a sample to work from • fake a book, pamphlet, or other published work • forge a sculpture, painting, or other objet d'art • artificially age paper and ink • spot forgeries, and make intelligent deductions about the forger • undetectably open and reseal a sealed envelope, document, pouch, or other "soft" container • create an attractive, if somewhat uninspired, work of art on a subject of your choosing <p>Use Forgery to construct a fake crime scene, or clean up an actual crime scene to look as if no crime occurred. e.g. After searching a room, the memory you gain from Forgery will tell you if you've accidentally left any item out of place.</p>
<p>History</p>	<p>(Includes Anthropology.) You're an expert in recorded human history, with an emphasis on its political, military, economic and technological developments. You can:</p> <ul style="list-style-type: none"> • recognise obscure historical allusions • recall capsule biographies of famous historical figures • tell where and when an object made during historical times was fashioned • identify the period of an article of dress or costume
<p>Inspiration</p>	<p>You convince reluctant witnesses to supply information by appealing to their better selves. After a few moments of interaction you intuitively sense the positive values they hold dearest, then invoke them in a brief but stirring speech. This ability allows you to</p> <ul style="list-style-type: none"> • identify noble or higher principles and awaken or play upon them • acts as a generic "leadership" ability for ships' crews (or thieves' crews) - you are 'Inspirational', a natural leader. • allows you to act as a muse, spending Inspiration on other artists' Art-Making tests. If the artist is not your lover, you can spend only 1 point (total) of Inspiration as their muse.
<p>Interrogation</p>	<p>You're trained in extracting information from suspects and witnesses in the context of a formal interview. This must take place in an official setting, where the subject is confined or feels under threat of confinement, and recognises your authority (whether real or feigned.)</p>
<p>Intimidation</p>	<p>You elicit cooperation from suspects by seeming physically imposing, invading their personal space, and adopting a psychologically commanding manner. Intimidation may involve implied or direct threats of physical violence but is just as often an act of mental dominance.</p> <ul style="list-style-type: none"> • gain information • inspire the subject to leave the area • quell a subject's desire to attempt violence against you or others

Languages	<p>For each rating point in Languages you are verbally fluent and literate in one language other than your native tongue. You may</p> <ul style="list-style-type: none"> • buy both Latin and Greek together for 1 rating point to reflect formal schooling if you wish; if you have a Status 4+, you must do so. • specify languages at character creation or finalise in the course of play. You are not learning the language spontaneously but revealing a hitherto unmentioned fact about your character. • elect to be literate in an ancient language which is no longer spoken. <p>Enochian is the language of the Angelic Host, and the true language of Magickal rituals. Better have a good reason to know this one.</p>
Law	<p>You are familiar with the criminal and civil laws of your home jurisdiction and broadly acquainted with foreign legal systems. At a rating of 2 or more, you are a qualified lawyer.</p> <ul style="list-style-type: none"> • assess the legal risks attendant on any course of action • understand lawyerly jargon and argue.
Mathematics	<p>Encompasses all mathematics contained within Euclid and algebra (if you invent calculus, you keep it to yourself), as well as cosmography, the science of map projections and mapmaking.</p>
Militaria	<p>You are a student of warfare, trained as such in a military academy or through hard experience on a battlefield. This expertise includes a knowledge of military history, strategy, tactics, the weapons and engineering techniques of the battlefield. Having studied wars and warfare, you can:</p> <ul style="list-style-type: none"> • inspect weapons, identifying their approximate age, condition, country of origin, and manufacturer, specifying whether they were made for civilian or military use • tell the rank and specialty of a soldier from their uniform, and potential identify an unknown military force by examining the weapons, uniforms, or insignia they use • deduce a soldier's training and history from his demeanour and use of slang and jargon • spot weaknesses in an enemy's fortifications or tactics • analyse the effectiveness of an enemy's battle tactics • examine traces of a hand-to-hand skirmish and recreate the fight • identify battlefields, reconstructing the engagements fought there • recall famous battles and the tactics that determined their victors • Equivalent for naval aspects of the character is of such background.
Natural History	<p>You study the behaviour, and biology of plants and animals.</p> <ul style="list-style-type: none"> • tell when an animal is behaving strangely • tell whether an animal or plant is natural to a given area • identify animal from samples of hair, blood, bones, other tissue; identify plant from a sample
Natural Philosophy	<p>This is the study of the laws of Nature, incorporating among other things what later generations will term physics, biology, geology, and the more academic reaches of botany and zoology.</p> <p>Note that Wilderness Lore covers plants and animals in the wild. Chemistry falls under Alchemy; Astronomy under Astrology.</p>
Navigation	<p>Of the high seas, across oceans if needs be. On land, across countries. Both, with or creating maps and charts if needed.</p>
Negotiation	<p>You are an expert in making deals with others, convincing them that the best arrangement for you is also the best for them.</p> <ul style="list-style-type: none"> • haggle for goods and services • mediate hostage situations • swap favours or information with others
Notice	<p>You are adept at noticing subtle details and finding important clues. This is the generic ability for spotting a hidden clue or a disguised imposter, maintaining general situational awareness, or noticing a nonthreatening oddity. You can:</p> <ul style="list-style-type: none"> • spot hidden objects and objects of interest at an investigation site • notice subtle errors in a disguise • case a location to spot guards, entrances, and the like • notice signs of a previous search of the location • note relationships between objects at a crime scene, reconstructing sequences of events • cold read someone, analysing body language and behaviour to draw conclusions about them

