



The Queen's Cavaliers 2	
Introduction 2	
Credits 2	
Fonts 2	
Playtests 2	
Kicker Backers 3	
Licenses 4	
PDF Generation by PrinceXML 5	
Quickstart Rules 5	
How to Play 5	
Creating a Character 5	
Attributes 5	
Competency Die 6	
Skills & Specialties 6	
Item Dice & Charmwoven Gear 6	
Making a Skill Roll 6	
Reading a Skill Roll 7	
Drop Penalties 7	
Opposition Dice 7	
Standard Opposition 7	
Spending Success Points 8	
Style Points 8	
Style Maneuvers 9	
Experience 9	
Nice Day for a White Wedding 10	
Sample Characters 14	
Character Creation 21	
Summary 21	
Passions 22	
Experience Points 26	
Classes 27	
The Duelist 28	
The Alchemist 28	
The Barrister 29	
The Brigand 29	
The Chaplain 30	
The Charlatan 30	
The Charmweaver 31	
The Chirurgeon 31	
The Constable 32	
The Courtier 32	
The Dogsbody 33	
The Dragoon 33	
The Envoy 34	
The Explorer 34	
The Fusilier 35	
The Mechanician 35	
The Privateer 35	
The Provincial 36	
The Provocateur 36	
The Speaker 37	
The Veteran 37	
The Virtuosa 38	
The Visionary 38	
The Witch 39	
Alternatives to Classes 39	
Skills and Specialties 52	
Using Skills 52	
Generic Success Tables 53	
Culture 55	
Defense 58	
Dueling 60	
Initiative 61	
Interaction 63	
Magicks 65	
Medicine 68	
Military 71	
Nature 73	
Observation 76	
Science 78	
Streetwise 81	
Style Maneuvers 84	
Types of Style Maneuvers 85	
Maneuver List 85	
Style Maneuvers by Type 89	
Equipment 97	
Wealth 97	
Item Scale 99	
Optional Rule: Encumbrance 99	
Clothing 100	
Weapons 102	
Armor 109	
Tools of the Trade 110	
Alchemy Items 111	
Clockworks 112	
Units of Measure 112	
Living Expenses 113	
Miscellaneous Gear 114	
Transportation and Animals 114	
Crafting 115	
Supplies 116	
Workrooms 116	
Success Limits 117	
Tag Dice 117	
Extra Supplies 117	
Extra Time 117	
Rushing 118	
Weapon Qualities 118	
Repairs 120	
Crafting Rolls 120	
Aim 120	
Arts 121	
Blackpowder 122	
Block 123	
Brawl 124	
Brew 124	
Calculus 125	
Carouse 126	
Clockworks 126	
Deceive 127	
Explore 128	
Feint 129	
Husbandry 129	
Larceny 130	
Lunge 131	
Negotiate 131	
Parry 132	
Poison 133	
Portents 134	
Riposte 134	
Scholarship 135	
Strategy 136	
Treat 136	
Weave 137	
Specialty Equipment 138	
Alchemical Items 138	
Poisons 139	
Charmweaving 139	
Clockworks 147	
Explosive Weapons 161	
Bibelots 163	
Additional Rules 163	
Combat 163	
Organizations 169	
Atlas of Gallinea 172	
Lutetia 172	
Cities 172	
Provinces 172	
Weather 173	
Bodies of Water 175	
Measuring Distance 176	
Travel 177	
Mountains of Gallinea 182	
Forests 182	
Coeur de Gallinea 182	
The Jeweled Coast 183	
Scanbria 184	
The Lowlands 185	
History of Gallinea 186	
Timeline 186	
Pre-Qartan Gallinea 186	
Qartan Galinia 187	
Fall of the Qartan Empire 187	
Rise of the Gallinean Nation 187	
Monarchs of Gallinea 187	
Twenty Years' War 188	
The Assassination of Queen Elisse 188	
Religion in Gallinea 188	
Asrianism 189	
Devranism 190	
The Old Faith 191	
Dualitarianism 191	
Dodekarianism 192	
The Five Brothers 193	
Gallinean Culture 193	
Languages in Gallinea 194	
Gender, Sexuality, and Race 195	
Race in Gallinea 197	
Gallinean Names 203	
The Gallinean Calendar 205	
Gallinean Holidays 206	
Education in Gallinea 208	
The Gallinean Military 211	
Nobility in Gallinea 213	
Government of Gallinea 215	
Crime and Punishment 217	
Science and Technology in Gallinea 221	
Magics of Gallinea 221	
Lutetia 223	
History of Lutetia 223	
Organization 224	
Features of the City 226	
Lutetian Landmarks 226	
Important Personages of Lutetia 240	

The Queen's Cavaliers

Lutetian Adventures	241	Arynné Aubene	270	Common Animals	303
The Countries of Elara	241	Bedyngford	271	Adventures	307
Albia	241	Carolus	271	Secret of the Iron Vault	307
Dragosa	246	Duthas	272	On Charmwoven Sails	309
Ekalia	248	Farrazin	273	The Role of Seafaring in Gallinea	309
Ondala	251	Gabriana Secouriste	274	Seafaring Roles	310
Talanis	253	Ginevra de Hiedra	275	Seafaring Personalities	312
Varendia	258	Isabene de la Justicia	276	Ship Qualities	313
The Countries of Ifran	260	Jean-Remy	277	Ship Types	314
Pitdah	260	Jennevie d'Angelet	278	Ship Costs	317
Ubar	262	Lusienne Castenia	279	Ship Equipment	318
Qartan Empire	263	Mariana	280	Ship-to-Ship Combat	318
The Furthest South	264	Martine Deveaux	281	Seafaring Hazards	319
The Colonies of West Ifran	265	Michel	282	Storms	320
Elissia	265	Opponents	283	Seafaring Creatures	320
New Cordera	267	Types of Opponents	283	Seafaring Charms	321
New Dunon	267	Customizing Opponents	284	Clockwork Chandlery	322
Distant Lands	268	Rabble	285	The Life of a Cavalier	323
The Coffee Coast	268	Stock Characters	289	Introduction	323
Serica	269	Minor Characters	293	Storyline: To Catch a Thief	323
Personages	269	Opponent Groups	299	Storyline: The Veiled Lady	328
		Animals	301		

The Queen's Cavaliers

Introduction

The Queen's Cavaliers is a tabletop roleplaying game set in an alternate fantasy France, circa the early-to-mid 1600s. Inspired by *The Three Musketeers* and other swashbuckling stories, *TQC*'s skill system is flexible and designed to be entertaining, with more options than simply doing damage from round to round. Want to swing on a chandelier to gain advantage over your foes, or recite an epic poem to build style points? These are all valid and effective strategies in *TQC*.

Mechanically, *TQC* uses a dice pool system based primarily on your three attributes: **Verve**, **Affinity**, and **Guile**. Skills and specialties grant you extra dice, as do weapons and tools. *Charmwoven apparel* is unique to the setting – your clothes don't just make you look fashionable but also enhance your dice pools ... assuming you don't violate the Laws of Fashion and end up garishly attired.

Clockwork devices are also common in the setting, with mechanician characters able to build or even invent useful gadgets ranging from repeating crossbows to flying airships.

Your *TQC* character is built by combining together two classes to create a unique role; with over 20 classes, that gives hundreds of combinations such as Duelist/Virtuosa, Brigand/Chirurgeon, Charmweaver/Witch, or Mechanician/Visionary. These class pairings give you a structure that speeds character creation while allowing for creative combinations to express your character's uniqueness.

Credits

Game Designer	Caoimhe Ora Snow
Contributors	Berin Kinsman, Sam Chupp
Worldbuilding	Caoimhe Ora Snow, Rachel Tolliver, Joanne Renaud
Artists	Joanne Renaud, Eleanor Feron, Sara Otterstaetter
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Vexillography	Robert P. Stefko
Backer Wrangling	Rachel Tolliver
Editing	Kristine Chester, Caoimhe Ora Snow

Fonts

This game uses the Fell Types revival fonts. The Fell Types are digitally reproduced by Igino Marini. <www.iginomarini.com>

Playtests

Playtests for *The Queen's Cavaliers* were held throughout southern California, including at the Strategicon conventions, at Game Empire Pasadena, at Clockwork Couture, at Comic Quest, and elsewhere. Hundreds of people playtested *TQC* and their feedback was essential in shaping the game!

Primary playtesters include Alana Tolliver, Alex Katz, Bay Grabowski, Bing Hsu, Brian Kuwabara, Buddy Arnold, Chris Gray, Dave Pakirdjian, Drake Mirabile, Elan Garfias, Forrest McDonald, Ira Taborn, Ivy Bishop, James Clawson, James Freeman, James Zack, Jeff Hollis, Jeremy Forbing, Jorin Bossen, Jose Farinas, Kristine Chester, Maire Bourke, Maximilian Trevino, Noah Tolliver, Pascal Martelli, Paul

“Mongo” Gebeau, Rachel Tolliver, Reverend DAK, Richard Mirabile, Robert “Not James” Fuentes, Roland Trevino, Tim Hanson, and Tim Labor.

Kickstarter Backers

We would like to extend our gratitude to the following people who backed our project on Kickstarter.

Exemplary Cavaliers

Queen Mariana II personally commends the following Cavalier officers for service to Gallinea above and beyond the call of duty, and awards them the highest honors of queendom, La Médaille Étoile de La dame de La Victoire.

Adam Solis Bri Michelle Trout Noxweiler Berf Pablo “Hersho” Domínguez Paul MacDonald Vicky Bartlett

Cavalier Officers - Seize the Initiative

Prince Jean-Remy inducts the following Cavalier officers into the Order of the Sable Sol-de-Essere for quick and decisive action in the cause of the crown.

Ashok Desai, Byron Black, Dalassa, David A. Stern III, Jason K Averill, Jesse Butler, Matthew McFarland, Robert P. Stefko, Simon David Taylor, Wade Geer

Cavalier Officers

The following Cavaliers have proven themselves time and time again to be worthy champions of Gallinea, and are hereby award all honors accorded to a senior officer of the crown.

A. A. Price, Adam Everman, Alex Eizenhart, Alex Fux, Andreas Bodensohn, Andrew Curl, Andrew Lloyd, Arie LaTourette, Arkadiusz “Stopersson” Stopczyk, Ben Niehoff, Beth Brooks-Smith, Brent Walters, Brian “Becky” Cranmer Jr., Brian Allred, Brian Isikoff, Brooke Wiewel, Cesar “Kimbie” Luz, Charles Myers, Christina Le Galloudec, Christopher Fales, Conan McKegg, Crane Laws, CrystalRose Fales, Daniel Bélanger, Daniel Ley, Daniel N Jones, David and Julie Scott, Erik Garland, G. Michael Truran, Hákon Gaut, Ira Taborn, Jeff Erwin, jenh, Jennifer Sutton, Jim Waters, John Doyle, Joseph Johnston, Justin Vander Schaaf, K. David Ladage, Kevin Weaver, Lin Liren, Mari Walker, Mark Buckley, Martin Lamssies, Matt Hurd, Matthew “Monk of Thunder” Orwig, Matthew Thornton Bivens, Michael Baker, Monsieur d’Amherst capitaine lieutenant, Morgan Weeks, Nathan McCoy, Nic Neidenbach, Pablo Guzman, Patrick O’Donnell, Patrick Thomas Morgan, Ric Wagner, Richard “Vidian” Greene, Rob Barrett, Robert Sanzone, Ron Wilhelm, Ruza, Sam Gordon, Sandra WarKitteh Phillips, Scott “MoonHunter” Fitz, Sean Carroll, Seth Baker, Shawn P, Sheryl Williams, Simon Ward, Steve “Slipperboy” Donohue, Steve Williams, StoneTabletGames.com, Susanna May Krawczyk, Teddy Adam Byrd, Terry Heying, The Marquis de Salles, Timothy McGowan, Timothy Salisbury, Todd Peden, Tony & Jenna Elaluf, Trip Space-Parasite, Warren P Nelson

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Queen’s Cavaliers

Queen Mariana honors the following Cavaliers for their service to the throne.

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Cavalier Recruits

Prince-Consort Carolus greets the following recruits with a hearty "Velcume-a tu zee Qooeon's Cefeleeers!"

Aaron Nowack, Adam Lane, Adumbratus, Alek Furchtgott, Alexandre de Tessier, Andreas Rugård Klæsøe, Andreas Sewe, Andrew "Pheyorn" Medeiros, Andrew Cherry, Andrew Osterburg, Andrew Peregrine, Andy Goldman, Andy Keith, Angel Haggerty, Annastacia and Nathaniel Smith, Antonio Ignacio, Ari Multhauf, Arkane Loste, Asen R. Georgiev, Austin Dern, Berin Kinsman, Bez Bezson, Bill Treadwell, Blake Hutchins, Blysse Ling, Bob Hanks, Borna "anothga" Pekaric, Brad Osborne, Brennan Dawson, Brennan Taylor, Brent Hoyler, Brian J. Brady, Bruce Harlick, C. J. Hunter, Carl L. Gilchrist, Carl Ollivier, Carmen Clemons, Chace Thibodeaux, Chris "Eva_Fan" Trace, Chris Edwards, Chris Hopkinson, Chris Quin, Chris Visser, Chris Willett, Christopher Irvine, Clyde Lee Graham, Confanity, Corbett Kirkley, Corey J Baham, Cynthia Armistead, Dai, Daniel Homer, Daniel Turetsky, Daryl Pruitt, Dave "Balthazar Vorio" Crane, David Chart, David Fergman, David H Quiñonez, David Mandeville, David Rego, Denis McCarthy, Derek "Pineapple Steak" Swoyer, Dominic Quach, Doug Atkinson, Dr John Duxbury, DUK!, Dustin Gullidge, ELAN GARFIAS, Elise Morrison, Emma Lord, Eric C. Magnuson, Erika Maris, Erstwhile, Evgeni "Jamie" Vasin, Fabrice Breau, Fagner Lima, Francis Dickinson, Frank P., Gabriel Michael Jones, Graham Bottley, Gristle McThronbody, H. M. "Dain" Lybarger, Haleigh C, HANATAKA Shinya, Heather Blandford, Henry Wong, Hsieh, Wei-Hua, Illya, Isulka, J. Derrick Kapchinsky, Jacqueline Legazcue, James, James "pandaman" Forest, James LaRue, James W. Rouse III, James Zack, Jamie Revell, Jarad Fennell, Jason Blalock, Jeffrey Hosmer, Jenny and Scott Barnes, Jerry Sköld, Jesse Fehrenbacher, jim pinto John Bornmann, John Donahue, John Gabriel Utanes, Jonathan Korman, Jonathan Shaver, Jonathan Ying, Jordi Rabionet, Joshua Hatler, Joy Fleisig, Juliet Youngren, JW Paul, Karl F Maurer, Karl Knutson, Kimmo Kyttä, Kirt "von" Dankmyer, Kristin Hunt, Kristoffer "Illern" Holmén, Krystina Metalis, L. Christopher, Lady Chiviona, Leland Myrick, lirlrenshai, Lindy Willian, Lisa Padol, Loxly, Lynnea Glasser, Magnus Bergqvist, Marc Majcher, Marc Margelli, Marcus Shepherd, Maria V. Arnold, Mark Leymaster of Grammarye, Mark Orr, Mark Reed, Markus Viklund, Matthew Bannock, Meera Barry, Megan Coppock, Megan Peterson, Melissa Moritz, Merry H., Michael "gleepism" McCormack, Michael "Gronan of Simmerya" Mornard, Michael Bowman, Michael Esmailzadeh, Michael Miller, Michael Sandlin, Michelle Clark, Mike McGee, Misha Handman, Mohammad Nur Adli, Nat "woodelf" Barmore, Neall Raemonn Price, Nessa, Nichola Muehlenweg, Nicholas "Tobes" Barry, Nicholas Yu, Nick the Lemming, Niels A. Corbet, Nigel Wright, Nihar Nilekani, Olna Jenn Smith, Patric Goetz, Patrick O'Duffy, Paul Baldowski, Paul Bellitto, Paul de Haan, paul engle, Pedro Steckeцило, Peter Cobcroft, Peter R Brooks, Philip "xipehuz" Espi, Phillip Ames, Phillip Bailey, Quentin Antrim, Rae Wood, Ralf "Sandfox" Sandfuchs, Remo di Sconzi, Reverance Pavane, Richard Taylor, Rick Harrelson, Robert Van Natter, Ross Smith, Rowan Parsons, Ryan R., Sam Chupp, Sarah J Brown, Sascha Kriewel, Scott Kullberg, Sean "Garg" McAlister, Selene O'Rourke, Seth Hartley, Shannon R. Lewis, Shaun Welch, Siôn Rodriguez y Gibson, Slade Eide-Ettaro, Steve Lord, Susan Bischoff, Svend Andersen, Sylvia Steere, Tabitha Doyle, Taralyn Rose Frasqueri-Molina, The Nickus, Theo, Thomas de la Riis, Tim & Alyssa Brownrigg, Tim Ellis, Tim Jensen & Willow Palecek, Tim Newman Esquire, Tishariel, To Peace, Todd Hangos, Tom Conneely, Tom Reed, Travis Eneix, Trevis Martin, Vaughan Cockell, Walter F. Croft, Wilhelm Fitzpatrick, Will, William Artris Otto Allcorn, wraith8o8

Citizens of Gallinea

The following are citizens of Gallinea and under the protection of the Crown.

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Chapter 1: Quickstart Rules

How to Play

The Queen's Cavaliers (*TQC*) is a Baroque, swashbuckling, clockpunk fantasy roleplaying game for 3 or more people. One person takes the role of the Maitresse de Jeu (MJ) or “game master,” while the others are players.

Each player creates a player character (PC) who is (in the default campaign scenario) a member of the Queen's Cavaliers, a group of champions devoted to the cause of Queen Mariana of Gallinea.

The MJ creates the rest of the world, playing out the characters, groups, and natural environment that challenge the player characters and provide the backdrop for them to spin their own story. Dramatic conflicts, such as feats of derring-do or swordfights, are resolved by each side rolling dice to determine success.

To play *TQC*, you will need a copy of the Character Sheet and Combat Tracker for each PC, and a number of six-sided, eight-sided, ten-sided, and twelve-sided dice – six of each are recommended. You'll also need some sort of tokens such as glass beads or small coins to track each PC's status if a fight breaks out. Pencils, paper, and note cards (3x5 or similar) are useful too.

Creating a Character

Creating a player character takes about 30 minutes to an hour, and can be done by the players separately before the game, or at the first game session.

For players:

Before beginning to make choices and fill in the character sheet, think about what kind of character you'd like to make. Read over the background information and the classes, and have a concept in mind, as that can help you make decisions as you go through the character creation process.

When you create your character, you'll be able to decide what she's good at – is she primarily a swordfighter or a negotiator? A cunning sneak or a bold ideologue? You'll want to remember that while *TQC* is a game with romance, intrigue, and diplomacy, it's also primarily a swashbuckling game – so you should also make sure your character can defend herself in a fight.

For the MJ:

Tell your players a little about the type of stories that you'd like to tell, and if there are any particularly appropriate concepts or personality types that will work best in the scenarios you have planned, you can suggest those as well. However, don't be afraid to just let the players' creativity and imaginations run wild.

Attributes

Each character is described by three Attributes that describe her basic strengths and weaknesses, as well as how she approaches life. Those Attributes are Verve, Affinity, and Guile, and they are rated either D6, D8, or D10.

A D10 in an Attribute indicates a high rating in that Attribute, while a D6 indicates a low score and D8 is average. During the character creation process, you get to choose one Attribute at D10, one at D8, and one at D6.

Verve

Your character's Verve score measures her youthful exuberance, her gusto and gumption, her *joie de vivre*. Characters with a high Verve are aggressive in combat and off the battlefield as well, and usually favor a direct, brute-force approach to solving problems. Skill specialties related to Verve include Brawl, Lunge, Parry, Inspire, and Perceive.

Affinity

Affinity is your character's ability to grasp how the world operates, both people and objects. Affinity includes a degree of intuition and natural ability at skills; characters with high Affinity are often builders, healers, or preservers. Aim, Treat, Intuition, Negotiate, and Husbandry are examples of Affinity skill specialties.

Guile

Your character's ability to think outside of the box is represented by her Guile: her cleverness, her ingenuity, her slyness, her brilliance. A character with high Guile often thinks in ways that bewilder or confuse others, and rarely favor the straightforward approach. The skill specialties Portents, Prowl, Deduce, and Deceive are related to Guile.

Competency Die

Each *TQC* character has a Competency Die that represents their general level of overall skill and life experience. New player characters begin with a D6 Competency Die; you can add your Competency Die to any skill check in which you're trained.

As a character increases in experience, her Competency Die will slowly increase, as explained in the later section on Experience. A player character's maximum Competency Die is D12.

For the MJ:

You can create non-player characters (NPCs) with D6 Competency Dice to represent untrained characters, or characters with higher Competency Dice to provide a greater challenge for experienced player characters.

Skills & Specialties

There are 12 Skills in *The Queen's Cavaliers*, ranging from Culture to Streetwise.

The basic level of training in a Skill is known as competency. If your character is competent with a Skill, you get to add your Competency Die to any rolls made with that Skill. Competency in a skill is represented by a checkbox on the character sheet.

Once your character has competency in a Skill, you can also gain ranks in the Specialties for the Skill.

There are three specialties for each skill, corresponding to the three Attributes: Verve, Affinity, and Guile. For example, the Specialties for Culture are Arts (Verve), Etiquette (Affinity), and Scholarship (Guile).

Specialties are ranked from +1 up to +5, although starting characters can only gain a maximum of +2. Each rank represents one additional die – of the same type as the Attribute die – that you can add to a dice pool when attempting that skill or specialty.

Example:

Your character has D10 for Guile, competency with Nature, and +2 ranks of the Prowl specialty. That means that you get to include your Competency die in your Nature (Prowl) roll, and you get to add 2 additional D10 dice (same size as your Guile die) to the pool.

Item Dice & Charmwoven Gear

For certain skill rolls, you can add Item Dice to your pool, but only one die per roll. The most common item dice are Weapon Dice and Armor Dice, used in combat, but you can also get an Item Die for non-combat rolls if you're using tools, such as chirurgeon's knives or a crowbar.

You can also include one Charm Die in your roll. The world of Gallinea has subtle magicks, and one common practice is the weaving of enchantments into fashionable clothing. These Charms assist you with specific Specialties by providing an extra die.

A charmwoven cloak may give a Dodge D6 bonus, while a cavalier hat could provide Carouse D10.

Example:

Because you envision your character sneaking around quite often, you buy yourself a piece of charmwoven apparel: boots that provide a Prowl D8 bonus.

Making a Skill Roll

The primary mechanic in *TQC* is the skill roll. You make a roll by gathering together a pool of dice and rolling them.

Your dice pool will consist of the following:

- Your relevant Attribute
- Your Competency Die, if you're competent in the skill
- One die for each rank you have of the appropriate Specialty, matching the size of your Attribute die
- One Item Die, if appropriate
- One Bonus Die, if appropriate

Example:

You decide to use Prowl to get past a guard, so you start building your dice pool. Prowl is a Specialty of the Nature skill, and is associated with Guile.

The pool consists of:

- First, your Guile D10.
- Then, because you're trained in Nature, you get to add your D6 Competency Die.
- Next, your two ranks (+2) in Prowl give you two additional dice of the same type as your Guile Attribute, so 2D10.
- No Item Dice apply, but your +1D8 Charm Die on your boots applies as a Bonus die.

Thus your total dice pool for this roll will be 1D10 + 1D6 + 2D10 + 1d6.

To see if you successfully sneak, you will roll that pool of dice. This dice pool can be abbreviated as 3D10+1D8+1D6.

Reading a Skill Roll

Once you have rolled the dice, you need to read the results. You calculate your total by keeping the two highest-rolling dice and discarding all the rest. Add those two dice together for the total.

The lower die from the two you kept tells you the number of Success Points you rolled. If you succeed in your action, you can spend those Success Points to accomplish results.

Example:

You have a dice pool of $3D10+1D8+1D6$. You roll the dice and get the following results:

The first thing you do is discard everything except the two highest rolling dice, leaving you with 7 and 6.

Adding those together, you get a total of 13.

The low die, a 6, determines the number of Success Points.

So in this case, if you succeed, you would have six Success Points to spend.

DIE	RESULT
D10	2
D10	5
D10	7
D8	6
D6	3

Rolling One Die

If you only roll one die, that die's number alone is the total, and your number of Success Points is always one.

Drop Penalties

A Drop penalty is an adjustment to the number of dice you roll, based on a negative or hindering quality affecting your character. The most common Drop penalties are the results of Wounds, Combined Actions, Range Penalties, or General Modifiers.

Drop penalties are expressed as “Drop X,” where X is the number of dice you must drop from your pool before rolling. “Drop 1” means to remove one die, “Drop 2” means remove two dice, and so on.

When you drop dice, you get to choose which ones to drop. In nearly every situation you’re going to be dropping your dice with the smallest size first, so D6 before D8, D10 before D12.

Example:

You have a dice pool to roll for Prowl: $3D10+1D8+1D6$. However, you are suffering two Wounds, giving you a Drop 2 penalty. You drop the D8 and the D6, leaving $3D10$.

You roll those dice, getting the following results:

These total to 10, with three potential Success Points.

DIE	RESULT
D10	2
D10	3
D10	7

Opposition Dice

Whenever you make a Skill Roll of any kind, you are making an opposed check – either against an opponent or against Standard Opposition dice.

When facing an opponent – such as trying to negotiate against someone or stab them with a sword – the opponent gets to make an appropriate defense or opposition roll. This is dependent upon the situation; for a Negotiate roll, the appropriate opposition is likely another Negotiate roll, while a Lunge can be opposed by a Parry, Block, or Dodge.

Example:

While Prowling around, you fail a roll and are spotted by a guard. She demands to know what you’re doing and if you’re supposed to be there. You aren’t actually supposed to be there, so you need to make up a story to convince her. This requires the use of the Deceive specialty.

Deceive is a Guile specialty under the Interaction skill, and you’re competent with Deceive. You have 1 rank in the Deceive specialty. In addition, you have a charmwoven hat with a Deceive +1D6 Charm Die. Your dice pool is $1D10 + 1D6 + 1D10 + 1D6$, or $2D10 + 2D6$.

The opposition dice will be the guard’s Intuition roll. The guard has an Affinity of D10, a D6 Competency Die, and +1 rank in Intuition. Her dice are $1D10 + 1D6 + 1D10$, or $2D10 + 1D6$.

You roll $2D10 + 2D6$ and get 9, 3, 2, 3 for a total of 12 with three success points.

The MJ then rolls for the guard’s Intuition specialty and gets 6, 2, and 5. Her total is 11 and her success points are five.

Because her total is lower than yours, you succeeded on your Deceive roll and she buys your story.

Standard Opposition

If you are making a roll which isn’t opposed by another character (PC or NPC), the MJ will roll Standard Opposition dice – such as if you are walking a tightrope, picking a lock, or reciting a poem.

The number of Standard Opposition dice is always three, but the type of dice vary depending on the difficulty level set by the MJ.

For the MJ:

Select the size of dice to roll by consulting this table:

The Queen's Cavaliers

TABLE I: STANDARD OPPOSITION

DIFFICULTY LEVEL	STANDARD OPPOSITION
Very Easy	Automatic success
Easy	3D6
Moderate	3D8
Difficult	3D10
Very Difficult	3D12

A Very Easy task should automatically succeed; they just happen, especially if they fit the genre of the game.

You can use Standard Opposition dice in a number of situations in which you don't have a specific NPC opposing an action. If a PC is trying to influence a crowd, just choose 3D6 or 3D8 to represent the difficulty in influencing the crowd.

Spending Success Points

Once you have succeeded at a skill roll, you can spend your Success Points to produce results.

Each Specialty has one or more associated Success Tables. This is what the Success Table for Deceive looks like:

DECEIVE	
Time:	Free Roll
Opposition:	Intuition
+	Think on Your Feet
++	Appear Sincere
+++	Gain 1 Style Point
++++	Appear Trustworthy

You can spend your Success Points and achieve the desired results. Each "+" indicates the expenditure of one Success Point.

The results you can achieve are dependent upon the shared reality of the fictional world. In other words, if there's no way you can convince the guard that your lie is true – for example, if you told the guard that you're her sister and she clearly knows her own family – then you can't choose to appear trustworthy. A Deceive roll isn't mind control!

If applicable and appropriate, you can choose a result more than once. It doesn't make sense to appear sincere twice, so you can't choose that multiple times, but if you had the success points you could gain multiple style points.

It's possible that you may run out of things to spend Success Points on. In such a case, the extra points you don't spend are simply unused and go away.

Example:

You have three Success Points and succeeded on your Deceive roll. You decide to spend your Success Points as follows:

+	Think on Your Feet – you quickly come up with a good lie. "I'm the ... inspector! I'm here to inspect ... all the things!"
++	Appear Sincere – you don't seem like you're obviously lying, so the guard believes you.

Style Points

Style Points are a limited resource which you can use to improve your dice rolls. You start each game session with one Style Point and can gain more by spending Success Points with successful skill rolls. Three Success Points will earn you one Style Point. However, you can only have a maximum of three Style Points at any time.

Example:

You score six Success Points on a Deceive roll, and spend your Success Points like this:

+	Think on Your Feet
++	Appear Sincere
+++	Gain 1 Style Point

Every time you gain a Style Point, you are required to describe what your character has done that is particularly stylish. You can't overly bend the narrative of the game – your stylish description can't have any mechanical effect – but you can use the opportunity to make your character perform an impressive act that is unique to her personality and style.

Example:

You choose to Think on Your Feet, Appear Sincere, and Gain 1 Style Point. The MJ asks you, "what do you do that's so stylish while you're tricking the guard?" You answer:

“I give a dashing and reassuring smile as I tell this outlandish lie, a sparkle of moonlight reflecting off my teeth with a ‘glint!’ sound. With confident assurance, I tell her that I’m here to perform an inspection, and I even hint that if she doesn’t comply, she may be in trouble with her superiors.”

“Awesome! That happens,” says the MJ. And you earn your Style Point.

For the MJ:

It’s perfectly within your rights to veto any stylish description if you think it’s too absurd, but most of the time you should let players get away with whatever they want to describe. It’s their Style Point and thus their chance to narrate.

The only time that you should definitely step in is when you feel a description isn’t *stylish enough*. Then you can prompt the player for more awesomeness and encourage them toward an over-the-top, flamboyant display.

Style Maneuvers

Each player character starts with two Style Maneuvers and can purchase more with Experience Points. Style Maneuvers each cost one or two Style Points to use.

Unlike *gaining* Style Points, you are not required to narrate something *stylish* when you *use* a Style Maneuver (but you can if you want to!).

There are three types of Style Maneuvers: Maximize, Reroll, and Add.

Maximize Specialty

This Style Maneuver lets you spend two Style Point, then take one of the Specialty Dice of the appropriate Specialty and set that die to its maximum value before rolling. You don’t roll that die, just set it to its highest value and set it aside, then include it after you roll.

You can only have one maximized die in any given skill roll. (You can’t spend two Style Points and maximize two dice.)

Example:

You have the Style Maneuver “Maximize Deceive.” You can spend two Style Points to set one of your D10 dice to its maximum value before rolling. That gives you an automatic 10 on that die. You then roll the other dice – 1D10 + 2D6 – getting a 2, a 3, and a 2.

Adding the 10 to the 3, you get a total of 13 with three success points. Nice!

Reroll Skill

This Style Maneuver lets you reroll a roll that you just made. Spend a Style Point, pick up all the dice (except maximized dice, of course) and reroll them.

You can reroll the same skill roll as many times as you like, until you run out of Style Points.

Example:

You make your Deceive roll and get 4, 2, 3, and 2. That’s really low – a total of 7 with 3 success points.

You have a Style Maneuver “Reroll Interaction.” You spend a Style Point and reroll the dice, and get a much better roll: 7, 9, 2, 6. Hooray! This is a total of 16 and seven Success Points.

Add One Specialty to Another Specialty

This Style Maneuver lets you add your Specialty dice to another roll. You add only the Specialty dice – of the same size as the first Specialty’s related Attribute.

You can only use each Add Style Maneuver once per roll, although you could use additional, different Style Maneuvers together on the same roll if they all apply.

Example:

You have a Style Maneuver that lets you add your Banter dice to your Deceive roll. Normally your Deceive roll is 2D10 + 2D6. You have +2 ranks in Banter (a Verve specialty), and your Verve is D8, so you get to add 2D8 (not your entire Perceive dice pool) to your Deceive roll.

Your Deceive dice pool is now 2D10 + 2D8 + 2D6. You roll the dice and get 4, 9, 8, 2, 4, and 3. Hooray! This is a total of 17 and eight Success Points.

Experience

Each game session of *The Queen’s Cavaliers* gives you one to five Experience Points (XP), which you use to improve your player character. The cost for each improvement is shown in the following table.

The Queen's Cavaliers

TABLE 2: CHARACTER IMPROVEMENTS

CHARACTER IMPROVEMENT	COST	NOTES
New Skill Competency	3 XP	
Specialty Rank, per rank:		Equal to the new rank
+0 to +1	1 XP	
+1 to +2	2 XP	(3 XP from +0 to +2)
+2 to +3	3 XP	(6 XP from +0 to +3)
+3 to +4	4 XP	(10 XP from +0 to +4)
+4 to +5	5 XP	(15 XP from +0 to +5)
New Language	1 XP	
Weapon Prowess	1 XP	
Armor Prowess	1 XP	
Add a Style Maneuver	5 XP	

Note that there is no cost listed for improving your character's Attributes! Your Attributes are fixed for the life of your character as they represent innate qualities unique to her. If you have a D6 Verve at the start of your career with the Queen's Cavaliers, you'll have a D6 Verve at the end.

Once you have spent (not earned, spent) a certain number of Experience Points on improvements, your character's Competency Die will improve, as shown on the table below. In addition, the maximum number of ranks your character can have in any one Specialty increases.

TABLE 3: XP AND COMPETENCY DIE

XP SPENT	COMPETENCY DIE	MAXIMUM SPECIALTY RANK
0	D6	+2
20	D8	+3
50	D10	+4
100	D12	+5

Experience points can be spent between game sessions, at the beginning of a session, at the end of a session, or between scenes. You can't spend your experience points during a scene, however.

For the MJ:

The XP system is flexible and relies on your judgment as to how many points to award per session, although the default is three XP to five XP for a typical session of four hours of game play.

In general, you should only give out XP at the end of a session, not immediately after each scene.

Nice Day for a White Wedding

This is a sample adventure that can be used by starting players and MJs to introduce the world and the game rules.

For the MJ:

Summary: In the high mountains of Varendia, a small group of Cavaliers must prevent a kidnapping and save a marriage. This demo is designed for two to six players and is designed to show both social skill use and a thrilling combat.

Briefing

Read or summarize the following information:

Piers de Montambre, the youngest son of Marquise Deina de Montambre, is engaged to Hans von Stimmt, the youngest son of Landgraf Heinrich von Stimmt. Both families approve of the marriage, which will further cement ties between the two cities on opposite sides of the Lendine Mountains.

Landgraf von Stimmt is seeking allies in his conflicts with his fellow Varendish lordlings, while Marquise Deina looks for new markets for Montambre's iron and steel.

As the Marquise de Montambre is a strong supporter of Queen Mariana of Gallinea, you have been sent to accompany her and Piers as honor guards at the wedding and the reception that follows. The wedding will take place in a chateau overlooking the von Stimmt lands.

Before you leave, a covert messenger sent by Prince Jean-Remy, the Queen's spymaster, tells you that rumors are swirling that someone in Varendia may be hiring mercenaries to disrupt the ceremony. The Landgraf has dismissed those rumors as baseless, but you'd best be on your guard anyway!

ADDITIONAL BACKGROUND DETAILS

You can summarize this information or provide it to your players if it becomes necessary.

- Varendia is a patchwork of small kingdoms and duchies who rarely manage to work together on much of anything, as they are busy jockeying for power and wealth in internal struggles.
- Landgraf von Stimmt is currently vying for control over the Nebelwald, a large forest nestled against the Lendine Mountains. His chief

rivals include Altgräfin Bridlin von Wolkenburg and Herzog Rein Bärenlied, neither of whom are present at the wedding.

- Piers and Hans met while both were studying in Lutetia, the capital of Gallinea, and by all accounts are in love – it's not just an arranged political marriage.
- Montambre doesn't have any real enemies, but Marquise Deina is not on good terms with Comtesse Josette of the nearby town of Canard-Noir.

Dramatis Personae

- **Deina de Montambre** (Gallinean; female; 49 years old; Loyalty D10, Family D8, Country D6): Marquise of Montambre, mother of groom Piers, and loyal supporter of Queen Mariana of Gallinea.
- **Esdeline Bissette** (Gallinean; female; 31 years old; Wealth D8, Lust D6): Consort of Marquise Deina for the last 9 months; not of noble birth.
- **Greta Valliken** (Varendish; female; 21 years old; Pride D10, Loyalty D8, Wealth D6): Airship captain, mercenary, and pirate.
- **Hans von Stimmt** (Varendish; male; 21 years old; Love D8, Knowledge D6): Youngest son of Landgraf Heinrich von Stimmt and groom of Piers de Montambre.
- **Heinrich von Stimmt** (Varendish; male; 52 years old; Family D10, Wealth D8, Pride D6): Landgraf (duke) of Stimmtburg, father of groom Hans, and one of several Varendish nobles with claims on the Nebelwald forest.
- **Othilia von Stimmt** (Varendish; female; 54 years old; Family D10, Pride D8, Love D6): Wife of Heinrich and mother of groom Hans.
- **Piers de Montambre** (Gallinean; male; 22 years old; Love D8, Justice D6): Youngest son of Marquise Deina de Montambre and groom of Hans von Stimmt.

NOT APPEARING IN THIS ADVENTURE

- **Bridlin von Wolkenburg** (Varendish; female; 69 years old): Altgräfin (arch-duchess) of Wolkenburg and a rival of Heinrich von Stimmt.
- **Jean-Remy de Gallinea** (Gallinean; male; 49 years old): Prince of Gallinea, Queen Mariana's favorite uncle, and spymaster.
- **Josette de Canard-Noir** (Gallinean; female; 29 years old): Comtesse of Canard-Noir and an economic competitor of Marquise Deina.
- **Rein Bärenlied** (Varendish; male; 34 years old): Herzog (duke) of Bärenlied castle and city, and a rival of Heinrich von Stimmt.

The Wedding

Surprisingly, the wedding goes off without a hitch. It was a lovely ceremony, performed by a Varendish priestess of Eserre, the sun empress-goddess of the Asrian faith. The ceremony took place behind the chateau in a picturesque meadow, and then the attendees moved inside for the reception.

The Reception

Now, this is where things begin to happen!

Lay out index cards as Areas to represent the sections of the ballroom in the chateau where the reception is being held. The dancing floor should be in the middle, and the balcony beside it, opposite the entryway.