Occult Studies	<p>You're an expert in the historical study of magic, superstition, and practice from the Stone Age to the present. From Satanists to the Golden Dawn, you know the dates, the places, the controversies, and the telling anecdotes.</p> <ul style="list-style-type: none"> • identify the cultural traditions informing a ritual from examining its physical aftermath • supply historical facts concerning various occult traditions • guess the intended effect of a ritual from its physical aftermath
Performance	<p>You gain trust, sympathy, or favour by performing: song, drama, dance, etc. Although it overlaps with Art-Making, any character can use it, winning hearts or attention by simple emotional appeal or by coy technique.</p>
Reassurance	<p>You get people to do what you want by putting them at ease. You can:</p> <ul style="list-style-type: none"> • elicit information and minor favours • allay fear or panic in others • instil a sense of calm during a crisis
Research	<p>You know how to find information from books, records, official sources. You're comfortable with a library, archive, or cross referencing a random pile of parchments and tomes.</p>
Status	<p>This is your status in Elizabethan society. See Status table below. Status is the congeries of abilities allowing interaction with social equals, respect from inferiors, and conveying knowledge of etiquette toward one's superiors. You can</p> <ul style="list-style-type: none"> • cadge invitations or introductions, • call in favours, • mingle socially, • avoid scandal, • gain the benefit of the doubt, • know rumours or general information, etc. suitable to your class. <p>A lower Status than normal for one's rank might indicate base conduct or illegitimate birth, or just poverty or social isolation. Status may come with money, land, houses, etc. at higher levels, but there are plentiful examples of bankrupt nobles in the Tudor court.</p>
Streetwise	<p>You know how to behave among crooks, harlots, and the criminal underworld.</p> <ul style="list-style-type: none"> • deploy criminal etiquette to avoid fights and conflicts • identify unsafe locations and dangerous people • gather underworld rumour
Taunt	<p>You have an unerring sense of what insult or gibe will get a reaction from your target. You may</p> <ul style="list-style-type: none"> • intend to put them off-balance, • goad them into unwise action or revelation, • otherwise aim their ill-humour. <p>In the company of poets or other hot-blooded sorts, this ability also allows you to achieve some status as a quick thinker and keen speaker.</p>
Theology	<p>You study religions in their various forms, both ancient and modern. You can:</p> <ul style="list-style-type: none"> • supply information about religious practices and beliefs • quote relevant tags from the major scriptures • recognise names / attributes of saints, gods, other figures of religious worship and veneration • identify whether a given religious practice or ritual is orthodox or heretical • fake (or in some traditions, officiate at) a religious ceremony <p>This ability does not allow you to work miracles, banish demons, commune with deities, or otherwise invoke supernatural power, even if the campaign admits the existence of a non-Mythos God or gods. You may believe in a given religion or not; the skill functions just as well in either case.</p> <p>If you have a rating in both Occult Studies and in Theology, you can identify a given ceremony as actually (even if ignorantly or unintentionally) an Occult ritual. This counts as a use of Theology, and costs no Sanity or Stability. Some questions or clues may fall under both Theology and Occult, or on the boundary between.</p>

<p>Tod Spotter</p>	<p>You have the talent of spotting lies. You must be interacting with them or observing them from a close distance. Note that this talent does <u>not</u> tell you what they're lying about, specifically, or see through their lies to the truth. Note that nearly everyone lies, especially when facing trouble.</p> <p>Some individuals are so adept at lying that they never set off your spotter, they believe their own falsehoods e.g. Psychopaths lie reflexively depriving you of the telltale ticks to sense deceit. Sometimes you need leverage to get information out of people who you know are lying. You can:</p> <ul style="list-style-type: none"> • Tell when some people are lying. • Sometimes you can infer why they're lying, but it's hard to reliably discern motive or get at the facts they're working to obscure. • Tell when a person is trying to project a false impression in body language - non-verbal lies.
<p>Wilderness Lore</p>	<p>You are familiar with working and living outdoors and in the wild. You might be a farmer, gamekeeper or forester, or an amateur (or professional) fisher or hunter. You can:</p> <ul style="list-style-type: none"> • tell when an animal is behaving strangely • tell whether an animal or plant is natural to a given area • find edible plants, beneficial herbs, hunt, and fish • make fire and survive outdoors at night or in bad weather • An outdoorsman's sense of impending and likely weather • navigate overland, albeit more easily with a compass and a map • track people, animals, across grass or through forests • hunt with dogs, assuming you have friendly dogs available <p>Despite the name, there is no restriction on female characters taking this ability.</p>

Status - social position

<i>Status</i>	<i>Social Position or Rank</i>
0	Beggar, farmhand, ruffler (unskilled criminal)
1	Husbandman, house servant, labourer, mercenary soldier, entertainer, skilled criminal
2	Workingman or cotter, small farmer, low taverner, tradesman, able seaman, servant in a great house, Upright Man (crime boss)
3	Townsmen (respectable householder) or yeoman (free land- or lease- holder), sheriff, alderman, justice of the peace, artisan, barber/surgeon, guild officer, shipmaster (i.e. Captain), mercenary officer, impecunious university graduate, merchant traveler
4*	Gentry (own tenanted land, allowed to bear arms), professional (priest, doctor, lawyer, academic scholar), rich burgess or merchant, mayor.
5*	Knight, child of Lesser Peer, Dean or other important priest, merchant prince
6*	Lesser Peer (baron), child of Greater Peer, Bishop
7*	Greater Peer (duke, marquis, earl, viscount), Archbishop

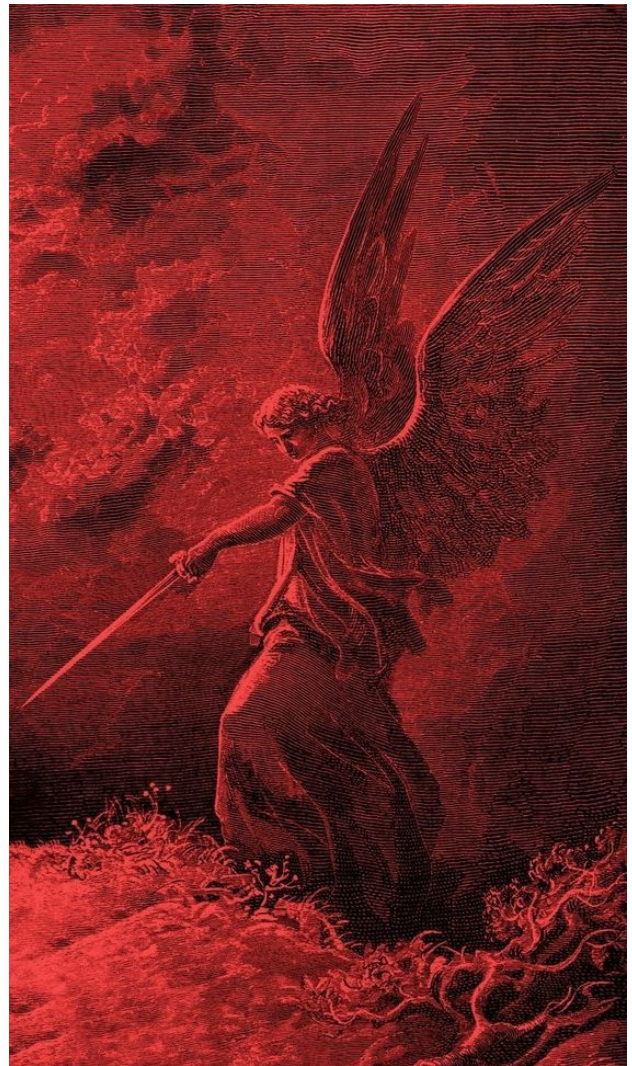
* **Note:** at status 4+ or more you **MUST** spend one Language point on Latin+Greek to reflect education.

General Abilities (GA's)

These help you survive the world. They differ from IAs in that they will provide points to alter dice rolls - more points you put in the better the dice roll. Don't put in enough or any, and there is risk of failure of the action at hand. Again, the rating defines the size of the pool for each GA.

Note - your highest General Ability rating can only be **twice** the next highest. Or, another way, your second highest GA must be at least **half** the value of the highest. Other GA ratings have no further restrictions.

- GAs = 65 points.
- 4 free rating points in each of **Health** and **Stability** General Abilities
- 2 free rating points in **Art-Making**. (Dance, singing, and musical instrument are the "generalists' specialties" in such cases. You might want to be more specific (hint). Magickians take note.)
- 6 free points in **Faction**.



<i>Art-Making</i>	<i>Gambling</i>	<i>Sailing</i>
<i>Artillery</i>	<i>Health</i>	<i>Scuffling</i>
<i>Athletics</i>	<i>Infiltration</i>	<i>Sense Trouble</i>
<i>Conceal</i>	<i>Mechanics</i>	<i>Shooting</i>
<i>Disguise</i>	<i>Medico</i>	<i>Stability</i>
<i>Driving</i>	<i>Preparedness</i>	<i>Surveillance</i>
<i>Faction</i>	<i>Riding</i>	<i>Weapons</i>
<i>Filch</i>		<i>Archery</i>

<p>Archery</p>	<p>You are adept with bows and cross-bows of all types, their creation and maintenance. Note that due to the training investment in Archery the first Archery ability point costs 5 (five) GA points. Subsequent points cost as normal. Note that by this time bows and crossbows had generally been superseded by firearms in thoroughly modern, forward thinking European nations.</p>
<p>Art-Making</p>	<p>You can conceive and execute artistic works. Choose an artistic specialty: Painting (includes drawing, engraving, etc.), Sculpture, Design (includes architectural, scenic, masque, and pageant design), Musical Composition, Poetry (includes history, epics, fictions, and prose), Play-Writing, Dance, Singing, a Musical Instrument, etc</p> <p>To practice multiple pursuits, pick as many as you desire and divide your Art-Making points between them. Most Investigative tests of Art-Making can involve a spend from any specialty.</p> <p>Artistic compositions can also incorporate secrets (involving a successful Art-Making and perhaps a 1-point spend of e.g. Ciphers or some other combination) or more esoteric truths. If you or your patron have</p> <ul style="list-style-type: none"> • Alchemy, Astrology, or Occult Studies, your composition can incorporate a dedicated pool in that ability. This pool refreshes after each adventure. • a Magickal ability, your composition can incorporate an expendable point pool in that ability. Once used in the game, these points are gone (perhaps they refresh after a decade or a century or more). Masterpieces also retain the equivalent of 1 dedicated pool point, or more, which refreshes after each adventure. <p>To create a work of art, roll and spend from Art-Making as normal. The margin by which you succeed determines the quality of the artwork. Note that Creation takes Time. Sometimes, a lot.</p> <p>See Artistic Execution Table below</p>
<p>Artillery</p>	<p>Allows you to operate weaponry too large to be carried by a person, including bulk gunpowder and heavy weapons such as cannon.</p>
<p>Athletics</p>	<p>Athletics allows you to perform general acts of physical derring-do, from running to jumping to dodging oncoming or falling objects. Any physical action not covered by another ability probably falls under the rubric of Athletics.</p> <p>If your Athletics rating is 8 or more, your Hit Threshold, the Target Number your opponents use when attempting to hit you in combat, is 4. Otherwise, is 3.</p>
<p>Conceal</p>	<p>You can hide things from view and conceal them from search. Your methods might include</p> <ul style="list-style-type: none"> • camouflage • holding items out on your person • snaking things into drawers unobserved • building secret compartments • altering a thing's visual signature with paint or plaster. <p>This ability also allows you to discover things intentionally concealed.</p>
<p>Disguise</p>	<p>This is the skill of altering your own appearance, posture, and voice to be unrecognisable.</p> <p>Disguising others in anything more complex than a rumbustious hat or theatrical beard is good only for brief periods, as posture and body language are vital components in any successful disguise. This ability also covers selling yourself as a different person: vocal mannerisms, altered body language, dress and motion sense, and realistic-seeming reactions.</p> <p>Successfully disguising yourself as an actual person already known to those you're interacting with is extraordinarily difficult. Brief voice-only mimicry pits you against a Difficulty of 4. Face- to-face impersonation requires a successful roll against a Difficulty of 7 for every five minutes of sustained contact between you and the object of your impersonation.</p>