- **The Grooms' Table:** Piers and Hans are seated here, along with Landgraf Heinrich, his wife Othilia, Marquise Deina, and her consort Esdeline Bissette. Attendees approach the table to offer their well-wishes to the happy couple, who are dressed in matching white formal outfits trimmed with their respective family colors (gold and brown for Montambre, green and brown for Stimmt). The nobles are getting along well with each other.
- **Dining Tables:** This is where most of the people who attended the wedding are seated. Most of the people here are from Varendia, although some have traveled from Gallinea with the Cavaliers and the Marquise.
- **Ballroom Floor:** An open space in the middle of the ballroom where the grooms can dance, as well as anyone else who feels like doing so.
- **Chamber Ensemble:** There are six musicians sitting here, playing mostly Varendish songs with a few well-rehearsed Gallinean pieces as well. Cavaliers who are skilled at music may be asked to play a song with the ensemble.
- **Balcony:** This is open to the chill spring air, overlooking the valley below the chateau. Stubborn patches of snow still cling to the nearby mountainsides, and far below the lights of a village, Stimmtburg, can be seen flickering in the darkness. The moon is full but partially hidden by the clouds of the night sky.
- **Entryway:** There are two Varendish guards here, one man and one woman. They are tall, strong, silent, and completely humorless. They wear steel breastplates, iron helmets, and green/brown Stimmt tabards.

Ask the players where they are and place markers or tokens to represent their locations on the index cards. Also place markers for the two grooms, the Landgraf, the Marquise, and the two guards.

Allow the players to do whatever they want at the reception, and then require a specialty roll to demonstrate how specialty rolls work. Here are some examples of how you might resolve certain actions.

Interacting with nobles, including the grooms and their families, should require a Culture (Etiquette) roll. Remember to add a cavalier's highest social rank die to the roll as an item die. The standard opposition dice are 3D8 for the groom's table, and 3D6 for any other guest.

The Queen's Cavaliers

To dance well, a cavalier will need to make a Culture (Arts) roll. The standard opposition is Easy (3D6) unless the cavalier ends up in a dance-off with someone. A cavalier who is a musician and who has her instrument with her may be asked to join the chamber ensemble.

Mingling with the crowd to get information or just find a companion for the evening is a Streetwise (Carouse) roll, with standard opposition of Easy (3D6) if the character speaks Varendish, and Moderate (3D8) if not. Some rumors or secrets include:

1. The Landgraf recently canceled an order of steel breastplates from Canard-Noir (true; common rumor, or uncommon secret)
2. Three of the serving staff were hired a month ago (true; rare rumor or uncommon secret)
3. Someone in Stimmtburg was asking about mercenaries a few weeks ago, which admittedly isn't all that uncommon for Varendia (true; common rumor, or rare secret)
4. The marquise's consort is actually a spy in the employ of Prince Jean-Remy (false; common rumor)
5. The musicians were chosen because of their repertoire of Gallinean belle danse music (false; rare rumor)
6. Hans broke off an engagement with a duke's daughter to marry Piers (false; common rumor)

Remember that rumors could be true or could be false, while secrets are always true. You can provide additional rumors or secrets at your discretion.

Looking around and generally being on guard can be any Observation check, against Easy (3D6) standard opposition. Alternately, a Knowledge roll with an appropriate skill could suffice as well. Some of the things a cavalier might notice:

1. The cellist is not as good as the rest of the musicians, and missed a few notes here and there
2. There are 8 different members of the serving staff who move around delivering food and drinks, and carrying off empty plates
3. The guards did pause to eat some strudel given to them by some serving staff
4. There is a cold breeze blowing over the balcony and the sky above is getting cloudier, blocking out some stars
5. The marquise's consort, Esdeline, looks bored and her bearing marks her as a non-noble
6. The wine is mostly imported from Gallinea and was brought by the marquise.

Not all of these observations are important. You can feel free to add additional details from the information given in the adventure, or just make things up.

Bribing the serving staff for information or favors requires a Streetwise (Larceny) roll with standard opposition of Moderate (3D8), but also add the cavalier's highest Social Rank die to the opposition – they're more willing to talk to other members of lower ranks than to nobles. Use Carousing results to determine what kind of information is given. You can decide if the staff member being addressed is a normal server or an infiltrator (see below), based on what will make for a more interesting story.

Try to give each player the chance to make at least one roll, preferably something they're good at. Encourage the purchase of style points, and make sure each character gets a close-up scene whenever they gain a new style point.

The Action Begins!

At an appropriate time, start the action part of the scene. It may happen because a cavalier spots something while investigating, or you could just choose to have it happen once each player has had her cavalier do something useful. You can also start this part by having Piers and Hans take to the center of the ballroom for a dance.

By this time, the guards are getting sleepy and starting to slump against the wall, an unspeakable breach of duty under most circumstances. They've been poisoned and are taking a Drop 2 penalty on all actions; the cavaliers will be the heroes today, not the guards.

Have the cavaliers make simple Observation rolls against Easy (3D6) standard opposition to see if they notice what's going on before it happens. Each cavalier who succeeds can take a Drop 1 action – moving to a different area or drawing her weapon, for example – before the fight begins.

For every cavalier present, there will be one infiltrator – a mercenary who has been hired to capture Hans and take him out to the balcony. For example, with four cavaliers playing, there will be four infiltrators.

The cellist is an infiltrator, and if there are more than four cavaliers, so is the oboe player. They draw swords and pistols from their instrument cases, surprising the other musicians. Represent these with the Brash Fencer opponent, although they don't have bucklers so remove a D8 from their Defense (Block) pools.

Up to three of the serving staff can draw knives out of hidden sheathes in their sleeves and start waving them around; use the Street Thug to represent these opponents.

If you need another infiltrator, one of the minor nobles present is actually an Unemployed Thespian passing herself off as a visitor from Gallinea. Nobody's actually heard of her before this.

The nobles and guests present, including the grooms, won't join the fight – they're non-combatants and mostly drunk, so it's up to the cavaliers to be heroic. If you need stats for any of them, you can use the Gossiping Courtier, the Boorish Fop, or the Petty Noble. The guards, drugged as they are, are represented by Infantry Recruits.

The sound of fighting can be heard further back in the chateau; these two guards aren't the only ones present, and a group of infiltrators has been dropped off to engage them and draw the other guards off. The plan was made assuming that only the two drugged guards would be present – the infiltrators weren't planning on the Queen's Cavaliers attending the reception!

The infiltrators won't directly engage with the cavaliers unless attacked first; instead they are trying to move Hans out to the balcony. A brawl roll against Hans' Military (Brawl) of 1D8 should be easy enough, or you can move him around via fiat. Don't make it too hard, but try to get

him at least onto the balcony.

TABLE 4: OPPONENT SUMMARY

PLAYERS	OPPONENTS
2 cavaliers	Cellist (Brash Fencer), Server (Street Thug)
3 cavaliers	Cellist, 2 Servers
4 cavaliers	Cellist, 3 Servers
5 cavaliers	Cellist, Oboe Player (Brash Fencer), 3 Servers
6 cavaliers	Cellist, Oboe Player, 3 Servers, “Minor Noble” (Unemployed Thespian)

The Airship Arrives!

At the end of the first or second round of the fight, an airship comes down from the clouds above the chateau. It’d been waiting around, high above the chateau, and is there to carry Hans off. Add a Deck of the Airship index card to the scene. (The airship also potentially has a Below Decks area and an Atop the Airship Balloon area, if you need to add extra index cards during the fight.) Anyone falling off the balcony or the airship dies unless they’re the cavaliers, Hans, or the airship captain – in which case they catch themselves at the last second and dangle precariously unless rescued.

There are ten crewmembers – Bloodthirsty Buccaneers all of them – but not all of them can fight the cavaliers since they’re busy sailing the airship. One crewmember will fight, and an additional crewmember equal to half the number of cavaliers, rounded up. They’ll use their pistols unless the cavaliers come onto the airship. If the fighting members of the crew and the captain are defeated, the rest of the airship crew surrenders.

The captain of the ship is a Varendish pirate named Greta Valliken. If there are three or fewer cavaliers, she is a Devious Smuggler; if there are four or more, she is a Privateer Captain. Her goal is to capture Hans, so she won’t fire the cannons on the ship toward the chateau, nor will she take actions that might endanger Hans.

Greta’s motivation can be any of the following:

- She was hired by Altgräfin Bridlin von Wolkenburg to disrupt the wedding, forcing the Landgraf to give up some of his claim to the Nebelwald as ransom
- She was hired by Comtesse Josette de Canard-Noir to kidnap Hans, as a form of revenge against the Landgraf and the Marquise for a canceled order of armor that instead went to Montambre
- She is Hans’ childhood “girlfriend” who he hasn’t thought about in fifteen years, but is confused enough to believe that he “promised” to marry her when they were both five years old
- She is a rogue airship captain who just hopes to make some money if she steals away Hans, and she heard about this wedding while she was in Stimmtburg fencing her stolen cargo

Choose one that makes sense based on the facts that have been revealed through roleplaying before the fight began. You can make the motivation a mystery that the players can solve – the first two choices – or you can have a somewhat silly out-of-the-blue motivation with the “girlfriend” choice. The last option is probably the least interesting, but it’s there if you need it. In any case, have Greta make her motivation clear as she tries to get Hans onto the airship.

TABLE 5: OPPONENT SUMMARY

PLAYERS	OPPONENTS
2 cavaliers	Greta Valliken (Devious Smuggler), 2 Crewmembers (Bloodthirsty Buccaneers)
3 cavaliers	Greta Valliken, 3 Crewmembers
4 cavaliers	Greta Valliken (Privateer Captain), 3 Crewmembers
5 cavaliers	Greta Valliken, 4 Crewmembers
6 cavaliers	Greta Valliken, 4 Crewmembers

Resolution

The cavaliers really should triumph here, defeating the mercenaries and Greta, and saving Hans. They’re rewarded by both families and poems are composed telling of their bravery.

If, for some reason, the players fail to win the day, you can have Piers join the fray, rescuing Hans but not defeating Greta – leave that to the cavaliers, or have her escape (although that’s less satisfying).

TABLE 6: REWARDS

Experience Points	1 XP for each cavalier
Monetary Rewards	1D6 Reward from Landgraf von Stimmt, 1D8 Reward from Marquise de Montambre for each cavalier

Chapter 2: Sample Characters

Bahkara

Provocateur / Duelist

- **Competency Die:** D6
- **Attributes:** Verve D6, Affinity D8, Guile D10
- **Social Rank:** Soldier (D6) / Artisan (D8)
 - *Wealth Pool:* 1D8 + 2D6
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 3, Dying)
- **Initiative:** Timing 1D10 + 1D6
- **Skill Competency:** Culture, Defense, Dueling, Interaction, Medicine, Military, Streetwise
 - *Culture:* Etiquette +1
 - *Defense:* Parry +1, Dodge +2
 - *Dueling:* Lunge +1, Riposte +1, Feint +1
 - *Interaction:* Negotiate +2, Deceive +2
 - *Medicine:* Poison +1
 - *Military:* Strategy +1
 - *Streetwise:* Banter +1, Larceny +1
- **Weapon Prowess:** knife, sword, pistol
- **Armor Prowess:** flexible armor, shields
- **Languages:** Gallinean
- **Passions:**
 - *Justice D12;* avenge death of comrades caused by nobles during the war
 - *Loyalty D10;* to Gerard, only other surviving comrade and co-founder of conspiracy
 - *Friends D8;* the inner circle of co-conspirators
 - *Love D6;* Ashlain, a Gallinean noblewoman
- **Style Maneuvers:**
 - *Cunning Thievery:* Spend 2 Style Points to set the value of one Larceny die to its maximum value before rolling
 - *Precise Swordplay:* Spend 2 Style Points to set the value of one Sword weapon die to its maximum value before rolling
 - *Shady Negotiations:* When dealing with criminals or conspirators, spend 1 Style Point to add Larceny dice to a Negotiate roll
- **Equipment:** Bandana (covering half his face), sleeveless cloak with a large sun symbol on the back, buckler (Shield +1D6), Rapier (Sword +1D8), Poison (6 uses)
 - *Dueling Instructor Disguise:* Gules cavalier hat, gules doublet, argent soldier's gloves, argent breeches, sable boots, gules cape
 - *Revolutionary:* Argent bandana, leather jerkin (Armor +1D6), leather bracers, argent breeches, sable boots, sable sleeveless hooded cloak

Credit: Bahkara created by Adam Solis

Elspeth Fitz Randall

Courtier / Provocateur

Elspeth is a scion of a noble Albian family, the Fitz Randalls. She can trace her family lineage back 600 years to a brother of Count Alain the Red. She is 12 years old, standing at 5'1", tall for her age and willowy at 100lbs, with a tow head of curls. As she was born in the spring month of Floréal, her birthstone is a Sapphire that matches her eyes. Like most Albians, she is a Dualitarian.

Nobles of course, are all quite closely related and she is a cousin of the Prince-Consort Carolus.

Elspeth serves as a *filles d'honneur* at the court of Gallinea under the terms of the marriage agreement of Queen Mariana and Prince Carolus. A fille d'honneur is a usually ceremonial position where a young woman of noble birth attends court as an honorary Lady's Maid in the hopes of making a desirable match and learning the ways of the world. Of course, since she is 12, she is less interested in making a match and more interested in learning all about... well, everything. She lives at court in the Royal Palace and is in attendance at most gatherings of State having to do with Albia. Elspeth has learned to use her naturally dreamy personality as a cover to appear inattentive, when she is actually observing and listening carefully.

- **Competency Die:** D6
- **Attributes:** Verve D6, Affinity D8, Guile D10
- **Social Rank:** Noble (D10) / Artisan (D8)
 - *Wealth Pool:* 1D10 + 1D8 + 1D6
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 3, Dying)

- **Initiative:** Timing 1D10 + 1D6
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Medicine, Military, Observation, Streetwise
 - *Culture:* Arts +1, Etiquette +2
 - *Defense:* Parry +1, Dodge +1
 - *Interaction:* Negotiate +2, Deceive +2
 - *Military:* Strategy +1
 - *Medicine:* Poison +1
 - *Observation:* Perceive +1, Intuition +1
 - *Streetwise:* Larceny +1
- **Weapon Prowess:** Knife, Sword, Pistol
- **Armor Prowess:** None
- **Languages:** Albian, Gallinean, and Old Qartan
- **Passions:**
 - *Family D12;* personified by her ancestor Lady Gunnora, who defended her castle against an overwhelming force
 - *Knowledge D10;* personified by Sir Wyllin, her uncle and mentor, a Gentleman of the Chamber to King Edgar
 - *Duty D8;* personified by Albizaros, ancient Qartan general, model of civic virtue
 - *Loyalty D6* to King Edgar; personified by Brydget, her *much* older sister, a war hero
- **Style Maneuvers:**
 - *Mostly Harmless:* When unarmed and facing an armed opponent, spend 1 Style Point to add Deceive dice to a Dodge roll
 - *Polite Fictions:* When speaking with someone of at least Noble social rank, spend 1 Style Point to add Etiquette dice to a Deceive roll
 - *Practiced Manners:* Spend 2 Style Points to set the value of one Etiquette die to its maximum value before rolling
- **Equipment:** 6 uses of poison, 3 uses of Serpent's Tongue (Deceive D6), 4 Large Books (D6 item bonus to Arts, Society, Poison, Strategy) and an elegant Riding Horse.
 - *Courtly Outfit:* celeste velvet hair ribbons (D10 bonus to Society), celeste velvet embroidered bodice, argent satin Courtier's gloves, celeste satin and brocade full skirt and celeste chopines
 - *Servant's Outfit:* argent shift, cendree skirt and tenne buckled shoes

Credit: Elspeth Fitz Randall created by Michelle Trout

Jean-Paul du Chevalier

Explorer / Fusilier

- **Competency Die:** D6
- **Attributes:** Verve D8, Affinity D10, Guile D6
- **Social Rank:** Soldier (D6) / Soldier (D6)
 - *Wealth Pool:* 3D6
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 3, Dying)
- **Initiative:** Vigilance 2D10 + 1D6
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Military, Nature, Observation, Streetwise
 - *Culture:* Etiquette +1, Scholarship +1
 - *Defense:* Parry +1, Dodge +1
 - *Initiative:* Vigilance +1
 - *Military:* Brawl +1, Aim +2
 - *Nature:* Explore +1, Husbandry +2, Prowl +2
 - *Observation:* Perceive +1
 - *Science:* Blackpowder +1, Clockworks +1, Calculus +1
- **Weapon Prowess:** knife, bow, pistol, musket, cannon
- **Armor Prowess:** flexible armor
- **Passions:**
 - *Country D12;* Gallinea
 - *Justice D10;* uphold the law
 - *Loyalty D8* to the Queen's Army D8
 - *Pride D6;* in family accomplishments
- **Style Maneuvers:**
 - *Martial Reliability:* Spend 1 Style Point to reroll a Military roll
 - *Incoming Fire:* When avoiding a ranged attack, spend 1 Style Point to add Aim dice to a Dodge roll

The Queen's Cavaliers

- **Equipment:** Flintlock musket (Musket +1D10), leather jerkin (Armor +1D6)
 - *Corsair Outfit:* tricorne, doublet, craftsman's gloves, breeches, boots
 - *Guard uniform:* capotain, soldier's gloves, breeches, boots, tabard

Credit: Jean-Paul du Chevalier created by Paul MacDonald

Miakoda Skye

Witch / Dragoon

Miakoda (Mia to her friends) was born into a small noble family whose land borders Varendia. Her province is renowned for the tradition of falconry and quality of wool. Vialle was her first childhood crush and would become the love of her life.

Mia joined the Cavaliers after putting down a series of Varendish bandit raids. She is rather shy around people but this often manifests as irritation. She prefers the company of animals, and can often be found attending to their needs when duty permits. Mia has a deep love for witchcraft and seeks to expand her knowledge.

- **Competency Die:** D6
- **Attributes:** Verve D8, Affinity D10, Guile D6
- **Social Rank:** Artisan (D8) / Soldier (D6)
 - *Wealth Pool:* 1D8 + 2D6
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 3, Dying)
- **Initiative:** Vigilance 1D10 + 1D6
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Magicks, Medicine, Military, Nature, Observation, Streetwise
 - *Culture:* Scholarship +1
 - *Defense:* Parry +1, Block +1
 - *Dueling:* Lunge +1, Riposte +1
 - *Magicks:* Brew +1, Portents +1
 - *Medicine:* Treat +1, Poison +1
 - *Military:* Brawl +1
 - *Nature:* Husbandry +2
 - *Streetwise:* Carouse +1
- **Weapon Prowess:** knife, sword, pike, pistol
- **Armor Prowess:** flexible armor, rigid armor
- **Languages:** Gallinean
- **Passions:**
 - *Love D12:* for Vialle
 - *Knowledge D10:*
 - *Faith D8:* Miakoda is a Dodekarian
 - *Loyalty D6 to the Queen's Cavaliers D6*
- **Style Maneuvers:**
 - *Aggressive Assault:* Spend 2 Style Points to set the value of one Lunge die to its maximum value before rolling
 - *Equestrienne:* When mounted on a horse you care for yourself, spend 1 Style Point to add Husbandry dice to a Lunge roll
 - *Ritual Reliability:* Spend 1 Style Point to reroll a Magicks roll
- **Equipment:** alchemist's tools (Alchemy +1D6), sabre (Sword +1D6, cavalry), divination cards (Portents +1D6), Steel Breastplate (Armor +1D10), Shadow (peregrine falcon); aggression draught (Lunge +1D6), courage draught (remove 1D6 yield), healing unguent (Surgery, Treat +1D6)
 - *Black and silver courtly outfit:* sable feathered hair ribbons (Portents +1D6), argent bodice (Lunge +1D6), courtier's gloves, argent wolf stole (Parry +1D8)
 - *Guard uniform:* capotain, gloves, breeches, boots, tabard

Credit: Miakoda Skye created by Bri

Placide

Alchemist / Privateer

Placide was orphaned in Ekalia as a young child. By 10, iel had been taken aboard a Gallinean vessel as a cabin-keeper. Iel spent the last 16 years either at sea or in a port town learning the craft of alchemy from ier mentor, La Dona Montoya. Iel has come a long way since then, and is now a ship's doctor. Placide has garnered quite a reputation for keeping a crew safe during a see journey and is thus in great demand when free, giving iem a free choice as to which assignments to take.

Placide is an agender individual who doesn't consider ielself to be either male or female. Iem uses the *iel / iem / ier / ielself* pronouns instead of *she* or *he*. For more on agender characters in world of *The Queen's Cavaliers*, see [in chapter 14 under the section "Gender" on page 105](#).

- **Competency Die:** D6
- **Attributes:** Verve D6, Affinity D10, Guile D8
- **Social Rank:** Artisan (D8) / Soldier (D6)
 - *Wealth Pool:* 1D8 + 2D6
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 3, Dying)
- **Initiative:** Vigilance 2D10 + 1D6
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Magicks, Medicine, Military, Nature, Observation, Science, Streetwise
 - *Culture:* Scholarship +1
 - *Defense:* Parry +1, Dodge +1
 - *Dueling:* Lunge +1, Riposte +2, Feint +2
 - *Interaction:* Negotiate +1
 - *Magicks:* Brew +1
 - *Medicine:* Treat +1, Poison +1
 - *Military:* Aim +2
 - *Nature:* Explore +1
 - *Observation:* Deduce +1
 - *Science:* Blackpowder +1
- **Weapon Prowess:** knife, sword, pike, cannon
- **Armor Prowess:** none
- **Languages:** Ekalian, Gallinean
- **Passions:**
 - *Knowledge D12:* Placide is an explorer at heart
 - *Artistry D10:* iel views alchemy as an art form
 - *Loyalty D8:* to shipmates
 - *Friends D6:* chosen family of fellow orphans
- **Style Maneuvers:**
 - *Into the Rigging:* When on a ship or a boat, spend 1 Style Point to add Explore dice to a Dodge roll
 - *Social Reliability:* Spend 1 Style Point to reroll an Interaction roll
- **Equipment:** 8 units of alchemy supplies, 2 units of poison antidote, alchemy tools (Alchemy +1D6), cutlass (Sword +1D8)
 - *Crafter's outfit:* artisan's beret, smock, crafter's gloves, breeches, buckled shoes
 - *Corsair outfit:* tricorne, doublet, craftsman's gloves, breeches, boots

Credit: Placide created by Rachel Tolliver and Caoimhe Snow

Valero de Diego

Duelist / Mechanician

- **Competency Die:** D6
- **Attributes:** Verve D8, Affinity D6, Guile D10
 - *Social Rank:* Artisan (D8) / Artisan (D8)
- **Wealth Pool:** 2D8 + 1D6
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 3, Dying)
- **Initiative:** Timing 1D10 + 1D6
- **Skill Competency:** Defense, Dueling, Initiative, Interaction, Military, Observation, Science, Streetwise
 - *Defense:* Parry +1, Block +1, Dodge +1
 - *Dueling:* Lunge +1, Riposte +1, Feint +2
 - *Interaction:* Negotiate +1
 - *Military:* Aim +1
 - *Observation:* Deduce +1
 - *Science:* Clockworks +2, Calculus +2
 - *Streetwise:* Banter +1, Larceny +1
- **Weapon Prowess:** knife, sword, bow, pistol, musket
- **Armor Prowess:** flexible armor, shields
- **Languages:** Ondalan, Gallinean

The Queen's Cavaliers

- **Passions:**
 - *Knowledge D12*; personified by Alonso Mesarede, his maestro
 - *Justice D10*; personified by Martriach Isabene
 - *Love D8*; personified by Florinda Leren, his lover
 - *Loyalty D6* to Queen Mariana D6
- **Style Maneuvers:**
 - *Diegan School of Fencing*: When fighting with a rapier or espada ropera in one hand and a dagger in the other hand, spend 1 Style Point to add Banter dice to a Parry roll
 - *Precision Mechanics*: Spend 2 Style Points to set the value of one Clockwork weapon die to its maximum value before rolling
- **Equipment:** Leather jerkin (Armor +1D6), repair tools (Clockworks +1D6), buckler (Shield +1D8), *La Inquieta* (rapier Gearsword; Sword +1D8), pocketwatch, two daggers in two wrist sheaths (Knife +1D6), riding horse
 - *Swashbuckler Outfit*: Tenne cavalier hat, sanguine doublet, carnation soldier's gloves, sanguine breeches, tenne boots, carnation cape
 - *Clockworker Outfit*: Vert gearspring goggles (Perceive +1D6), cendree smock, tenne craftsman's gloves, sanguine breeches, cendree pantofles, cendree cloak

Credit: Valero de Diega created by Pablo Dominguez Castro

Vialle Scathach

Charmweaver / Duelist

Vialle grew up on the Jeweled Coast, daughter of a mercantile family. From a young age she was apprenticed as a Charmweaver. On a family trade expedition, Vialle met a 13-year-old Miakoda. Subsequent trips deepened her crush to love.

Vialle originally joined the Cavaliers to be with Mia, but loved the excitement and courtly life. Vialle specializes in making clothes for situations where armor wouldn't be welcomed.

With a sparkle in her eyes and a gentle laugh, Vialle gets along with most people; she feels life is too short to make trouble. She does have a serious side, expressing it in the quality of her woven charms.

- **Competency Die:** D6
- **Attributes:** Verve D10, Affinity D8, Guile D6
- **Social Rank:** Noble (D10) / Artisan (D8)
 - *Wealth Pool*: 1D10 + 1D8 + 1D6
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 3, Dying)
- **Initiative:** Impulse 1D10 + 1D6
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Magicks, Military, Nature, Observation, Streetwiseo
 - *Culture*: Arts +1, Etiquette +1
 - *Defense*: Parry +1, Dodge +1
 - *Dueling*: Lunge +1, Riposte +1, Feint +1
 - *Interaction*: Inspire +1, Negotiate +1
 - *Magicks*: Weave +2
 - *Military*: Brawl +1
 - *Observation*: Perceive +1
 - *Streetwise*: Banter +1
- **Weapon Prowess:** knife, sword, pistol
- **Armor Prowess:** flexible armor, buckler
- **Languages:** Gallinean, Ekalian
- **Passions:**
 - *Love D12*; for Miakoda
 - *Artistry D10*; of charmweaving
 - *Lust D8*
 - *Loyalty D6*; to Queen Mariana as a person not the role
- **Style Maneuvers:**
 - *Confident Fencing*: Spend 1 Style Point to reroll a Dueling roll
 - *Mistress of Fashion*: When creating clothing or accoutrements with a base cost of D6 or higher, spend 1 Style Point to add Arts dice to a Weave roll
- **Equipment:** parasol / disguised rapier (Sword +1D8), buckler (Shield +1D8), tailoring tools (Weave +1D6), leather jerkin (Armor +1D6), Sirocco (Ubaran greyhound)
 - *Green and Gold Courtly Outfit*: *Or* hair ribbons (Weave +1D8), *Or* bodice (Parry +1D10), courtier's gloves, vert skirt (Riposte +1D8), chopines

- *Swashbuckler Outfit*: cavalier hat, skirt, boots, cape

Credit: Vialle Scathach created by Bri

Victoria Cloutier

Veteran / Provocateur

In the Twenty Years' War with Albia, Victoria's daughter was drafted. At that time, she was pregnant and on bed rest with Victoria's granddaughter, so the elder Cloutier volunteered to take her place. The Field Commander where she reported took one look at her merry demeanor and the steely glint in her eye, and send her to Prince Jean-Remy, the Queen's spymaster. He took Victoria under his wing and sent her to Varendia, where she distinguished herself.

Victoria has since retired to Aeropa until some foolish royal cousin choked on a fishbone and she saved them, earning an invitation to join the Queen's Cavaliers.

- **Competency Die:** D6
- **Attributes:** Verve D6, Affinity D10, Guile D8
- **Social Rank:** Soldier (D6) / Soldier (D6)
 - *Wealth Pool*: 3D6
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 3, Dying)
- **Initiative:** Vigilance 1D8 + 1D6
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Medicine, Military, Nature, Observation, Streetwise
 - *Culture*: Scholarship +2
 - *Defense*: Block +1, Dodge +1
 - *Dueling*: Lunge +2
 - *Interaction*: Negotiate +1, Deceive +2
 - *Medicine*: Treat +1, Poison +1
 - *Military*: Aim +1, Strategy +2
 - *Nature*: Explore +1
 - *Observation*: Intuition +1
 - *Streetwise*: Carouse +1, Larceny +1
- **Weapon Prowess:** knife, sword, pike, pistol, musket
- **Armor Prowess:** rigid armor, shields
- **Languages:** Gallinean, Albian, Varendish
- **Passions:**
 - *Justice D12*
 - *Love D10*; both romantic and for family and friends
 - *Loyalty D8*; to Gallinea
 - *Artistry D6*; her art is spycraft
- **Style Maneuvers:**
 - *Envenomed Blade*: When using a poisoned knife, spend 1 Style Point to add Poison dice to a Lunge roll
 - *Tactical Retreat*: When unarmed and facing an armed opponent, spend 1 Style Point to add Strategy dice to a Dodge roll
- **Equipment:** Steel breastplate (Armor +1D10), rapier (Sword +1D8), dagger (Knife +1D6), 6 doses of poison, Pupper (Albian bulldog)
 - *Crafter's outfit*: Purpure artisan's beret, rose baker's smock, purpure oven mitts (crafter's gloves), purpure skirt, buckled shoes
 - *Guard uniform*: capotain, soldier's gloves, breeches, boots, tabard

Credit: Victoria Cloutier created by Vicky Bartlett

Tanglestern & Hermic

Tanglestern

Dogsbody / Brigand

- **Competency Die:** D6
- **Attributes:** Verve D6, Affinity D8, Guile D10
- **Social Rank:** Commoner (D0) / Commoner (D0)
- **Wealth Pool:** 1D6 + 2D0
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 3, Dying)
- **Initiative:** Timing 2D10 + 1D6

The Queen's Cavaliers

- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Military, Nature, Observation, Streetwise
 - *Culture:* Etiquette +1
 - *Defense:* Dodge +2
 - *Dueling:* Lunge +1, Feint +2
 - *Initiative:* Timing +1
 - *Interaction:* Negotiate +1
 - *Military:* Brawl +1, Aim +1
 - *Nature:* Husbandry +1, Prowl +2
 - *Observation:* Intuition +1
 - *Streetwise:* Carouse +1, Larceny +2
- **Weapon Prowess:** knife, sword, quarterstaff, bow
- **Armor Prowess:** flexible armor
- **Languages:** Gallinean, Ekalian
- **Passions:**
 - *Loyalty D12* to Hermic
 - *Friends D10;* band of highwaymen
 - *Pride D8*
 - *Wealth D6*
- **Style Maneuvers:**
 - *Cunning Thievery:* Spend 2 Style Points to set the value of one Larceny die to its maximum value before rolling
 - *Last Resort:* Spend 1 Style Point to reroll a Defense roll
- **Equipment:** hunting bow (Bow +1D6), leather jerkin (Armor +1D6), backsword (Sword +1D8)
 - *Peasant Outfit:* shift, breeches, buckled shoes

Hermic

Charlatan / Visionary

- **Competency Die:** D6
- **Attributes:** Verve D8, Affinity D6, Guile D10
- **Social Rank:** Commoner (D0) / Artisan (D8)
- **Wealth Pool:** 1D8 + 1D6 + 1D0
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 3, Dying)
- **Initiative:** Impulse 2D8 + 1D6
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Magicks, Medicine, Military, Nature, Observation, Science, Streetwise
 - *Culture:* Scholarship +2
 - *Defense:* Dodge +2
 - *Dueling:* Lunge +2
 - *Initiative:* Impulse +1
 - *Interaction:* Negotiate +1, Deceive +1
 - *Military:* Brawl +1, Strategy +1
 - *Nature:* Explore +1
 - *Observation:* Deduce +1
 - *Science:* Clockworks +1, Calculus +2
 - *Streetwise:* Banter +1, Larceny +1
- **Weapon Prowess:** knife, sword, bow
- **Armor Prowess:** none
- **Languages:** Gallinean, Ekalian, Ifrani
- **Passions:**
 - *Justice D12*
 - *Loyalty D10* to her band of highwaymen D10
 - *Artistry D8;* banditry as an art form
 - *Wealth D6*
- **Style Maneuvers:**
 - *Brilliant Analysis:* Spend 2 Style Points to set the value of one Deduce die to its maximum value before rolling

- *Confidence Game*: When engaging in a swindle, spend 1 Style Point to add Banter dice to a Deceive roll
- **Equipment**: Repair tools (Clockworks +1D6), books on six different subjects, crossbow (Bow +1D8),
◦ *Crafter's Outfit*: artisan's beret, smock, craftsman's gloves, breeches, buckled shoes, draft horse and wagon, smallsword (Sword +1D8)

Credit: Tanglestern & Hermic created by Noxweiler Berf

Chapter 3: Character Creation

Summary

To make your own character for *The Queen's Cavaliers*, follow these instructions while filling out the character sheet.

Competency Die, XP, & Yield Limit

As a starting character, you have a D6 competency die and you start with 0 XP earned, 0 XP spent. Your Yield Limit equals the maximum value of your Competency Die plus 3, so 9 for a starting character.

Choose Two Classes

Your character is a composite of two classes. For each class chosen, record the following information:

SKILLS & SPECIALTY RANKS

Your classes determine your starting Skill Competency and your Specialty ranks. For each skill listed, check the corresponding box to indicate Competency. For each Specialty listed, place a +1 in the appropriate blank space; if both classes give ranks in a specialty, write +2.

WEAPON & ARMOR PROWESS

Your Weapon prowess & Armor prowess are the total of those granted by your two classes. Check the boxes on the character sheet that correspond with all of your Weapon and Armor prowesses.

SOCIAL RANK & WEALTH

For each of your classes, record the Social Rank and the die for each rank. For example, if your two classes give the social ranks Commoner (1D0) and Soldier (1D6), you'd write down "Commoner (1D0)" and "Soldier (1D6)." Also record the dice values on the Wealth section of your character sheet, along with your Competency Die. Your total Wealth Roll consists of those three dice together in a pool.

The social ranks are:

- Commoner (D0)
- Soldier (D6)
- Artisan (D8)
- Noble (D10)
- Royalty (D12)

BONUS GEAR

Each class provides you with a set of clothing and possibly additional equipment.

STYLE MANEUVERS

Choose one Style Maneuver from each class and record it on your character sheet.

Attributes

Your attributes are Verve, Affinity, and Guile. Assign one of them the value D10, another one D8, and the last D6, and write those in the appropriate boxes. You probably want to put the D10 in the attribute that corresponds to the column where you have the most Specialty ranks, but it's not required.

Nationality & Languages

Choose and record your nationality.

If you are from Gallinea, you speak and read Gallinean; if not, you speak your native language automatically and don't know Gallinean (you'll need to learn it with one of your customizations; see step 10). For each prowess rank you have in Culture (Scholarship), you speak and read an additional language. Record each language that you know.

Passions & Personifications

Choose four Passions for your character that describe what she feels is important in her life. The standard Passions are Artistry, Church, Country, Faith, Family, Friends, Justice, Knowledge, Love, Loyalty, Lust, Pride, and Wealth. You will rank your four chosen Passions from D12 (the strongest) to D6 (the weakest).

Optional Rule:

For each Passion, name one person associated with that passion and record that person's name to the right of the Passion. This is the person

The Queen's Cavaliers

(living or dead) whom your character most closely associates with that Passion, either positively or negatively. You can use an existing NPC (or even PC), or name a new one.

5. Customizations

You get to choose up to six customizations for your character. Choose your six customizations from the following list (you can choose each customization more than once):

- Increase one of your Social Rank values by one step; you can increase each Social Rank die only once.
- Add one Weapon or Armor Prowess.
- Add a new Language.
- Add one Skill Competency.
- Add +1 rank in a Specialty, to a maximum of +2.
- Add a Style Maneuver from either of your classes or from your Nationality.

6. Additional Equipment

You begin with bonus gear as determined by your class listings. You also get your choice of one weapon: Knife, Pistol, or Sword.

You begin the game with three Rewards – one of them equal to your Competency Die, and the other two equal to your Social Rank Dice. You can buy additional equipment by using these Rewards – for example, a D8 Reward can be used to purchase any item of cost D8 or lower.

If you don't want any of your starting gear, you can sell it back and gain an equivalent Barter Die. For example, if you don't want a musket (Cost: 1D10), you can trade it in for one D10 Barter Die. You can't make any Purchase rolls or use your Barter Dice during character creation, but you can spend your Rewards.

7. Character Details

Write down a name, gender, and other biographical data for your character. Write down two or three words for your character's Reputation, such as "Fearsome Opponent," "Mostly Harmless," or "Renowned Lover." Your reputation need not be true.

Passions

Characters in *The Queen's Cavaliers* are passionate, and their passions often spur them on to fantastic success or dismal failure.

Each character is defined by four Passions that are ranked with Passion Dice, from D12 at the highest, down to D10, D8, and D6 at the lowest. The size of each Passion Die indicates the relative strength of that Passion in the character's life.

You must always have one passion at D12, one at D10, one at D8, and one at D6, and they must all be different Passions. (You can't double up with the same Passion with two different dice sizes.)

In addition, each of your Passions is embodied by another character, living or dead, as the Personification of that Passion in your character's mind.

Using Passions

You can use your character's Passions when roleplaying, by making decisions that reflect the role her Passions play in her thoughts.

In addition, Passions can also be used with Style Points for game benefits. Passions can be used in one of three ways:

- Indulge your Passion during a scene to gain 1 Style Point.
- Add your Passion die to a roll by spending 1 Style Point.
- Struggle with your Passion to make it harder for you to succeed at something – and when you fail, you gain a free Style Point.

INDULGE YOUR PASSION

During a scene, if your character takes the time to focus on her Passion to the exclusion of other activities, you can gain 1 Style Point – but only up to the normal maximum of three Style Points at any one time. You can only do this once per Passion, per session.

For example, someone whose Passion is their Faith may engage in prayer, while another person who has a Passion for Knowledge may engage in scientific discovery or reading a new book.

As with any time in which a Style Point is gained, you must describe how your character is acting with style.

ADD YOUR PASSION DIE

By spending a Style Point, you can add one Passion Die to a Dice Pool under the following conditions:

- Your Passion must be related to the roll that you are making.
- You have not already added that Passion to a die roll in this session.

You need to have a good reason why your success or failure hinges on your character's Passion – for example, perhaps your character is motivated to succeed because of her sense of Pride, or her desire for more Wealth. If you can't justify how your character's Passion would influence the outcome, you can't spend the Style Point and can't include your Passion Die.

STRUGGLE WITH YOUR PASSION

Sometimes your character's Passion isn't a benefit, but is a hindrance. In such cases you can choose to struggle with that Passion by adding the appropriate Passion Die to the opposing Dice Pool when the MJ makes a dice roll.

If your roll then fails, you gain 1 Style Point and get to describe how your character's Passion conflicted her and caused her to fail. If your roll succeeds, you don't gain this Style Point.

You can only choose to do this when the roll is related to your character's Passion, as with adding the Passion Die to your own roll; in addition, you can only do this once per Passion per session.

Inverted Passions

Sometimes, one's love for something can be twisted into pain. These are known as inverted passions; rather than being passionate toward the object of your Passion, you're opposed to it.

You decide when you select a Passion whether it's normal or inverted. You probably shouldn't have more than one inverted Passion for a starting character, although your Passions may become inverted during the course of game play. (See "Changing Passions", below.)

List of Passions

The following is a list of the most common Passions that drive characters in *The Queen's Cavaliers*. You can pick from this list or write your own custom Passion.