<p>Driving</p>	<p>You're a skilled defensive driver, capable of wringing high performance from even the most recalcitrant cart or carriage. Or just getting it through the mud without losing a wheel. Or a horse.</p> <ul style="list-style-type: none"> • evade or conduct pursuit • avoid collisions, or minimise damage from collisions • spot tampering with a cart or carriage • conduct emergency repairs <p>For every additional rating point in Driving, you may add an additional vehicle type. E.g. carriage, wagon, ox-cart, chariot, dog cart, sleigh, double-axle hay-wane, litter, etc</p>
<p>Faction</p>	<p>This ability represents your Faction: your retinue, friends, servants, relations, crew, apprentices, etc.</p> <p>At any time, you may <i>reveal</i> or <i>remember</i> the existence of a member of your faction. Assign this NPC (your factotum) her/his own pool of ability points taken from your unassigned Faction Pool.</p> <p>Your factotum's capacity to accomplish something within her remit resolves as a test of her pool against a Difficulty set by the GM. You can also tap a factotum for knowledge as if he were an Investigative ability.</p> <p>Your factotums' pools refresh normally at the end of an adventure, assuming they survive it. Unless the GM is feeling very cruel today, dead or otherwise inaccessible factotums' rating points return to your unassigned Faction pool. You can always increase a factotum's rating (or your own unassigned Faction pool) by spending your experience points on it.</p> <p>Factotums cannot use Magical abilities or create better than <i>Solid</i> instances of Art-Making.</p>
<p>Filch</p>	<p>Your nimble fingers allow you to unobtrusively manipulate small objects.</p> <ul style="list-style-type: none"> • pilfer clues from a crime scene under the very noses of unsuspecting authorities • pick pockets • plant objects on unsuspecting subjects
<p>Gambling</p>	<p>You are conversant with the rules and etiquette of all forms of gambling, from Primero and Shrove-goat to horse racing and card sharpening. To win (or strategically lose) at a game of chance or sporting flutter requires a Gambling test, or a contest if played against an NPC with the Gambling ability. In addition to playing by the rules and winning, you can:</p> <ul style="list-style-type: none"> • spot cheating, either by the house or by another player • stack a deck, rig a horse race, load dice, or otherwise cheat • Palming cards, tiles, or dice is allowed as a Gambling test; anything else requires Conceal or Filch. <p>Gambling doubles as an Investigative ability when used to:</p> <ul style="list-style-type: none"> • calculate the odds of events ruled by probabilities • use Tod-spotter on professional gamblers despite their poker faces • interact with gamblers and blend in at illegal gaming establishments (I.e. all of them, until 1578)
<p>Health</p>	<p>Health measures your ability to sustain injuries, resist infection, and survive the effects of toxins. When you get hit in the course of a fight, your Health pool is diminished. A higher Health pool allows you to stay in a fight longer before succumbing to your injuries.</p> <p>When your Health pool is depleted, you may be dazed, wounded, or dead.</p>
<p>Infiltration</p>	<p>You're good at placing yourself inside places you have no right to be.</p> <ul style="list-style-type: none"> • pick locks • move silently • find suitable places for forced entry and use them <p>Infiltration is as useful for getting out of places undetected as it is for getting in.</p>
<p>Mechanics</p>	<p>You're good at building, repairing, and disabling devices, from classic pit-and-pendulum traps to clocks. Given the right components, you can create jury-rigged devices from odd bits of scrap. Mechanics doubles as an investigative ability when used to:</p> <ul style="list-style-type: none"> • evaluate the quality of workmanship used to create an item • determine a handmade item's maker by comparing it to known work of individual

<p>Medico</p>	<p>AKA <i>Barber-Surgeon</i>. You can perform first aid on sick or injured individuals, binding wounds, etc. often at a rate of 2 Health for every 1 Medico point spent.</p> <p>8 points of Medico Ability gets you 1 point of the IA Diagnosis ability for <i>free</i>!</p> <p>Note surgery, such as digging out a pistol ball from a wound, stitching said wound with a leather-workers needle and strong twine, and limb amputation is rolled into this Ability. This role is commonly referred to as ‘Barber-Surgeon’ due to practitioners dexterity and skills with sharp knives. As such Barber-Surgeons can also bleed patients with leaches and knives, pull their teeth, and give them a nifty, stylish haircut.</p>
<p>Preparedness</p>	<p>You expertly anticipate the needs of any mission by packing a kit efficiently arranged with necessary gear. Assuming you have immediate access to your kit, you can produce whatever object the team needs to overcome an obstacle. You make a simple test; if you succeed, you have the item you want. You needn’t do this in advance of the adventure but can dig into your kit bag (provided you’re able to get to it) as the need arises.</p> <p>Items of obvious utility to a planned activity do not require a test. These include but are not limited to common tools and hardware, light weapons, lanterns and candles of various sizes.</p> <p>Other abilities imply the possession of basic gear suitable to their core tasks. Characters with Medico have their own first aid kits - salves, grubby linen bandages, leather workers needle and twine, etc. If you have Shooting, you have a gun, and so on. Preparedness does not intrude into their territory. It covers general-purpose investigative equipment, plus oddball items that suddenly come in handy in the course of the story.</p> <p>The sorts of items you can produce at a moment’s notice depend on narrative credibility. If the GM determines that your possession of an item would seem ludicrous or out of genre, you don’t get to roll for it. You simply don’t have it.</p>
<p>Riding</p>	<p>Although staying on a tame, untroubled walking horse (on flattish terrain, anyway) is relatively easy once one gets the hang of it, and staying on a mule or burro even easier, you may be a gifted equestrian. You can gallop even recalcitrant or spirited horses, donkeys, and mules past distractions and across the countryside. You can:</p> <ul style="list-style-type: none"> • evade or conduct mounted pursuit • care for, groom, shoe, and stable mounts • take care of, prepare, and use riding gear such as saddles and bridles • calm a nervous mount • drive a horse-drawn wagon or cart • wield a weapon while riding <p>For every additional 2 rating points in Riding, you may add an additional riding animal: e.g. camel, water buffalo, Oliphant, etc.</p>
<p>Sailing</p>	<p>Big boats, small boats, includes small boats without sails, barges, etc.</p>
<p>Scuffling</p>	<p>You can hold your own in a hand-to-hand fight, whether you wish to kill, knock out, restrain, or evade your opponent. See Scuffling and other combat mechanics</p>
<p>Sense Trouble</p>	<p>Keen perceptions allow you to spot signs of potential danger to yourself and others. Information gained from this ability might save your skins but doesn’t directly advance the central mystery. You might use it to:</p> <ul style="list-style-type: none"> • hear someone sneak up on you • see an obscured or hidden figure • smell a rising, noxious miasma • have a really bad feeling about this <p>Players never know the Difficulty Numbers for Sense Trouble before deciding how many points to spend, even in games where the GM generously inform the players of other Difficulty Numbers. Players must blindly choose how much to spend.</p> <p>When more than one player is able to make a Sense Trouble test, the group decides which of them makes the attempt. Only one attempt per source of trouble occurs, conducted by the chosen PC.</p>
<p>Shooting</p>	<p>You are adept with firearms. See Combat and other game mechanics for more information.</p>

<p><i>Stability</i></p>	<p>Jarring or stressful events can exert a damaging long-term psychological toll. Confrontation with supernatural manifestations can provoke outright madness. Your Stability rating indicates your resistance to mental trauma.</p> <p>You get Stability 1 for free.</p> <p>Note that recovery of Stability, if lost, requires resource to one who can provide comfort, perspective, and solace to the mentally troubled. A person of good counsel, a priest, pastor, theologian, or just an empathetic and intuitive individual. Such can restore panicked characters to a state of calm and assist any long-term mental illnesses they accrue in the course of their travels.</p> <p>See 1) Sources of Stability, below, and 2) Stability and Regaining Pool Points sections in the Mechanics document of rules around Loss and Recovery of Stability</p>
<p><i>Surveillance</i></p>	<p>You're good at following suspects without revealing your presence.</p> <ul style="list-style-type: none"> • guide a team to follow a suspect for short periods, handing off to the next in sequence, so the subject doesn't catch on • find undetectable vantage points • hide in plain sight • perceive potential hazards to yourself or others
<p><i>Weapons</i></p>	<p>You are skilled in the use of personal hand weapons such as knives, swords, or whips. Includes bows and anything not firearms or artillery. See Combat and related sections for more details.</p> <p>The use of blackjacks, coshes, saps etc are treated as Scuffling</p>



Art-Making Artistic Execution Table

Margin	Quality	Effect
0	<i>Mediocre</i>	Pays the rent, does not embarrass your teacher <i>too</i> much.
1-3	<i>Solid</i>	Allows you to interact with higher Status characters as if your Status is 1 higher for one month; serves as a dedicated pool of 1 point for Occult, etc.
4-6	<i>Exceptional</i>	Allows you to interact with higher Status characters as if your Status is 2 higher for a year; dedicated pool of 2 points for Occult, etc.; 1 expendable pool point in a Magick ability
7 or more	<i>Masterpiece</i>	Status as Exceptional, but for three years; dedicated pool of 3 points for Occult, etc.; 3 expendable pool points in a Magick ability; 1 dedicated pool point in a Magick ability

Creation time modifiers:

Art takes time. Genius burns bright, but sometimes all too briefly, or all too slowly.

Knock it up overnight -6, a day -5, a week -2, a month ± 0 , a season +3, a year +5, 'a lifetime' +? = always unfinished, but still potentially useable, if with uncertain results.

Don't forget it's a GA, so you have a points pool.

Sources of Stability

When under stress, each of us searches for reasons to keep it together and persevere. You quantify your character's **Stability** by specifying its sources.

For every **3 points** you invest in **Stability**, you must name one thing that keeps you sane when the terrors of the world threaten to shred your psyche.

Sources of Stability fall into three categories: **personality traits**, **activities**, and **people**. You may not select more personality traits or activities than you do people.

- **Personality** traits might include stoic, Zen-like, or emotionally resilient.
- **Activities** are pursuits or hobbies that calm you, allowing you to regain your sense of perspective after a stressful incident.
- **People** are far your richest Source of Stability: a support network of friends and family whose strength you draw on in times of quiet. A name and identifying phrase are sufficient for each. **You may not use other player characters**; they go through the same stresses you do and remind you of the horrors you confront. It's unwise for multiple characters to lean on the same folks as members of their support network. Relying on others is a source of strength, but also of danger. If anything bad happens to them...

Magick Abilities²

Magickal abilities are special General abilities. Build points for Magickal abilities come from the pool of General Ability build points.

The first rating point in any Magickal Ability **costs 5 build points**; after that, build points for that ability and for all other Magickal abilities become rating points as normal.

Using a Magickal ability is like any other General ability use: roll a die, add any points you spend, and compare the result to the Difficulty. However:

- You must spend at least 1 point from your Magickal Ability pool.
- Different Effects have different minimum spends. (See Magick system document for effect descriptions)
- If you have insufficient points in the relevant Magickal pool you must spend points from other pools instead, at varied ratios of spent pool points to effective points added to the die.



See **Magick System Details** for how this all works.