Several of these Passions require additional definition, such as specifying the Country that you're passionate about, or the group you're loyal to. You can record this beside the Passion die on your character sheet

ARTISTRY

A character with a Passion for Artistry is drawn toward things of beauty, be they works of art, music, science, or nature. Such characters are often either artists themselves, or patrons of the arts.

Example:

Countess Lusienne Castenia, the Lady-Mayor of Gallinea, loves nothing more than a grand party to welcome the start of a new play, the opening of a new gallery, or the arrival of an artiste from far-away lands. She has a strong Passion for Artistry, even though she herself is not artistically talented.

Artistry, Inverted: The ugliness of your soul drives you to destroy things of beauty rather than cherish them.

CHURCH

A character with a Passion for the Church is devoted to the hierarchy of a religious institution, most commonly the Asrian church under the direction of the Matriarch.

Example:

High Chaplain Farrazin, Guardian of the Faith of Gallinea, is a very devout man, yes. But ultimately his loyalty is less to the teachings of the goddess Essere than to her church. Raised in an Asrian orphanage, Farrazin rose through the ranks to become the most powerful chaplain in Lutetia – and there's nothing he won't do for the Church of Essere.

Church, Inverted: You despise all that the Church stands for, seeing them as one of the greatest threats to your life and those of others.

COUNTRY

Passion for one's Country is usually, although not always, the same as a Passion for the ruler of that country. The Passions may conflict if one has Loyalty toward one group or cause who opposes the current government.

Example:

Baudouin de Longpre, the duke of Rhodope, is one of the rare male heads of a province. As the oldest child of his parents, who had no daughter to inherit the throne, he became duke upon his mother's death. The Rhodope family have supported the Throne for generations; they were loyal to the late Queen Elisse III and remain steadfast loyalists to her daughter, Queen Mariana II. The crown is more than the head that wears it.

Country, Inverted: Your country has done you wrong – either through deliberate malice or "benign" neglect. Your ire may be directed against all people of that nation, or just against the ruling parties.

FAITH

As contrasted with Passion for the Church, Passion for one's Faith is less about the religious organization and more about the beliefs. It's possible (and quite common) to have both Passions, or also to have just one or the other.

Devrans usually have a Passion for Faith but no Passion for the Church, because worship of the Desert Mother isn't based around a complex church hierarchy as with the Asrians.

Example:

Matriarch Isabene de la Justicia, Bride of the Sun, is the head of the Asrian church – some say she practically *is* the church. However, her strongest commitment is to her deity and (ceremonial) wife, Essere, goddess of the Sun.

Faith, Inverted: You reject the Faith that once filled your heart with joy. No longer a true believer, you work to convert others to leave that religion just as you have.

The Queen's Cavaliers

FAMILY

Characters with strong familial ties have a Passion for Family. This can include one's extended family and household, or may just be one's immediate family – such as parents or children.

Example:

Prince Jean-Remy is not merely Queen Mariana's favorite uncle, but is also Gallinea's spymaster and head of Her Majesty's Secret Service. Haunted by his failure to detect and thwart the assassination of his sister Queen Elisse and niece Jehanne, Jean-Remy would do whatever it takes to prevent harm to any of his family.

Family, Inverted: You're the one decent person in a family of terrible people – or perhaps the only terrible person in a family of saints. You're determined to prove to your kin that they were always wrong about you.

FRIENDS

Some people are very faithful to their Friends and would do anything for them – even die for them in some cases. You can decide if this applies to all your character's friends or just her closest friends.

Example:

Gabriana Secouriste is a young member of the Queen's Cavaliers. Personable and easy-going, she makes friends easily and is slow to lose them.

Friends, Inverted: You keep to yourself and don't form any friendships. Why? Because at one time in the past, you felt horribly betrayed by someone you trusted, and it's hard for you to call anyone "friend" again, no matter how nicely they're acting.

JUSTICE

The cause of Justice is a higher calling to right that which is wrong in the world. The Passion may stem from an innate sense of right and wrong, but more commonly it is a reaction to some act of terrible injustice that has been perpetrated against the character or the ones she holds dear.

Example:

Andreos Grimani, the High Elector of Ekalia, began his public service as a member of the Vigiles Urbani in his home polis of Imera. He went on to become a judge, before retiring to enter politics. First elected to the Plenum 15 years ago, he became the ranking Elector of Imera, then the Senior Elector of Justice, and finally the High Elector – a position he has held now for three years. Andreos is known for his strong drive toward justice as well as his detailed knowledge of the laws of Ekalia and neighboring countries.

Justice, Inverted: The concepts of fairness and justice are a lie designed to keep us all docile sheep. Flaunting the law through blatant displays of criminal activity is your favorite way to subvert the status quo.

KNOWLEDGE

Dedication to the pursuit of Knowledge can be expressed through a desire to learn the truth behind mysteries, to explore the world, or to learn all that can be learned.

Example:

As a princess, Mariana of Gallinea was much more interested in scientific pursuits and clockwork engineering than she was in courtly rituals and noble intrigues. She was a top student at the Royal Gallinean Academy of Sciences when her mother and older sister were assassinated, forcing her to take up the Crown. In truth, she'd really rather be in a laboratory than in the royal palace.

Knowledge, Inverted: There are some things that the common people were not meant to know. Only you can be fully trusted with these secrets, and you'll do what's necessary to stop that Knowledge from falling into the wrong hands.

LOVE

Romance is the most common expression of a Passion for Love, although there are other types of Love that qualify. Love may be for a single person, or someone's heart may be divided among many loves.

Example:

Prince-Father Michel Aubene, the widower of late Queen Elisse III and father of current Queen Mariana II, was very much in love with his wife, and she with him. When they first met, she was not impressed with the rich southern boy who came to "play cavalier" in Lutetia and guard then-Princess Elie. After she saved him during an attack on her life, love soon blossomed. Even the dark bonds of death can't quell the love Michel feels for Elisse.

Love, Inverted: Love hurts, scars, wounds, and marks. You knew you'd never love that way again, and now you're all out of love. All you want is someone who won't hurt you, won't hurt you no more. But does that person even exist?

LOYALTY

The Passion of Loyalty is about dedication to a specific person or group. You must specify who is the subject of your character's Loyalty if you choose this Passion. You might not actually like the people you're loyal to, but this isn't about friendship but honor.

Example:

Martine Deveaux was once a faithful and loyal member of the Queen's Cavaliers, willing to die for the organization and those within it. After a disastrous mission with the Cavaliers where she was made the scapegoat, she turned on her former companions. Now a mercenary assassin, Martine hates the Cavaliers as much as she used to love them. This is now an example of an inverted passion.

Loyalty, Inverted: You can't trust anyone. They might demand your loyalty or pledge it to you, but no one is actually faithful. Be on guard, for anyone may betray you at any time.

LUST

The Passion of Lust is about following one's baser desires, usually expressed through sexual pleasure. Characters who are Passionate about Lust can be flirty, teasing, or promiscuous.

Example:

Genevieve de Longpre, eldest daughter of the Duke of Rhodope, is renowned for her string of love affairs – most of which ended poorly. It's said she has at least one girl in every port, and perhaps even more! Hopefully they won't all meet at the same time.

Lust, Inverted: Actually, it's about ethics in sexual relationships. You're one of the good people, and yet the objects of your desire keep gravitating away from you and toward inferior mates! They'll pay for making you involuntarily celibate.

PRIDE

A Passion for Pride means a character is highly focused on her own dignity and reputation. Affronts to such Pride are met with strong challenges, as such things are not to be tolerated.

Example:

Although only 13 years old, Prince Philippe of Gallinea has more pride than an entire village of Scanbrians. The youngest grandchild of late Queen Elisse III and nephew of the current Queen, he firmly knows he is the most important person in Lutetia, save his aunt Mariana. And sometimes even more important, he believes.

Pride, Inverted: Life feels like a succession of failures, but that's okay – you deserve such misery, right? The best you can hope for is to scrape by, surviving. Sure, it would be really nice if things turned around, but how likely is that to happen?

WEALTH

Individuals with a Passion for Wealth are focused on the acquisition, maintenance, and spending of sums of money. Some come from poor backgrounds and wish to move beyond their humble beginnings, while others are rich misers who count every penny.

Example:

Jennevie d'Angelet is the Duchess of Scambria and head of the richest family in the north of Gallinea. She and her husband, Lord Gerhardt, are well-known throughout the City of Scanbreille for their parsimonious ways, although rumors circulate that she is saving up for a major purchase. What that might be, no one is sure.

Wealth, Inverted: Money? Who needs money? It just leads to temptation. You give all of yours away as soon as you get it, usually to worthy charities or individuals. You might even steal from the wealthy to give to the impoverished.

Personifications

A Personification is someone who represents, to that character, the associated Passion – for good or for ill.

For example, someone with a Passion for family may think of her beloved mother who taught them how to hunt – or she could think of her overbearing grandfather who always demanded more than she could provide. Someone with a Passion for Country could be intensely loyal to the Queen herself, or could idolize a revolutionary writer from last century.

Personifications are a way to tie your character to the world and provide the MJ with non-player characters for you to interact with. A Personification could be living or dead, an existing NPC or a completely new one created by the player.

Example:

Dani has the following Passions: Loyalty D12, Pride D10, Country D8, Love D6.

Her Personification of Loyalty is Sir Pierre du Prowe, an older member of the Queen's Cavaliers who taught her how to swordfight. Dani's Pride is personified in her rival, Elise Raymonde, another cavalier recruit whose skill with the blade matches her own. For Country, Dani looks to the Queen of Gallinea herself, Marianna, as embodying all that is good and right in her home nation. And for Love, she can't help but think of the peasant girl Hersent who she grew up with, her first crush.

For the MJ:

MJ's Toolbox: Passion Rolls

In addition to using Passions to earn or spend Style Points, you can have players make a Passion Roll at the beginning of a game session. Such rolls give hints as to what is on the character's mind at the moment and a way to challenge that character's motivations in a meaningful way.

To make a Passion Roll, a player rolls all of the dice for her Passions – a D6, a D8, a D10, and a D12. The die that rolls the highest indicates which Passion is in play for that session.

Example:

Dani has the following Passions: Loyalty D12, Pride D10, Country D8, Love D6. She rolls her Passion dice, getting these results:

D12: 5, D10: 7, D8: 6, D6: 3

The high roll is the 7 and it's on the D10. Her D10 Passion is Pride, which means that Dani may face a situation where her Pride is tested. One of the simplest things to do is to have the player's Personification of that Passion make an appearance, or a story hook related to that Personification. In some cases it may not be possible – such as a long-dead grandparent – but even then, it pays to get creative. Maybe the character finds a long-lost letter, meets up with an old enemy of her grandparent, or even has a portentous dream about her ancestor.

The Passion Roll is a tool for improvising roleplay and shouldn't be seen as a constraint on your storylines – you can make the result of the roll as important or unimportant as you wish.

If your style as an MJ runs toward planning instead improvisation, you can have your players make Passion rolls at the end of a game session

The Queen's Cavaliers

and use the results to decide what plot elements to introduce in the next game.

In an ongoing campaign, it's likely that the same Passion will come up repeatedly. You can ameliorate this effect by removing from the pool the die corresponding to whichever Passion came up in the immediately previous session.

Changing Passions

During your character's life experiences, her priorities may change. After a game session you can make one of the following changes based on what happened during that session:

- Swap two "adjacent" passions, such as your D12 Passion and your D10 Passion.
- Invert one of your Passions.
- Revert one of your inverted Passions.
- Change out your D6 Passion for a Passion you don't already have.

When you swap, invert, or revert your Passions, your Personifications may or may not change; it's up to you to decide.

Experience Points

Each session of *The Queen's Cavaliers*, the MJ awards experience points based on the following table. If faster progression is desired – for example, in a campaign with limited sessions – the MJ can increase the rewards by a factor of up to three.

TABLE 7: XP REWARDS PER SESSION

Base Per Session	1 XP per session
Each Major Scene	1 XP per scene
Storyline Resolution	1 XP
Faster Leveling	x2 or x3

You can spend your experience points to add new abilities to your character or improve current abilities, as shown on the table below. You must have Competency in a Skill to increase your Specialty rank, and your Style Maneuvers can be chosen from your own classes, from your National Styles, or from other classes with the MJ's approval. Your Specialty ranks cannot be increased beyond +2 until your Competency Die increases (see the following section).

TABLE 8: CHARACTER IMPROVEMENTS

CHARACTER ELEMENT	COST	NOTES
New Skill Competency	3 XP	
Specialty Rank, per rank: +0 to +1	1 XP	Equal to the new rank
+1 to +2	2 XP	(3 XP from +0 to +2)
+2 to +3	3 XP	(6 XP from +0 to +3)
+3 to +4	4 XP	(10 XP from +0 to +4)
+4 to +5	5 XP	(15 XP from +0 to +5)
New Language	1 XP	
Weapon Prowess	1 XP	
Armor Prowess	1 XP	
Add a Style Maneuver	5 XP	

Once you have spent at least 20 XP to improve your character, your Competency Die increases to a D8, and your limit for Specialty ranks increases to +3. Additional expenditures of XP increase your Competency Die and Specialty rank limit further, as shown below.

Remember to adjust your Yield Limit each time your Competency Die increases.

TABLE 9: XP SPENT AND COMPETENCY DICE

XP SPENT	COMPETENCY DIE	MAXIMUM SPECIALTY RANK
0	D6	+2
20	D8	+3
50	D10	+4
100	D12	+5

Optional Rule:

Training Time

Each XP spent typically requires one week of practice or training. This requirement can be waived by the MJ if you've already invested time

and effort in activities relevant to your XP expenditure.

Chapter 4: Classes

Your character in *The Queen's Cavaliers* is a composite of two classes. Each class provides you with half of your starting skill competencies, specialties, weapon and armor prowess, social rank, starting gear, and style Maneuvers.

The various classes can be divided up into three basic categories: skilled classes, social classes, and fighting classes. These are shown on the following tables.

For the most well-rounded character, choose a fighting class and either skilled or social class; that way, you'll be effective in a fight as well as outside of one. Duelist is a good choice for a fighting class, if you can't find another that doesn't really fit.

If you are mainly interested in creating things or helping people, you can choose one skilled class and one social class, or two skilled classes.

To make a mostly social character, choose a social class and a skilled class, or two social classes.

Finally, if you want to build a character who excels at combat but not at much else, choose two fighting classes.

You don't have to choose your classes if you don't feel inspired; instead you can roll 1D8 for each one. Feel free to reroll if you don't like your original results!

TABLE I0: FIGHTING CLASSES

1D8	CLASS	SUMMARY
1	Brigand	Outlaw highwayperson
2	Constable	Duly appointed law enforcement officer
3	Dragoon	Professional soldier in heavy armor
4	Duelist	Expert swordsperson and fencing master
5	Fusilier	Expert sniper and master of ranged combat
6	Provincial	A commoner from the rural provinces
7	Privateer	Swashbuckling sailor of the high seas
8	Veteran	Experienced soldier and person-at-arms

TABLE II: SKILLED CLASSES

1D8	CLASS	SUMMARY
1	Alchemist	Combines science and magick to create draughts
2	Charmweaver	Weaves magick charms into custom attire
3	Chirurgeon	Healer and surgeon
4	Explorer	Leaves civilization behind to seek out a new world
5	Mechanician	Creates and maintains clockwork machines
6	Virtuosa	Prodigy in the arts or music
7	Visionary	Genius Renaissance woman or man
8	Witch	Heir to a long tradition of folk magic

TABLE I2: SOCIAL CLASSES

1D8	CLASS	SUMMARY
1	Barrister	Represents clients in a court of law
2	Chaplain	Clergy of the Asrian faith
3	Charlatan	Mountebank out to swindle the populace
4	Courtier	Member of the Royal Court
5	Dogsbody	Faithful manservant and henchperson
6	Envoy	Ambassador for a national or regional government
7	Provocateur	Mysterious spy with hidden motives
8	Speaker	Zealous demagogue of the Desert Mother

Additional Classes

In chapter 15, "The Countries of Elara", additional classes for each of Gallinea's neighbors are described. Those are:

The Queen's Cavaliers

TABLE 13: ADDITIONAL CLASSES

COUNTRY	CLASSES
Albia	Huntsman, Pilgrim
Dragosa	Hanaster, Lexicographer
Ekalia	Parroteer, Sybil
Ondala	Cocinera, Theologian
Talania	Skomorokh, Toymaker
Varendia	Engineer, Mountaineer
Northern Ifran	Faris, Stargazer
Western Ifran	Collier, Moon-Curser

Each of these classes adds a specific cultural flavor. If your character is not from the listed country, talk to the MJ to see if you can still choose one of these classes.

The Duelist

A Duelist is a swashbuckling swordfighter who lives by her wits and her skill at her blade. She may be a member of the Queen's Cavaliers, or a rival organization, or may be a freelance fencer who runs her own dueling school. Quite a few actors have been known to take up dueling as well. Duelist is appropriate to accompany any other class in *The Queen's Cavalier*. As swordfighting is so prevalent in the game, the Duelist class is a natural choice for most appropriate character concepts. That's why they're presented out of alphabetical order here.

In other words, if you can't decide on a second class, choose Duelist.

- **Suggested Classes:** Any
- **Suggested Passions:** Any

Duelist Qualities

- **Skill Competency:** Dueling, Military, Streetwise
- **Specialties:** Defense (Parry +1, Dodge +1), Dueling (Lunge +1, Riposte +1, Feint +1), Streetwise (Banter +1)
- **Weapon Prowess:** Knife, Sword
- **Armor Prowess:** Flexible, Shield
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Swashbuckler outfit (cavalier hat, doublet, soldier's gloves, breeches, boots, cape), buckler (Shield +1D8), rapier (Sword +1D8)

Duelist Maneuvers

- **Confident Fencing:** Spend 1 Style Point to reroll a Dueling roll
- **Deflecting Shield:** When using a Shield to parry, spend 1 Style Point to add Block dice to a Parry roll
- **Last Resort:** Spend 1 Style Point to reroll a Defense roll
- **Practiced Retort:** Spend 2 Style Points to set the value of one Riposte die to its maximum value before rolling
- **Precise Swordplay:** Spend 2 Style Points to set the value of one Sword weapon die to its maximum value before rolling

The Alchemist

Using techniques perfected in the old Qartan Empire, Alchemists brew potions, poisons, and antidotes based on scientific principles. They can produce a variety of effects, ranging from healing to magical abilities.

Most Alchemists are successful merchants, many running small apothecaries to vend their wares.

- **Suggested Classes:** Charlatan, Chirurgeon, Mechanician, Visionary, Witch
- **Suggested Passions:** Artistry, Knowledge, Pride, Wealth

Alchemist Qualities

- **Skill Competency:** Culture, Magicks, Medicine, Science
- **Specialties:** Culture (Scholarship +1), Interaction (Negotiate +1), Magicks (Brew +1), Medicine (Treat +1, Poison +1), Science (Calculus +1)
- **Weapon Prowess:** Knife
- **Armor Prowess:** None
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Crafter outfit (artisan's beret, smock, craftsman's gloves, breeches, buckled shoes), 8 supplies of alchemical ingredients, 2 doses of poison antidote, alchemy tools (Brew, Poison +1D6)

Alchemist Maneuvers

- **Anti-Toxins:** When creating an antidote or countering a poison, spend 1 Style Point to add Brew dice to a Poison roll
- **Chemical Calculations:** When working in a well-equipped laboratory, spend 1 Style Point to add Calculus dice to a Brew roll
- **Cunning Erudition:** Spend 2 Style Points to set the value of one Scholarship die to its maximum value before rolling
- **Deadly Toxicology:** Spend 2 Style Points to set the value of one Poison die to its maximum value before rolling
- **Ritual Reliability:** Spend 1 Style Point to reroll a Magicks roll
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll

The Barrister

When someone is accused of a crime anywhere in Elara or wishes to sue another person, she will usually be represented in court by a Barrister. Barristers have special training in the law and court procedures, and are skilled at speaking before a magistrate.

Some Barristers work for the Crown and prosecute lawbreakers, while others can be hired by those with enough money – usually only the rich. A recent and controversial policy in Gallinea allows for the indigent poor to be represented by public defenders, paid for by the Crown.

- **Suggested Classes:** Chaplain, Constable, Courtier, Envoy, Visionary
- **Suggested Passions:** Family, Justice, Loyalty, Pride

Barrister Qualities

- **Skill Competency:** Culture, Streetwise
- **Specialties:** Culture (Etiquette +1, Scholarship +1), Interaction (Negotiate +1, Deceive +1), Observation (Deduce +1), Streetwise (Banter +1)
- **Weapon Prowess:** Knife
- **Armor Prowess:** None
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Courtly outfit (hair ribbons, bodice, courtier's gloves, skirt, chopines), 6 law books (Knowledge +1D6, six legal topics)

Barrister Maneuvers

- **Cunning Erudition:** Spend 2 Style Points to set the value of one Scholarship die to its maximum value before rolling
- **For The Defense:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Legal Precedents:** When speaking in court, spend 1 Style Point to add Scholarship dice to an Inspire roll
- **Practiced Diplomacy:** Spend 2 Style Points to set the value of one Negotiate die to its maximum value before rolling
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll
- **Urban Reliability:** Spend 1 Style Point to reroll a Streetwise roll

The Brigand

While Gallinea and most of the Elaran continent are long-settled, that doesn't always stop opportunists from engaging in banditry. The typical Brigand in Gallinea is a peasant or even a minor noble whose fortunes fell and they resorted to force of arms to make their living.

Not all Brigands are necessarily cruel; there's a long history of folk heroes who rob from the corrupt rich and distribute their loot among the poor.

- **Suggested Classes:** Chaplain, Dogsbody, Dragoon, Explorer, Fusilier, Privateer, Provincial, Veteran
- **Suggested Passions:** Friends, Justice, Loyalty, Wealth

Brigand Qualities

- **Skill Competency:** Dueling, Military, Nature, Streetwise
- **Specialties:** Defense (Dodge +1), Dueling (Lunge +1, Feint +1), Military (Aim +1), Nature (Prowl +1), Streetwise (Larceny +1)
- **Weapon Prowess:** Knife, Sword, Cudgel, Bow
- **Armor Prowess:** Flexible
- **Social Rank:** Commoner (D0)
- **Bonus Gear:** Peasant outfit (shift, breeches, buckled shoes), leather jerkin (Flexible +1D6), hunting bow (Bow +1D6)

Brigand Maneuvers

- **Cunning Camouflage:** Spend 2 Style Points to set the value of one Prowl die to its maximum value before rolling

The Queen's Cavaliers

- **Martial Reliability:** Spend 1 Style Point to reroll a Military roll
- **Natural Cover:** When in an area with vegetation, spend 1 Style Point to add Prowl dice to a Dodge roll
- **Precise Bludgeoning:** Spend 2 Style Points to set the value of one Cudgel weapon die to its maximum value before rolling
- **Last Resort:** Spend 1 Style Point to reroll a Defense roll
- **Trick Shot:** When using a bow or crossbow, spend 1 Style Point to add Feint dice to an Aim roll

The Chaplain

A Chaplain is a clergy member of an organized religion, usually Asrian. The duties can vary but many times a Chaplain is found serving among military members or as a member of the court. Chaplains have minimal training in combat but are skilled at interacting with people.

Most Chaplains in Gallinea follow the Asrian faith, devoted to the goddess-empress Eserre. Dodekan priests from Achalia are also found as Chaplains, although rarely outside of the Achalian Islands. Devraist priests are known as Speakers, and it's rare to meet a Devraist Chaplain. Dualitarian Chaplains are sometimes co-classed as Speakers, however.

- **Suggested Classes:** Barrister, Chirurgeon, Courtier, Envoy, Explorer, Provincial, Veteran, Virtuoso, Visionary
- **Suggested Passions:** Church, Faith, Justice, Knowledge

Chaplain Qualities

- **Skill Competency:** Culture, Magicks, Medicine, Streetwise
- **Specialties:** Culture (Arts +1, Scholarship +1), Interaction (Inspire +1, Negotiate +1), Observation (Perceive +1, Intuition +1)
- **Weapon Prowess:** Knife, Cudgel
- **Armor Prowess:** None
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Priest outfit (clerical skullcap, vestments, courtier's gloves, breeches, pantofles), 3 religious books (Knowledge +1D6, religious topics), quarterstaff (Cudgel +1D8)

Chaplain Maneuvers

- **Apologetics:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Books of the Sun:** When dealing with someone of the Asrian faith, spend 1 Style Point to add Scholarship dice to an Inspire roll
- **Commanding Presence:** Spend 2 Style Points to set the value of one Inspire die to its maximum value before rolling
- **Honed Instincts:** Spend 2 Style Points to set the value of one Intuition die to its maximum value before rolling
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll

The Charlatan

Charlatans are swindlers, confidence men, mountebanks, and other tricksters who rely on their wits to defraud others. Many will hawk medicinal cure-alls or sell fraudulent nostrums, only to vanish when an angry crowd returns wanting their money back.

- **Suggested Classes:** Alchemist, Dogsbody, Chirurgeon, Mechanician, Provocateur, Witch
- **Suggested Passions:** Artistry, Family, Pride, Wealth

Charlatan Qualities

- **Skill Competency:** Culture, Magicks, Medicine, Streetwise
- **Specialties:** Culture (Arts +1, Etiquette +1), Interaction (Negotiate +1, Deceive +1), Streetwise (Banter +1, Larceny +1)
- **Weapon Prowess:** Knife
- **Armor Prowess:** None
- **Social Rank:** Commoner (D0)
- **Bonus Gear:** Crafter outfit (artisan's beret, smock, craftsman's gloves, breeches, buckled shoes), alchemy tools (Brew, Poison +1D6), wagon, draft horse

Charlatan Maneuvers

- **Aggressive Mockery:** Spend 2 Style Points to set the value of one Banter die to its maximum value before rolling
- **Confidence Game:** When engaging in a swindle, spend 1 Style Point to add Banter dice to a Deceive roll
- **Cunning Prevarication:** Spend 2 Style Points to set the value of one Deceive die to its maximum value before rolling

- **Fast-Talking:** When unarmed and facing an armed opponent, spend 1 Style Point to add Banter dice to a Dodge roll
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll
- **Urban Reliability:** Spend 1 Style Point to reroll a Streetwise roll

The Charmweaver

A Charmweaver is a magickally proficient artisan who weaves charms and enchantments into fabrics. Most are skilled fashion designers and can combine their artistic and magickal talents together into impressive displays.

Charmweaving began in Gallinea and has spread throughout Elara in the last century, as popular fashions with practical charms became affordable for many common people.

- **Suggested Classes:** Courtier, Dogsbody, Virtuosa, Witch
- **Suggested Passions:** Artistry, Family, Pride, Wealth

Charmweaver Qualities

- **Skill Competency:** Culture, Magicks
- **Specialties:** Culture (Arts +1, Etiquette +1), Interaction (Inspire +1, Negotiate +1), Magicks (Weave +1), Observation (Perceive +1)
- **Weapon Prowess:** Knife
- **Armor Prowess:** None
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Crafter outfit (artisan's beret, smock, craftsman's gloves, breeches, buckled shoes), tailoring tools (Weave +1D6), 8 supplies of fabric

Charmweaver Maneuvers

- **Dress to Impress:** While wearing an outfit you created yourself, spend 1 Style Point to add Weave dice to a Negotiate roll
- **Enhanced Enchantments:** Spend 2 Style points to set the value of one Charm die to its maximum value before rolling
- **Fashion! Dodge to the Left:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Flamboyant Couture:** Spend 2 Style Points to set the value of one Weave die to its maximum value before rolling
- **Mistress of Fashion:** When creating clothing or accoutrements with a base cost of D6 or higher, spend 1 Style Point to add Arts dice to a Weave roll
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll

The Chirurgeon

The science of medicine is the domain of the Chirurgeon, who both treats diseases and injuries, and performs major surgeries. They are often called upon to heal battlefield injuries, such as musket wounds or arrows to the knee.

Chirurgeons often wear black bird-headed Plague Masks when treating their patients; many of these are charmwoven to improve their surgical skills. Chirurgeons are not adverse to using magicks when appropriate, including alchemical remedies.

- **Suggested Classes:** Alchemist, Charlatan, Courtier, Mechanician, Visionary
- **Suggested Passions:** Artistry, Faith, Pride, Wealth

Chirurgeon Qualities

- **Skill Competency:** Culture, Medicine, Science
- **Specialties:** Culture (Scholarship +1), Medicine (Surgery +1, Treat +1, Poison +1), Observation (Intuition +1, Deduce +1)
- **Weapon Prowess:** Knife
- **Armor Prowess:** None
- **Social Rank:** Artisan (d8)
- **Bonus Gear:** Physician outfit (plague mask, surgeon's gown, breeches, pantofles), chirurgeon's knives (Knife, Surgery +1D6), 8 supplies of medicine

Chirurgeon Maneuvers

- **Anatomical Studies:** When working in a well-equipped surgical theatre, spend 1 Style Point to add Scholarship dice to a Surgery roll
- **Cunning Erudition:** Spend 2 Style Points to set the value of one Scholarship die to its maximum value before rolling

The Queen's Cavaliers

- **Epidemiology:** When diagnosing or treating an unknown illness, spend 1 Style Point to add Deduce dice to a Treat roll
- **First Aid:** Spend 2 Style Points to set the value of one Treat die to its maximum value before rolling
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll
- **Scalpel's Cut:** When using a knife or chirurgeon's knives, spend 1 Style Point to add Surgery dice to a Lunge roll
- **Second Opinion:** Spend 1 Style Point to reroll a Medicine roll

The Constable

In the Gallinean justice system, the Crown is represented by two separate yet equally important groups: the Constabulary, who investigate crime, and the Crown Barristers who prosecute the offenders. The Constables – and their counterparts in neighboring countries – enforce the laws and protect the people from wrongdoers as well as capturing those who commit criminal acts.

Most Constables are employed by the Crown or a local province, while a few have retired and ply their trade as investigators for private hire.

- **Suggested Classes:** Barrister, Dragoon, Duelist, Provincial, Veteran
- **Suggested Passions:** Country, Justice, Knowledge, Loyalty

Constable Qualities

- **Skill Competency:** Dueling, Culture, Military, Streetwise
- **Specialties:** Culture (Etiquette +1), Dueling (Riposte +1), Defense (Parry +1), Military (Brawl +1, Aim +1), Observation (Deduce +1)
- **Weapon Prowess:** Knife, Sword, Cudgel, Musket
- **Armor Prowess:** Flexible, Rigid
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Guard uniform (capotain, soldier's gloves, breeches, boots, tabard), steel breastplate (Rigid Armor +1D6), flintlock musket (Musket +1D10)

Constable Maneuvers

- **Criminology:** When investigating a crime scene, spend 1 Style Point to add Scholarship dice to a Deduce roll
- **Brilliant Analysis:** Spend 2 Style Points to set the value of one Deduce die to its maximum value before rolling
- **Down-n-Dirty Fighting:** When making a riposte while you have one hand free, spend 1 Style Point to add Brawl dice to a Riposte roll
- **Practiced Sharpshooting:** Spend 2 Style Points to set the value of one Aim die to its maximum value before rolling
- **Last Resort:** Spend 1 Style Point to reroll a Defense roll
- **Urban Reliability:** Spend 1 Style Point to reroll a Streetwise roll

The Courtier

Members of the Gallinean royal court, and other noble courts, are Courtiers. They are well-educated, trained in etiquette and social graces, and have preternatural skill for plotting and intrigue.

Courtiers revel in their lives of luxury, but all know that they only continue to have such glamorous lives at the forbearance of their matrons and patrons. A Courtier who is outcast from polite society may return to take revenge upon a noblewoman or nobleman.

Magicks and the sciences are a draw to the Courtier, as well as some martial pursuits; nobles often have time to develop such skills at their leisure.

- **Suggested Classes:** Alchemist, Barrister, Chaplain, Charmweaver, Chirurgeon, Duelist, Envoy, Provocateur, Veteran, Virtuosa, Visionary
- **Suggested Passions:** Country, Friends, Lust, Pride

Courtier Qualities

- **Skill Competency:** Culture, Dueling, Military
- **Specialties:** Culture (Arts +1, Etiquette +1), Defense (Parry +1), Interaction (Negotiate +1, Deceive +1), Observation (Intuition +1)
- **Weapon Prowess:** Knife, Sword, Pistol
- **Armor Prowess:** None
- **Social Rank:** Noble (D10)
- **Bonus Gear:** Courtly outfit (hair ribbons, bodice, courtier's gloves, skirt, chopines), riding horse

Courtier Maneuvers

- **Don't You Know Who I Am?**: When speaking with someone of Artisan social rank or lower, spend 1 Style Point to add Social Rank dice to a Negotiate roll

- **Polite Fictions:** When speaking with someone of at least Noble social rank, spend 1 Style Point to add Etiquette dice to a Deceive roll
- **Practiced Manners:** Spend 2 Style Points to set the value of one Etiquette die to its maximum value before rolling
- **Aristocratic Bearing:** Spend 2 Style Points to set the value of one Social Rank die to its maximum value before rolling
- **Reliable Senses:** Spend 1 Style Point to reroll an Observation roll
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll
- **There's No Need for Violence:** When unarmed and facing an armed opponent, spend 1 Style Point to add Inspire dice to a Dodge roll

The Dogsbody

A Dogsbody is a common manservant or henchperson, one who assists another in their escapades and only rarely comes up with a cunning plan. A Dogsbody is often overlooked by those of higher social rank, and other servants and lower-class commoners are more likely to talk to a Dogsbody openly than to the manservant's master.

- **Suggested Classes:** Brigand, Chaplain, Charlatan, Courtier, Dragoon, Privateer, Provincial, Veteran
- **Suggested Passions:** Family, Friends, Loyalty, Wealth

Dogsbody Qualities

- **Skill Competency:** Culture, Nature, Streetwise
- **Specialties:** Culture (Etiquette +1), Interaction (Negotiate +1), Observation (Perceive +1), Nature (Husbandry +1), Streetwise (Carouse +1, Larceny +1)
- **Weapon Prowess:** Knife, Cudgel
- **Armor Prowess:** Flexible
- **Social Rank:** Commoner (D0)
- **Bonus Gear:** Peasant outfit (shift, breeches, buckled shoes)

Dogsbody Maneuvers

- **Comfortable Debauchery:** Spend 2 Style Points to set the value of one Carouse die to its maximum value before rolling
- **Focused Attention:** Spend 2 Style Points to set the value of one Perceive die to its maximum value before rolling
- **Lost in the Crowd:** When in an area with more than 3 other people, spend 1 Style Point to add Prowl dice to a Dodge roll
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll
- **The Underground Economy:** When buying or selling on the black market, spend 1 Style Point to add Carouse dice to a Larceny roll
- **Urban Reliability:** Spend 1 Style Point to reroll a Streetwise roll

The Dragoon

A Dragoon is a professional soldier, usually a member of the cavalry. Dragoons are found throughout Elara and beyond; they are usually more serious and less flashy than the swashbuckling Cavaliers. Dragoons usually wear heavier armor in the field.

- **Suggested Classes:** Brigand, Chaplain, Constable, Duelist, Dogsbody, Provincial, Veteran.
- **Suggested Passions:** Country, Justice, Loyalty, Pride

Dragoon Qualities

- **Skill Competency:** Dueling, Military, Nature, Streetwise
- **Specialties:** Defense (Block +1, Parry +1), Military (Brawl +1), Dueling (Lunge +1, Riposte +1), Nature (Husbandry +1)
- **Weapon Prowess:** Knife, Sword, Polearm, Pistol
- **Armor Prowess:** Flexible, Rigid
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Guard uniform (capotain, soldier's gloves, breeches, boots, tabard), steel breastplate (Rigid Armor +1D10), lance (Polearm +1D10)

Dragoon Maneuvers

- **Aggressive Assault:** Spend 2 Style Points to set the value of one Lunge die to its maximum value before rolling
- **Deflecting Shield:** When using a Shield to parry, spend 1 Style Point to add Block dice to a Parry roll
- **Last Resort:** Spend 1 Style Point to reroll a Defense roll
- **Mounted Combatant:** When using a weapon with the Mounted quality while mounted, spend 1 Style Point to add Husbandry dice to a

The Queen's Cavaliers

Lunge roll

- **Ubiquitous Shield:** Spend 2 Style Points to set the value of one Rigid Armor or Shield item die to its maximum value before rolling
- **Urban Reliability:** Spend 1 Style Point to reroll a Streetwise roll

The Envoy

An Envoy is a diplomatic representative, usually of a country, province, or other political group, although some represent religious groups or trade unions. An Envoy character should identify who she works for at the start of the game (although her allegiance may change during play).

Envoy are usually well-traveled and skilled at reading people and reaching compromises.

- **Suggested Classes:** Barrister, Chaplain, Courtier, Provocateur, Speaker
- **Suggested Passions:** Church, Country, Knowledge, Loyalty -

Envoy Qualities

- **Skill Competency:** Culture, Nature
- **Specialties:** Culture (Etiquette +1), Interaction (Inspire +1, Negotiate +1), Nature (Explore +1), Observation (Perceive +1, Intuition +1)
- **Weapon Prowess:** Knife
- **Armor Prowess:** None
- **Social Rank:** Noble (D10)
- **Bonus Gear:** Courtly outfit (hair ribbons, bodice, courtier's gloves, skirt, chopines)

Envoy Maneuvers

- **Diplomatic Immunity:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Practiced Diplomacy:** Spend 2 Style Points to set the value of one Negotiate die to its maximum value before rolling
- **Practiced Manners:** Spend 2 Style Points to set the value of one Etiquette die to its maximum value before rolling
- **Reliable Senses:** Spend 1 Style Point to reroll an Observation roll
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll
- **Well-Traveled:** When dealing with someone from a foreign culture, spend 1 Style Point to add Explore dice to an Etiquette roll

The Explorer

The current century is an age of exploration, and the Explorer is one who is caught up in that zeitgeist, pushing back the frontiers on the known world. Explorers are alternately courageous or foolhardy depending on who you talk to, ready to leave their lives behind and seek out the unknown.

Many explorers are Privateers, although some who move to colonize exotic lands such as Elissia can be Provincials.

- **Suggested Classes:** Brigand, Chaplain, Privateer, Provincial, Speaker, Veteran, Visionary
- **Suggested Passions:** Country, Knowledge, Loyalty, Wealth

Explorer Qualities

- **Skill Competency:** Culture, Military, Nature, Science
- **Specialties:** Culture (Etiquette +1), Military (Aim +1), Nature (Explore +1, Prowl +1), Observation (Perceive +1), Science (Calculus +1)
- **Weapon Prowess:** Knife, Bow, Musket, Whip
- **Armor Prowess:** Flexible
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Corsair outfit (tricorne, doublet, craftsman's gloves, breeches, boots), flintlock musket (Musket +1D10), bullwhip (Whip +1D6)

Explorer Maneuvers

- **Relentless Pathfinding:** Spend 2 Style Points to set the value of one Explore die to its maximum value before rolling
- **Camouflage Mastery:** When moving through the wilderness, spend 1 Style Point to add Explore dice to a Prowl roll
- **Cartography:** When navigating using a map, spend 1 Style Point to add Calculus dice to an Explore roll
- **Focused Attention:** Spend 2 Style Points to set the value of one Perceive die to its maximum value before rolling
- **Martial Reliability:** Spend 1 Style Point to reroll a Military roll
- **Rural Reliability:** Spend 1 Style Point to reroll a Nature roll

The Fusilier

The Fusilier is a soldier specializing in the use of the flintlock musket and other ranged firearms, including clockwork muskets and pistols. A Fusilier can usually load, disassemble, and reassemble her weapon while blindfolded.