<i>Jupiter</i>	<i>Moon</i>	<i>Sun</i>
<i>Mars</i>	<i>Saturn</i>	<i>Venus</i>
<i>Mercury</i>		

² The planetary Magickal abilities are based on (and vastly simplified from) the Heptarchia Mystica system developed or discovered by John Dee. Heptarchic magick depends on knowledge of the Heptarchs or angelic entities governing the seven planets and their influence.

<i>Ability</i>	<i>Description</i>	<i>Domain</i>	<i>Secondary</i>
<i>Sun</i>	'Beauty' is suffused with the golden lambency, and rates to balance and moderation. Guarded by lions it resembles ancient Savannah. Its dry, shimmering heat denotes its fiery nature, its golden light emanates from the sphere of the sun.	Wisdom, understanding, science, philosophy; Seas, ships and sea creatures, birds; Health	Venus
<i>Moon</i>	'Foundation' - here referring to structures underlying the visible, not to the physical act of founding - relates to the subconscious. It's a realm of hidden passages, hissing pistons, and levers; the motors of the world. Its ever-turning, unmappable nature reveals its ties to air; its deep purple light shines down through a million gratings and kaleidoscopic skylights from the sphere of the Moon.	Mathematics, politics, doctrine; Light, magical beings, operations of the earth, wonders; Madness	Saturn
<i>Mercury</i>	'Splendour' shines from orderly lines and figures drawn within infinite latticework deep orange cloth-of-bronze, shot through with fractal, threaded patterns. The patterns ultimately resolve in to the gateway to the sphere of Mercury. It holds the nodal points where the four elemental corners meet, somewhere at its centre, and relates to intellect, logic and language.	Depths and secrets of the Earth, caverns, the part; Judgement, Hell, the Gates of Death, Fire; Languages, magick	Jupiter
<i>Venus</i>	'Victory' hangs in space, a pillar of cloud and storm lashing an emerald-green sea, powerfully tied to water and related to emotion. Across its waves lies the sphere of Venus.	Perfection of nature, metals, art; Divination, heights and works of the air; Beauty, love.	Moon
<i>Mars</i>	'Severity' appears as an arsenal of iron chariots; the weapons, walls and armoured figures all glow with ruddy fire. It relates to violence and destruction (which <i>can</i> be used for good, but must be controlled). Obviously it's associated with Mars.	Depths of the Water, mysteries of Water, duality, deep emotion; Breath of life, plants and animals, birth; War.	Sun
<i>Jupiter</i>	'Mercy', the Sphere of generosity and protection, appear as a brilliant blue temple mirrored in blue airy skies. It abuts the sphere of Jupiter.	Treasures, Mysteries of the Earth, subterranean rivers; Time, pattern new worlds, new people and dynasties; Ariel sprits, humous, emotions	Mars
<i>Saturn</i>	'Understanding' is crucially concerned with comprehension. It can be seen as a black cave full of rich food smells. It touches the sphere of Saturn. Deep within it are the true springs of elemental water and the lush cornucopia of elemental earth.	Humans; wicked spirits, the doings of Evil Men; invisibility, petrification, darkness	Mercury.

Ability: The Specific Heptarchy Ability

Domain: The areas the ability can magickly affect. There is a good deal of overlap in these domains, as befits an essentially medieval and feudal angelic hierarchy.

Correspondences: Symbols, emblems, etc. that reflect or exemplify the Heptarch's influence.

Secondary: The Heptarchs share responsibilities. Points spent from the secondary ability are equivalent to those spent from the primary ability in a casting. However, the caster must always spend at least 1 point from the primary ability to cast a spell.

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 from outside Europe. An Irishman or Highland Scot who spends the entire campaign in England would be labeled a "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 big help, as friend, advisor, protector or employer. Their assistance may in goods, equipment, information or duty to them. Frequency is indeterminant.

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!

Possessions

While equipment may be used for particular circumstances, you have a background and a life, so a few standard items are likely always in pack, pouch or pocket.

- Clothing appropriate to person, status: casual and/or formal.
- Appropriate cash in hand and savings appropriate to status, or not.
- Personal item(s) relating to family, past as heirlooms, trinkets, keepsakes
- Skills related items e.g.
 - Shooting skilled likely own a gun of some sort or two.
 - Wilderness skilled and shooting, perhaps a fowling piece or bow.
 - Weapons skilled will have a basic sword appropriate to their status, likely a dagger, or more as role suggests
 - Craft - tools appropriate if speciality noted and can be sensibly lugged around (budding Blacksmiths note that man-portable forges are yet to be invented) .
 - Etc - consider background that would amount to the abilities you have, and hence the personal items likely carried or owned. Note that **not** all high status comes with money and lands...

Experience Points

Experience points translate directly to build points for IA's and GA's. They can be kept pending allocation. They may be allocated to and used as Gloriana Points directly.

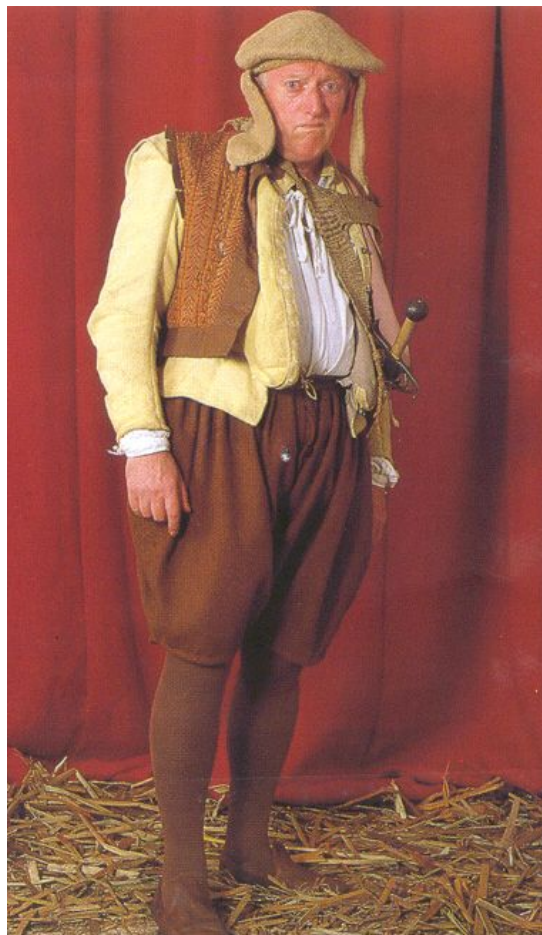
Gloriana Points

Points may be awarded at GM discretion. Or spare Experience points may be used as such. A Gloriana point spend may add or subtract 1 from a die roll, enable a re-roll, make some minor detail True, or temporarily nullify a blessing or curse for a brief period. All uses require justification.

Appendix 1: Advantage: Fighting School Trained in a Fighting Style.

There are various styles, some geographically background dependent. A School training by a Master costs 1 Advantage, but requires background explanation for your use. E.g. it is unlikely that an Englishman would be trained by a Spanish Master in Le Verdadera Destreza.

1. **Old School** - brutal old-style military combat from the field,
2. **Italian** - daring, emphasising attacks and counterattacks.
3. **Spanish (La Verdadera Destreza)** - taught to read opponent's every cue, to move at *precisely* the best moment
4. **French** - Elegance of execution is as important as technical effectiveness.



Old School

The old combat styles didn't instantly shrivel up and blow away before the rapier. The manuals of old-style military combat published in Italy by Marozzo and Del'Aggocchie at the end of the 16th century were in print nearly to the end of the 17th century! The combat they taught wasn't as de mode as the rapier, but their battlefield pragmatics earned them a place among men who lived by the sword. These are a composite of techniques taught by these older schools, as would be found across Europe until the end of the 16th century.

Sweeping Counter Parry	<p>Defence. This manoeuvre lets a skilled fighter like you brush aside a large number of minor foes, making their weapons unready, buying yourself time to act. If you win, you parry <u>all</u> foe's attacks and unready their weapons - they cannot attack next turn, and fall back for one turn awed by the brilliance of the manoeuvre!</p> <p>Many of the old masters made a point of praising the two-handed sword for permitting a man to stand down any number of lesser-armed opponents. Therefore, two-handed weapons get bonus when making a Sweeping Counter Parry against one-handed weapons.</p>
Immovable stance	<p>Defence. Planted solidly, the swordsman will not be moving from the spot. He may move, but not be moved. All impacts to fall back etc are ignored, unless the character chooses. This may also be played as a Last Stand: quarter will not be asked nor given; the character will fight on unto death</p>
Whirlwind attack	<p>Attack. The beleaguered fighter attacks every foe adjacent to him with lightening speed! Spin in place attacking all in clockwise or counter clock order. Attacker finishes with any facing desired.</p>
Scuffling second attack	<p>Attack. After <u>successful</u> first attack with a sword, a Scuffle attack may also be made throwing a punch with the hilt basket, a knee or kick aimed at the foe, grapple etc.</p>

Italian

The Italian school is daring, emphasising stesso tempo, counterattacks in “one time,” over dui tempi, or parry-riposte combinations. It also favoured thrusts over cuts. This style was popular in Italy until the end of the 18th century, and could still be found up to the middle of the 19th century in some places. The Italians preserved the use of secondary weapons (dagger and cloak) for longer than any other European country. All of these are attacks.

Acrobatics	Athletics skilled may leap bannisters, swing chandeliers, rigging, pillars, furniture, etc as actions to gain on attack due to surprise and disorientation of opponent. Description required in the circumstances. Lasts for a sequence of swings, slides and tumbles to the same or up to 3 successive opponents. The landscape must be appropriate and actions described.
Initial carving	AKS bodice ripping - successful attack would allow. Carving will mark or scar obviously, permanently if desired. If used for bodice ripping (or other clothing), then similar requirements both to hit and to cut the clothing. No damage to the defender needed.
Flying lunge	Some rapier masters claimed the ability to thrust at incredible distances and early descriptions of the Lunge could be mistaken for actually hurling yourself at the enemy. <i>Flying Lunge</i> lets you hit anything you can reach with a standing or running jump you can <i>run</i> your full Move, jump, and launch a Flying Lunge!
Counter-attack	The theory behind Counterattack is to hit without being hit, launching an offensive action while your enemy is focused on their own attack.

Spanish: La Verdadera Destreza (The True Skill)

The Spanish were the first to recognise that civilian combat was a world unto itself, with features distinct from military conflicts. Combined with the Spanish sensitivity regarding personal honour, this led Spain to develop the earliest schools of rapier specifically for civilian encounters. They called their art La Verdadera Destreza – “The True Skill.” Students learn geometry and natural philosophy, deemed vital for understanding efficient timing and methods of attack and defence. They were also taught to read their opponent’s every cue, moving at precisely the best moment. Finally, they were trained to maintain contact with their opponent’s blade, and were given access to defensive techniques effective even in the dark of night. In combat, a Diestro (as practitioners called themselves) was to remain detached and project dignity and grace. Extreme movements were avoided, as was “vulgarity” in form or technique. The Diestro held himself perfectly erect, his point always upon his enemy. Attack would occur only when he had obtained desoio: redirection of – or possibly indifference to – his opponent’s weapon.