- **Suggested Classes:** Brigand, Duelist, Mechanician, Provincial, Privateer, Veteran
- **Suggested Passions:** Artistry, Country, Loyalty, Pride

Fusilier Qualities

- **Skill Competency:** Dueling, Military, Nature, Science, Streetwise
- **Specialties:** Defense (Dodge +1), Military (Aim +1), Nature (Prowl +1), Observation (Perceive +1), Science (Blackpowder +1, Calculus +1)
- **Weapon Prowess:** Knife, Pistol, Musket, Grenade, Cannon
- **Armor Prowess:** Flexible
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Guard uniform (capotain, soldier's gloves, breeches, boots, tabard), leather jerkin (Flexible Armor +1D6), flintlock musket (Musket +1D10)

Fusilier Maneuvers

- **Ballistics:** When firing a cannon, spend 1 Style Point to add Calculus dice to a Blackpowder roll
- **Focused Attention:** Spend 2 Style Points to set the value of one Perceive die to its maximum value before rolling
- **Incoming Fire:** When avoiding a ranged attack, spend 1 Style Point to add Aim dice to a Dodge roll
- **Martial Reliability:** Spend 1 Style Point to reroll a Military roll
- **Practiced Sharpshooting:** Spend 2 Style Points to set the value of one Aim die to its maximum value before rolling
- **Last Resort:** Spend 1 Style Point to reroll a Defense roll
- **Sniper:** When attacking from at least 3 areas away, spend 1 Style Point to add Prowl dice to an Aim roll

The Mechanician

Fantastic clockwork devices are fashioned by Mechanicians, well-trained artisans who can engineer complex machinery to accomplish repetitive tasks. Their gadgets are in great demand throughout society, although usually only the wealthy can afford the most advanced items.

- **Suggested Classes:** Alchemist, Charlatan, Fusilier, Privateer, Visionary
- **Suggested Passions:** Artistry, Knowledge, Pride, Wealth

Mechanician Qualities

- **Skill Competency:** Culture, Science
- **Specialties:** Culture (Scholarship +1), Interaction (Negotiate +1), Observation (Deduce +1), Science (Blackpowder +1, Clockworks +1, Calculus +1)
- **Weapon Prowess:** Knife, Pistol, Musket, Bow
- **Armor Prowess:** Flexible
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Clockworker outfit (gearspring goggles (Perceive +1D6), smock, craftsman's gloves, breeches, pantofles), leather jerkin (Flexible Armor +1D6), repair tools (Clockworks +1D6), 8 supplies of clockwork gears

Mechanician Maneuvers

- **Automatic Fire:** When using a clockwork weapon, spend 1 Style Point to add Clockworks dice to an Aim roll
- **Verifiable Hypothesis:** Spend 1 Style Point to reroll a Science roll
- **Practiced Crafting:** Spend 2 Style Points to set the value of one Clockworks die to its maximum value before rolling
- **Precision Mechanics:** Spend 2 Style Points to set the value of one Clockwork weapon die to its maximum value before rolling
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll
- **Standing on the Shoulders of Giants:** When inventing a device in a well-equipped workshop, spend 1 Style Point to add Scholarship dice to a Clockworks roll

The Privateer

Not all Privateers are pirates; most these days are licensed by one of the national governments or may in fact be part of a Royal Navy. Privateers

The Queen's Cavaliers

are skilled at sailing both sea-ships and air-ships, although the latter are still quite rare.

- **Suggested Classes:** Brigand, Chirurgeon, Dogsbody, Duelist, Explorer, Fusilier, Mechanician, Provincial, Veteran, Virtuosa
- **Suggested Passions:** Country, Loyalty, Lust, Wealth

Privateer Qualities

- **Skill Competency:** Dueling, Military, Nature, Science, Streetwise
- **Specialties:** Defense (Dodge +1), Dueling (Lunge +1, Feint +1), Military (Aim +1), Nature (Explore +1), Streetwise (Carouse +1)
- **Weapon Prowess:** Knife, Sword, Pistol, Cannon
- **Armor Prowess:** None
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Corsair outfit (tricorne, doublet, craftsman's gloves, breeches, boots), cutlass (Sword +1D6)

Privateer Maneuvers

- **Broadsides:** When firing a ship-mounted cannon, spend 1 Style Point to add Explore dice to a Blackpowder roll
- **Cunning Evasion:** Spend 2 Style Points to set the value of one Dodge die to its maximum value before rolling
- **Cunning Misdirection:** Spend 2 Style Points to set the value of one Feint die to its maximum value before rolling
- **Into the Rigging:** When on a ship or a boat, spend 1 Style Point to add Explore dice to a Dodge roll
- **Practiced Fencing:** Spend 1 Style Point to reroll a Dueling roll
- **Naval Hilt:** When using a cutlass, spend 1 Style Point to add Explore dice to a Parry roll
- **Last Resort:** Spend 1 Style Point to reroll a Defense roll

The Provincial

Outside of the cosmopolitan sprawl of Lutetia are the provinces of Gallinea – home to commoners and petty noblefolk, many of whom lack education and refinement. These **Provincials** – and the **Provincials** of other nations – are looked down on by the city folk.

Provincials who come to Lutetia often feel they have something to prove when dealing with residents of the capital city; it's not uncommon for brawls to break out in bars because someone's clothes or horse was insulted.

A few **Provincials** are minor nobles and choose the **Courtier** co-class, although they rarely are afforded the respect given to their urban cousins.

- **Suggested Classes:** Brigand, Chaplain, Constable, Dogsbody, Dragoon, Duelist, Explorer, Fusilier, Privateer, Veteran, Witch
- **Suggested Passions:** Country, Family, Love, Pride

Provincial Qualities

- **Skill Competency:** Military, Nature, Streetwise
- **Specialties:** Military (Brawl +1, Aim +1), Nature (Husbandry +1, Prowl +1), Observation (Perceive +1), Streetwise (+1Carouse)
- **Weapon Prowess:** Knife, Cudgel, Bow
- **Armor Prowess:** None
- **Social Rank:** Commoner (D6)
- **Bonus Gear:** Peasant outfit (shift, breeches, buckled shoes), draft horse

Provincial Maneuvers

- **Aggressive Fisticuffs:** Spend 2 Style Points to set the value of one Brawl die to its maximum value before rolling
- **Equestrienne:** When mounted on a horse you care for yourself, spend 1 Style Point to add Husbandry dice to a Lunge roll
- **Martial Reliability:** Spend 1 Style Point to reroll a Military roll
- **Practiced Cultivation:** Spend 2 Style Points to set the value of one Husbandry die to its maximum value before rolling
- **Street Fighting:** When using a knife or a cudgel, spend 1 Style Point to add Brawl dice to a Lunge roll
- **Urban Reliability:** Spend 1 Style Point to reroll a Streetwise roll

The Provocateur

A revolutionary, a spy, an assassin, a traitor, a conspirator – these are terms used to speak of the **Provocateur**, a shadowy figure enmeshed in plots within plots. **Provocateurs** are used by all nations of Elara, although they are rarely trusted even among those who employ them.

A typical **Provocateur** does not advertise her profession, so she will usually rely on her co-class for her public persona.

- **Suggested Classes:** Charlatan, Courtier, Duelist, Envoy, Speaker, Visionary
- **Suggested Passions:** Church, Country, Love, Wealth

Provocateur Qualities

- **Skill Competency:** Culture, Medicine, Military, Streetwise
- **Specialties:** Culture (Etiquette +1), Interaction (Negotiate +1, Deceive +1), Medicine (Poison +1), Streetwise (Carouse +1, Larceny +1)
- **Weapon Prowess:** Knife, Pistol
- **Armor Prowess:** None
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Any one outfit, dagger (Knife +1D6), 6 doses of poison

Provocateur Maneuvers

- **Cunning Thievery:** Spend 2 Style Points to set the value of one Larceny die to its maximum value before rolling
- **Deadly Toxicology:** Spend 2 Style Points to set the value of one Poison die to its maximum value before rolling
- **Envenomed Blade:** When using a poisoned knife, spend 1 Style Point to add Poison dice to a Lunge roll
- **Mostly Harmless:** When unarmed and facing an armed opponent, spend 1 Style Point to add Deceive dice to a Dodge roll
- **Shady Negotiations:** When dealing with criminals or conspirators, spend 1 Style Point to add Larceny dice to a Negotiate roll
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll
- **Urban Reliability:** Spend 1 Style Point to reroll a Streetwise roll

The Speaker

A Speaker is an adherent of the Desert Mother, Devra, whose purpose in Gallinea is to convert the masses. Devraism is legal within Gallinea but is in conflict with the majority Asrian religion. For this reason, Speakers usually keep a low profile while spreading their messages of stoic living and opposition to secular authorities.

Few, if any, Speakers are loyal to the Gallinean crown; Speakers are usually opponents for the Queen's Cavaliers rather than allies.

- **Suggested Classes:** Brigand, Chirurgeon, Envoy, Explorer, Privateer, Provocateur, Virtuosa, Visionary
- **Suggested Passions:** Faith, Family, Justice, Loyalty

Speaker Qualities

- **Skill Competency:** Culture, Magicks, Nature
- **Specialties:** Culture (Arts +1, Etiquette +1), Interaction (Inspire +1), Magicks (Portents +1), Nature (Explore +1), Observation (Intuition +1)
- **Weapon Prowess:** Knife, Cudgel, Bow
- **Armor Prowess:** None
- **Social Rank:** Commoner (D0)
- **Bonus Gear:** Peasant outfit (shift, breeches, buckled shoes), hunting bow (Bow +1D6), *Songs of the Desert Mother* (Knowledge +1D6, Devran religion)

Speaker Maneuvers

- **Commanding Presence:** Spend 2 Style Points to set the value of one Inspire die to its maximum value before rolling
- **Practiced Manners:** Spend 2 Style Points to set the value of one Etiquette die to its maximum value before rolling
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll
- **Reliable Senses:** Spend 1 Style Point to reroll an Observation roll
- **Rites of the Moon:** When dealing with someone of the Devran faith, spend 1 Style Point to add Etiquette dice to an Inspire roll

The Veteran

Gallinea and its neighbors maintain standing armies, composed of professional soldiers who fight in their wars at home and abroad. The most recent war between Gallinea and Albia lasted for a total of 20 years, ending 6 years ago with the marriage of then-princess Mariana (now Queen Mariana) to prince Carolus of Albia.

Veterans of that and other wars are well-trained in the art of battle, and if not currently part of a military unit, often join mercenary companies or guard regiments rather than settle down into a civilian lifestyle. - **Suggested Classes:** Brigand, Chaplain, Constable, Dogsbody, Dragoon, Duelist, Explorer, Fusilier, Privateer, Provincial - **Suggested Passions:** Country, Family, Friends, Loyalty

The Queen's Cavaliers

Veteran Qualities

- **Skill Competency:** Dueling, Military, Nature, Streetwise
- **Specialties:** Defense (Block +1), Dueling (Lunge +1), Military (Aim +1, Strategy +1), Nature (Explore +1), Streetwise (Carouse +1)
- **Weapon Prowess:** Knife, Sword, Polearm, Pistol, Musket
- **Armor Prowess:** Rigid, Shield
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Guard uniform (capotain, soldier's gloves, breeches, boots, tabard), steel breastplate (Rigid Armor +1D10), flintlock musket (Musket +1D10)

Veteran Maneuvers

- **Last Resort:** Spend 1 Style Point to reroll a Defense roll
- **Martial Reliability:** Spend 1 Style Point to reroll a Military roll
- **Practiced Sharpshooting:** Spend 2 Style Points to set the value of one Aim die to its maximum value before rolling
- **Reconnaissance:** When trying to spot other people, spend 1 Style Point to add Explore dice to a Perceive roll
- **(subsection) Strategic Maneuvers:** When commanding at least 3 troops, spend 1 Style Point to add Explore dice to a Strategy roll
- **Trained Endurance:** Spend 2 Style Points to set the value of one Block die to its maximum value before rolling

The Virtuosa

A Virtuosa is a master performer or artist, creating beautiful works of art, music, or drama. Virtuosas can be singers, actors, painters, playwrights, sculptors, musicians, composers, poets, and other artists.

Being an effective Virtuosa requires training in the arts and history, plus a great degree of innate talent. Virtuosas are well-respected throughout society, especially among the upper classes.

- **Suggested Classes:** Chaplain, Charmweaver, Courtier, Envoy, Privateer, Visionary
- **Suggested Passions:** Artistry, Friends, Pride, Wealth

Virtuosa Qualities

- **Skill Competency:** Culture, Streetwise
- **Specialties:** Culture (Arts +1, Etiquette +1), Interaction (Inspire +1, Negotiate +1), Streetwise (Banter +1, Carouse +1)
- **Weapon Prowess:** Knife, Sword
- **Armor Prowess:** None
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Courtly outfit (hair ribbons, bodice, courtier's gloves, skirt, chopines), musical instrument (Arts +1D6)

Virtuosa Maneuvers

- **Boundless Creativity:** Spend 2 Style Points to set the value of one Arts die to its maximum value before rolling
- **Commanding Presence:** Spend 2 Style Points to set the value of one Inspire die to its maximum value before rolling
- **From the Heart:** When performing or displaying a work of art, spend 1 Style Point to add Arts dice to an Inspire roll
- **I'm Too Pretty to Die!**: When unarmed and facing an armed opponent, spend 1 Style Point to add Arts dice to a Dodge roll
- **In Costume:** When wearing a disguise or costume, spend 1 Style Point to add Arts dice to a Deceive roll
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll
- **Urban Reliability:** Spend 1 Style Point to reroll a Streetwise roll

The Visionary

A Visionary is someone whose genius far exceeds that of the average person. True Renaissance women and men, they are able to apply logic and science ways that seem almost supernatural to many.

A Visionary may be a leader, or she may be a quiet follower who only seeks to pursue her life's work. Visionaries are usually well-educated and can speak confidently on a variety of topics.

- **Suggested Classes:** Barrister, Chaplain, Courtier, Explorer, Mechanician, Virtuosa
- **Suggested Passions:** Artistry, Knowledge, Pride, Wealth

Visionary Qualities

- **Skill Competency:** Culture, Medicine, Military, Nature, Science
- **Specialties:** Culture (Scholarship +1), Military (Strategy +1), Nature (Explore +1), Observation (Deduce +1), Science (Clockworks +1, Calculus +1)
- **Weapon Prowess:** Knife
- **Armor Prowess:** None
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Crafter outfit (artisan's beret, smock, craftsman's gloves, breeches, buckled shoes), 6 books (Knowledge +1D6, one subject each), repair tools (Clockworks +1D6)

Visionary Maneuvers

- **Brilliant Analysis:** Spend 2 Style Points to set the value of one Deduce die to its maximum value before rolling
- **Forensic Analysis:** When using a well-equipped laboratory, spend 1 Style Point to add Scholarship dice to a Deduce roll
- **Inventive Mathematics:** Spend 2 Style Points to set the value of one Calculus die to its maximum value before rolling
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll
- **Tactical Retreat:** When unarmed and facing an armed opponent, spend 1 Style Point to add Strategy dice to a Dodge roll
- **Verifiable Hypothesis:** Spend 1 Style Point to reroll a Science roll

The Witch

An ancient tradition that predates the Qartan Empire, the Witches of Gallinea are experts at folk remedies, herbal lore, midwifery, and reading omens. Witchcraft is officially tolerated in Gallinea, although most devoutly religious people eschew contact with Witches unless absolutely necessary.

Some Witches are publicly known as such, but most keep their rituals secret from the authorities, remembering past periods of persecution.

- **Suggested Classes:** Alchemist, Charlatan, Charmweaver, Provincial, Virtuosa
- **Suggested Passions:** Faith, Family, Friends, Love

Witch Qualities

- **Skill Competency:** Magicks, Medicine, Nature, Streetwise
- **Specialties:** Magicks (Brew +1, Portents +1), Medicine (Treat +1, Poison +1), Nature (Husbandry +1), Streetwise (Carouse +1)
- **Weapon Prowess:** Knife
- **Armor Prowess:** None
- **Social Rank:** Commoner (D0)
- **Bonus Gear:** Peasant outfit (shift, breeches, buckled shoes), 4 supplies of alchemical ingredients, alchemy tools (Brew, Poison +1D6), divination tools (Portents +1D6)

Witch Maneuvers

- **Anti-Toxins:** When creating an antidote or countering a poison, spend 1 Style Point to add Brew dice to a Poison roll
- **First Aid:** Spend 2 Style Points to set the value of one Treat die to its maximum value before rolling
- **Folk Remedies:** When you have access to a garden, forest, or herb collection, spend 1 Style Point to add Husbandry dice to a Treat roll
- **Ritual Reliability:** Spend 1 Style Point to reroll a Magicks roll
- **Second Opinion:** Spend 1 Style Point to reroll a Medicine roll
- **Uncanny Prediction:** Spend 2 Style Points to set the value of one Portents die to its maximum value before rolling

Alternatives to Classes

You don't have to make your character with classes; here are three options that you can try, with your MJ's permission!

Option: Random Backstories

This is an optional method of character creation that allows you to roll randomly on a series of tables (or, with your MJ's permission, pick from the lists) to determine your character's backstory, starting skills, and proficiencies.

This system replaces the part of the character creation process where you choose two classes.

When you gain a specialty, you also gain competency in the appropriate skill. For example, if a result reads "Culture (Scholarship +1)," you gain competency in the Culture skill if you didn't have it before, and you gain one rank in the Scholarship specialty.

The Queen's Cavaliers

As a starting character, you are limited to a maximum of +2 ranks in any specialty. If a random roll would increase your ranks to +3 or higher, the additional points are added to your customizations which you can spend later in the character creation process.

Because you don't have a class, you can't spend your customizations on additional style maneuvers during the character creation process, apart from national styles. (When you gain enough XP, you can take any style maneuver later.)

REGIONAL OR NATIONAL ORIGIN

Roll 1D12 to determine where you were born, your native language(s), and the skills you picked up at an early age from your culture. Alternately, if you know you want to be from Gallinea itself, just roll 1D4.

TABLE 14: REGION OR NATIONAL ORIGIN

1D12 ROLL	REGIONAL OR NATIONAL ORIGIN
1	Lutetia
2	The Jeweled Coast
3	The Lowlands
4	Scanbria
5	Elissia
6	Albia
7	Dragosa
8	Ekalia
9	Northern Ifran
10	Ondala
11	Talania
12	Varendia

Lutetia

You were born in or near the capital of Gallinea. You know your way around the city streets, and you also received a decent education.

- **Language:** Gallinean
- **Skills:** Culture, Streetwise

The Jeweled Coast

The Jeweled Cities along the coast of the Middle Sea are famous for their clockwork skills.

- **Language:** Gallinean
- **Skills:** Culture, Science

The Lowlands

You come from the farming provinces of western Gallinea, a region also known for its folk magic.

- **Language:** Gallinean
- **Skills:** Magicks, Nature

Scanbria

You were born in Scanbria, near the border with Varendia. Scanbria is renowned for its skill at charmweaving.

- **Languages:** Gallinean, Varendish
- **Skills:** Magicks

Elissia

Not everyone in the West Ifran colony of Elissia is a convicted criminal or descendant of such. You might be, though.

- **Language:** Gallinean
- **Skills:** Nature, Streetwise

Albia

You were born in Albia, one of Gallinea's closest rivals and now closest ally.

- **Language:** Albian
- **Skills:** Culture, Military

Dragosa

You hail from the multilingual, multicultural land of Dragosa.

- **Languages:** Ekalian, Talanian, Varendish

Ekalia

You come from the country of Ekalia, famous for its swashbuckling corsairs.

- **Language:** Ekalian
- **Skills:** Dueling, Nature

Northern Ifran

You come from the deserts of Ifran, most probably from the cities of Pitdah or Ubar.

- **Language:** Ifrani
- **Skills:** Nature, Streetwise

Ondala

You hail from Ondala, the spiritual center of the Asrian religion.

- **Language:** Ondalan
- **Skills:** Dueling, Culture

Talania

You were born in Talania, but probably don't live there now thanks to the encroachment of the Shattering Frost.

- **Language:** Talanian
- **Skills:** Nature, Science

Varendia

The forests of Varendia, your homeland, are divided between rival feudal ladies and lords who sometimes engage in open warfare with each other.

- **Language:** Varendish
- **Skills:** Military, Nature

PARENTAGE

Roll 1d12 to determine what your parent(s) did for a living. Some of those skills were passed on to you, along with a small inheritance of clothes and other belongings. The influence of your parentage also determines your D6 passion, the first of your style maneuvers, and your first social rank die.

TABLE 15: PARENTAGE

1D12 ROLL	PARENTAGE
1	Artist
2	Clergy
3	Criminal
4	Explorer
5	Merchant
6	Midwife
7	Nobility
8	Retired Cavalier
9	Scholar
10	Tenant Farmer
11	Unknown Parentage
12	Veteran

Artist

Your parent had an artistic streak a league wide; you may or may not have inherited that same artistic talent.

The Queen's Cavaliers

- **Question:** Which important personage was a patron for your parent?
- **First Social Rank:** Artisan (D8)
- **Skills:** Culture (Arts +1), Interaction (Inspire +1)
- **Gear:** 2 art supplies, crafter outfit (artisan's beret, smock, craftsman's gloves, breeches, buckled shoes)
- **Passion:** Love (D6)
- **Style Maneuver:** Social Reliability (spend 1 Style Point to reroll an Interaction roll)

Clergy

One of your parents is a priest in the Asrian church, and you were brought up in strict accordance with its religious teachings.

- **Question:** Which religious teaching was hardest for you to accept?
- **First Social Rank:** Artisan (D8)
- **Language:** Old Qartan
- **Skills:** Culture (Scholarship +1)
- **Gear:** Crafter outfit (artisan's beret, smock, craftsman's gloves, breeches, buckled shoes)
- **Passion:** Church (D6)
- **Style Maneuver:** Refined Reliability (spend 1 Style Point to reroll a Culture roll)

Criminal

Your parents worked outside the law, perhaps as smugglers, thieves, or bandits.

- **Question:** Who were the primary victims of your parents' crimes?
- **First Social Rank:** Commoner (D0)
- **Skills:** Interaction (Deceive +1), Streetwise (Larceny +1)
- **Gear:** Dagger (Knife +1D6), Peasant Outfit (shift, breeches, buckled shoes)
- **Passion:** Justice (D6)
- **Style Maneuver:** Social Reliability (spend 1 Style Point to reroll an Interaction roll)

Explorer

You didn't see one of your parents all that often because they were out exploring the world. From their stories you gained a desire to see the rest of the world as well.

- **Question:** What parts of the world do you long to see?
- **First Social Rank:** Soldier (D6)
- **Skills:** Culture (Scholarship +1), Nature (Explore +1)
- **Gear:** corsair outfit (tricorn, doublet, craftsman's gloves, breeches, boots) (tricorn, doublet, craftsman's gloves, breeches, boots), mariner's astrolabe (Explore, Calculus +1D6)
- **Passion:** Knowledge (D6)
- **Style Maneuver:** Rural Reliability (spend 1 Style Point to reroll a Nature roll)

Merchant

Your family sold trade goods or specialty goods, and made a decent living doing so.

- **Question:** What kind of goods did your family sell?
- **First Social Rank:** Artisan (D8)
- **Skills:** Interaction (Negotiate +1), Observation (Deduce +1)
- **Gear:** D8 reward, crafter outfit (artisan's beret, smock, craftsman's gloves, breeches, buckled shoes)
- **Passion:** Wealth (D6)
- **Style Maneuver:** Social Reliability (spend 1 Style Point to reroll an Interaction roll)

Midwife

Your parent was a midwife, providing medical care for the poor, especially those who are pregnant.

- **Question:** Whose birth did you witness while assisting your parent?
- **First Social Rank:** Commoner (D0)
- **Skills:** Medicine (Treat +1), Magicks (Brew +1)
- **Gear:** Peasant outfit (shift, breeches, buckled shoes), 2 supplies of medicine

- **Passion:** Family (D6)
- **Style Maneuver:** Second Opinion (spend 1 Style Point to reroll a Medicine roll)

Nobility

You are a scion of a noble family. It's good to be rich.

- **Question:** What does your family think about Queen Mariana's attempts to make society more egalitarian?
- **First Social Rank:** Noble (D10)
- **Skills:** Culture (Arts +1), Etiquette +1)
- **Gear:** Courtly outfit (hair ribbons, bodice, courtier's gloves, skirt, chopines)
- **Passion:** Pride (D6)
- **Style Maneuver:** Refined Reliability (spend 1 Style Point to reroll a Culture roll)

Retired Cavalier

Your parent was a member in good standing of the Queen's Cavaliers. They're retired now, possibly due to an injury (or just old age), but they still were able to teach you how to use a sword.

- **Question:** What notable deed did your parent perform in the name of the Queen?
- **First Social Rank:** Soldier (D6)
- **Language:** Gallinean
- **Skills:** Dueling (Lunge +1)
- **Prowess:** Sword
- **Gear:** Rapier (Sword +1D8), peasant outfit (shift, breeches, buckled shoes)
- **Passion:** Loyalty (D6)
- **Style Maneuver:** Confident Fencing (spend 1 Style Point to reroll a Dueling roll)

Scholar

One of your parents was an academician, or possibly a teacher. From that parent you inherited a lifelong love of reading.

- **Question:** What were the topics of your favorite books as a child?
- **First Social Rank:** Artisan (D8)
- **Skills:** Culture (Arts +1), Scholarship +1)
- **Gear:** Peasant outfit (shift, breeches, buckled shoes), 2 books (one topic each, Knowledge +1D6)
- **Passion:** Knowledge (D6)
- **Style Maneuver:** Refined Reliability (spend 1 Style Point to reroll a Culture roll)

Tenant Farmer

Your parents were poor farmers, earning a living from the soil.

- **Question:** What did your family do to survive the year that the crops failed?
- **First Social Rank:** Commoner (D6)
- **Skills:** Nature (Husbandry +1)
- **Prowess:** Cudgel
- **Gear:** Peasant outfit (shift, breeches, buckled shoes), draft horse (Husbandry +1D6)
- **Passion:** Family (D6)
- **Style Maneuver:** Rural Reliability (spend 1 Style Point to reroll a Nature roll)

Unknown Parentage

You don't know who your parents were; you are an orphanage or foundling, raised by the church of Asria.

- **Question:** Who refuses to tell you about your parents?
- **First Social Rank:** Commoner (D6)
- **Skills:** Culture (Scholarship +1), Streetwise (Carouse +1)
- **Gear:** Peasant outfit (shift, breeches, buckled shoes)
- **Passion:** Friends (D6)
- **Style Maneuver:** Urban Reliability (spend 1 Style Point to reroll a Streetwise roll)

The Queen's Cavaliers

Veteran

One or both of your parents are retired soldiers who saw battle during a war – and taught you the basics of how to shoot.

- **Question:** What happened to your parent in the war that turned them against violence?
- **First Social Rank:** Soldier (D6)
- **Skills:** Military (Aim +1)
- **Prowess:** Musket
- **Gear:** Arquebus (musket +1D8), peasant outfit (shift, breeches, buckled shoes)
- **Passion:** Country (D6)
- **Style Maneuver:** Martial Reliability (spend 1 Style Point to reroll a Military roll)

PIVOTAL EVENT OF CHILDHOOD

Roll 1d8 to determine a key event or situation from your childhood. This will also assign your D8 passion.

TABLE 16: PIVOTAL EVENT OF CHILDHOOD

1D8 ROLL	PIVOTAL EVENT OF CHILDHOOD
1	A Death in the Family
2	Accidental Discovery
3	Bullied by Other Children
4	Child Prodigy
5	Kidnapped
6	Leader Among Your Peers
7	Teller of Tall Tales
8	You Never Forget Your First Love

A Death in the Family

One of your close relatives died unexpectedly, and you had to grow up in a hurry.

- **Question:** What did your relative tell you before they died?
- **Skills:** Observation (Intuition +1)
- **Passion:** Family (D8)

Accidental Discovery

You found something valuable while out exploring by yourself, and this brought you fame and wealth.

- **Question:** Why were you out alone by yourself?
- **Skills:** Observation (Perceive +1)
- **Passion:** Knowledge (D8)

Bullied by Other Children

You were picked on by your peers, and you had to learn to survive their cruelty.

- **Question:** What's the worst thing that the local children did to torment you?
- **Skills:** Defense (Block +1)
- **Passion:** Pride (D8)

Child Prodigy

As a child you were recognized as a genius. You had far from a normal childhood as a result.

- **Question:** Which important person was impressed by your skills?
- **Skills:** Observation (Deduce +1)
- **Passion:** Pride (D8)

Kidnapped

Someone stole you away from your home when you were quite small.

- **Question:** Why didn't your family pay a ransom for your release?
- **Skills:** Interaction (Negotiate +1)

- **Passion:** Justice (D8)

Leader Among Your Peers

The other children looked to you as their guide, even if you weren't the oldest, the strongest, or the smartest.

- **Question:** Why did you end up losing the friendship of your best friend?
- **Skills:** Interaction (Inspire +1)
- **Passion:** Loyalty (D8)

Teller of Tall Tales

Even as a child you were known to stretch the truth in order to tell the right story that others wanted to hear.

- **Question:** What's the one thing you'd never lie about?
- **Skills:** Interaction (Deceive +1)
- **Passion:** Artistry (D8)

You Never Forget Your First Love

Young love can be beautiful, and you'll never get that perfect person out of your thoughts – even if they maybe weren't so perfect after all.

- **Question:** Why can you never be with your childhood sweetheart?
- **Skills:** Interaction (Inspire +1)
- **Passion:** Love (D8)

EDUCATION

Roll 1D12 to determine what sort of formal training you undertook. This will determine your second social rank die, many of your skills and specialties, your professional gear, your D10 passion, and another style maneuver.

If you want to have been apprenticed to a master crafter, you can roll 1D4 instead. For formal schooling, roll 1D4+4, and for on-the-job learning, roll 1D4+8.

TABLE I7: EDUCATION

1D12 ROLL	EDUCATION
1	Alchemist's Apprentice
2	Charmweaver's Apprentice
3	Chirurgeon's Apprentice
4	Mechanician's Apprentice
5	Asrian Seminary
6	Fencing School
7	Officer's Academy
8	Royal Universities
9	Cabingirl
10	Coven Initiate
11	Military Recruit
12	No Formal Training

Alchemist's Apprentice

You developed draughts and other alchemical formulations under the watchful eye of a master alchemist.

- **Question:** How did you stop your master from making a terrible mistake?
- **Second Social Rank:** Artisan (D8)
- **Skills:** Magicks (Brew +2), Medicine (Poison +1), Science (Calculus +1)
- **Gear:** Crater outfit (artisan's beret, smock, craftsman's gloves, breeches, buckled shoes), alchemy tools (Brew, Poison +1D6), 4 supplies of alchemical ingredients
- **Passion:** Artistry (D10)
- **Style Maneuver:** Practiced Alchemy (spend 2 Style Points to set the value of one Brew die to its maximum value before rolling)

Asrian Seminary

You attended the Holy College in Ondala, training to be a member of the clergy.

- **Question:** How did you first start to dabble in heresy?

The Queen's Cavaliers

- **Second Social Rank:** Artisan (D8)
- **Skills:** Culture (Scholarship +2), Interaction (Inspire +1), Observation (Intuition +1)
- **Languages:** Old Qartan, Ondalese
- **Gear:** Priest Outfit (clerical skullcap, vestments, courtier's gloves, breeches, pantofles)
- **Passion:** Faith (D10)
- **Style Maneuver:** Commanding Presence (spend 2 Style Points to set the value of one Inspire die to its maximum value before rolling)

Cabingirl

(...or cabinboy) You came of age at sea, as a junior part of the crew of a sailing ship.

- **Question:** Why did you agree to support and cover up a mutiny against your captain?
- **Second Social Rank:** Commoner (D0)
- **Skills:** Defense (Dodge +1), Military (Aim +1), Nature (Explore +2)
- **Prowess:** Sword, Pistol, Cannon
- **Gear:** corsair outfit (tricorne, doublet, craftsman's gloves, breeches, boots), cutlass (Sword +1D8), flintlock pistol (Pistol +1D6)
- **Passion:** Loyalty (D10)
- **Style Maneuver:** Cunning Evasion (spend 2 Style Points to set the value of one Dodge die to its maximum value before rolling)

Charmweaver's Apprentice

The draw of cloth and magick led you to study under a master charmweaver.

- **Question:** Which noble was impressed your budding talent at fashion?
- **Second Social Rank:** Artisan (D8)
- **Skills:** Culture (Arts +1), Interaction (Inspire +1), Magicks (Weave +2)
- **Gear:** crafter outfit (artisan's beret, smock, craftsman's gloves, breeches, buckled shoes), tailoring tools (Weave +1D6), 4 supplies of fabric
- **Passion:** Artistry (D10)
- **Style Maneuver:** Flamboyant Couture (spend 2 Style Points to set the value of one Weave die to its maximum value before rolling)

Chirurgeon's Apprentice

You served as a physician's assistant to a prominent chirurgeon.

- **Question:** Why did your mentor blame you for a patient's death?
- **Second Social Rank:** Artisan (D8)
- **Skills:** Science (Calculus +1), Medicine (Surgery +2, Treat +1)
- **Gear:** Physician outfit (plague mask, surgeon's gown, breeches, pantofles), chirurgeon knives (Knife, Surgery +1D6), 4 supplies of medicine
- **Passion:** Pride (D10)
- **Style Maneuver:** First Aid (spend 2 Style Points to set the value of one Treat die to its maximum value before rolling)

Coven Initiate

You were trained in the ancient mysteries of witchcraft that predate even the Qartan Empire.

- **Question:** Why did you have a falling out with another member of your coven?
- **Second Social Rank:** Commoner (D0)
- **Skills:** Magicks (Brew +1, Portents +2), Medicine (Treat +1)
- **Gear:** Peasant outfit (shift, breeches, buckled shoes), divination cards (Portents +1D6), 4 supplies of alchemical ingredients, 4 supplies of medicine
- **Passion:** Love (D10)
- **Style Maneuver:** Uncanny Prediction (spend 2 Style Points to set the value of one Portents die to its maximum value before rolling)

Fencing School

Swordplay comes second-nature to you now, thanks to your training in a fencing school.

- **Question:** Why did your instructor agree to fight an ill-fated duel that led to their death?
- **Second Social Rank:** Soldier (D6)
- **Skills:** Defense (Parry +1), Dueling (Lunge +1, Riposte +1, Feint +1)
- **Prowess:** Sword, Shield, Light Armor
- **Gear:** Swashbuckler outfit (cavalier hat, doublet, soldier's gloves, breeches, boots, cape), rapier (Sword +1D8), buckler (Shield +1D8)

- **Passion:** Pride (D10)
- **Style Maneuver:** Precise Swordplay (spend 2 Style Points to set the value of one Sword weapon die to its maximum value before rolling)

Mechanic's Apprentice

You were apprenticed to a master mechanician, creating complex clockwork devices.

- **Question:** Which invention always eluded your master's ability to create?
- **Second Social Rank:** Artisan (D8)
- **Skills:** Culture (Scholarship +1), Science (Clockworks +2, Calculus +1)
- **Gear:** Clockworker Outfit (gearspring goggles, smock, breeches, craftsman's gloves, pantofles), repair tools (Clockworks +1D6), 4 supplies of clockwork gears
- **Passion:** Artistry (D10)
- **Style Maneuver:** Practiced Crafting (spend 2 Style Points to set the value of one Clockworks die to its maximum value before rolling)

Military Recruit

You may have joined voluntarily, or perhaps you were drafted during a war. In either case, you were taught how to fight and send out on the front lines.

- **Question:** What promise did you make to your buddy who never made it back home?
- **Second Social Rank:** Soldier (D6)
- **Skills:** Dueling (Lunge +1), Defense (Block +2), Military (Aim +1)
- **Prowess:** Sword, Polearm, Musket, Rigid Armor
- **Gear:** Guard uniform (capotain, soldier's gloves, breeches, boots, tabard), smallsword (Sword +1D6), steel breastplate (Rigid Armor +1D10)
- **Passion:** Loyalty (D10)
- **Style Maneuver:** Trained Endurance (spend 2 Style Points to set the value of one Block die to its maximum value before rolling)

No Formal Training

You learned your lessons in the school of hard knocks. Nobody ever sat you down and trained you; you had to learn everything yourself.

- **Question:** What knowledge did you gain that is unknown to most people?
- **Second Social Rank:** Commoner (D0)
- **Skills:** Interaction (Negotiate +1), Observation (Intuition +1), Streetwise (Banter +1, Carouse +1)
- **Gear:** Peasant outfit (shift, breeches, buckled shoes)
- **Passion:** Pride (D10)
- **Style Maneuver:** Honed Instincts (spend 2 Style Points to set the value of one Intuition die to its maximum value before rolling)

Officer's Academy

You were trained as an officer the military, learning to give orders and fight in a war.

- **Question:** What order did you give that led to the death of someone under your command?
- **Second Social Rank:** Soldier (D6)
- **Skills:** Dueling (Lunge +1), Military (Aim +1, Strategy +2)
- **Prowess:** Sword, Pistol, Musket, Rigid Armor
- **Gear:** Guard Uniform, Sword, Pistol, Warhorse
- **Passion:** Country (D10)
- **Style Maneuver:** Unorthodox Tactics (spend 2 Style Points to set the value of one Strategy die to its maximum value before rolling)

Royal Universities

You attended the royal universities in Lutetia, and received the finest formal education in the world.

- **Question:** Why did a stranger pay for your expensive education?
- **Second Social Rank:** Artisan (D8)
- **Language:** Gallinean
- **Skills:** Culture (Etiquette +1, Scholarship +1), Interaction (Negotiate +1), Observation (Deduce +1)
- **Gear:** Courtly outfit (hair ribbons, bodice, courtier's gloves, skirt, chopines), 4 books (each on a different subject, Knowledge +1D6)
- **Passion:** Knowledge (D10)
- **Style Maneuver:** Cunning Erudition (spend 2 Style Points to set the value of one Scholarship die to its maximum value before rolling)

The Queen's Cavaliers

PIVOTAL EVENT OF ADULTHOOD

Roll 1D12 to determine what key event or situation shaped your current circumstances. This gives you additional skills, your final passion, and a third style maneuver.

TABLE 18: PIVOTAL EVENT OF ADULTHOOD

1D12 ROLL	PIVOTAL EVENT OF ADULTHOOD
1	Clandestinely Recruited
2	Crisis of Faith
3	Exiled
4	Falsely Accused of a Crime
5	Honor Besmirched
6	Looking for Love In All The Wrong Places
7	Lost Love
8	Murder Most Foul
9	Revolutionary Invention
10	Shipwrecked
11	Sudden but Inevitable Betrayal
12	War is Hell

Clandestinely Recruited

You were approached to join a secretive organization that doesn't officially exist, to engage in officially unsanctioned missions.