Sentiment du Fer.	Defence. A successful attack allows the attacker to remain ‘Engaged’ and keep their blade in contact with the opponent’s at all times, which lets them “feel” intentions and counter them. No sight of the opponent is required, only blade contact. Lasts for the length of the combats in the scene.
Body language	Defence. the Precog parry. Linked to <i>Sentiment de Fer</i> , reading body language - the pre-tensing of muscles in the wrist and hips, to gain advantage in the parry before the attacker is even aware of their own attack.
Initial carving	AKA bodice ripping. Successful attack will allow. Carving will mark or scar obviously, permanently if desired. If used for bodice ripping (or other clothing), then similar requirements both to hit and to cut the clothing. No damage to the defender needed.
La Destreza	Attack. Trades speed for focus. The Diestro suffers initiative checks against his primary opponent (reflecting his careful, observant manner), so he may attack second despite his skills. However he is immune to feints (e.g. Le Coup de Jarnec,, Flying lunge) and opponents find it more difficult to parry his <u>attacks</u> each time he <u>loses</u> the Initiative.

French

As the century passed rapiers grew lighter. Masters emphasised the use of the sword alone for offence and defence. Likewise, armour fell out of use by Europe's armies, removing the need for the lance and other heavy military weapons. French maîtres d'armes led the way in developing this style, which emphasised defence over offence and was more academic than the Italian school. Elegance of execution was as important as technical effectiveness. Nevertheless, the earnest duel was still the object of study.

<i>Le Coup de Jarnec (or d'Artagnon, or...)</i>	Attack. This was the blow with which Guy de Chabot de Jarnac killed François de Vivonne de la Châtaigneraie (one of France's greatest swordsmen) on July 10, 1547, in France's last legal duel. Over the years, a mythology grew up around this stroke, guaranteed to grant victory in any duel. Successful attack, the foe is flung back, disarmed, and immediately suffers automatic critical hit. This a one-off attack, card used once only per engagement.
<i>Disarm</i>	Attack. if you succeed they are disarmed, barring other antics. Success factor dictates the distance the weapon goes from the owner in metres/hexes.
<i>Body language</i>	Defence. The Precog parry. Reading body language - the pre-tensing of muscles in the wrist and hips, to gain advantage in the parry before the attacker is even aware of their own attack.
<i>Retain weapon</i>	Defence. You are not be disarmed from your primary weapon if you play this; successful disarm attacks or critical successes that disarm are implemented but fail (as you flip your grounded sword back into your hand with a foot just in time to parry); Critical fails that break or damage your weapon are ignored (in a screeching shower of sparks from the attacker's inferior foreign steel); <u>any</u> result while you are in combat that states you drop or lose your weapon does not apply to you (earthquake, magic, etc, usually countered with a juggle between hands as the effect or event unfolds).

Appendix 2 - Codes of Honour Examples

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. A Code of Honour may also be called “pride,” “machismo,” or “face.” Under any name, it is the willingness to risk death rather than be thought dishonourable . . . whatever that means.

There are those who pretend to have Honour but have none, and those who truly try to follow the code but often fail to live up to it. But only one who truly follows the code may get points for it as a disadvantage.

A Code of Honour is a disadvantage because it will often require dangerous or reckless behaviour. An honourable person can often be forced into unfair situations, because his foes know he is honourable.

This is not the same as a Sense of Duty. A British grenadier will march into battle against fearful odds out of duty, not for his personal Honour (though of course he would lose Honour by fleeing). The risks a person takes for his Honour are solely on his own account.

Highwayman’s Code of Honour is unique to England. These bold robbers call themselves “knights of the road,” and some hold certain principles sacred. One is courtesy – they are always polite if not resisted. Another is generosity – they return enough money for the traveler to spend the night and get home by coach. A highwayman with this Code will not refuse a request for money from any poor person. A third point is graciousness to the ladies and a flirtatiousness that many women find flattering. Often a lady will be able to redeem some of her husband’s gold with a kiss, something everybody but the husband enjoys. (And if the robber is a Cavalier it will be some kiss!) An honourable highwayman may not rob the poor.

The Gaelic Code of Honour: Highland Scots and Irish are extremely proud people. They have ancient codes of behaviour followed to the death. Vengeance is essential – if you (your clan, religion, a bard, etc.) are insulted, you must demand apology. If it is not forthcoming, you must issue a challenge. If you are beaten, you must try again, though you are allowed to recuperate first. If a truce is called, it must be observed – only Englishmen violate a truce. The back line in battle is dishonourable – you must try to be the first into combat. (Highland Scottish battles against the English were lost because the clans would race each other across the battlefield to be the first at the enemy. Carefully-laid battle plans would be ignored to further clan honour.)

Lying to an ally is impossible, though diplomatic subterfuge is allowed with an enemy. You may agree to a plan of action that an ally proposes just to shut him up. In the actual battle you will do whatever honour demands, not necessarily what you agreed to do. You do not take advantage of an unsuspecting enemy. Killing a single opponent from a distance is dishonourable; it is preferable to inquire his name and issue the correct challenges before killing him. In actual war, of course, this last bit of politeness can be neglected.

You will also be distrustful of other clans, as admitting that they might be respectable is to lessen the honour of your own clan.

Pirate’s Code of Honour: Always avenge an insult, regardless of the danger; your buddy’s foe is your own; never attack a fellow-crewman or buddy except in a fair, open duel. Anything else goes.

Gentleman’s Code of Honour: Never break your word. Never ignore an insult to yourself, to a lady, or to your flag; insults may only be wiped out by apology or a duel (not necessarily to the death!). Never take advantage of an opponent in any way; weapons and circumstances must be equal (except, of course, in open war). This code of Honour is especially appropriate for the swashbuckling period, whether British, European or Colonial. Note that it only applies between gentlemen; a discourtesy from anyone of Social Status 1 or less calls for a whipping, not a duel!

Chivalric Code of Honour: As above, except you must resent any insult to your liege-lord or to your faith. In addition, you must protect any lady and anyone weaker than yourself. You must accept any challenge to arms from anyone of greater or equal rank. Even in open war, sides and weapons must be equal if the foe is also noble and chivalric.