- **Question:** What have you learned that makes you mistrust your superiors?
- **Skills:** Nature (Prowl +1), Medicine (Poison +1), Streetwise (Carouse +1, Larceny +1)
- **Passion:** Country (D12)
- **Style Maneuver:** Do You Expect Me To Talk? (when conversing with other spies, spend 1 Style Point to add Banter dice to a Deceive roll)

Crisis of Faith

Your faith was tested and was found wanting, leading to a change in your moral outlook.

- **Question:** Why was it a mistake to confide in someone else about your doubts?
- **Skills:** Culture (Scholarship +2), Magicks (Portents +1), Observation (Intuition +1)
- **Passion:** Faith (D12)
- **Style Maneuver:** That's Me In the Spotlight (when talking with someone who doesn't share your religious beliefs, spend 1 Style Point to add Deduce dice to an Inspire roll)

Exiled

You aren't welcome where you came from, be it a province or an entire country.

- **Question:** Why do you refuse to undertake the actions that could get your banishment lifted?
- **Skills:** Culture (Scholarship +1), Nature (Explore +2), Streetwise (Carouse +1)
- **Passion:** Country (D12)
- **Style Maneuver:** You Can't Go Home Again (when dealing with someone from your home country, spend 1 Style Point to add Explore dice to a Deceive roll)

Falsely Accused of a Crime

You know you are innocent, but proving it is somewhat difficult.

- **Question:** Why is someone you trusted concealing the evidence that can prove your innocence?
- **Skills:** Interaction (Deceive +1), Observation (Deduce +1), Streetwise (Carouse +1, Larceny +1)
- **Passion:** Justice (D12)
- **Style Maneuver:** I'm Innocent, Innocent! (when trying to convince someone of your innocence, spend 1 Style Point to add Intuition dice to an Inspire roll)

Honor Besmirched

An affront to your honor will not stand, and you will prove yourself by your exemplary attitude – and hairtrigger temper when insulted.

- **Question:** Which dishonorable deed did you commit that nobody knows about?
- **Skills:** Dueling (Lunge +1, Riposte +1), Interaction (Inspire +1), Streetwise (Banter +1)

- **Passion:** Pride (D12)
- **Style Maneuver:** How Dare You (when attacking someone who has already damaged you in the current combat, spend 1 Style Point to add Inspire dice to a Riposte roll)

Looking for Love In All the Wrong Places

You're great at finding new lovers, but not so great at keeping them.

- **Question:** Why does your ex-lover want to see you dead?
- **Skills:** Interaction (Inspire +1, Negotiate +1), Observation (Perceive +1), Streetwise (Carouse +1)
- **Passion:** Lust (D12)
- **Style Maneuver:** I'm a Lover, not a Fighter (when being attacked by someone whom you find attractive, spend 1 Style Point to add Carouse dice to a Dodge roll)

Lost Love

Poets say that your one true love comes along once in a lifetime. You've found that joy – and had it taken away from you. Now you drown your sorrows in cheap wine.

- **Question:** What is love?
- **Skills:** Interaction (Negotiate +1), Observation (Intuition +1), Streetwise (Carouse +2)
- **Passion:** Love (D12)
- **Style Maneuver:** Drowning My Sorrows (when fighting in a tavern or while drunk, spend 1 Style Point to add Carouse dice to a Brawl roll)

Murder Most Foul

Someone close to you was brutally murdered and the killer was never caught. You're haunted by the thought that you could have prevented it.

- **Question:** Why do you feel responsible for your friend's death?
- **Skills:** Culture (Scholarship +1), Observation (Intuition +1, Deduce +2)
- **Passion:** Friends (D12)
- **Style Maneuver:** Never Again (when attacking someone who has already damaged one of your allies in the current combat, spend 1 Style Point to add Inspire dice to a Lunge roll)

Revolutionary Invention

You've invented something amazing that will revolutionize the world. In theory. Mostly it blows up but that can be fixed.

- **Question:** Why does someone want to see you dead before you can perfect your invention?
- **Skills:** Observation (Deduce), Science (Clockworks +2, Calculus +1)
- **Passion:** Artistry (D12)
- **Style Maneuver:** It's My Creation (when repairing or using a device that you invented, spend 1 Style Point to add Arts dice to a Clockworks roll)

Shipwrecked

Travel by ship is not without its perils, and you found yourself washed up on a deserted island. You had to learn how to hunt with a crude bow that you fashioned.

- **Question:** What did you have to sacrifice in order to survive until your rescue?
- **Skills:** Nature (Explore +2, Prowl +1), Military (Aim +1)
- **Prowess:** Bow
- **Passion:** Family (D12)
- **Style Maneuver:** Longbow Hunter (when using a bow outdoors, spend 1 Style Point to add Explore dice to an Aim roll)

Sudden but Inevitable Betrayal

Someone you trusted stabbed you in the back the moment you turned your back on them. You can still feel the metaphorical (or literal) dagger between your shoulderblades.

- **Question:** Who's the one person you know would never betray you?
- **Skills:** Defense (Parry +1), Dueling (Feint +1), Observation (Perceive +1, Intuition +1)
- **Passion:** Loyalty (D12)
- **Style Maneuver:** Curse Your Betrayal (when defending against a feint, spend 1 Style Point to add Intuition dice to a Parry roll)

The Queen's Cavaliers

War is Hell

You are the survivor of a bloody war and countless battles.

- **Question:** Why does one battle still haunt your dreams?
- **Skills:** Defense (Dodge +1, Block +1), Nature (Explore +1), Military (Aim +1)
- **Prowess:** Sword, Musket, Flexible Armor
- **Passion:** Loyalty (D12)
- **Style Maneuver:** The Horrors of War (when talking about war or battle, spend 1 Style Point to add Block dice to an Inspire roll)

Example:

Backstory-Based Character Creation

Dani decides to roll up a character using the optional random backstory system instead of choosing two classes.

Regional or National Origin

Dani rolls a 12 on the table, meaning she's from Varendia. She adds the Varendish language and the skills Military and Nature to her character sheet.

Parentage

With a roll of 8, one of Dani's parents was a retired Cavalier. She adds the Gallinean language, skill competency in Dueling, one rank in Lunge, prowess with swords, and the style maneuver Confident Fencing to her character sheet. She also sets her D6 passion to Loyalty.

Dani also has to answer the question, "What notable deed did your parent perform in the name of the Queen?" Dani decides that her mother stopped an Albian airship from bombing Castenia during the Twenty Years' War.

Pivotal Event of Childhood

Rolling a d8, Dani gets a 1, and finds that someone in her family died. She decides this was her father, and that his unexpected death caused her to grow up quickly. She adds one rank to Intuition, and sets her D8 Passion to Family.

In answer to the question "What did your relative tell you before they died?" Dani decides that her dying father told her to never turn her back on someone in need.

Education

Dani rolls a result of 11 on the education table, meaning that she attended the royal universities in Lutetia. This gives her the Gallinean language, but she already speaks it. She also gains competency in Culture; one skill rank each in Etiquette, Scholarship, Negotiate, and Deduce; Knowledge as a D10 passion; and the Cunning Erudition style maneuver.

To answer the question "Why did a stranger pay for your expensive education?" she decides that the Duchess of Castenia paid for her education in recognition of her mother's bravery during the last war.

Pivotal Event of Adulthood

Dani rolls a 1 on the final table, getting "Clandestinely Recruited." This gives her competency in Medicine and Streetwise, and one rank each in Deceive, Prowl, Poison, and Carouse. She also gains Country as a D12 passion and Do You Expect Me To Talk? as a style maneuver.

"What have you learned that makes you mistrust your superiors?" Dani distrusts her superior because she has been asked to spy on her fellow members of the Queen's Cavaliers.

Backstory Summary

Dani was born in Varendia to a Gallinean mother and a Varendish father. Her mother had distinguished herself during the war between Albia and Gallinea, and when she had completed her duty to the Queen, she married a man in Varendia and settled down. Tragically, Dani's father passed away when she was young and she was raised by her mother.

Dani returned to Gallinea when she was old enough to study at the royal universities in Lutetia, with her education paid for by a grateful noble who remembered her mother's courage. Upon graduation, Dani was accepted into the Queen's Cavaliers as a new recruit, and was also contacted by Prince Jean-Remy, the Queen's uncle and spymaster, and asked to report back to him on the actions of her fellow cavaliers.

- **Languages:** Varendish, Gallinean
- **Social Rank:** Soldier (D6), Artisan (D8)
- **Weapon Prowess:** Knife, Sword
- **Skills:** Culture (Etiquette +1, Scholarship +1), Defense (Parry +1), Dueling (Lunge +1), Initiative, Interaction (Negotiate +1, Deceive +1), Medicine (Poison +1), Military, Nature (Prowl +1), Observation (Intuition +1, Deduce +1), Science (Calculus +1), Streetwise (Carouse +1)
- **Passion:** Knowledge (D10), Family (D8), Loyalty (D6)
- **Style Maneuvers:** Confident Fencing, Cunning Erudition, Do You Expect Me To Talk?
- **Gear:** Rapier (Sword +1D8), 2 peasant outfits, 4 books (Knowledge +1D6 about history of Gallinea, notable cavaliers, Varendish nobles, and types of poisons)

Further Customization

Dani is now free to spend her customizations to further shape her character to fit the concept she'd like to play. Dani can also spend her

starting Rewards on additional gear (plus gets a simple weapon for free).

Option: Playing Without Classes

You don't even have to play with classes (or backstories) at all. The MJ might allow this option if she wants everyone to have the most flexibility in creating their characters.

A base character starts with the following:

- Skill Competency in Defense, Initiative, Interaction, and Observation.
- One language.
- Knife Weapon Prowess.
- Social Rank of Commoner (D0)/Commoner (D0).
- One outfit and one common weapon.
- 30 customizations, replacing the 6 customizations that characters normally receive.

You can use those customizations in the following ways:

- Add Competency in any one skill.
- Add +1 rank to any Specialty which you have the related skill competency. Limits: You can't have more than +2 ranks in any given specialty. You can't assign more than eight ranks to the specialties corresponding to each attribute (Verge, Affinity, Guile).
- Add one language.
- Add one armor prowess or weapon prowess.
- Increase one of your social ranks by 1, to a limit of Noble (D10)/Artisan (D8).
- Add one style maneuver of your choice. Limits: You can have a maximum of six style maneuvers.

Once you have assigned your customizations, you receive four rewards equal to your Competency Die, two rewards equal to your lowest rank, and two rewards equal to your highest social rank. You can spend those normally to buy your starting equipment.

Example:

Class-Free Character Creation

Morgan decides she's going to create a character who is all about airships. She starts with the base character and then spends her 30 customizations.

Skill Competency: In addition to the automatic skill competency, she also chooses to be competent with Dueling (for mid-air swordfights!), Military (for mid-air gun fights! and airship tactics), Nature (so she'll be good at exploring), and Science (since airships are pretty advanced technology). This uses four of her customizations.

Specialty Ranks: Morgan picks Parry +1 (mid-air swordfights!), Dodge +1 (mid-air gun fights!), Aim +1 (also mid-air gun fights!), Strategy +2 (airship tactics), Explore +2 (navigating), Blackpowder +1 (firing cannons!), and Clockworks +2 (fixing a broken airship). She also chooses Scholarship +1 (mainly for geographic knowledge), Etiquette +1 (customs of far-off lands), Inspire +1 (officers should be inspiring, right?) and Perceive +1 (for looking through a spyglass). Adding up the totals for each attribute, she finds +6 ranks total for Verve (Parry, Explore twice, Blackpowder, Inspire, Perceive), +4 ranks total for Affinity (Aim, Etiquette, Clockworks twice), and +4 ranks for Guile (Dodge, Strategy twice, Scholarship). This is under the limit of eight ranks per attribute, so she's good there. This costs 14 of her customizations.

Languages: Morgan decides she will be from Albia, and thus her free language is Albian. She also gets a bonus language from her +1 rank in Scholarship, and she picks Gallinean. She decides to also learn Ekalian (because many sailors are from Ekalia) and Varendish (because the best cannonsmiths hail from Varendia), and that uses up two more customizations.

Armor or Weapon Prowess: While she doesn't think she needs armor prowess, Morgan does want to know how to use Swords, Pistols, and Cannons. She spends three customizations on those.

Social Rank: Figuring that airships are rather expensive to maintain, Morgan pushes her social ranks up to the maximum of Noble (D10)/Artisan (D8). This uses five of her customizations, and she's only got two left from the original 30.

Style Maneuvers: Looking over the list of style maneuvers in chapter 1, "Style Maneuvers", Morgan finds two that thinks will be most appropriate for a future air-captain like herself. She selects Powdersmith (when creating or repairing a device with a blackpowder flintlock power source, a phlogistone furnace power source, or an explosion component, spend 1 Style Point to add Blackpowder dice to a Clockworks roll) and Naval Hilt (when using a cutlass, spend 1 Style Point to add Explore dice to a Parry roll). This uses up her last two customizations.

Starting Equipment: Naturally, Morgan chooses to start with a corsair outfit, and for her free weapon chooses a cutlass. She receives rewards of 4D6 (from her Competency Die), 2D8 (her Artisan social rank) and 1D10 (her Noble social rank). It's not quite enough to buy an airship, so she instead buys a cutlass (1D6 cost), a mariner's astrolabe (1D6 cost), a spyglass (1D6 cost), repair tools (1D6 cost), a double pistol (1D8 cost) because it's cool, and a deck cannon (1D10 cost) since she always wanted a cannon. Doesn't everyone? This leaves her with a 1D8 reward, which she chooses to spend on four supplies of clockwork gears so she can repair an airship or make nifty toys.

Option: Creating a Custom Class

If only one of the classes appeals to you, you can create a custom class with the MJ's consent. (Having two custom classes is not recommended; choose one standard class in addition to your custom class.)

The Queen's Cavaliers

Make the following choices and write them down:

Name and Description: Decide what role the class will play in Gallinean, Elaran, or Ifran society. How is this class different from existing classes?

Suggested Classes and Passions: Choose at least 3 suggested classes and passions that fit the class concept. **Limit:** You can't choose Duelist as one of the classes.

Social Rank: If the class is primarily focused on combat, then the Social Rank should be Soldier (D6). If the class requires formal education or apprenticeship, then the Social Rank should be Artisan (D8). Otherwise the class should probably be Commoner (D0). **Limit:** A custom class can't be Noble (D10) or Royal (D12) social rank.

Specialties and Skill Competency: Choose six different specialties that make sense for the class; these all gain +1. The Skill Competencies correspond to those specialties, with the exception of skills that everyone is already competent in using. **Limits:** Classes never give specialty ranks in Initiative. Each attribute (Verve, Affinity, Guile) can have at most 3 specialties associated with it.

Weapon and Armor Prowess: If the class would know how to use specific weapons or armor types, pick up to four of those, total. Remember that everyone already knows how to use a Knife.

Bonus Gear: Choose one outfit that the class will receive for free. If the class requires the use of one or more tools, pick one of those tools as well as 4 supplies of the appropriate type. If the class has weapon or armor prowess, choose up one weapon and one type of armor. Remember that everyone gets one common weapon for free.

Style Maneuvers: Choose six style maneuvers from the list of style maneuvers that are appropriate for this class: two that allow a reroll of one skill, two that allow one die to be maximized on a specialty roll, and two that let you add dice from one pool to another under specific circumstances.

When you've finished creating your class, let your MJ review it to see if it fits her concept of the world and the campaign. She can provide suggestions on how you can modify the class if she sees potential problems with the class.

For the MJ:

MJ-Created Classes

MJs, you can create classes too, and offer them as additional choices for your players. You should try to follow the general guidelines given for players, although you can customize the social rank, bonus gear, armor prowess, and weapon prowess. You shouldn't give a class specialty ranks in Initiative, and a class shouldn't have more than 8 style maneuvers.

Chapter 5: Skills and Specialties

There are 12 skills in *The Queen's Cavaliers*, ranging from Culture to Streetwise. Each of these skills has three specialties, corresponding to the three Attributes of Verve, Affinity, and Guile.

Using Skills

To use a skill, first you determine under which specialty the task you want to perform falls. Your dice pool starts with one die of that specialty's corresponding attribute; this is your Attribute Die.

If you have competency in that skill, you can add your Competency Die to the dice pool. There are four skills that all player characters are competent at using: Defense, Initiative, Interaction, and Observation.

You can have +0, +1, +2, +3, +4, or +5 ranks in each specialty, although a starting character is initially limited to only +2 ranks. Each rank adds an additional die of the same size as your Attribute Die to the dice pool; these are your Specialty Dice.

Many specialties allow you to add an Item Die from a tool or item to the dice pool as well, as described under the separate listings for each specialty. Weapon Dice and Armor Dice are subcategories of Item Dice; you can only add a Weapon or Armor die if you have prowess with that weapon or armor. You can have only one Item Die in any given dice pool.

You might have a Bonus Die that you can include in your dice pool under certain circumstances. Tag Dice and Advantage Dice are subcategories of Bonus Dice. A Tag Die is temporary and is based on a word, a phrase, a person, a place, a thing, or a concept. Your Advantage Die is used in combat, and can progress from +1D6 up to +1D12. You can only have one Bonus Die in a dice pool.

Factors that make your skills harder to use assign a Drop Penalty to your dice pool. Such factors range from Wounds to language barriers. Each Drop Penalty specifies a number of dice that are dropped – meaning removed – from your dice pool before you roll. A Drop 2 penalty means you remove 2 dice. You can choose which dice to drop, and so you're going to want to drop the smallest size dice.

Once you've finished constructing your dice pool, you roll all the dice at once. You select the dice that resulted in the highest two numbers, and you discard the results of the other dice. Then you see what the MJ rolls on the opposition dice.

There are two types of opposition dice. Some are rolls of your opponent's corresponding specialty, such as her Defense (Parry) roll against your Dueling (Lunge) roll. In other situations you might be rolling against standard opposition, rolled by the MJ. Standard opposition pools consist of three dice of the same size, from Easy (3D6) to Very Difficult (3D12).

TABLE 19: STANDARD OPPOSITION

DIFFICULTY	OPPOSING DICE POOL
Very Easy	Automatic success
Easy	$3D6$
Moderate	$3D8$
Hard	$3D10$
Very Hard	$3D12$

The total of your roll is the sum of the two dice you kept after rolling. The success points generated by your roll equal the lower of the two dice. If you beat the total of the opposition dice, then you can spend those success points on the success table for that specialty. Otherwise, your opponent can spend her success points.

You can usually buy a result from a success table multiple times, unless it says otherwise in the description of the specialty. Success points you don't use are simply discarded when you finish buying the results you want.

One of the most common ways to spend success points is to buy a style point for 3 success points. You use style points to power your style maneuvers, which let you combine together the Specialty Dice of two different specialties, set one die in a pool to its maximum value before you roll, or reroll a result that you don't like. You can only have 3 style points at a time, so if you already have 3, you can't buy any more.

The skills, specialties, and their corresponding attributes used The Queen's Cavaliers are shown in the following table:

TABLE 20: SKILLS AND SPECIALTIES

SKILL	VERVE SPECIALTY	AFFINITY SPECIALTY	GUILE SPECIALTY
Culture	Arts	Etiquette	Scholarship
Defense	Parry	Block	Dodge
Dueling	Lunge	Riposte	Feint
Initiative	Impulse	Vigilance	Timing
Interaction	Inspire	Negotiate	Deceive
Magicks	Weave	Brew	Portents
Medicine	Surgery	Treat	Poison
Military	Brawl	Aim	Strategy
Nature	Explore	Husbandry	Prowl
Observation	Perceive	Intuition	Deduce
Science	Blackpowder	Clockworks	Calculus
Streetwise	Banter	Carouse	Larceny

Skills and Specialties are described below, with a Success Table for each Specialty. You gain a set of skills and specialties from each of your classes (or backstory), and additional skills and specialty ranks from customizing your character. As you gain experience points, you can spend XP to increase your ranks in your specialties, or add new skills.

The Success Tables that follow are meant to be a guideline for you and the MJ to determine what happens based on any given roll. They are not meant to override the fictional narrative; a result can only happen if it makes sense in the context of the story.

At the MJ's discretion, a different table can be used for any Specialty – or a result from any Success Table – for the price of one additional Success Point. This allows for flexibility in player actions by comparing against similar tasks, and using those results.

Generic Success Tables

The following Success Tables can be used in lieu of, or in addition to, the specific Success Tables for each Specialty. The results should be used loosely and with discretion, as some results might not be justified based on the fictional context.

Non-Combat Skills in Combat

This table can be used to represent Skills which aren't normally intended for a fight (i.e., not Defense, Dueling, Aim, or Brawl) but which end up being used anyway. For example, a Mechanician might attempt to overload one of her devices or a Virtuosa could sing loud enough to shatter glass.

Opposition: The opposition dice can be anywhere from Easy ($3D6$) to Very Difficult ($3D12$) depending on the MJ's assessment of the situation. Alternately, the target can defend with an appropriate Defense specialty, if the MJ decides the Skill use is similar to an attack.

ANY SKILL	
Time:	1 action
Opposition:	Standard Opposition or Applicable Defense
++:	Inflict 1 Yield
+++:	Reduce Yield Taken
+++:	Increase Advantage
+++:	Gain 1 Style Point
++++:	Inflict 1 Wound

Inflict 1 Yield: Your opponent takes one Yield for every two Success Points you spend on Yield. If her Yield equals or exceeds her Yield Limit, she is Yielded Out.

Reduce Yield Taken: If you have taken Yield, you can reduce it by spending three Success Points per point of Yield.

Increase Advantage: You gain a D6 Advantage Die if you don't already have Advantage, or increase your die size by one step, up to a maximum of D12.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Inflict 1 Wound: Your opponent takes one Wound. If she takes more Wounds than her Wound Limit (which is four for player characters, and from one to four for non-player characters), she falls unconscious and is dying.

Knowledge Rolls

Use this table for general knowledge rolls – for example, if a character with ranks in Science (Clockworks) is trying to recall the name of a famous Mechanician or a Chirurgeon is remembering the facts about a disease. Each Specialty has one or more examples of knowledge rolls that can be made with that Specialty, although the lists are not exhaustive. MJs and players should be creative in how they use Specialties to make knowledge rolls.

Opposition: Characters automatically succeed on Knowledge checks, and the success points generated indicate how much information they're able to recall.

KNOWLEDGE	
Time:	Free Roll
Opposition:	Automatic Success
+:	Recall Common Knowledge
++:	Recall Uncommon Knowledge
+++:	Recall Rare Knowledge
++++:	Recall Unique Knowledge

Recall Common Knowledge: You can recall basic facts about the topic, enough to hold a simple conversation about it.

Recall Uncommon Knowledge: You are aware of some things that aren't common knowledge about the subject.

Recall Rare Knowledge: You know something about the subject that only comes from deeper study or experience.

Recall Unique Knowledge: You have firsthand knowledge of something about the topic that only a few others share.

Standard Opposition Results

These results can be used by the MJ when a player's roll against Standard Opposition dice fails. As with other generic result tables, these should be used with discretion, as not all results will fit the fictional circumstances.

Opposition: Standard Opposition is only rolled in response to an action taken by a player character. If the Standard Opposition roll beats the action's roll, the MJ may spend the Success Points on this table, as well as declaring the action invalidated.

STANDARD OPPOSITION	
Time:	Free Roll
Opposition:	Specific Specialty Used
+:	Increase Difficulty
++:	Inflict 1 Yield
++:	Increase Tension
++:	Mysterious Omen
++:	Delayed Gratification
+++:	Grant 1 Style Point
+++:	Rude Interruption
++++:	Unnecessary Distraction
++++:	Challenge a Passion
+++++:	Incredibly Bad Fortune

Increase Difficulty: Step up one of the dice used in the roll, if the player character (or an ally) attempts the same task. For example, if the Standard Difficulty was Moderate (3D8), with one Success Point you could step up one die, making it 1D10+2D8 on subsequent attempts. If you spend three Success Points, step up all three of the dice.

Inflict 1 Yield: If the player character is attempting something physically, mentally, or emotionally taxing, you can choose to inflict Yield on her. Each additional two Success Points inflicts an extra point of Yield.

Increase Tension: You gain a D6 Tension Die if you don't already have Tension, or increase your die size by one step, up to a maximum of D12. Describe how the tension in the current situation increases based on the player character's failure at the task.

Mysterious Omen: Something ominous happens, perhaps foreshadowing a future event. Players can attempt a Portents roll if they wish to try to interpret the omen.

Delayed Gratification: The player character (or an ally) cannot make another attempt at the same task until a certain amount of time has passed. If the task normally takes one round, she must wait for a minute; if a minute, then for an hour; if an hour, then for four hours; if four hours, then for a day.

Grant 1 Style Point: Assign a Style Point to one of your non-player characters, usually a Minor or Major Opponent. Minor Opponents can have up to three Style Points, Major Opponents can have up to six Style Points, and other characters can have only one Style Point.

Rude Interruption: The player character fails to complete her task because someone rudely barges in, interrupting her. Choose one of your existing NPCs or create a new character to intrude on the character; this could even be a hostile opponent, although not a Major Opponent. She won't be able to resume her task until she manages to send away the intruder.

Unnecessary Distraction: An event happens nearby that distracts the player character, causing her to fail on her attempt. This could be a loud noise outside, a sudden wind blowing around some papers, a horse that decides to bolt, or an attractive person passing by. If the player character (or an ally) attempts the task again, she gets a Drop 2 penalty on the roll.

Challenge a Passion: Choose one of the player character's Passions, and a way in which it becomes challenged. Perhaps the Personification of the Passion appears (as an NPC), or the player character remembers something about that Personification (if not able to appear in person). Maybe the situation changes so that the player character has to choose between her values and succeeding at the task. Be creative! The game result is that if the player character attempts the task again, add her Passion Die to the Standard Opposition dice on subsequent tries.

Incredibly Bad Fortune: Something goes disastrously wrong. A ship at sea gets lost, a device being created explodes, a gun misfires, the guards show up at the wrong moment, or the player character trips and falls in front of an audience. The exact details are up to you, but they should be serious without being directly deadly and possibly very embarrassing. The player character can attempt the task again once she recovers from the effects of her terrible luck.

Culture

The Culture skill includes arts, history, religion, language, mythology, music, customs, traditions, noble families, and other societal elements found in the cultures of Elara and Ifran.

The Culture specialties are often used as knowledge rolls.

Arts

Verve Specialty

Sculpture, music, painting, poetry, sketching, woodcuts, writing, dance, acting, and other forms of art are used to convey the core values of Elaran society. The Arts specialty includes not just basic knowledge of artwork, but also the ability to create works of art and to perform creative works.

Knowledge Rolls: Evaluate a piece of art, spot a forgery, remember the name of a famous artist, identify tools and instruments used in art or music.

Crafting: Create works of art such as drawings, poetry, paintings, sculptures, plays, songs, opera, novellas, and more, [as described in the section](#)

The Queen's Cavaliers

["Crafting"](#) on page 115.

Bonus Die: If you are performing an existing work of art, such as a musical composition or a play, you can include the work's Tag Die as a Bonus Die.

Opposition: Under most situations, an Arts roll will automatically succeed and the success points will determine the quality of the performance. Under less than ideal circumstances, Standard Opposition of Easy (3D6) or higher may be required.

ARTS	
Time:	1 minute or longer
Opposition:	Automatic Success, or Standard Opposition
Item Die:	Musical instrument
Bonus Die:	Tag Die
+:	Successful Performance
++:	Increase Tag Die
+++:	Gain 1 Style Point
+++++:	Encore, Encore!

Successful Performance: You give a successful performance of a work, be it already prepared or an improvisational performance. You can create a one-word tag with a +1D0 Tag Die. This Tag Die lasts until the end of the scene, and can be used with other Specialties as a Bonus Die when appropriate. You can make one additional Tag with a +1D0 Bonus Die for each success point you spend.

Increase Tag Die: One Tag Die of your performance improves by one die size. You are limited by the number of skill ranks you have in Culture (Arts), as shown on the following table:

TABLE 21: MAXIMUM TAG DIE

ARTS RANK	BONUS DIE
1	+1D0
2	+1D6
3	+1D8
4	+1D10
5	+1D12

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Encore, Encore!: You give such a successful performance that no one in the audience will ever forget it, or you. Any Tag Dice from this performance last for 24 hours and are automatically maximized.

Etiquette

Affinity Specialty

The Etiquette specialty encompasses general knowledge about the customs, politics, traditions, and manners of the cultures of Elara and Ifran, including the use of proper etiquette while in a noble court.

Foreign Etiquette: When dealing with people from other countries or cultures, you get a Drop 2 penalty on Etiquette rolls. If you do not share a common language, the penalty increases to a Drop 4 penalty.

Knowledge Rolls: Identify a member of the royal court, read a heraldic coat of arms, remember the correct form of address for a noble title, recall court gossip about a baroness, cite the local laws and customs.

Opposition: Under most situations, an Etiquette roll will automatically succeed and the success points will determine the quality of one's behavior. Under less than ideal circumstances, Standard Opposition of Easy (3D6) or higher may be required.

Bonus Die: Add your own highest Social Rank Die as a Bonus Die when making an Etiquette roll.

ETIQUETTE	
Time:	1 Minute or more
Opposition:	Automatic Success, or Standard Opposition
Bonus Die:	Your Social Rank Die
+:	Avoid Faux Pas
++:	Impress an Audience
++:	Improve Impression
++:	Gain 1 Style Point
++++:	Pass as Different Social Rank

Avoid Faux Pas: You communicate what you are trying to say without making any social blunders.

Impress an Audience: You make a favorable impression on those who observe you who have a social rank of Commoner (D0). You also gain a +1D0 Tag Die that can be used in Interaction and Culture (Etiquette) rolls as a Bonus Die until the end of the scene. For each additional success point you spent, the social rank you impress increases by one.

Improve Impression: You increase the Tag Die by one step for every two success points you spend. The size of the Tag Die limited by your Etiquette specialty ranks as follows:

TABLE 22: MAXIMUM TAG DIE

ETIQUETTE RANKS	MAXIMUM TAG DIE
+1	+1D0
+2	+1D6
+3	+1D8
+4	+1D10
+5	+1D12

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Pass as Different Social Rank: You affect the mannerisms and presence of a different social rank. You can pass as a social rank one higher than your highest social rank, or as a social rank one lower than your lowest social rank. Until the end of the scene, both of your social rank dice are considered equal to the new social rank. You lose this bonus if you commit a social faux pas or otherwise fail to act in accordance with the airs you've put on.

Scholarship

Guile Specialty

In Gallinea, a well-rounded education is the mark of a civilized woman or man. The Scholarship specialty represents your breadth of book learning and ability to do research when necessary. As such, it is used very often for knowledge rolls and rarely for anything else.

Language: For every rank you have in Scholarship, you gain an additional language prowess of your choice.

Knowledge Rolls: Recall basic historical knowledge, identify a spoken or written language, remember a piece of trivia, name some of the most prestigious universities and their professors, understand and disagree with an obscure theological argument.

Crafting: Write research reports, translations, or non-fiction books, [as described in the section "Crafting" on page 115](#).

Extra Time: You can spend extra time on your Scholarship to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Culture (Scholarship), as shown on the following table:

TABLE 23: EXTRA TIME FOR A ONE-HOUR TASK

COMPLETION TIME	BONUS DIE	SCHOLARSHIP RANK REQUIRED
2 hours	1D0	+1
4 hours	1D6	+2
8 hours (1 day)	1D8	+3
16 hours (2 days)	1D10	+4
32 hours (4 days)	1D12	+5

Opposition: Use Easy (3D6) in most circumstances.

SCHOLARSHIP	
Time:	1 Hour
Opposition:	Automatic Success, or Standard Opposition
Item Die:	Book, report, or library
Bonus Die:	Extra time
+:	Research
++:	Gain 1 Style Point
+++:	Teach a Lesson

Research: You gain in-depth knowledge about one specific person, place, thing, group, or event for each Success Point you spend. You can only learn things that someone has written down in a book.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Teach a Lesson: If you spend at least an hour teaching someone, she can temporarily gain Competency in one Skill or language in which you have Competency. This Competency lasts for 24 hours after your instruction ends. For each additional Success Point you spend, you can teach another student at the same time. A student can only learn one such temporary Competency at any time, from any teacher.

Defense

The Defense skill is used in combat to avoid taking damage. Whenever you are attacked, you can choose which of the appropriate Defense specialties you will use, although depending on the type of attack, your Defense choices may be limited by the type of attack. For example, you can't really Parry a bullet.

Automatic Competency: Player characters in *The Queen's Cavaliers* are automatically Competent with the Defense skill.

Wounds: Defense rolls are subject to Drop penalties from your Wounds.

Parry

Verve Specialty

A Parry is an attempt to block an attack with a weapon or a buckler; you need to be wielding something in one of your hands in order to make a Parry.

The primary advantage of a Parry is that if you successfully Parry, you can also execute a Riposte – if you've got enough Success Points to do so. You can only execute one Riposte per Parry.

Wounds: Parry rolls are subject to Drop penalties from your Wounds.

Possibility of Weapon Breakage: If you use Parry to defend against a Lunge attack and are unsuccessful, one possible result for the attacker is to break your weapon.

Knowledge Rolls: Evaluate a dueling weapon's quality, remember the names of famous duelists, identify the national origin of someone's fencing style.

Crafting: Bucklers and extra shields, [as described in the section "Crafting" on page 115](#).

Opposition: A Parry can be used against an attacker's Lunge, Feint, or Brawl roll, but not against a Riposte or Aim attack.

PARRY	
Time:	Free Roll
Opposition:	Incoming Lunge, Feint, or Brawl Attack
Item Die:	Weapon or Shield Die
+:	Negate Attack
++:	Execute a Riposte
++:	Gain 1 Style Point
++:	Increase Advantage
++:	Disarm

Negate Attack: You prevent the attack from doing any damage to you, and the attacker from spending her Success Points. If you don't do this, the attack still takes effect on you, with the attacker spending her Success Points normally.

Execute a Riposte: You can make a Riposte attack. This is the only way to use the Riposte specialty; it has to follow a successful Parry or Feint.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Increase Advantage: You gain a D6 Advantage Die if you don't already have Advantage, or increase your die size by one step, up to a maximum

of D12.

Disarm: You can disarm your opponent of the weapon she is using to attack you. (This can't be used when defending against a Brawl attack.) You get to choose if the weapon ends up on the ground in your Area, in an adjacent Area, or in your hand if you have one free.

Block

Affinity Specialty

A Block roll is an attempt to prevent injury to yourself by using armor, a shield, nearby furniture, terrain, or even a less vulnerable part of your own body.

Wounds: Block rolls are subject to Drop penalties from your Wounds.

Knowledge Rolls: Evaluate the quality of a suit of armor or a shield, remember the names of famous soldiers, identify the blacksmith's maker's mark on armor.

Crafting: Rigid armor, [as described in the section "Crafting" on page 115](#).

Opposition: A Block roll can be used to defend against an attacker's Lunge, Riposte, or Aim roll, but not against a Feint or Brawl attack.

BLOCK	
Time:	Free Roll
Opposition:	Incoming Lunge, Riposte, or Aim Attack
Item Die:	Armor or Shield Die
+:	Negate Attack
++:	Reduce Yield Taken
+++:	Gain 1 Style Point
++++:	Increase Advantage

Negate Attack: You prevent the attack from doing any damage to you, and the attacker from spending her Success Points. If you don't do this, the attack still takes effect on you, with the attacker spending her Success Points normally.

Reduce Yield Taken: If you have taken Yield, you can reduce it by spending two Success Points per point of Yield.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Increase Advantage: You gain a +1D6 Advantage Die if you don't already have Advantage, or increase your die size by one step, up to a maximum of +1D12.

Dodge

Guile Specialty

When you Dodge, you get yourself out of the way of an attack. Dodge rolls don't include Weapon or Armor Dice, but you can use a Dodge roll to defend against any type of attack.

Wounds: Dodge rolls are subject to Drop penalties from your Wounds.

Knowledge Rolls: This Specialty is not often used to make knowledge rolls.

Opposition: A Dodge roll can be used against any incoming attack roll.

DODGE	
Time:	Free Roll
Opposition:	Incoming Lunge, Riposte, Feint, Aim, or Brawl Attack
+:	Negate Attack
++:	Increase Advantage
+++:	Gain 1 Style Point
++++:	Reduce Yield Taken
+++++:	Free Move

Negate Attack: You prevent the attack from doing any damage to you, and the attacker from spending her Success Points. If you don't do this, the attack still takes effect on you, with the attacker spending her Success Points normally.

Increase Advantage: You gain a +1D6 Advantage Die if you don't already have Advantage, or increase your die size by one step, up to a maximum of +1D12.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three

The Queen's Cavaliers

Style Points at any time.

Reduce Yield Taken: If you have taken Yield, you can reduce it by spending four Success Points per point of Yield.

Free Move: You can immediately make a Move action to an adjacent Area without using an action or paying a Drop penalty.

Dueling

The Dueling skill lets you make attacks using a dueling weapon, such as a sword, a knife, a quarterstaff, or even a pike.

Wounds: Dueling rolls are subject to Drop penalties from your Wounds.

Lunge

Verve Specialty

A Lunge is a basic attack and can be attempted with any hand-held weapon, and is the most common way of dealing damage to an opponent in a close-up fight. It can be opposed by any Defense specialty.

Wounds: Lunge rolls are subject to Drop penalties from your Wounds.

Knowledge Rolls: Evaluate a dueling weapon's quality, remember the names of famous duelists, identify the national origin of someone's fencing style.

Crafting: Swords and polearms, [as described in the section "Crafting" on page 115](#).

Opposition: A Lunge can be defended against with any Defense roll.

LUNGE	
Time:	1 action
Opposition:	Target's Parry, Block, or Dodge
Item Die:	Weapon Die
+:	Inflict 1 Yield
++:	Increase Advantage
+++:	Gain 1 Style Point
++++:	Inflict 1 Wound
+++++:	Break Weapon

Inflict 1 Yield: Your opponent takes one Yield for each Success Point you spend on Yield. If her Yield equals or exceeds her Yield Limit, she is Yielded Out.

Increase Advantage: You gain a +1D6 Advantage Die if you don't already have Advantage, or increase your die size by one step, up to a maximum of +1D12.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Inflict 1 Wound: Your opponent takes one Wound. If she takes more Wounds than her Wound Limit (which is four for player characters, and from one to four for non-player characters), she falls unconscious and is dying.

Break Weapon: You snap your target's blade. You can only do this if your target attempts to Parry your attack and fails. A broken weapon is useless except as an improvised weapon.

Riposte

Affinity Specialty

A Riposte is a counterattack that can only be attempted after a successful Parry or Feint. By catching your opponent off-guard, you can slip past her normal defenses.

Wounds: Riposte rolls are subject to Drop penalties from your Wounds.

Knowledge Rolls: Evaluate a Dueling weapon's quality, remember the names of famous duelists, identify the national origin of someone's fencing style.

Crafting: Daggers and other knives, [as described in the section "Crafting" on page 115](#).

Opposition: A Riposte can only be defended against by a Block or Dodge roll, and not by a Parry roll.

RIPOSTE	
Time:	Free Action
Requires:	Successful Parry or Feint
Opposition:	Target's Block or Dodge
Item Die:	Weapon Die
+:	Inflict 1 Yield
++:	Decrease Advantage
+++:	Gain 1 Style Point
++++:	Inflict 1 Wound

Inflict 1 Yield: Your opponent takes one Yield for each Success Point you spend on Yield. If her Yield equals or exceeds her Yield Limit, she is Yielded Out.

Decrease Advantage: If your opponent has Advantage, you can decrease her die size by one step, or remove her Advantage Die entirely if she has +1D6 Advantage.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Inflict 1 Wound: Your opponent takes one Wound. If she takes more Wounds than her Wound Limit (which is four for player characters, and from one to four for non-player characters), she falls unconscious and is dying.

Feint

Guile Specialty

A Feint is a false attack designed to get your opponent to lower her defenses. The primary advantage of a Feint is to build Advantage against your opponent; you can't usually inflict Wounds directly with a Feint, although you can inflict Yield.

Wounds: Feint rolls are subject to Drop penalties from your Wounds.

Knowledge Rolls: Evaluate a Dueling weapon's quality, remember the names of famous duelists, identify the national origin of someone's fencing style.

Crafting: Nets and whips, [as described in the section "Crafting" on page 115](#).

Opposition: A Feint roll can be defended against with a Parry or Dodge roll, but not by a Block roll.

FEINT	
Time:	1 action
Opposition:	Target's Parry or Dodge
Item Die:	Weapon Die
+:	Increase Advantage
++:	Inflict 1 Yield
+++:	Gain 1 Style Point
++++:	Execute a Riposte
+++++:	Disarm

Increase Advantage: You gain a +1D6 Advantage Die if you don't already have Advantage, or increase your die size by one step, up to a maximum of +1D12.

Inflict 1 Yield: Your opponent takes one Yield for every two Success Points you spend on Yield. If her Yield equals or exceeds her Yield Limit, she is Yielded Out.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Execute a Riposte: You can make a Riposte attack. This is the only way to use the Riposte specialty; it has to follow a successful Parry or Feint.

Disarm: You can disarm your opponent of the weapon she is using to Parry you. You get to choose if the weapon ends up on the ground in your Area, in an adjacent Area, or in your hand if you have one free.

Initiative

The Initiative skill is used in combat to determine who goes first, as well as to take additional actions during a fight. The order of Initiative is set by a free roll at the beginning of each fight, or when each combatant enters the fight.

Generally, a character only needs to have ranks in one Initiative specialty, usually corresponding to her highest Attribute Die.

Automatic Competency: Player characters in *The Queen's Cavaliers* are automatically Competent with the Initiative skill.

The Queen's Cavaliers

Impulse

Verve Specialty

The Impulse specialty is favored by combatants who have high Verve, and is characterized by acting quickly to Seize the Initiative.

Knowledge Rolls: This Specialty cannot be used to make knowledge rolls.

Opposition: Initiative rolls are automatically successful, and ranked in order by the MJ from highest (first to act) to lowest (last to act).

IMPULSE

IMPULSE	
Time:	Free Roll
Opposition:	Automatic Success
+:	Seize the Initiative
++:	Interpose
+++:	Reprise Attack

Seize the Initiative: For one round, you jump ahead in the Initiative order, before someone else is about to act. The next round, you act at your normal place in the Initiative order.

Interpose: For one attack, you make yourself the target of someone else's attack, instead of the attacker's intended target. This can be used to protect any target in the same Area, or as a combined action with a Move to protect a target in an adjacent Area. Alternately, an Interpose can be used to prevent an opponent in the same Area from leaving that Area; this blocks the opponent's movement but does not redirect the attack. You can Interpose only once per round.

Reprise Attack: If you failed on an attack roll, you can repeat the attack. This can't be used after a successful attack. You can Reprise Attack only once per round.

Vigilance

Affinity Specialty

Vigilance is favored by combatants who have high Affinity and who look to protect others, because they are able to Interpose most easily during a fight.

Knowledge Rolls: This Specialty cannot be used to make knowledge rolls.

Opposition: Initiative rolls are automatically successful, and ranked in order by the MJ from highest (first to act) to lowest (last to act).

VIGILANCE	
Time:	Free Roll
Opposition:	Automatic Success
+:	Interpose
++:	Reprise Attack
+++:	Seize the Initiative

Interpose: For one attack, you make yourself the target of someone else's attack, instead of the attacker's intended target. This can be used to protect any target in the same Area, or as a combined action with a Move to protect a target in an adjacent Area. Alternately, an Interpose can be used to prevent an opponent in the same Area from leaving that Area; this blocks the opponent's movement but does not redirect the attack. You can Interpose only once per round.

Reprise Attack: If you failed on an attack roll, you can repeat the attack. This can't be used after a successful attack. You can Reprise Attack only once per round.

Seize the Initiative: For one round, you jump ahead in the Initiative order, before someone else is about to act. The next round, you act at your normal place in the Initiative order.

Timing

Guile Specialty

The Timing specialty allows the combatant to Reprise an Attack on a failed roll, and is of most use to those with high Guile.

Knowledge Rolls: This Specialty cannot be used to make knowledge rolls.

Opposition: Initiative rolls are automatically successful, and ranked in order by the MJ from highest (first to act) to lowest (last to act).

TIMING	
Time:	Free Roll
Opposition:	Automatic Success
+:	Reprise Attack
++:	Seize the Initiative
+++:	Interpose

Reprise Attack: If you failed on an attack roll, you can repeat the attack. This can't be used after a successful attack. You can Reprise Attack only once per round.

Seize the Initiative: For one round, you jump ahead in the Initiative order, before someone else is about to act. The next round, you act at your normal place in the Initiative order.

Interpose: For one attack, you make yourself the target of someone else's attack, instead of the attacker's intended target. This can be used to protect any target in the same Area, or as a combined action with a Move to protect a target in an adjacent Area. Alternately, an Interpose can be used to prevent an opponent in the same Area from leaving that Area; this blocks the opponent's movement but does not redirect the attack. You can Interpose only once per round.

Interaction

The Interaction skill covers social interactions between individual characters, as well as characters addressing a group.

Automatic Competency: Player characters in *The Queen's Cavaliers* are automatically Competent with the Interaction skill.

Language: If you and the other parties don't share a common language, you gain a Drop 2 penalty on all Interaction rolls.

Inspire

Verve Specialty

The Inspire specialty covers all attempts to instill a particular feeling in another person (or group of people) – such as to make her angry, enthusiastic, happy, frightened, or sad.

Inspire isn't a kind of mind control; someone won't take an action that they are opposed to doing. But you can provoke her to give some kind of reaction to your words.

Language: If you and the other parties don't share a common language, you gain a Drop 4 penalty on all Interaction rolls.

Knowledge Rolls: Recall an inspiring speech from history or fiction, remember the names of great leaders.

Opposition: In most situations, an Inspire roll is an automatic success. If you have a language barrier or other Drop Penalty applied, the difficulty increases to Easy (3D6) or higher.

INSPIRE	
Time:	1 action
Opposition:	Automatic success or standard opposition
+:	Inspiring Speech
++:	Increase Tag Die
++:	Reduce an Ally's Yield
++:	Inflict 1 Yield
++:	Instill Emotion
++:	Gain 1 Style Point
++:	Provoke Reaction

Inspiring Speech: Your words start to sway those who hear them. You can create a tag based on an emotional state, with a +1D0 Tag Die. This Tag Die lasts until the end of the scene, and can be used with other Specialties as a Bonus Die when appropriate. You can make one additional Tag with a +1D0 Bonus Die for each success point you spend.

Increase Tag Die: One Tag Die created by your inspiring speech improves by one die size. You are limited by the number of skill ranks you have in Interaction (Inspire), as shown on the following table:

The Queen's Cavaliers

TABLE 24: MAXIMUM TAG DIE

INSPIRE RANK	BONUS DIE
1	+1D0
2	+1D6
3	+1D8
4	+1D10
5	+1D12

Reduce an Ally's Yield: If an ally who can hear you has taken Yield, you can reduce it by spending two Success Points per point of Yield.

Inflict 1 Yield: One opponent who can hear you takes one Yield for every two Success Points you spend on Yield. If her Yield equals or exceeds her Yield Limit, she is Yielded Out.

Instill Emotion: Choose one of the Tags you have active in this scene. That specific Tag Die immediately ends for you. One person who can hear you gains either a Drop Penalty or a Bonus Die on all actions related to that Tag, your choice. For each additional success point you spend, you can affect another person. The Drop Penalty decreases after each time it's applied, and the Bonus Die decreases in size after each use.

TABLE 25: INSPIRE RESULTS

TAG DIE	DROP PENALTY	BONUS DIE
+1D0	Drop 1	+1D6
+1D6	Drop 2	+1D8
+1D8	Drop 3	+1D10
+1D10	Drop 4	+1D12
+1D12	Drop 4	+1D12

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Provoke Reaction: You cause someone who can hear you to react to your words, even if she doesn't really want to. Choose one of the Tags you have active in this scene. That specific Tag Die immediately ends for you. The person you've affected will react on her next turn based on that Tag. You don't get to choose the specific reaction, and it's instead based on how she would normally react to such feelings. For example, if you use a Tag Die of Anger, her response might be to attack you, to fire a scathing insult at you, to burst into tears, to order someone else to attack you, to leave the area, or to mock your clothing choices.

Negotiate

Affinity Specialty

Negotiate covers diplomatic attempts to persuade someone, to compromise, or give something up in return for something else. In general, to use Negotiate you must be offering a bargaining chip of some kind, although it need not be a completely fair trade.

Language: If you and the other parties don't share a common language, you gain a Drop 4 penalty on all Interaction rolls.

Time: A Negotiate roll for something simple, like haggling over goods, takes one minute. More complicated business deals or diplomacy take an hour or more.

Knowledge Rolls: Evaluate the price of an object, recall details on treaties, remember something the other party might have overlooked.

Crafting: Contracts, treaties, and other legal documents, as described in the section "Crafting" on page 115.

Opposition: Negotiate rolls are always opposed by the other party's Negotiate rolls. If there isn't a party in opposition to you, you probably aren't in a negotiation.

NEGOTIATE	
Time:	1 minute or 1 hour
Opposition:	Negotiate
+:	Float a Proposal
++:	Refine the Offer
++:	Counter-Offer
++:	Put it in Writing
++:	Reach Compromise
++::	Gain 1 Style Point
++::	Close the Deal
++::	Gain the Upper Hand

Float a Proposal: You propose a course of action, and create a +1D0 Tag Die based on that proposal. Until the end of the scene, you can use that Tag Die as a Bonus Die on appropriate rolls, including further Negotiate rolls – or Wealth rolls if you are haggling over a purchase. If you

create a new proposal, the old Tag Die ends.

Refine the Offer: For every two success points you spend, the Tag Die of your existing proposal increases by one die size.

Counter-Offer: If the other party has a Tag Die, you can decrease her die size by one step, or remove her Tag Die entirely if she has a +1D6 Bonus Die.

Put It In Writing: You get the other party to agree to sign a written document after you close the deal.

Reach Compromise: You and the other party come to a compromise that benefits you both equally, more or less, and you close the deal. All Tag Dice created by either party immediately end.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Close the Deal: You end the negotiation. Whatever you and the other party have agreed upon is how it the terms will remain, and the other party won't renegotiate terms in this scene. If you are haggling over a purchase, you can use the Tag Die of your proposal as a Bonus Die on your wealth roll; if the other party has a Tag Die, she can add that to the opposition roll.

Gain the Upper Hand: You end the negotiation. You get what you were hoping to gain without major concessions. The other party loses Tag Dice she may have created during the negotiation.

Deceive

Guile Specialty

Deceive is the ability to tell a believable lie, avoiding telltale quirks and pitfalls that might reveal your duplicity. Lies which are obviously untrue and unbelievable impose a penalty of Drop 1 to Drop 4, at the MJ's discretion.

Language: If you and the other parties don't share a common language, you gain a Drop 4 penalty on all Interaction rolls.

Time: Deception rolls are made after each new, major claim is made, so could occur after 30 seconds of rambling, or hours of prolonged storytelling.

Knowledge Rolls: This Specialty is not often used to make knowledge rolls.

Crafting: An alternate identity or a simple disguise, [as described in the section "Crafting" on page 115](#).

Opposition: Use the Intuition specialty of each person who is listening to the lies.

DECEIVE	
Time:	Free Roll
Opposition:	Intuition
+:	Think on Your Feet
++:	Appear Sincere
++ +:	Gain 1 Style Point
++ + +:	Appear Trustworthy

Think on Your Feet: You come up with something quickly so that you don't look like you're obviously making something up. You can create a +1D6 Tag Die based on your lie that you can use as a Bonus Die on appropriate rolls until the end of the scene. Attempts by others to disprove your lie, through logical deduction or knowledge rolls, are made against Easy (3D6) standard opposition.

Appear Sincere: You lie while giving the impression that you really do believe what you're saying. For every two success points you spend, the Tag Die of your lie increases by one die size and the difficulty of disproving the lie increases by one step.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Appear Trustworthy: Even if your lie is later exposed as false, those who heard it still believe you that you didn't intend to deceive them. Maybe you were mistaken, or they misheard you, or you misspoke.

Magicks

The world of Elara has very subtle forms of magick: brewing draughts, weaving charms into clothing, and reading portents. Most characters completely lack knowledge in Magicks, leaving the study up to those who specialize in it.

Successfully using a Magicks specialty results in the creation of a Charm die. As with other types of dice, you can have only one Charm die in any dice pool.

Weave

Verve Specialty

Charmwoven clothing must be specifically created for each character using the Weave specialty, as it involves knowledge of the wearer's birthstone and other personal qualities.

Knowledge Rolls: Evaluate charmwoven items and identify their charms, determine the specific master charmweaver who created an item of apparel, recall facts related to the creation of cloth and silk.

The Queen's Cavaliers

Crafting: Articles of clothing, including charmwoven apparel, [as described in the section "Crafting" on page 115](#).

Opposition: Most Weave rolls are made to craft garments. Sensing or restoring a charm is Easy (3D6) standard opposition. An attempt to suppress a or bolster a Charm Die is made against standard opposition corresponding to the size of the Charm Die – Easy (3D6) for a +1D6 Charm Die, Moderate (3D8) for a +1D8 Charm Die, and so on.

WEAVE	
Time:	1 action
Opposition:	Standard Opposition
Item Die:	Tailoring Tools or Workshop
+:	Sense Charm
++:	Suppress Charm Die
++ +:	Bolster Charm Die
++ + +:	Gain 1 Style Point
++ + + +:	Restore Charm Die

Sense Charm: You can sense charms woven into clothing that are in the same area as you, starting with the nearest charm to you. You learn the article of clothing that's encharmed and which Specialty the Charm Die applies to. If you spend another success point, you also learn the size of the Charm Die. For each additional success point you spend, you can sense another charm in your area or an adjacent area. You can choose to skip over any charm created or worn by you.

Suppress Charm Die: You can choose one article of clothing in the same area as you. If that article has a Charm Die, it is reduced by one step. If it has a +1D6 Charm Die, you can remove it entirely. This effect lasts until the end of the current scene. Each additional 2 success points you spend reduces the Charm Die by one step. You can reduce a Charm Die as many steps as you have ranks in Magicks (Weave).

Bolster Charm Die: You can choose one article of clothing in the same area as you. If that article has a Charm Die, it is increased by one step until the end of the scene. You can only increase a Charm Die by one step.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Restore Charm Die: You can choose one article of clothing in the same area as you. If that article has a Charm Die that has been suppressed or temporarily removed, you can restore the Charm Die to its normal value. Until the end of the scene, that article's Charm Die can't be suppressed.

Brew

Affinity Specialty

Brew is the magickal ability to distill enchantments into drinkable draughts.

Knowledge Rolls: Identify a draught and its effects, recall the names of the master alchemists in a city, describe where exotic ingredients can be found.

Crafting: Salves, draughts, and other alchemical formulations, [as described in the section "Crafting" on page 115](#).

Opposition: Most Magicks (Brew) rolls are made to create a draught or salve. Mixing a concoction has a standard difficulty of Easy (3D6).

BREW	
Time:	1 action
Opposition:	Standard Opposition
Item Die:	Alchemy tools or laboratory
+:	Mix a Concoction
++:	Apply a Concoction
++ +:	Gain 1 Style Point

Mix a Concoction: You hastily mix together volatile chemicals and reagents to produce an immediate reaction. You spend 1 unit of alchemical ingredients and create one of the concoctions listed in . The concoction has an initial potency level of 1 but increases by 1 for every 2 success points you spend. The concoction lasts until your next turn, after which it becomes inert.

Apply a Concoction: You apply the effects of your concoction to yourself, your area, an adjacent area, or another person in the same area as you. Each recipient of the effect beyond the first requires that you spend 1 additional unit of alchemical ingredients, with a limit of additional targets equal to your specialty ranks in Magicks (Brew).

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Portents

Guile Specialty

The Portents specialty involves reading omens and signs as well as using cards, dice, tea leaves, or astrological charts to determine someone's future. It also includes placing hexes on people, and creating simple trinkets known as bibelots that ward off hexes and bad luck.

Knowledge Rolls: Recall the names of famous seers or witches throughout history, identify when someone is the target of a hex, identify a bibelot's charm, remember the astrological signs and birthstones.

Crafting: Astrological charts, bibelots, and divination tools, [as described in the section "Crafting" on page 115](#).

Opposition: If you read either the general omens around you or a willing subject, the roll is an automatic success and the success points determine the strength of the reading. If you are doing a reading on an unwilling subject or if you are casting a hex on someone, the difficulty is either Easy (3D6) or an opposed Magicks (Portents) roll, whichever is better for the subject.

PORTENTS	
Time:	1 Minute
Opposition:	Standard Opposition
Item Die:	Divination tools, astrological charts
+:	Read Portents
++:	Increase Accuracy
++:	Increase Precision
++:	Increase Specificity
+++:	Gain 1 Style Point
++++:	Cast a Hex

Read Portents: You make a general prediction about the next 24 hours. Ask one yes-or-no question, or have the person you're reading ask a yes-or-no question. You receive an answer which creates a +1D0 Tag Die connected to that answer. Until the prediction comes true or 24 hours passes, the subject of the reading can choose to use the tag as a Bonus Die on any rolls that relate to the answer proving true. Each use of the Tag Die decreases its size by one die size, or ends the prediction if it's a +1D0 Bonus Die. As long as any prediction is still in effect, the subject can't be the recipient of another reading.

Increase Accuracy: The Tag Die increases by one die size, with a limit set by your ranks in Magicks (Portents) as shown in the following table:

TABLE 26: MAXIMUM TAG DIE

PORTENTS RANKS	MAXIMUM TAG DIE
+1	+1D0
+2	+1D6
+3	+1D8
+4	+1D10
+5	+1D12

Increase Precision: The duration of your prediction increases by 24 hours, up to a limit of increases equal to your Magicks (Portents) ranks.

Increase Specificity: The subject of the reading can ask another yes-or-no question and receive an answer, or ask a question that can be answered with a single noun. This creates an additional +1D0 Tag Die based on the new question, that otherwise functions like the first Tag Die. The maximum number of additional questions is limited to the number of Magicks (Portents) specialty ranks you have.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Cast a Hex: You choose one skill and the subject of your reading becomes cursed on rolls with that skill for the next 24 hours. If your subject is wearing a bibelot for that skill, the hex immediately ends and the bibelot is destroyed. Otherwise, any existing hexes on her end and she gains a Drop 1 penalty on that skill and its specialties. Every time the Drop penalty is applied to one of her rolls, it decreases by 1. When the Drop penalty is reduced to 0, the hex ends. For every two success points you spend, you can increase the initial size of the Drop penalty by 1, with a limit determined by your ranks in Portents as shown on the following table:

TABLE 27: MAXIMUM HEX PENALTY

PORTENTS RANKS	MAXIMUM HEX PENALTY
+1	Drop 1
+2	Drop 2
+3	Drop 3
+4	Drop 4
+5	Drop 4

Medicine

Medical science is relatively advanced in Elara, thanks to both a long history of witch-midwives and alchemy, and recent advances in science. The Medicine skill is used to treat minor injuries, perform major surgery, and work safely with poisonous toxins.

Surgery

Verve Specialty

Surgery is a Specialty which can be used to heal injuries which are resistant to the Treat specialty, as well as to perform other surgical procedures.

Knowledge Rolls: Perform an autopsy to determine the cause of death, recall the names of famous surgeons, diagnose a patient in need of surgery.

Wounds: Apply the patient's wounds as a Drop Penalty on your surgery roll.

Supplies: The Surgery specialty uses medicine.

Extra Time: You can spend extra time on a surgical procedure to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Medicine (Surgery), as shown on the following table:

TABLE 28: EXTRA TIME FOR A ONE-HOUR TASK

COMPLETION TIME	BONUS DIE	SPECIALTY RANK REQUIRED
2 hours	1D0	+1
4 hours	1D6	+2
8 hours (1 day)	1D8	+3
16 hours (2 days)	1D10	+4
32 hours (4 days)	1D12	+5

Extra Supplies: You can use extra medicine during surgery to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Medicine (Surgery), as shown on the following tables:

TABLE 29: EXTRA SUPPLIES

UNITS OF MEDICINE	BONUS DIE	SPECIALTY RANK REQUIRED
2	1D0	+1
3	1D6	+2
4	1D8	+3
6	1D10	+4
8	1D12	+5

Opposition: Healing wounds or minor surgeries are Easy (3D6) standard difficulty. Major surgeries are Moderate (3D8) or higher.

SURGERY	
Time:	1 Hour
Opposition:	Standard Opposition
Item Die:	Chirurgeon's Knives or Surgical Theatre
Bonus Die:	Extra time, extra supplies
+:	Patient Survives
++:	Heal 1 Wound
+++:	Minor Surgical Procedure
++++:	Gain 1 Style Point
++++:	Major Surgical Procedure

Patient Survives: Despite the relatively advanced state of Elaran medicine, surgery remains a risky proposition. If you don't spend one Success Point to ensure the life of the patient, the patient takes one Wound.

Heal 1 Wound: The patient heals one Wound. This requires that you spend 1 unit of medicine per wound healed.

Minor Surgical Procedure: You perform a minor surgical procedure, such as suturing a wound or the setting of a bone. The patient must rest for 1 day or else gain one Wound the first time she engages in physical activity. A minor procedure expends 2 units of medicine.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Major Surgical Procedure: You perform a major surgical procedure, such as a Caesarian section, gender confirmation surgery, or removal of the appendix. The patient must rest for 1 week (six days) or else gain one Wound the first time each day that she engages in physical activity. A major procedure expends 5 units of medicine.

Treat

Affinity Specialty

The Treat specialty is used to care for those who are injured or sick. After a Wound is taken, only one Treat roll can be made; further Wounds must be healed using the Surgery specialty.

Knowledge Rolls: Diagnose a patient as suffering from poison or disease, determine the cause of an injury, recall facts about a known illness and useful folk cures for the same.

Crafting: Cures for diseases and other medical supplies, [as described in the section "Crafting" on page 115](#).

Base Time: Treating a wound or removing Yield takes one minute, and treating diseases or applying cures takes one hour.

Extra Time: You can spend extra time on treatment to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Medicine (Surgery), as shown on the following table:

TABLE 30: EXTRA TIME FOR A ONE-MINUTE TASK

COMPLETION TIME	BONUS DIE	TREAT RANK REQUIRED
2 minutes	1D0	+1
5 minutes	1D6	+2
15 minutes	1D8	+3
1 hour	1D10	+4
4 hours	1D12	+5

TABLE 31: EXTRA TIME FOR A ONE-HOUR TASK

COMPLETION TIME	BONUS DIE	TREAT RANK REQUIRED
2 hours	1D0	+1
4 hours	1D6	+2
8 hours (1 day)	1D8	+3
16 hours (2 days)	1D10	+4
32 hours (4 days)	1D12	+5

Extra Supplies: You can use extra medicine during treatment to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Medicine (Surgery), as shown on the following tables:

TABLE 32: EXTRA SUPPLIES

UNITS OF MEDICINE	BONUS DIE	SPECIALTY RANK REQUIRED
2	1D0	+1
3	1D6	+2
4	1D8	+3
6	1D10	+4
8	1D12	+5

Rushing: You can reduce the time to treat a patient by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush treatment, as shown on the following tables:

TABLE 33: RUSHING A ONE-MINUTE TASK

COMPLETION TIME	DROP PENALTY
45 seconds	Drop 1
30 seconds	Drop 2
2 actions	Drop 3
1 action	Drop 4

TABLE 34: RUSHING A ONE-HOUR TASK

COMPLETION TIME	DROP PENALTY
30 minutes	Drop 1
15 minutes	Drop 2
5 minutes	Drop 3
1 minute	Drop 4

The Queen's Cavaliers

Opposition: The opposition depends on the severity of the condition being treated. Reducing Yield is an automatic success, with the number of success points determining how many points of Yield are removed. Treating wounds is Easy (3D6), and treating a disease is dependent upon the severity of the disease.

TREAT	
Time:	1 minute or 1 hour
Opposition:	Standard Opposition
Item Die:	Chirurgeon's Knives or Surgical Theatre
+:	Reduce Patient's Yield
++:	Heal 1 Wound
+++:	Gain 1 Style Point
++++:	Reduce Disease Severity

Reduce Patient's Yield: If someone in the same area as you has taken Yield, you can remove one point of Yield per success point you spend. This expends one unit of medicine, regardless of how many success points you spend.

Heal 1 Wound: The patient heals one Wound that has been sustained in the last hour. This consumes one unit of medicine for each Wound healed, and requires one minute of time.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Heal 1 Wound: The patient heals one Wound that has been sustained in the last hour. This consumes one unit of medicine for each Wound healed, and requires one minute of time.

Reduce Disease Severity: The severity of the disease decreases by one step, or is eliminated if the disease is already of the weakest severity. This consumes one unit of medicine for each severity level decreased.

Poison

Guile Specialty

The Poison specialty covers the creation, application, and use of various toxic substances as well as antidotes for the same. A target can be poisoned directly, or poison can be applied to a weapon.

Standard Poisons: The following types poisons are commonly used throughout Elara and Ifran: deadly poison, impairing poison, and sleep poison. See [in chapter 5 under the section "Poison" on page 70](#) for more details.

Knowledge Rolls: Identify a poison without being exposed to it, diagnose someone suffering from poison based on the effects, determine whether or not an item of food is safe to consume.

Crafting: Poisons and antidotes, [as described in the section "Crafting" on page 115](#).

Opposition: Applying poison to your own weapon is an automatic success, with the number of success points determining how many times you can use that application of poison. Directly administering poison to your victim is opposed by her Brawl roll. Adding poison to food or drink is opposed by the highest Observation of whoever might be able to spot you doing the deed. Administering an antidote is based on the potency of the poison.

POISON	
Time:	1 action
Opposition:	Standard opposition or Automatic Success
+:	Poison Your Victim
++:	Poisoned Weapon
+++:	Administer Antidote
++::	Avoid Notice
+++::	Gain 1 Style Point

Poisoned Weapon: You can add expend one dose of poison and apply it to a Knife, Sword, Polearm, or the arrows for a Bow. For each success point you spend, you can use the poison's success table on one attack, in addition to the normal success table for your weapon and attack. Your weapon ceases to be poisoned when you make a number of attacks equal to the success points you spent, when you apply a different poison to the weapon, or at the end of the current scene.

Poison Your Victim: You can use your Success Points to directly injure or debilitate the target by expending one dose of poison. Each additional success point you spend can be used on the poison's success table against your victim.

Administer Antidote: You administer an antidote to someone who has been poisoned, expending one dose of antidote. For every two success

points you spend, you can reduce the potency of the poison, reduce the duration of the poison, remove 2 Yield inflicted by the poison, or heal 1 Wound inflicted by poison during the current scene.

Avoid Notice: You apply your poison surreptitiously, hoping to go unseen. The opposition for an Observation roll to spot the poison – either on your blade, in a drink, or in food – is Easy (3D6). For every two additional success points, you can increase the difficulty to spot the poison by one step, limited by your specialty ranks in Medicine (Poison) as shown in the following table:

TABLE 35: MAXIMUM OBSERVATION OPPOSITION

Poison Rank	Item Die
1	Easy (3D6)
2	Moderate (3D8)
3	Difficult (3D10)
4	Very Difficult (3D12)
5	Very Difficult (3D12)

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Military

The Military skill includes training in ranged combat and unarmed combat, plus strategic planning. A character with Competency in the Military skill may have served in as a formal member of the military, but it's not automatic.

Brawl

Verve Specialty

The Brawl specialty can be used to attack in unarmed combat, and also defend against the same. You usually need at least one hand free to make a Brawl attack.

Wounds: Brawl rolls are subject to Drop penalties from your Wounds.

Holds: A held combatant receives a Drop Penalty on her Dueling, Parry, and Aim rolls, and cannot Dodge, Run, or Move. The penalty starts at Drop 1 when a hold is first achieved, and increases by 1 every time the hold is increased (see below).

Crafting: Quarterstaves, clubs, and other bludgeons, [as described in the section "Crafting" on page 115](#).

Knowledge Rolls: Evaluate someone's unarmed fighting technique after watching her brawl, recall the names of famous pugilists.

BRAWL	
Time:	1 action or Free Roll
Opposition:	Target's Brawl, Parry, or Dodge
+:	Inflict 1 Yield
+:	Negate Brawl Attack
++:	Achieve or Break Hold
+++:	Gain 1 Style Point
+++:	Knockdown
++++:	Disarm

Inflict 1 Yield: Your opponent takes one Yield for each Success Point you spend on Yield. If her Yield equals or exceeds her Yield Limit, she is Yielded Out.

Negate Brawl Attack: You prevent a Brawl attack from doing any damage to you, and the attacker from spending her Success Points. If you don't do this, the attack still takes effect on you, with the attacker spending her Success Points normally.

Achieve or Break Hold: You achieve a hold on your target, or if you are already held, you can break that hold. You can choose to do both in one roll, if you have enough Success Points. A combatant who is held suffers a Drop 1 penalty on attack and defense rolls; for every two additional Success Points you spend, you can increase the Drop penalty by 1, to a maximum of Drop 4.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Knockdown: Your target is knocked prone, either in your Area or in an adjacent Area. Knocking an opponent into an adjacent Area can result in her falling or otherwise taking environmental damage. A prone character suffers a Drop 1 penalty on attack and defense rolls, and cannot Move or Run until she stands up; standing up is a Drop 1 combined action.

Disarm: You can disarm your opponent of the weapon she is wielding. You get to choose if the weapon ends up on the ground in your Area, in an adjacent Area, or in your hand if you have one free.

The Queen's Cavaliers

Aim

Affinity Specialty

The Aim specialty covers all kinds of ranged combat, from firing muskets and bows to throwing daggers. Only Block or Dodge can be used to defend against an Aim attack, and not Parry.

Wounds: Aim rolls are subject to Drop penalties from your Wounds.

Knowledge Rolls: Evaluate the quality of a firearm or bow, identify the type of weapon used to cause a wound, recall the names of famous marksmen.

Crafting: Bows, crossbows, muskets, and pistols, [as described in the section "Crafting" on page 115](#).

AIM	
Time:	1 action
Opposition:	Target's Block or Dodge
Item Die:	Weapon Die
++:	Inflict 1 Yield
+++:	Gain 1 Style Point
+++-:	Inflict 1 Wound
++++:	Free Reload
+++++:	Knockdown

Inflict 1 Yield: Your opponent takes one Yield for every two Success Points you spend on Yield. If her Yield equals or exceeds her Yield Limit, she is Yielded Out.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Inflict 1 Wound: Your opponent takes one Wound. If she takes more Wounds than her Wound Limit (which is four for player characters, and from one to four for non-player characters), she falls unconscious and is dying.

Free Reload: You can reload your weapon if the reload time is Drop 4 or lower

Knockdown: Your target is knocked prone. A prone character suffers a Drop 1 penalty on attack and defense rolls, and cannot Move or Run until she stands up. Standing up is a Drop 1 combined action.

Strategy

Guile Specialty

Strategy is the ability to make battle plans, both before and during a fight. Characters with the Strategy specialty are skilled at leading during combat and reading the way a fight is going.

Knowledge Rolls: Identify the leader of an army, evaluate a battle plan to discover weaknesses, organize a supply line, recall the names of famous generals.

Crafting: Battle plans, tactical maps, and military orders, [as described in the section "Crafting" on page 115](#).

Opposition: Use the Military (Strategy) roll of your enemy's leader. If there's no leader, your roll is an automatic success and the success points you spend are used to determine the effectiveness of your tactics.

STRATEGY	
Time:	1 action
Opposition:	Strategy
+:	Read the Fight
++:	Increase Tactical Advantage
+++-:	Gain 1 Style Point
++++:	Decrease Advantage
+++++:	Give an Order

Read the Fight: For each Success Point you spend to Read the Fight, choose one other combatant in the fight. You learn her Competency Die, current Yield, and Wounds taken. Each additional success point allows you to get information about an additional combatant.

Increase Tactical Advantage: For every two success points you spend, you can do one of the following: reduce an ally's Yield by 1, increase your advantage, increase an ally's advantage, or increase an ally's initiative points by 1.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Decrease Advantage: Choose one enemy. If she has Advantage, you can decrease her die size by one step, or remove her Advantage Die entirely

if she has D6 Advantage.

Give an Order: Choose a friendly person you can communicate with, and give her an order that consists of one action. If she chooses to obey the order, she gains a +1D0 Bonus Die for that action, and can immediately take the ordered action (such as an attack, a move, or reloading her weapon), even though it's not her turn. For every 2 additional success points you spend, the Bonus Die increases by one step, with a limit determined by your ranks in Military (Strategy):

TABLE 36: MAXIMUM BONUS DIE

STRATEGY RANKS	MAXIMUM BONUS DIE
+1	+1D0
+2	+1D6
+3	+1D8
+4	+1D10
+5	+1D12

Nature

Knowledge of the natural world is expressed through Competency in the Nature skill. Nature is a hands-on skill, learned through experience rather than book learning.

Explore

Verve Specialty

The Explore specialty lets you navigate through the world, on land, sea, or even in the air. When appropriate, you can also use Explore to search for survival needs such as water, food, and shelter. A map of the area, a compass, or a navigator's astrolabe can provide an Item Die bonus on the roll.

Knowledge Rolls: Recall facts about towns, people, and creatures found in distant lands, evaluate the quality of a sailing ship or airship, chart a route on a detailed map, recall the names of famous explorers and ship captains.

Crafting: Maps, rafts, shelters, and other survival gear, [as described in the section "Crafting" on page 115](#).

Base Time: Determining directions or finding a shortcut takes one minute, and other uses of Nature (Explore) take 1 hour.

Opposition: Under normal circumstances, a Nature (Explore) roll is an automatic success, and the success points determine how well you've done at your task. Inclement weather or hostile climates have a standard difficulty of Easy (3D6) or higher.

EXPLORE	
Time:	1 Minute or 1 Hour
Opposition:	Standard Opposition
Item Die:	Map or navigation tool
+:	Determine Directions
++:	Locate a Landmark
++:	Find Food and Water
++:	Gain 1 Style Point
++:	Find Shelter
++++:	Discover Shortcut

Determine Directions: You know which direction is north, and roughly which direction you must travel in order to reach your desired destination.

Locate a Landmark: You find a notable and unique feature such as a geological formation, ruins of a town, or a burnt tree. This helps to orient you so that you avoid becoming lost. You create a +1D0 Tag Die based on the name of this location, which you can use on rolls to avoid becoming lost. The size of the Tag Die decreases by one step for every two leagues you travel away from the landmark. For every additional 2 success points you spend the initial Tag Die increases by one step, limited by your specialty ranks in Nature (Explore) as shown on the following table:

TABLE 37: MAXIMUM TAG DIE

EXPLORE RANKS	MAXIMUM TAG DIE
+1	+1D0
+2	+1D6
+3	+1D8
+4	+1D10
+5	+1D12

The Queen's Cavaliers

Find Food and Water: You manage to find a source of water, and units of foodstuffs equal to your ranks in Nature (Explore), for every two success points you spend. The food will last for 24 hours unless somehow preserved.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Find Shelter: You find a safe place to camp for the night that is secure from weather and other dangers for the next 12 hours, for you and up to 10 other people or horses. You can increase the number you can shelter by 5 people or horses for an additional success point. For every additional success point you spend, you can increase the duration by 6 hours.

Discover Shortcut: You discover a way to reach your destination 5% sooner than you expected, often allowing you to intercept another person or group before they arrive. For each additional success point you spend, you decrease your travel time by 5%, up to a limit of one success point per specialty rank of Explore.

Husbandry

Affinity Specialty

Animal handling and crop farming is covered by the Husbandry specialty, along with dealing with animals of all types, including domesticated animals such as cows, dogs, horses, or cats. This skill can also be used with wild animals and naturally occurring plants.

Knowledge Rolls: Evaluate the quality of a mount, livestock animal, or edible plant, predict the weather over the next couple of days, recall the names of local landowners, identify the properties of an unknown plant or animal.

Crafting: Leather goods, flexible armor, and cooked meals, [as described in the section "Crafting" on page 115](#).

Wounds: If you are treating a wounded animal, you have Drop Penalty based on the animal's wounds.

Time: Controlling an animal or riding a horse takes 1 action, and other uses of Husbandry take 1 hour.

Extra Time: You can spend extra time on farming chores to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Nature (Husbandry), as shown on the following table:

TABLE 38: EXTRA TIME FOR A ONE-HOUR TASK

COMPLETION TIME	BONUS DIE	HUSBANDRY RANK REQUIRED
2 hours	1D0	+1
4 hours	1D6	+2
8 hours (1 day)	1D8	+3
16 hours (2 days)	1D10	+4
32 hours (4 days)	1D12	+5

Item Die: You can add the Weapon Die of a Knife when butchering, the Item Die of a domesticated animal when gathering crops, tending flocks, or farming, and the Item Die of chirurgeon's tools when doing veterinary medicine. For handling a domesticated animal, add the animal's Training attribute as an Item Die.

Opposition: For gathering crops, farming, or butchery, the roll is an automatic success and your success points are used to determine how well you perform the task. Handling one of your own domesticated animals is an automatic success as well.

The standard opposition for using handle animal with a wild animal or an unfriendly domesticated animal is based the higher of its Instinct or Ferocity attributes. Handling an animal with D6 Instinct is Easy (3D6), one with D8 Ferocity is Moderate (3D8), and so on.

HUSBANDRY	
Time:	1 action or 1 hour
Opposition:	Standard Opposition
+:	Handle Animal
+:	Gather Crops
+:	Dairy Farming
++:	Gain 1 Style Point
++:	Veterinary Medicine
++:	Butchery
++:	Teach a New Trick

Handle Animal: You can make a domesticated animal perform one of its tricks, go where you want it to go, or otherwise follow your directions. With a wild animal, you can either make it flee or convince it to not attack you and your companions until the end of the scene as long as you don't approach it. If you're riding a horse, each Success Point you spend allows you to clear one obstacle such as a fence, hedge, or stream.

When you successfully use Handle Animal, you create a +1D0 one-word Tag Die for the animal's attitude toward you that can be used as a Bonus Die in Nature or Defense checks against that animal. The Tag Die lasts until the end of the scene, and increases by one step for every 2 success points you spend, up to a maximum based on your ranks in Husbandry as shown in the following table:

TABLE 39: (TABLE) MAXIMUM TAG DIE

HUSBANDRY RANKS	MAXIMUM TAG DIE
+1	+1D0
+2	+1D6
+3	+1D8
+4	+1D10
+5	+1D12

Gather Crops: Assuming you have access to a field of crops, you can harvest 2 units of foodstuffs. For each additional success point you spend, you can harvest an additional 2 units of foodstuffs.

Dairy Farming: Assuming you have access to milk cows, chickens, and other farm animals, you can harvest 2 units of foodstuffs. For each additional success point you spend, you can harvest an additional 2 units of foodstuffs.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Veterinary Medicine: You can heal one Wound that has been inflicted on an animal in the current scene, or you can decrease the severity of a disease affecting an animal. Each Wound treated or disease severity reduced requires that you spend one dose of medicine.

Butchery: You slaughter and butcher an animal to create foodstuffs. An animal can provide a number of foodstuffs equal to its yield limit. Farm animals provide an additional 50% more foodstuffs.

Teach a New Trick: You can teach a new trick to a domesticated animal. If the animal already knows as many tricks as you have Specialty ranks of Husbandry, or is an old dog, you can't teach it any new tricks. For a wild animal, domesticating it counts as one of its tricks.

Prowl

Guile Specialty

The Prowl specialty represents stealthy, secretive movement or action, usually taken outdoors where there is sufficient cover or shadows to hide from observers.

You make a Prowl roll as an action when you are not hidden and attempt to do so, or as a free roll if you are already out of sight and someone is looking for you. If you move from your location without moving undetected, you must make another Prowl roll.

Wounds: Prowl rolls are subject to Drop penalties from your Wounds.

Knowledge Rolls: Remember old abandoned bandit hideouts, recall the names of famous brigands.

Opposition: Hiding under optimal conditions (night, no moon, inclement weather) is normally an automatic success. Such situations are rare, however. Instead, most Prowl rolls are Easy (3D6) under ordinary circumstances. Increase the standard difficulty by one step for each of the following conditions: tracked by animals, bright sunlight, lack of cover, quiet location.

PROWL	
Time:	1 action
Opposition:	Standard Opposition
+:	Hide
++:	Lead the Ambush
+++:	Increase Advantage
++++:	Gain 1 Style Point
+++++:	Move Undetected

Hide: You find a place to hide until the end of the scene or you move to a different location, whichever comes first. In order to see you, someone else must make an Observation roll against a standard difficulty of Easy (3D6). For every two additional success points you spend, you increase the difficulty by one step, limited by your ranks in Nature (Prowl):

TABLE 40: MAXIMUM OBSERVATION OPPPOSITION

PROWL RANK	ITEM DIE
1	Easy (3D6)
2	Moderate (3D8)
3	Difficult (3D10)
4	Very Difficult (3D12)
5	Very Difficult (3D12)

Lead the Ambush: You can extend the effects of your Prowl roll to one additional ally in the same Area as you for each Success Point you spend on Lead the Ambush. This can include hiding, increasing advantage, or moving undetected.

Increase Advantage: You gain a D6 Advantage Die if you don't already have Advantage, or increase your die size by one step, up to a maximum

The Queen's Cavaliers

of D12.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Move Undetected: You can take a free move to an adjacent Area and remain unseen if you are already hidden.

Observation

The Observation skill encompasses both reading situations and reading people, as well as putting together disparate clues to see the bigger picture.

Automatic Competency: Player characters in *The Queen's Cavaliers* are automatically Competent with the Observation skill.

Perceive

Verve Specialty

With a Perceive roll, you can spot a person in a crowd, listen for one voice in a chorus, notice the smell of burning wood, or detect an ambush before it happens. The MJ can call for Perceive as a free roll, or you can make additional rolls by using your action to examine your surroundings.

Knowledge Rolls: Accurately describe someone you have seen or heard, or identify her from a description.

Opposition: Under most circumstances, a Perceive roll is an automatic success and the number of success points determines how well you accomplished the task. The standard opposition for spotting someone or something hidden is determined by the hider's Nature (Prowl) or Streetwise (Larceny) roll. Trying to Perceive something under difficult circumstances, such as inclement weather or a crowded tavern, can have a difficulty of Easy (3D6) or more.

PERCEIVE	
Time:	Free Roll, or 1 action
Opposition:	Standard Opposition
+:	Notice the Obvious
++:	Gain 1 Style Point
+++:	Notice Minor Detail
++++:	Notice Hidden Detail

Notice the Obvious: You notice something which is pretty easy to spot but not directly in front of you, or you spot someone who is hiding from you. For each additional success point, you spot something else that isn't directly in front of you or hiding.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Notice Minor Detail: You notice a small detail about a person, an animal, an object, a vehicle, or an area that most people wouldn't catch. For every 2 additional success points, you notice another detail about the same thing.

Notice Hidden Detail: You make note of a tiny detail that someone has taken pains to hide, disguise, or eliminate.

Intuition

Affinity Specialty

Intuition involves reading subtle cues from your environment, including non-verbal cues from other people. The MJ can call for Intuition as a free roll, or you can make additional rolls by using your action to examine your surroundings.

Knowledge Rolls: Remember something that you didn't consciously notice at the time you saw it, recall someone that you met in your childhood.

Opposition: Under most circumstances, an Intuition roll is an automatic success and the number of success points determines how well you accomplished the task. The standard opposition for sensing someone or something hidden is determined by the hider's Nature (Prowl) or Streetwise (Larceny) roll, and determining if someone is lying is opposed by their Interaction (Deceive) roll. Trying to intuit something under difficult circumstances, such as inclement weather or a crowded tavern, can have a difficulty of Easy (3D6) or more.

INTUITION	
Time:	Free Roll, or 1 action
Opposition:	Standard Opposition
+:	Get a Hunch
++:	Sense Danger
+++:	Gain 1 Style Point
++++:	Sense Falsehood

Get a Hunch: You have a gut feeling about something, and it's probably right. You create a +1D0 Tag Die that can be used as a Bonus Die on any Observation or Initiative rolls until the end of the scene. The Tag Die is based on one word picked by the MJ. For each additional success point, the MJ adds another word to the Tag. For every 2 additional success points, you increase the Tag Die by one step, with a limit based on your ranks in Observation (Intuition) as shown by the following table:

TABLE 41: MAXIMUM TAG DIE

INTUITION RANKS	MAXIMUM TAG DIE
+1	+1D0
+2	+1D6
+3	+1D8
+4	+1D10
+5	+1D12

Sense Danger: You can identify one or more sources of immediate danger that aren't readily apparent, including an ambush. Every two Success Points you spend spots another potential source of harm.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Sense Falsehood: You can tell when someone is lying to you, picking up on her unconscious tells. You don't know what the truth is, but you do know you're not hearing it now. For the rest of the scene, you know when she's telling you the truth and when she's not.

Deduce

Guile Specialty

The Deduce specialty lets you size up a situation and formulate a scenario in which they make sense, as provided by the MJ. This will always be a supplement to your own roleplaying and decision-making processes while playing *The Queen's Cavaliers*; it is not meant to substitute for player ingenuity. Deduce can also be used to analyze clues and spot falsehoods.

Knowledge Rolls: Remember the solution to a puzzle you've solved before, decipher a coded message, recall the names of famous detectives.

Opposition: Under most circumstances, a Deduce roll is an automatic success and the number of success points determines how well you accomplished the task. The standard opposition for detecting someone or something hidden is determined by the hider's Nature (Prowl) or Streetwise (Larceny) roll, and determining if someone is lying is opposed by their Interaction (Deceive) roll. Trying to Deduce something under difficult circumstances, such as inclement weather or a crowded tavern, can have a difficulty of Easy (3D6) or more.

DEDUCE	
Time:	Free Roll, or 1 action
Opposition:	Standard Opposition
+:	Recognize Clue
++:	Reach Simple Conclusion
+++:	Gain 1 Style Point
++++:	Infer Greater Plan
+++++:	Reach Complex Conclusion

Recognize Clue: You realize that something in your current situation is out of place or doesn't add up. You create a +1D0 Tag Die that you can use on Observation and Streetwise rolls until the end of the current scene. The MJ will tell you what the Tag is, but won't tell you what it means. For 2 additional points you can increase the Tag Die by one step, to a limit based on your ranks in Observation (Deduce) as shown on the following table:

TABLE 42: MAXIMUM TAG DIE

DEDUCE RANKS	MAXIMUM TAG DIE
+1	+1D0
+2	+1D6
+3	+1D8
+4	+1D10
+5	+1D12

Reach Simple Conclusion: You draw a basic conclusion from the available facts. You need to have recognized at least one clue to reach a conclusion. The conclusion will be simple and straightforward, a la Ockham's razor, but is not guaranteed to be correct. Each time you find another clue, you automatically know whether it fits your simple conclusion or not.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three

The Queen's Cavaliers

Style Points at any time.

Infer Greater Plan: You can determine whether or not something was deliberately done, and if so, become aware that there is more to the situation than what appears. If you witness more of this plan in action, you will automatically know that it's part of the same scheme, even if you don't yet know the role it plays.

Reach Complex Conclusion: You draw together several clues to form a more complex scenario that fits the facts as you understand them. The complex conclusion is guaranteed to be more accurate than a simple conclusion, but it may not include all the variables and thus may be subject to misunderstanding or inaccuracies. Each time you find another clue or witness more of a plan, you automatically know how to include it in your complex conclusion.

Science

Science is a skill that covers the use, repair, and creation of advanced technology and complex mathematics, from time watches to airships, from repeating cannons to wing-gliders. The Blackpowder specialty also covers the use of explosives.

Blackpowder

Verve Specialty

The Blackpowder specialty is used to work with explosives of all types, as well as the rare phlogistone material that allows airships to soar through the sky. Skilled powderworkers are employed by militaries, by craftsmen, and by airship crews.

A Blackpowder roll is used to fire cannons and throw grenades, which cause explosive damage to all within a given Area or to structures such as buildings or ships. Although pistols and muskets use blackpowder to fire their ammunition, the Military (Aim) skill is used for those hand-held weapons.

Explosion Damage: An explosion weapon does damage to everything inside a given Area. More powerful explosions also do damage in adjacent Areas, and even targets up to two Areas away for the most powerful explosions.

The person who initiated the explosion makes a Blackpowder roll as an automatic success to set the base damage and the range.

Anyone in an area affected by the explosion makes a Block or Dodge roll that also is an automatic success. For one success point on the Block or Dodge roll, a target gains one less point of Yield, and for three successes she takes one less Wound.

BLOCK OR DODGE	(EXPLOSION)
Time:	Free roll
Opposition:	Automatic success
Item Die:	Armor die or Shield die for Block rolls
+:	Take 1 Less Yield
++:	Take 1 Less Wound
+++:	Gain 1 Style Point

Knowledge Rolls: Evaluate the quality of a cannon or grenade, describe the process used to create blackpowder or phlogistone, remember, remember the 5th of Frimaire.

Crafting: Phlogistone furnaces, cannons, grenades, fireworks, and other uses of blackpowder.

Wounds: Blackpowder rolls with explosive weapons are subject to Drop penalties from your Wounds.

Time: Firing a loaded weapon or detonating charges takes one action. Setting or disarming explosives takes one minute.

Item Die: Add the Weapon Die as an Item Die when using an explosive weapon, or the Item Die of repair tools if setting, disarming, or detonating explosives.

Extra Time: You can spend extra time setting or disarming a bomb to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Science (Blackpowder), as shown on the following table:

TABLE 43: EXTRA TIME FOR A ONE-MINUTE TASK

COMPLETION TIME	BONUS DIE	BLACKPOWDER RANK REQUIRED
2 minutes	1D0	+1
5 minutes	1D6	+2
15 minutes	1D8	+3
1 hour	1D10	+4
4 hours	1D12	+5

Rushing: You can reduce the time to set or disarm a bomb by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the task, as shown on the following table:

TABLE 44: RUSHING A ONE-MINUTE TASK

COMPLETION TIME	DROP PENALTY
45 seconds	Drop 1
30 seconds	Drop 2
2 actions	Drop 3
1 action	Drop 4

Opposition: When using an explosive weapon or detonating charges, the Blackpowder roll is an automatic success and the success points are used to select a target area and set the base damage of the explosion. For setting or disarming explosives, the standard opposition is based on the bomb's Explosion Dice.

BLACKPOWDER	
Time:	1 action, or 1 minute
Opposition:	Standard Opposition
Item Die:	Weapon die or repair tools
Bonus Die:	Extra time
+:	Hit An Area
++:	Base Damage +1 Wound
++:	Set Timed Fuse
++:	Detonate Charges
+++:	Expand Radius
+++:	Gain 1 Style Point
++++:	Disarm Explosives

Hit An Area: You fire an explosive weapon into an area adjacent to your own. For each additional success point you spend, you can move the center of the explosion another area away from you, out to the maximum range of the weapon.

Base Damage +1 Wound: For every two success points you spend, increase the base damage by 1 Wound. This increase to the Wound damage is limited to twice the number of ranks you have in Science (Blackpowder).

Set Timed Fuse: You set a timed fuse in your area to detonate within a given period of time. The default fuse for a standard bomb is one to 10 rounds, with the exact number of rounds being up to you. The bomb detonates at the end of the chosen round, after everyone else has acted.

Detonate Charges: You immediately detonate a bomb in your own area or an adjacent area. Alternately, you can use a Pistol or Musket within its normal range or a thrown flame within Short range (1 to 2 Areas) to perform this action. Add the Pistol or Musket's Weapon Die as an Item Die, and apply any Drop Penalties due to the weapon's normal range.

Expand Radius: When setting explosives or firing artillery, you can extend the radius of the blast by one step. "Close" becomes "Adjacent", "Adjacent" becomes "Short", and so on, out to the maximum radius of the explosives.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Disarm Explosives: You disarm a bomb or other explosive device that has not yet detonated.

Clockworks

Affinity Specialty

The Clockworks specialty allows you to create, repair, and customize clockwork devices. For more details, see the list of clockwork devices and components [in chapter 8 under the section "Clockworks" on page 126](#).

Knowledge Rolls: Identify the functions and components of a clockwork device, recall the names of famous mechanicians, determine what components of a device are malfunctioning, read and understand plans drawn by other clockworkers.

Crafting: Clockwork devices, components, power sources, and other mechanical contrivances, [as described in the section "Crafting" on page 115](#).

Time: It takes one action to keep a device together or draw more power from it. Sabotaging a device takes 1 minute. To repair a device or salvage components from it takes 1 hour.

Bonus Die: If you have plans for the device you're working on, you can add the bonus die from those plans to the roll, in addition to any applicable Item Die.

Extra Time: You can spend extra time repairing, salving, or sabotaging a device to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Science (Clockworks), as shown on the following tables:

The Queen's Cavaliers

TABLE 45: EXTRA TIME FOR A ONE-MINUTE TASK

COMPLETION TIME	BONUS DIE	CLOCKWORKS RANK REQUIRED
2 minutes	1D0	+1
5 minutes	1D6	+2
15 minutes	1D8	+3
1 hour	1D10	+4
4 hours	1D12	+5

TABLE 46: EXTRA TIME FOR A ONE-HOUR TASK

COMPLETION TIME	BONUS DIE	CLOCKWORKS RANK REQUIRED
2 hours	1D0	+1
4 hours	1D6	+2
8 hours (1 day)	1D8	+3
16 hours (2 days)	1D10	+4
32 hours (4 days)	1D12	+5

Rushing: You can reduce the time to repair, salvage, or sabotage a device by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the task, as shown on the following table:

TABLE 47: RUSHING A ONE-MINUTE TASK

COMPLETION TIME	DROP PENALTY
45 seconds	Drop 1
30 seconds	Drop 2
2 actions	Drop 3
1 action	Drop 4

TABLE 48: RUSHING A ONE-HOUR TASK

COMPLETION TIME	DROP PENALTY
30 minutes	Drop 1
15 minutes	Drop 2
5 minutes	Drop 3
1 minute	Drop 4

Opposition: The standard opposition for working with a clockwork device is normally Easy (3D6). If you created or assembled the device yourself, the roll is an automatic success and the success points are used to determine how well you accomplished the task. For each component in a device that is beyond your ability to create, based on your Science (Clockworks) skill, increase the standard opposition by one step.

CLOCKWORKS	
Time:	1 action, 1 minute, or 1 hour
Opposition:	Standard Opposition
Item Die:	Tools or Workshop Die
Bonus Die:	Plans, extra time
+:	Keep It Together
++:	We Need More Power
++:	Repair 1 Malfunction
++:	Salvage a Component
++:	Gain 1 Style Point
++++:	Sabotage Device

Keep It Together: You manage to patch the device together long enough that one malfunction doesn't affect it until the end of the next round. For each additional success point, you increase the duration by another round.

We Need More Power: You manage to coax an extra point of power out of a device's power source for every two success points you spend, with a limit of extra power equal to your ranks in Science (Clockworks). The increased power lasts until you spend it or the end of the next round. At the end of the scene, the device gains one malfunction for every time you boosted the power output.

Repair 1 Malfunction: You fix the device and remove a malfunction in one of its components. Each malfunction removed requires the expenditure of one unit of supplies of a type used to create the component.

Salvage a Component: You can remove one functioning component or power source from the device, for use in later devices; this requires at

least an hour's worth of work. You can't salvage a malfunctioning or destroyed component. Alternately, you can destroy a component or power source to regain one unit of supplies of a type used to create the component.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Sabotage Machine: You add a malfunction to one component in a device. If you spend an extra success point, you can remove the malfunction later by taking a single action to do so.

Calculus

Guile Specialty

The Calculus specialty includes all manner of calculations of numbers, from adding sums to deriving mathematical equations. Experienced merchants and moneylenders also use Calculus regularly in order to balance their books, and mariners use Calculus to create their charts.

Knowledge Rolls: Read and understand the meaning behind complex equations, recall the names of famous mathematicians and scientists.

Crafting: Calculations, clockwork plans, and mathematical theorems, [as described in the section "Crafting" on page 115](#).

Opposition: Use Easy (3D6) for calculations done in a well-equipped workshop, or Moderate (3D8) for field work with paper and ink. Doing calculations in your head is Hard (3D10).

CALCULUS	
Time:	1 minute or 1 hour
Opposition:	Standard Opposition
Item Die:	Tools or Workshop Die
+:	Simple Calculation
++:	Analysis
+++:	Gain 1 Style Point
++++:	Complex Calculation

Simple Calculation: You perform a simple calculation such as determining the size or speed of an object.

Analytics: You create a +1D0 Tag Die based one specialty that can be used as a Bonus Die until the end of the scene. The Tag Die can only be used in a roll that uses quantities, measurements, prices, or other numbers. Examples include navigating with Nature (Explore), cooking food with Nature (Husbandry), haggling over a price with Interaction (Negotiate), or aiming a cannon with Science (Blackpowder). For every two additional success points you spend, you can increase the Tag Die by one size, with a limit based on your ranks in Science (Calculus) as shown in the following table:

TABLE 49: MAXIMUM TAG DIE

CALCULUS RANKS	MAXIMUM TAG DIE
+1	+1D0
+2	+1D6
+3	+1D8
+4	+1D10
+5	+1D12

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Complex Calculation: This is a more complicated type of mathematics, usually involving polynomials or integrals.

Streetwise

Streetwise skill covers the ability to survive and prosper in a medium or large city, sometimes relating to people of varying Social Ranks. Streetwise characters are savvy to the right places in town to get things done, and are good at trash-talking their opponents.

Banter

Verve Specialty

The Banter specialty lets you toss quips and insults both in and out of a fight, trying to provoke a reaction of some kind. You can use Banter to demoralize your foes or impress your audience.

Language: You can only use Banter on someone who can understand the language you're speaking.

Knowledge Rolls: Remember embarrassing details about someone else's personal life, recall a scathing retort from a line of a play.

Time: Most uses of Banter take only 1 action to perform, although spreading rumors takes 1 hour.

Extra Time: You can spend extra time spreading rumors to add a Bonus Die to your dice pool. The size of that die is limited by your number of

The Queen's Cavaliers

ranks in Streetwise (Banter), as shown on the following table:

TABLE 50: EXTRA TIME FOR A ONE-HOUR TASK

COMPLETION TIME	BONUS DIE	BANTER RANK REQUIRED
2 hours	1D0	+1
4 hours	1D6	+2
8 hours (1 day)	1D8	+3
16 hours (2 days)	1D10	+4
32 hours (4 days)	1D12	+5

Opposition: When directly confronting someone, your Banter roll is opposed by their own Banter roll. If you're spreading rumors, the standard opposition is Easy (3D6) in a medium city and Moderate (3D8) in a large city.

BANTER	
Time:	1 action, 1 hour, or free action
Opposition:	Target's Banter
+:	Decrease Advantage
++:	Increase Advantage
+++:	Gain 1 Style Point
++::	Inflict 1 Yield
++:::	Spread Rumor
++++:	Enrage Opponent

Decrease Advantage: If your opponent has Advantage, you can decrease her die size by one step, or remove her Advantage Die entirely if she has D6 Advantage.

Increase Advantage: You gain a D6 Advantage Die if you don't already have Advantage, or increase your die size by one step, up to a maximum of D12.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Inflict 1 Yield: Your opponent takes one Yield for every three Success Points you spend on Yield. If her Yield equals or exceeds her Yield Limit, she is Yielded Out.

Spread Rumor: You spread scurrilous yet believable lies about a rival. You create a +1D0 Tag Die based on a person, a place, an animal, or an object involved in some scandalous way with your rival. You can use the Tag Die as a Bonus Die on Interaction, Intuition, and Streetwise rolls against your rival for 1 week (six days). The rumor can't be easily traced back to you.

For one additional success point, you can extend the duration by one day. For every 2 additional success points you spend, you can increase the Tag Die by one step, to a maximum value based on your ranks in Streetwise (Banter) as shown in the following table:

TABLE 51: MAXIMUM TAG DIE

BANTER RANKS	MAXIMUM TAG DIE
+1	+1D0
+2	+1D6
+3	+1D8
+4	+1D10
+5	+1D12

Enrage Opponent: If you aren't in a fight already, you provoke your opponent into starting combat. If you are in combat, your opponent will focus on you to the exclusion of other targets, until you're dead, unconscious, or the fight ends.

Carouse

Affinity Specialty

The Carouse specialty involves frequenting establishments where liquor is served and tongues accordingly flow more freely. Carousing in a tavern or bar is a good way to pick up on the local rumors, and maybe even learn some secrets from a drunken informant.

Language: If you don't speak one of the local languages, you get a Drop 2 penalty on Carouse rolls.

Knowledge Rolls: Locate the best (or worst) taverns in town, identify the type and origin of liquor with a taste, recall your companion(s) in previous drunken trysts.

Crafting: Beer, ale, wine, and other alcoholic beverages, [as described in the section "Crafting" on page 115](#).

Item Die: If you buy a round of drinks for everyone in a tavern, you can add the highest die in its cost to your Carousing roll as an Item Die.

Extra Time: You can spend extra time carousing to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Streetwise (Carousing), as shown on the following table:

TABLE 52: EXTRA TIME FOR A ONE-HOUR TASK

COMPLETION TIME	BONUS DIE	CAROUSING RANK REQUIRED
2 hours	1D0	+1
4 hours	1D6	+2
8 hours (1 day)	1D8	+3
16 hours (2 days)	1D10	+4
32 hours (4 days)	1D12	+5

Opposition: The larger the city, the easier it is for you to get information or make a connection without drawing too much attention to yourself. In anything smaller than a large town, the standard opposition is Hard (3D10). In a large town or small city, the opposition is Moderate (3D8), and in a large city, the opposition is Easy (3D6). If you go carousing in your usual haunts – because sometimes you want to go where everybody knows your name, and they’re always glad you came – the roll is an automatic success and the success points are used to determine how well you performed the task.

CAROUSE	
Time:	1 Hour
Opposition:	Standard Opposition
Bonus Die:	Extra time
+:	Hold Your Liquor
++:	Learn Common Rumor
++:	Learn Rare Rumor
+++:	Find a Companion
+++:	Gain 1 Style Point
++++:	Learn Uncommon Secret
++++:	Learn Rare Secret

Hold Your Liquor: You don’t suffer ill effects from the over-consumption of alcoholic beverages.

Learn Common Rumor: learn one of the common rumors that is circulating around town, which may or may not be true.

Learn Rare Rumor: You learn a rare rumor that comes from only one or two sources, but which still may or may not be true.

Find a Companion: You find someone with whom to spend the evening – be that an old soldier telling war stories, a romantic partner of a gender of your choice, or a friendly bartender to hear your tale of woe. You can locate them easily and enjoy their company another night for the next week (6 days), and can increase that duration by one week for each additional success point you spend.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Learn Uncommon Secret: You learn a secret that is not commonly known by the general public, such as the name of the duchess’s mistress.

Learn Rare Secret: You learn a secret that is known to only a few in town, such as the location of the secret entrance to the baroness’s vaults.

Larceny

Guile Specialty

The Larceny specialty is used for criminal endeavors, primarily theft. You use Larceny rolls not only to steal objects but also fence them and to purchase stolen goods on the black market.

Knowledge Rolls: Estimate the value of a stolen object, evaluate the quality of a lock or door, recall the names and rap sheets of famous criminals.

Crafting: Locks, traps, alarms, and forgeries, as described in the section ["Crafting"](#) on page 115.

Rushing: You can reduce the time to perform a Larceny roll by taking a Drop penalty on your die roll. The size of the Drop penalty depends on how quickly you rush, as shown on the following table:

The Queen's Cavaliers

TABLE 53: RUSHING A ONE-MINUTE TASK

COMPLETION TIME	DROP PENALTY
45 seconds	Drop 1
30 seconds	Drop 2
2 actions	Drop 3
1 action	Drop 4

Opposition: For poor traps, alarms, and locks, use Easy (3D6). For average obstacles, use Moderate (3D8). For high-quality obstacles, use Difficult (3D10). For extremely complex obstacles, use Very Difficult (3D12).

Opposition: When trying to steal something, use the highest Observation specialty of whomever might see you.

LARCENY	
Time:	1 minute
Opposition:	Standard Opposition or Observation
Item Die:	Repair tools when working with obstacles
+:	Case the Joint
++:	Steal Something
+++:	Bypass Obstacle
+++:	Gain 1 Style Point
++++:	Install Obstacle

Case the Joint: You look around your own Area or an adjacent Area and learn one of the following pieces of information:

- The nearest exit, and whether it's locked
- The most valuable object you could carry, and whether it's unsecured
- The location of the nearest guard or other observer
- The location and trigger of a trap or alarm

Each additional Success Point you spend can tell you a different piece of information, or the next item down within the same category. For example, a second Success Point could tell you the second nearest exist, the second-most valuable object, the location of the second-nearest observer, or the location of an additional trap.

Steal Something: You can palm an unattended small item in your Area without being seen. For an extra 2 success points, you can remove a small item from the pocket of someone in the same Area as you. If you spend an additional 2 success points, you can move it to your pocket or the pocket of someone else in your Area.

Bypass Obstacle: You can pick a lock, bypass a trap, or disable an alarm in your Area that would otherwise prevent you from engaging in criminal activity. If you spend one additional success point, you can reset the obstacle to become active again once you have left the Area.

Gain 1 Style Point: You gain one Style Point; you must describe how you use the Specialty with style, and you can only have a maximum of three Style Points at any time.

Install Obstacle: You can set a trap, alarm, or lock in your own area to trigger once you have left the Area. An Easy (3D6) Observation roll is required for someone to notice the trap. For each additional 2 success points you spend, the difficulty of the Observation roll increases by one step, limited by the number of skill ranks you have in Larceny as shown on the following table:

TABLE 54: MAXIMUM OBSERVATION OPPosition

LARCENY RANK	STANDARD OPPosition
1	Easy (3D6)
2	Moderate (3D8)
3	Difficult (3D10)
4	Very Difficult (3D12)
5	Very Difficult (3D12)

Chapter 6: Style Maneuvers

This is a summary of all the style maneuvers available to player characters. Each class and nationality choice gives players access to a different set of maneuvers; these are the only ones that can be chosen at character creation.

Types of Style Maneuvers

There are three types of Style Maneuvers: reroll maneuvers, maximize maneuvers, and conditional maneuvers.

Reroll Maneuvers

A reroll maneuver lets you reroll your entire dice pool. You can do this immediately after you roll, or you can do it after your opponent rolls. You ignore your original results and only keep the rerolled version.

Rerolling costs one Style Point, and you can repeat it if you have enough Style Points.

Maximize Maneuvers

A maximize maneuver sets the value of one die in your pool to its maximum value. You set that die aside and turn it to its maximum value, before you roll. For example, if you maximize a D10, you set the value to a 10. Then you roll your dice and calculate your result as if the maximized value were one that you rolled.

The die you maximize must be one you include in your dice pool from the associated specialty or item die. If you have a pool that consists of 1D8 (Verve) + 1D6 (Competency) + 2D8 (Lunge) + 1D10 (Weapon Die) + 1D12 (Advantage Die), you can use a “maximize Lunge die” maneuver only to maximize one of the D8s from Lunge.

Maximizing a die costs two Style Points, and you can only have one maximized die in any dice pool. You can't a maximize maneuver after you roll.

Conditional Maneuvers

A conditional maneuver has a specific condition that must be met in order for you to use it. When you do so, you add the dice from one source to a different dice pool. Adding the dice from a second specialty doesn't give you the Attribute Die, Competency Die, or Item Die from the second dice pool, but it does give you a number of dice equal to your specialty ranks. The size of each such die is determined by your attribute; if you have +2 Lunge and your Verve is D8, then you add +2D8 to another pool as directed by the maneuver.

If you don't have any ranks at all in a specialty but you're Competent with the appropriate Skill, you can instead add your Competency Die as another Specialty die. If you aren't Competent with the skill at all, you probably made a poor choice for a style maneuver; you can add 1D6 to the roll instead as a Specialty Die.

Using a conditional maneuver requires one Style Point. If you meet the criteria for multiple conditional maneuvers and you want to spend the Style Points, you use as many such maneuvers as you like on one die roll. You need to decide before you roll, not after.

When you add dice from one specialty to another roll, that second roll also becomes a pool of that type in addition to its own. In other words, if you have a maneuver that lets you “add Husbandry dice to a Lunge” roll and you spend the Style Point to use it, the roll is both a Lunge roll and a Husbandry roll. This can allow for adding in additional style maneuvers as a combo.

Maneuver List

This list summarizes the available maneuvers.

- **A Mind for Money:** When sums of at least 1 crown are at stake, spend 1 Style Point to add Calculus dice to a Negotiate roll
- **Aggressive Assault:** Spend 2 Style Points to set the value of one Lunge die to its maximum value before rolling
- **Aggressive Deflection:** Spend 2 Style Points to set the value of one Parry die to its maximum value before rolling
- **Aggressive Fisticuffs:** Spend 2 Style Points to set the value of one Brawl die to its maximum value before rolling
- **Aggressive Fulmination:** Spend 2 Style Points to set the value of one Blackpowder die to its maximum value before rolling
- **Aggressive Mockery:** Spend 2 Style Points to set the value of one Banter die to its maximum value before rolling
- **Albian Cavalry:** When mounted with a backsword or sabre in one hand and the other hand free, spend 1 Style Point to add Husbandry dice to a Lunge roll
- **Anatomical Studies:** When working in a well-equipped surgical theatre, spend 1 Style Point to add Scholarship dice to a Surgery roll
- **Anti-Toxins:** When creating an antidote or countering a poison, spend 1 Style Point to add Brew dice to a Poison roll
- **Apologetics:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Aristocratic Bearing:** Spend 2 Style Points to set the value of one Social Rank die to its maximum value before rolling
- **Astrological Charts:** When you know the date and location of a subject's birth, spend 1 Style Point to add Calculus dice to a Portents roll
- **Automatic Fire:** When using a clockwork weapon, spend 1 Style Point to add Clockworks dice to an Aim roll
- **Ballistics:** When firing a cannon, spend 1 Style Point to add Calculus dice to a Blackpowder roll
- **Beating a High Horse:** When mocking someone of higher social rank than you, spend 1 Style Point to add Etiquette dice to a Banter roll
- **Better Not Pout:** When giving or showing toys to children, spend 1 Style Point to add Intuition dice to an Inspire roll
- **Bird Calls:** When working with birds, spend 1 Style Point to add Arts dice to a Husbandry roll
- **Bombadier:** When attacking with a Blackpowder weapon, spend 1 Style Point to add Calculus dice to a Blackpowder roll
- **Books of the Sun:** When dealing with someone of the Asrian faith, spend 1 Style Point to add Scholarship dice to an Inspire roll
- **Boundless Creativity:** Spend 2 Style Points to set the value of one Arts die to its maximum value before rolling
- **Brilliant Analysis:** Spend 2 Style Points to set the value of one Deduce die to its maximum value before rolling

The Queen's Cavaliers

- **Broadsides:** When firing a ship-mounted cannon, spend 1 Style Point to add Explore dice to a Blackpowder roll
- **Buccaneer Style:** When fighting with a smallsword, cutlass, or rapier in one hand and a pistol in the other hand, spend 1 Style Point to add Feint dice to an Aim roll
- **Camouflage Mastery:** When moving through the wilderness, spend 1 Style Point to add Explore dice to a Prowl roll
- **Cartography:** When navigating using a map, spend 1 Style Point to add Calculus dice to an Explore roll
- **Chemical Calculations:** When working in a well-equipped laboratory, spend 1 Style Point to add Calculus dice to a Brew roll
- **Combat Pantomime:** When unarmed and facing an armed opponent, spend 1 Style Point to add Arts dice to a Block roll
- **Comfortable Debauchery:** Spend 2 Style Points to set the value of one Carouse die to its maximum value before rolling
- **Commanding Presence:** Spend 2 Style Points to set the value of one Inspire die to its maximum value before rolling
- **Confidence Game:** When engaging in a swindle, spend 1 Style Point to add Banter dice to a Deceive roll
- **Confident Fencing:** Spend 1 Style Point to reroll a Dueling roll
- **Criminology:** When investigating a crime scene, spend 1 Style Point to add Scholarship dice to a Deduce roll
- **Cunning Camouflage:** Spend 2 Style Points to set the value of one Prowl die to its maximum value before rolling
- **Cunning Erudition:** Spend 2 Style Points to set the value of one Scholarship die to its maximum value before rolling
- **Cunning Evasion:** Spend 2 Style Points to set the value of one Dodge die to its maximum value before rolling
- **Cunning Misdirection:** Spend 2 Style Points to set the value of one Feint die to its maximum value before rolling
- **Cunning Prevarication:** Spend 2 Style Points to set the value of one Deceive die to its maximum value before rolling
- **Cunning Thievery:** Spend 2 Style Points to set the value of one Larceny die to its maximum value before rolling
- **Curse Your Betrayal:** When defending against a feint, spend 1 Style Point to add Intuition dice to a Parry roll
- **Daring Chirurgery:** Spend 2 Style Points to set the value of one Surgery die to its maximum value before rolling
- **Deadly Toxicology:** Spend 2 Style Points to set the value of one Poison die to its maximum value before rolling
- **Deflecting Shield:** When using a buckler to parry, spend 1 Style Point to add Block dice to a Parry roll
- **Diegan School of Fencing:** When fighting with a rapier or espada ropera in one hand and a dagger in the other hand, spend 1 Style Point to add Banter dice to a Parry roll
- **Diplomatic Immunity:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Divine Protection:** When unarmed and facing an armed opponent, spend 1 Style Point to add Intuition to a Dodge roll
- **Do You Expect Me To Talk?**: When conversing with other spies, spend 1 Style Point to add Banter dice to a Deceive roll
- **Don't You Know Who I Am?**: When speaking with someone of Artisan social rank or lower, spend 1 Style Point to add Social Rank dice to a Negotiate roll
- **Down-n-Dirty Fighting:** When making a riposte while you have one hand free, spend 1 Style Point to add Brawl dice to a Riposte roll
- **Dress to Impress:** While wearing an outfit you created yourself, spend 1 Style Point to add Weave dice to a Negotiate roll
- **Drowning My Sorrows:** When fighting in a tavern or while drunk, spend 1 Style Point to add Carouse dice to a Brawl roll
- **Drunken Stagger:** When drunk, spend 1 Style Point to add Carouse dice to a Lunge roll
- **Emergency Assistance:** When treating someone who is suffering from exposure to the elements, spend 1 Style Point to add Explore dice to a Treat roll
- **Enhanced Enchantments:** Spend 2 Style points to set the value of one Charm die to its maximum value before rolling
- **Envenomed Blade:** When using a poisoned knife, spend 1 Style Point to add Poison dice to a Lunge roll
- **Epidemiology:** When diagnosing or treating an unknown illness, spend 1 Style Point to add Deduce dice to a Treat roll
- **Equestrienne:** When mounted on a horse you care for yourself, spend 1 Style Point to add Husbandry dice to a Lunge roll
- **Fashion! Dodge to the Left:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Fast-Talking:** When unarmed and facing an armed opponent, spend 1 Style Point to add Banter dice to a Dodge roll
- **Feeling No Pain:** When you've been drinking, spend 1 Style Point to add Carouse dice to a Block roll
- **First Aid:** Spend 2 Style Points to set the value of one Treat die to its maximum value before rolling
- **Flamboyant Couture:** Spend 2 Style Points to set the value of one Weave die to its maximum value before rolling
- **Focused Attention:** Spend 2 Style Points to set the value of one Perceive die to its maximum value before rolling
- **Folk Remedies:** When you have access to a garden, forest, or herb collection, spend 1 Style Point to add Husbandry dice to a Treat roll
- **For The Defense:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Forensic Analysis:** When using a well-equipped laboratory, spend 1 Style Point to add Scholarship dice to a Deduce roll
- **From the Heart:** When performing or displaying a work of art, spend 1 Style Point to add Arts dice to an Inspire roll
- **Furusiyya:** When fighting while mounted, spend 1 Style Point to add Husbandry dice to a Parry roll
- **Great White Hunter:** When attacking an animal, spend 1 Style Point to add Prowl dice to an Aim roll
- **Honed Instincts:** Spend 2 Style Points to set the value of one Intuition die to its maximum value before rolling
- **Honest Dealer:** When negotiating in good faith, spend 1 Style Point to add Intuition dice to a Negotiate roll
- **How Dare You:** When attacking someone who has already damaged you in the current combat, spend 1 Style Point to add Inspire dice to a Riposte roll
- **Huntsman's Best Friend:** When traveling with a hunting dog, spend 1 Style Point to add Husbandry dice to an Explore roll

- **I'm a Lover, not a Fighter:** When being attacked by someone whom you find attractive, spend 1 Style Point to add Carouse dice to a Dodge roll
- **I'm Innocent, Innocent!:** When trying to convince someone of your innocence, spend 1 Style Point to add Intuition dice to an Inspire roll
- **I'm Too Pretty to Die!:** When unarmed and facing an armed opponent, spend 1 Style Point to add Arts dice to a Dodge roll
- **Ifrani School of Swordplay:** When fighting with a shamshir in one hand and the other hand empty, holding a qatar, or holding a jambiya, spend 1 Style Point to add Prowl dice to a Riposte roll
- **Imeran School of Fencing:** When fighting with a cutlass in one hand and a dagger or cinquedea in the other hand, spend 1 Style Point to add Dodge dice to a Lunge roll
- **In Costume:** When wearing a disguise or costume, spend 1 Style Point to add Arts dice to a Deceive roll
- **Incoming Fire:** When avoiding a ranged attack, spend 1 Style Point to add Aim dice to a Dodge roll
- **International Trade:** When buying or selling wares that have been imported or exported, spend 1 Style Point to add Explore dice to a Negotiate roll
- **Into the Rigging:** When on a ship or a boat, spend 1 Style Point to add Explore dice to a Dodge roll
- **Inventive Mathematics:** Spend 2 Style Points to set the value of one Calculus die to its maximum value before rolling
- **It's My Creation:** When repairing or using a device that you invented, spend 1 Style Point to add Arts dice to a Clockworks roll
- **Landsknecht Tactics:** When fighting with a pike, spend 1 Style Point to add Strategy dice to a Lunge roll
- **Last Resort:** Spend 1 Style Point to reroll a Defense roll
- **Learned Reliability:** Spend 1 Style Point to reroll a Knowledge roll
- **Legal Precedents:** When speaking in court, spend 1 Style Point to add Scholarship dice to an Inspire roll
- **Linguistics:** When trying to understand something in a language you don't know, spend 1 Style Point to add Explore dice to a Scholarship roll
- **Longbow Hunter:** When using a bow outdoors, spend 1 Style Point to add Explore dice to an Aim roll
- **Lost in the Crowd:** When in an area with more than 3 other people, spend 1 Style Point to add Prowl dice to a Dodge roll
- **Lutetian School of Fencing:** When fighting with a rapier or colichemarde in one hand and other hand empty, spend 1 Style Point to add Arts dice to a Parry roll
- **Manners Count:** When speaking to someone of at least Artisan rank, spend 1 Style Point to add Etiquette dice to a Negotiate roll.
- **Martial Reliability:** Spend 1 Style Point to reroll a Military roll
- **Measuring is Everything:** When following a recipe or a cookbook while cooking, spend 1 Style Point to add Calculus dice to an Arts roll
- **Miniaturization:** When creating devices of Portable size or smaller, spend 1 Style Point to add Perceive dice to a Clockworks roll
- **Mistress of Fashion:** When creating clothing or accoutrements with a base cost of D6 or higher, spend 1 Style Point to add Arts dice to a Weave roll
- **Mostly Harmless:** When unarmed and facing an armed opponent, spend 1 Style Point to add Deceive dice to a Dodge roll
- **Mounted Combatant:** When using a weapon with the Mounted quality while mounted, spend 1 Style Point to add Husbandry dice to a Lunge roll
- **Natural Cover:** When in an area with vegetation, spend 1 Style Point to add Prowl dice to a Dodge roll
- **Natural Flavorings:** When using or neutralizing ingested toxins, spend 1 Style Point to add Husbandry dice to a Poison roll
- **Naval Hilt:** When using a cutlass, spend 1 Style Point to add Explore dice to a Parry roll
- **Never Again:** When attacking someone who has already damaged one of your allies in the current combat, spend 1 Style Point to add Inspire dice to a Lunge roll
- **Nomadic Archery:** When firing a bow, spend 1 Style Point to add Perceive dice to an Aim roll
- **Optical Focus:** When using a device to help you see, spend 1 Style Point to add Clockworks dice to a Perceive roll
- **Oracle of the Twelve:** When dealing with someone of the Dodekarian faith or someone from Ekalia, spend 1 Style Point to add Portents dice to an Inspire roll
- **Orwand's Proverbs:** When dealing with someone of the Dualitarian faith, spend 1 Style Point to add Scholarship dice to a Negotiate roll
- **Parrot's Nest:** When looking at things more than one area away, spend 1 Style Point to add Explore dice to a Perceive roll
- **Parrying Shield:** When using a buckler to block, spend 1 Style Point to add Parry dice to a Block roll
- **Polite Fictions:** When speaking with someone of at least Noble social rank, spend 1 Style Point to add Etiquette dice to a Deceive roll
- **Powdersmith:** When creating or repairing a device with a blackpowder flintlock power source, a phlogistone furnace power source, or an explosion component, spend 1 Style Point to add Blackpowder dice to a Clockworks roll
- **Practiced Alchemy:** Spend 2 Style Points to set the value of one Brew die to its maximum value before rolling
- **Practiced Crafting:** Spend 2 Style Points to set the value of one Clockworks die to its maximum value before rolling
- **Practiced Cultivation:** Spend 2 Style Points to set the value of one Husbandry die to its maximum value before rolling
- **Practiced Diplomacy:** Spend 2 Style Points to set the value of one Negotiate die to its maximum value before rolling
- **Practiced Manners:** Spend 2 Style Points to set the value of one Etiquette die to its maximum value before rolling
- **Practiced Retort:** Spend 2 Style Points to set the value of one Riposte die to its maximum value before rolling
- **Practiced Sharpshooting:** Spend 2 Style Points to set the value of one Aim die to its maximum value before rolling
- **Precise Bludgeoning:** Spend 2 Style Points to set the value of one Cudgel weapon die to its maximum value before rolling

The Queen's Cavaliers

- **Precise Swordplay:** Spend 2 Style Points to set the value of one Sword weapon die to its maximum value before rolling
- **Precision Mechanics:** Spend 2 Style Points to set the value of one Clockwork weapon die to its maximum value before rolling
- **Reconnaissance:** When trying to spot other people, spend 1 Style Point to add Explore dice to a Perceive roll
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll
- **Relentless Pathfinding:** Spend 2 Style Points to set the value of one Explore die to its maximum value before rolling
- **Reliable Senses:** Spend 1 Style Point to reroll an Observation roll
- **Rites of the Moon:** When dealing with someone of the Devran faith, spend 1 Style Point to add Etiquette dice to an Inspire roll
- **Ritual Reliability:** Spend 1 Style Point to reroll a Magicks roll
- **Rough 'n' Tumble:** When fighting with a weapon in one hand and the other hand empty, spend 1 Style Point to add Brawl dice to a Dodge roll
- **Rural Reliability:** Spend 1 Style Point to reroll a Nature roll
- **Saw That Coming:** When unarmed and facing an armed opponent, spend 1 Style Point to add Portents dice to a Dodge roll
- **Scalpel's Cut:** When using a knife or chirurgeon's knives, spend 1 Style Point to add Surgery dice to a Lunge roll
- **Second Opinion:** Spend 1 Style Point to reroll a Medicine roll
- **Shady Negotiations:** When dealing with criminals or conspirators, spend 1 Style Point to add Larceny dice to a Negotiate roll
- **Smuggler's Moon:** When in darkness or at night, spend 1 Style Point to add Larceny dice to a Prowl roll
- **Sniper:** When attacking from at least 3 areas away, spend 1 Style Point to add Prowl dice to an Aim roll
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll
- **Speleology:** When prospecting or exploring in caves, spend 1 Style Point to add Blackpowder dice to an Explore roll
- **Standing on the Shoulders of Giants:** When inventing a device in a well-equipped workshop, spend 1 Style Point to add Scholarship dice to a Clockworks roll
- **Strategic Maneuvers:** When commanding at least 3 troops, spend 1 Style Point to add Explore dice to a Strategy roll
- **Street Fighting:** When using a knife or a cudgel, spend 1 Style Point to add Brawl dice to a Lunge roll
- **Strength in Conviction:** When unarmed and facing an armed opponent, spend 1 Style Point to add Inspire dice to a Dodge roll
- **Student of Accents:** When trying to pass yourself off as someone from another nation, spend 1 Style Point to add Explore dice to a Deceive roll
- **Supercilious Vituperation:** When insulting someone who is competent with the Culture skill, spend 1 Style Point to add Scholarship dice to a Banter roll
- **Tactical Retreat:** When unarmed and facing an armed opponent, spend 1 Style Point to add Strategy dice to a Dodge roll
- **That's Me In the Spotlight:** When talking with someone who doesn't share your religious beliefs, spend 1 Style Point to add Deduce dice to an Inspire roll
- **The Horrors of War:** When talking about war or battle, spend 1 Style Point to add Block dice to an Inspire roll
- **The Underground Economy:** When buying or selling on the black market, spend 1 Style Point to add Carouse dice to a Larceny roll
- **There's No Need for Violence:** When unarmed and facing an armed opponent, spend 1 Style Point to add Inspire dice to a Dodge roll
- **Trained Ear:** When listening to other people speaking, spend 1 Style Point to add Scholarship dice to a Perceive roll
- **Trained Endurance:** Spend 2 Style Points to set the value of one Block die to its maximum value before rolling
- **Trick Shot:** When using a bow or crossbow, spend 1 Style Point to add Feint dice to an Aim roll
- **Twist the Knife:** When attacking with a knife that was hidden at the beginning of the fight, spend 1 Style Point to add Deceive dice to a Lunge roll
- **Ubiquitous Shield:** Spend 2 Style Points to set the value of one Rigid Armor or Shield item die to its maximum value before rolling
- **Uncanny Prediction:** Spend 2 Style Points to set the value of one Portents die to its maximum value before rolling
- **Unexpected Defense:** When fighting with a rapier or longsword in one hand and a shield in the other hand, spend 1 Style Point to add Deceive dice to a Parry roll
- **Unorthodox Tactics:** Spend 2 Style Points to set the value of one Strategy die to its maximum value before rolling
- **Urban Reliability:** Spend 1 Style Point to reroll a Streetwise roll
- **Verifiable Hypothesis:** Spend 1 Style Point to reroll a Science roll
- **Well-Traveled:** When dealing with someone from a foreign culture, spend 1 Style Point to add Explore dice to an Etiquette roll
- **Yodeler:** When working with domesticated animals, spend 1 Style Point to add Arts dice to a Husbandry roll
- **You Can't Go Home Again:** When dealing with someone from your home country, spend 1 Style Point to add Explore dice to a Deceive roll
- **Zamorovian School of Fencing:** When fighting with a szabla in one hand, spend 1 Style Point to add Arts dice to a Parry roll

For the MJ:

New Style Maneuvers

As the MJ, you can create new Style Maneuvers that can be chosen by your players.

Reroll maneuvers cost one Style Point and allow for one broad type of roll to be rerolled. For example, you could create a maneuver that allows a reroll on Wealth rolls, attack rolls with a rapier, or rolls that use one of the character's passions.

Maximize maneuvers cost two Style Points and allow one specific kind of die to be maximized. Any given pool can only have one maximized die. Examples of appropriate maneuvers include maximizing the Mount die of a mount or a specific weapon die, such as a pistol. Don't make the maneuver too specific; that's what conditional maneuvers are for.

Conditional maneuvers cost one Style Point and let the character add dice from one specialty to another roll, but only under certain conditions. The conditions you choose should be fairly specific and not overly broad, but they should also be something that a determined player could use at least once per game session, if not more often.

Initiative maneuvers don't exist, period. There aren't any Charms or Style Maneuvers that add to Initiative rolls. You probably shouldn't invent any, either; that limitation is there for a reason. You can, however, create conditional maneuvers that add Initiative specialties to other dice rolls.

Finally, you need to decide which classes, nationalities, or other groups have access to the new maneuver. Perhaps it's a lost sword technique only taught to students of a retired blademaster, or it's commonly practiced by adult members of a house of the Ifran desert. It's possible you might decide that no groups can freely choose your new maneuver, in which case players will need to pay the additional XP cost when choosing it.

Players, you don't have the option to create your own Style Maneuvers whenever you want – but you can always suggest one to your MJ and maybe she'll like the idea!

Style Maneuvers by Type

The following lists the style maneuvers by the Skill, Specialty, or other die that they affect.

Culture Maneuvers

- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll
- **Supercilious Vituperation:** When insulting someone who is competent with the Culture skill, spend 1 Style Point to add Scholarship dice to a Banter roll

Arts Maneuvers

- **Bird Calls:** When working with birds, spend 1 Style Point to add Arts dice to a Husbandry roll
- **Boundless Creativity:** Spend 2 Style Points to set the value of one Arts die to its maximum value before rolling
- **Combat Pantomime:** When unarmed and facing an armed opponent, spend 1 Style Point to add Arts dice to a Block roll
- **From the Heart:** When performing or displaying a work of art, spend 1 Style Point to add Arts dice to an Inspire roll
- **I'm Too Pretty to Die!** When unarmed and facing an armed opponent, spend 1 Style Point to add Arts dice to a Dodge roll
- **In Costume:** When wearing a disguise or costume, spend 1 Style Point to add Arts dice to a Deceive roll
- **It's My Creation:** When repairing or using a device that you invented, spend 1 Style Point to add Arts dice to a Clockworks roll
- **Lutetian School of Fencing:** When fighting with a rapier or colichemarde in one hand and other hand empty, spend 1 Style Point to add Arts dice to a Parry roll
- **Measuring is Everything:** When following a recipe or a cookbook while cooking, spend 1 Style Point to add Calculus dice to an Arts roll
- **Mistress of Fashion:** When creating clothing or accoutrements with a base cost of D6 or higher, spend 1 Style Point to add Arts dice to a Weave roll
- **Yodeler:** When working with domesticated animals, spend 1 Style Point to add Arts dice to a Husbandry roll
- **Zamorovian School of Fencing:** When fighting with a szabla in one hand, spend 1 Style Point to add Arts dice to a Parry roll

Etiquette Maneuvers

- **Beating a High Horse:** When mocking someone of higher social rank than you, spend 1 Style Point to add Etiquette dice to a Banter roll
- **Manners Count:** When speaking to someone of at least Artisan rank, spend 1 Style Point to add Etiquette dice to a Negotiate roll.
- **Polite Fictions:** When speaking with someone of at least Noble social rank, spend 1 Style Point to add Etiquette dice to a Deceive roll
- **Practiced Manners:** Spend 2 Style Points to set the value of one Etiquette die to its maximum value before rolling
- **Rites of the Moon:** When dealing with someone of the Devran faith, spend 1 Style Point to add Etiquette dice to an Inspire roll
- **Well-Traveled:** When dealing with someone from a foreign culture, spend 1 Style Point to add Explore dice to an Etiquette roll

Scholarship Maneuvers

- **Anatomical Studies:** When working in a well-equipped surgical theatre, spend 1 Style Point to add Scholarship dice to a Surgery roll
- **Books of the Sun:** When dealing with someone of the Asrian faith, spend 1 Style Point to add Scholarship dice to an Inspire roll
- **Criminology:** When investigating a crime scene, spend 1 Style Point to add Scholarship dice to a Deduce roll
- **Cunning Erudition:** Spend 2 Style Points to set the value of one Scholarship die to its maximum value before rolling
- **Forensic Analysis:** When using a well-equipped laboratory, spend 1 Style Point to add Scholarship dice to a Deduce roll
- **Legal Precedents:** When speaking in court, spend 1 Style Point to add Scholarship dice to an Inspire roll

The Queen's Cavaliers

- **Linguistics:** When trying to understand something in a language you don't know, spend 1 Style Point to add Explore dice to a Scholarship roll
- **Orwand's Proverbs:** When dealing with someone of the Dualitarian faith, spend 1 Style Point to add Scholarship dice to a Negotiate roll
- **Standing on the Shoulders of Giants:** When inventing a device in a well-equipped workshop, spend 1 Style Point to add Scholarship dice to a Clockworks roll
- **Supercilious Vituperation:** When insulting someone who is competent with the Culture skill, spend 1 Style Point to add Scholarship dice to a Banter roll
- **Trained Ear:** When listening to other people speaking, spend 1 Style Point to add Scholarship dice to a Perceive roll

Defense Maneuvers

- **Last Resort:** Spend 1 Style Point to reroll a Defense roll

PARRY MANEUVERS

- **Aggressive Deflection:** Spend 2 Style Points to set the value of one Parry die to its maximum value before rolling
- **Curse Your Betrayal:** When defending against a feint, spend 1 Style Point to add Intuition dice to a Parry roll
- **Deflecting Shield:** When using a buckler to parry, spend 1 Style Point to add Block dice to a Parry roll
- **Diegan School of Fencing:** When fighting with a rapier or espada ropera in one hand and a dagger in the other hand, spend 1 Style Point to add Banter dice to a Parry roll
- **Furusiyya:** When fighting while mounted, spend 1 Style Point to add Husbandry dice to a Parry roll
- **Lutetian School of Fencing:** When fighting with a rapier or colichemarde in one hand and other hand empty, spend 1 Style Point to add Arts dice to a Parry roll
- **Naval Hilt:** When using a cutlass, spend 1 Style Point to add Explore dice to a Parry roll
- **Parrying Shield:** When using a buckler to block, spend 1 Style Point to add Parry dice to a Block roll
- **Unexpected Defense:** When fighting with a rapier or longsword in one hand and a shield in the other hand, spend 1 Style Point to add Deceive dice to a Parry roll
- **Zamorovian School of Fencing:** When fighting with a szabla in one hand, spend 1 Style Point to add Arts dice to a Parry roll

BLOCK MANEUVERS

- **Combat Pantomime:** When unarmed and facing an armed opponent, spend 1 Style Point to add Arts dice to a Block roll
- **Deflecting Shield:** When using a buckler to parry, spend 1 Style Point to add Block dice to a Parry roll
- **Feeling No Pain:** When you've been drinking, spend 1 Style Point to add Carouse dice to a Block roll
- **Parrying Shield:** When using a buckler to block, spend 1 Style Point to add Parry dice to a Block roll
- **The Horrors of War:** When talking about war or battle, spend 1 Style Point to add Block dice to an Inspire roll
- **Trained Endurance:** Spend 2 Style Points to set the value of one Block die to its maximum value before rolling

DODGE MANEUVERS

- **Apologetics:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Cunning Evasion:** Spend 2 Style Points to set the value of one Dodge die to its maximum value before rolling
- **Diplomatic Immunity:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Divine Protection:** When unarmed and facing an armed opponent, spend 1 Style Point to add Intuition to a Dodge roll
- **Fashion! Dodge to the Left:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Fast-Talking:** When unarmed and facing an armed opponent, spend 1 Style Point to add Banter dice to a Dodge roll
- **For The Defense:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **I'm Too Pretty to Die!** When unarmed and facing an armed opponent, spend 1 Style Point to add Arts dice to a Dodge roll
- **I'm a Lover, not a Fighter:** When being attacked by someone whom you find attractive, spend 1 Style Point to add Carouse dice to a Dodge roll
- **Imeran School of Fencing:** When fighting with a cutlass in one hand and a dagger or cinquedea in the other hand, spend 1 Style Point to add Dodge dice to a Lunge roll
- **Incoming Fire:** When avoiding a ranged attack, spend 1 Style Point to add Aim dice to a Dodge roll
- **Into the Rigging:** When on a ship or a boat, spend 1 Style Point to add Explore dice to a Dodge roll
- **Lost in the Crowd:** When in an area with more than 3 other people, spend 1 Style Point to add Prowl dice to a Dodge roll
- **Mostly Harmless:** When unarmed and facing an armed opponent, spend 1 Style Point to add Deceive dice to a Dodge roll
- **Natural Cover:** When in an area with vegetation, spend 1 Style Point to add Prowl dice to a Dodge roll
- **Rough 'n' Tumble:** When fighting with a weapon in one hand and the other hand empty, spend 1 Style Point to add Brawl dice to a Dodge roll

roll

- **Saw That Coming:** When unarmed and facing an armed opponent, spend 1 Style Point to add Portents dice to a Dodge roll
- **Strength in Conviction:** When unarmed and facing an armed opponent, spend 1 Style Point to add Inspire dice to a Dodge roll
- **Tactical Retreat:** When unarmed and facing an armed opponent, spend 1 Style Point to add Strategy dice to a Dodge roll
- **There's No Need for Violence:** When unarmed and facing an armed opponent, spend 1 Style Point to add Inspire dice to a Dodge roll

Dueling Maneuvers

- **Confident Fencing:** Spend 1 Style Point to reroll a Dueling roll

LUNGE MANEUVERS

- **Aggressive Assault:** Spend 2 Style Points to set the value of one Lunge die to its maximum value before rolling
- **Albian Cavalry:** When mounted with a backsword or sabre in one hand and the other hand free, spend 1 Style Point to add Husbandry dice to a Lunge roll
- **Drunken Stagger:** When drunk, spend 1 Style Point to add Carouse dice to a Lunge roll
- **Envenomed Blade:** When using a poisoned knife, spend 1 Style Point to add Poison dice to a Lunge roll
- **Equestrienne:** When mounted on a horse you care for yourself, spend 1 Style Point to add Husbandry dice to a Lunge roll
- **Imeran School of Fencing:** When fighting with a cutlass in one hand and a dagger or cinquedea in the other hand, spend 1 Style Point to add Dodge dice to a Lunge roll
- **Landsknecht Tactics:** When fighting with a pike, spend 1 Style Point to add Strategy dice to a Lunge roll
- **Mounted Combatant:** When using a weapon with the Mounted quality while mounted, spend 1 Style Point to add Husbandry dice to a Lunge roll
- **Never Again:** When attacking someone who has already damaged one of your allies in the current combat, spend 1 Style Point to add Inspire dice to a Lunge roll
- **Scalpel's Cut:** When using a knife or chirurgeon's knives, spend 1 Style Point to add Surgery dice to a Lunge roll
- **Street Fighting:** When using a knife or a cudgel, spend 1 Style Point to add Brawl dice to a Lunge roll
- **Twist the Knife:** When attacking with a knife that was hidden at the beginning of the fight, spend 1 Style Point to add Deceive dice to a Lunge roll

RIPOSTE MANEUVERS

- **Down-n-Dirty Fighting:** When making a riposte while you have one hand free, spend 1 Style Point to add Brawl dice to a Riposte roll
- **How Dare You:** When attacking someone who has already damaged you in the current combat, spend 1 Style Point to add Inspire dice to a Riposte roll
- **Ifrani School of Swordplay:** When fighting with a shamshir in one hand and the other hand empty, holding a qatar, or holding a jambiya, spend 1 Style Point to add Prowl dice to a Riposte roll
- **Practiced Retort:** Spend 2 Style Points to set the value of one Riposte die to its maximum value before rolling

FEINT MANEUVERS

- **Buccaneer Style:** When fighting with a smallsword, cutlass, or rapier in one hand and a pistol in the other hand, spend 1 Style Point to add Feint dice to an Aim roll
- **Cunning Misdirection:** Spend 2 Style Points to set the value of one Feint die to its maximum value before rolling
- **Trick Shot:** When using a bow or crossbow, spend 1 Style Point to add Feint dice to an Aim roll

Interaction Maneuvers

- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll

INSPIRE MANEUVERS

- **Better Not Pout:** When giving or showing toys to children, spend 1 Style Point to add Intuition dice to an Inspire roll
- **Books of the Sun:** When dealing with someone of the Asrian faith, spend 1 Style Point to add Scholarship dice to an Inspire roll
- **Commanding Presence:** Spend 2 Style Points to set the value of one Inspire die to its maximum value before rolling
- **From the Heart:** When performing or displaying a work of art, spend 1 Style Point to add Arts dice to an Inspire roll
- **How Dare You:** When attacking someone who has already damaged you in the current combat, spend 1 Style Point to add Inspire dice to a Riposte roll
- **I'm Innocent, Innocent!:** When trying to convince someone of your innocence, spend 1 Style Point to add Intuition dice to an Inspire roll

The Queen's Cavaliers

- **Legal Precedents:** When speaking in court, spend 1 Style Point to add Scholarship dice to an Inspire roll
- **Never Again:** When attacking someone who has already damaged one of your allies in the current combat, spend 1 Style Point to add Inspire dice to a Lunge roll
- **Oracle of the Twelve:** When dealing with someone of the Dodekarian faith or someone from Ekalia, spend 1 Style Point to add Portents dice to an Inspire roll
- **Rites of the Moon:** When dealing with someone of the Devran faith, spend 1 Style Point to add Etiquette dice to an Inspire roll
- **Strength in Conviction:** When unarmed and facing an armed opponent, spend 1 Style Point to add Inspire dice to a Dodge roll
- **That's Me In the Spotlight:** When talking with someone who doesn't share your religious beliefs, spend 1 Style Point to add Deduce dice to an Inspire roll
- **The Horrors of War:** When talking about war or battle, spend 1 Style Point to add Block dice to an Inspire roll
- **There's No Need for Violence:** When unarmed and facing an armed opponent, spend 1 Style Point to add Inspire dice to a Dodge roll

NEGOTIATE MANEUVERS

- **A Mind for Money:** When sums of at least 1 crown are at stake, spend 1 Style Point to add Calculus dice to a Negotiate roll
- **Apologetics:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Diplomatic Immunity:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Don't You Know Who I Am?:** When speaking with someone of Artisan social rank or lower, spend 1 Style Point to add Social Rank dice to a Negotiate roll
- **Dress to Impress:** While wearing an outfit you created yourself, spend 1 Style Point to add Weave dice to a Negotiate roll
- **Fashion! Dodge to the Left:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **For The Defense:** When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
- **Honest Dealer:** When negotiating in good faith, spend 1 Style Point to add Intuition dice to a Negotiate roll
- **International Trade:** When buying or selling wares that have been imported or exported, spend 1 Style Point to add Explore dice to a Negotiate roll
- **Manners Count:** When speaking to someone of at least Artisan rank, spend 1 Style Point to add Etiquette dice to a Negotiate roll.
- **Orwand's Proverbs:** When dealing with someone of the Dualitarian faith, spend 1 Style Point to add Scholarship dice to a Negotiate roll
- **Practiced Diplomacy:** Spend 2 Style Points to set the value of one Negotiate die to its maximum value before rolling
- **Shady Negotiations:** When dealing with criminals or conspirators, spend 1 Style Point to add Larceny dice to a Negotiate roll

DECEIVE MANEUVERS

- **Confidence Game:** When engaging in a swindle, spend 1 Style Point to add Banter dice to a Deceive roll
- **Cunning Prevarication:** Spend 2 Style Points to set the value of one Deceive die to its maximum value before rolling
- **Do You Expect Me To Talk?:** When conversing with other spies, spend 1 Style Point to add Banter dice to a Deceive roll
- **In Costume:** When wearing a disguise or costume, spend 1 Style Point to add Arts dice to a Deceive roll
- **Mostly Harmless:** When unarmed and facing an armed opponent, spend 1 Style Point to add Deceive dice to a Dodge roll
- **Polite Fictions:** When speaking with someone of at least Noble social rank, spend 1 Style Point to add Etiquette dice to a Deceive roll
- **Student of Accents:** When trying to pass yourself off as someone from another nation, spend 1 Style Point to add Explore dice to a Deceive roll
- **Twist the Knife:** When attacking with a knife that was hidden at the beginning of the fight, spend 1 Style Point to add Deceive dice to a Lunge roll
- **Unexpected Defense:** When fighting with a rapier or longsword in one hand and a shield in the other hand, spend 1 Style Point to add Deceive dice to a Parry roll
- **You Can't Go Home Again:** When dealing with someone from your home country, spend 1 Style Point to add Explore dice to a Deceive roll

Magicks Maneuvers

- **Ritual Reliability:** Spend 1 Style Point to reroll a Magicks roll

WEAVE MANEUVERS

- **Dress to Impress:** While wearing an outfit you created yourself, spend 1 Style Point to add Weave dice to a Negotiate roll
- **Flamboyant Couture:** Spend 2 Style Points to set the value of one Weave die to its maximum value before rolling
- **Mistress of Fashion:** When creating clothing or accoutrements with a base cost of D6 or higher, spend 1 Style Point to add Arts dice to a Weave roll

BREW MANEUVERS

- **Anti-Toxins:** When creating an antidote or countering a poison, spend 1 Style Point to add Brew dice to a Poison roll
- **Chemical Calculations:** When working in a well-equipped laboratory, spend 1 Style Point to add Calculus dice to a Brew roll
- **Practiced Alchemy:** Spend 2 Style Points to set the value of one Brew die to its maximum value before rolling

PORVENTS MANEUVERS

- **Astrological Charts:** When you know the date and location of a subject's birth, spend 1 Style Point to add Calculus dice to a Portents roll
- **Oracle of the Twelve:** When dealing with someone of the Dodekarian faith or someone from Ekalia, spend 1 Style Point to add Portents dice to an Inspire roll
- **Saw That Coming:** When unarmed and facing an armed opponent, spend 1 Style Point to add Portents dice to a Dodge roll
- **Uncanny Prediction:** Spend 2 Style Points to set the value of one Portents die to its maximum value before rolling

Medicine Maneuvers

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- **Second Opinion:** Spend 1 Style Point to reroll a Medicine roll ##### Surgery Maneuvers
 - **Anatomical Studies:** When working in a well-equipped surgical theatre, spend 1 Style Point to add Scholarship dice to a Surgery roll
 - **Daring Chirurgery:** Spend 2 Style Points to set the value of one Surgery die to its maximum value before rolling
 - **Scalpel's Cut:** When using a knife or chirurgeon's knives, spend 1 Style Point to add Surgery dice to a Lunge roll

TREAT MANEUVERS

- **Emergency Assistance:** When treating someone who is suffering from exposure to the elements, spend 1 Style Point to add Explore dice to a Treat roll
- **Epidemiology:** When diagnosing or treating an unknown illness, spend 1 Style Point to add Deduce dice to a Treat roll
- **First Aid:** Spend 2 Style Points to set the value of one Treat die to its maximum value before rolling
- **Folk Remedies:** When you have access to a garden, forest, or herb collection, spend 1 Style Point to add Husbandry dice to a Treat roll

Poison Maneuvers

- **Anti-Toxins:** When creating an antidote or countering a poison, spend 1 Style Point to add Brew dice to a Poison roll
- **Deadly Toxicology:** Spend 2 Style Points to set the value of one Poison die to its maximum value before rolling
- **Envenomed Blade:** When using a poisoned knife, spend 1 Style Point to add Poison dice to a Lunge roll
- **Natural Flavorings:** When using or neutralizing ingested toxins, spend 1 Style Point to add Husbandry dice to a Poison roll

Military Maneuvers

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- **Martial Reliability:** Spend 1 Style Point to reroll a Military roll

BRAWL MANEUVERS

- **Aggressive Fisticuffs:** Spend 2 Style Points to set the value of one Brawl die to its maximum value before rolling
- **Down-n-Dirty Fighting:** When making a riposte while you have one hand free, spend 1 Style Point to add Brawl dice to a Riposte roll
- **Drowning My Sorrows:** When fighting in a tavern or while drunk, spend 1 Style Point to add Carouse dice to a Brawl roll
- **Rough 'n' Tumble:** When fighting with a weapon in one hand and the other hand empty, spend 1 Style Point to add Brawl dice to a Dodge roll
- **Street Fighting:** When using a knife or a cudgel, spend 1 Style Point to add Brawl dice to a Lunge roll

AIM MANEUVERS

- **Automatic Fire:** When using a clockwork weapon, spend 1 Style Point to add Clockworks dice to an Aim roll
- **Buccaneer Style:** When fighting with a smallsword, cutlass, or rapier in one hand and a pistol in the other hand, spend 1 Style Point to add Feint dice to an Aim roll
- **Great White Hunter:** When attacking an animal, spend 1 Style Point to add Prowl dice to an Aim roll
- **Incoming Fire:** When avoiding a ranged attack, spend 1 Style Point to add Aim dice to a Dodge roll
- **Longbow Hunter:** When using a bow outdoors, spend 1 Style Point to add Explore dice to an Aim roll
- **Nomadic Archery:** When firing a bow, spend 1 Style Point to add Perceive dice to an Aim roll

The Queen's Cavaliers

- **Practiced Sharpshooting:** Spend 2 Style Points to set the value of one Aim die to its maximum value before rolling
- **Sniper:** When attacking from at least 3 areas away, spend 1 Style Point to add Prowl dice to an Aim roll
- **Trick Shot:** When using a bow or crossbow, spend 1 Style Point to add Feint dice to an Aim roll

STRATEGY MANEUVERS

- **Landsknecht Tactics:** When fighting with a pike, spend 1 Style Point to add Strategy dice to a Lunge roll
- **Strategic Maneuvers:** When commanding at least 3 troops, spend 1 Style Point to add Explore dice to a Strategy roll
- **Tactical Retreat:** When unarmed and facing an armed opponent, spend 1 Style Point to add Strategy dice to a Dodge roll
- **Unorthodox Tactics:** Spend 2 Style Points to set the value of one Strategy die to its maximum value before rolling

Nature Maneuvers

- **Rural Reliability:** Spend 1 Style Point to reroll a Nature roll

EXPLORE MANEUVERS

- **Broadsides:** When firing a ship-mounted cannon, spend 1 Style Point to add Explore dice to a Blackpowder roll
- **Camouflage Mastery:** When moving through the wilderness, spend 1 Style Point to add Explore dice to a Prowl roll
- **Cartography:** When navigating using a map, spend 1 Style Point to add Calculus dice to an Explore roll
- **Emergency Assistance:** When treating someone who is suffering from exposure to the elements, spend 1 Style Point to add Explore dice to a Treat roll
- **Huntsman's Best Friend:** When traveling with a hunting dog, spend 1 Style Point to add Husbandry dice to an Explore roll
- **International Trade:** When buying or selling wares that have been imported or exported, spend 1 Style Point to add Explore dice to a Negotiate roll
- **Into the Rigging:** When on a ship or a boat, spend 1 Style Point to add Explore dice to a Dodge roll
- **Linguistics:** When trying to understand something in a language you don't know, spend 1 Style Point to add Explore dice to a Scholarship roll
- **Longbow Hunter:** When using a bow outdoors, spend 1 Style Point to add Explore dice to an Aim roll
- **Naval Hilt:** When using a cutlass, spend 1 Style Point to add Explore dice to a Parry roll
- **Parrot's Nest:** When looking at things more than one area away, spend 1 Style Point to add Explore dice to a Perceive roll
- **Reconnaissance:** When trying to spot other people, spend 1 Style Point to add Explore dice to a Perceive roll
- **Relentless Pathfinding:** Spend 2 Style Points to set the value of one Explore die to its maximum value before rolling
- **Speleology:** When prospecting or exploring in caves, spend 1 Style Point to add Blackpowder dice to an Explore roll
- **Strategic Maneuvers:** When commanding at least 3 troops, spend 1 Style Point to add Explore dice to a Strategy roll
- **Student of Accents:** When trying to pass yourself off as someone from another nation, spend 1 Style Point to add Explore dice to a Deceive roll
- **Well-Traveled:** When dealing with someone from a foreign culture, spend 1 Style Point to add Explore dice to an Etiquette roll
- **You Can't Go Home Again:** When dealing with someone from your home country, spend 1 Style Point to add Explore dice to a Deceive roll

HUSBANDRY MANEUVERS

- **Albian Cavalry:** When mounted with a backsword or sabre in one hand and the other hand free, spend 1 Style Point to add Husbandry dice to a Lunge roll
- **Bird Calls:** When working with birds, spend 1 Style Point to add Arts dice to a Husbandry roll
- **Equestrienne:** When mounted on a horse you care for yourself, spend 1 Style Point to add Husbandry dice to a Lunge roll
- **Folk Remedies:** When you have access to a garden, forest, or herb collection, spend 1 Style Point to add Husbandry dice to a Treat roll
- **Furusiyya:** When fighting while mounted, spend 1 Style Point to add Husbandry dice to a Parry roll
- **Huntsman's Best Friend:** When traveling with a hunting dog, spend 1 Style Point to add Husbandry dice to an Explore roll
- **Mounted Combatant:** When using a weapon with the Mounted quality while mounted, spend 1 Style Point to add Husbandry dice to a Lunge roll
- **Natural Flavorings:** When using or neutralizing ingested toxins, spend 1 Style Point to add Husbandry dice to a Poison roll
- **Practiced Cultivation:** Spend 2 Style Points to set the value of one Husbandry die to its maximum value before rolling
- **Yodeler:** When working with domesticated animals, spend 1 Style Point to add Arts dice to a Husbandry roll

PROWL MANEUVERS

- **Camouflage Mastery:** When moving through the wilderness, spend 1 Style Point to add Explore dice to a Prowl roll

- **Cunning Camouflage:** Spend 2 Style Points to set the value of one Prowl die to its maximum value before rolling
- **Great White Hunter:** When attacking an animal, spend 1 Style Point to add Prowl dice to an Aim roll
- **Ifrani School of Swordplay:** When fighting with a shamshir in one hand and the other hand empty, holding a qatar, or holding a jambiya, spend 1 Style Point to add Prowl dice to a Riposte roll
- **Lost in the Crowd:** When in an area with more than 3 other people, spend 1 Style Point to add Prowl dice to a Dodge roll
- **Natural Cover:** When in an area with vegetation, spend 1 Style Point to add Prowl dice to a Dodge roll
- **Smuggler's Moon:** When in darkness or at night, spend 1 Style Point to add Larceny dice to a Prowl roll
- **Sniper:** When attacking from at least 3 areas away, spend 1 Style Point to add Prowl dice to an Aim roll

Observation Maneuvers

- **Reliable Senses:** Spend 1 Style Point to reroll an Observation roll

PERCEIVE MANEUVERS

- **Focused Attention:** Spend 2 Style Points to set the value of one Perceive die to its maximum value before rolling
- **Miniatrization:** When creating devices of Portable size or smaller, spend 1 Style Point to add Perceive dice to a Clockworks roll
- **Nomadic Archery:** When firing a bow, spend 1 Style Point to add Perceive dice to an Aim roll
- **Optical Focus:** When using a device to help you see, spend 1 Style Point to add Clockworks dice to a Perceive roll
- **Parrot's Nest:** When looking at things more than one area away, spend 1 Style Point to add Explore dice to a Perceive roll
- **Reconnaissance:** When trying to spot other people, spend 1 Style Point to add Explore dice to a Perceive roll
- **Trained Ear:** When listening to other people speaking, spend 1 Style Point to add Scholarship dice to a Perceive roll

INTUITION MANEUVERS

- **Better Not Pout:** When giving or showing toys to children, spend 1 Style Point to add Intuition dice to an Inspire roll
- **Curse Your Betrayal:** When defending against a feint, spend 1 Style Point to add Intuition dice to a Parry roll
- **Divine Protection:** When unarmed and facing an armed opponent, spend 1 Style Point to add Intuition to a Dodge roll
- **Honed Instincts:** Spend 2 Style Points to set the value of one Intuition die to its maximum value before rolling
- **Honest Dealer:** When negotiating in good faith, spend 1 Style Point to add Intuition dice to a Negotiate roll
- **I'm Innocent, Innocent!**: When trying to convince someone of your innocence, spend 1 Style Point to add Intuition dice to an Inspire roll

DEDUCE MANEUVERS

- **Brilliant Analysis:** Spend 2 Style Points to set the value of one Deduce die to its maximum value before rolling
- **Criminology:** When investigating a crime scene, spend 1 Style Point to add Scholarship dice to a Deduce roll
- **Epidemiology:** When diagnosing or treating an unknown illness, spend 1 Style Point to add Deduce dice to a Treat roll
- **Forensic Analysis:** When using a well-equipped laboratory, spend 1 Style Point to add Scholarship dice to a Deduce roll
- **That's Me In the Spotlight:** When talking with someone who doesn't share your religious beliefs, spend 1 Style Point to add Deduce dice to an Inspire roll

Science Maneuvers

- **Verifiable Hypothesis:** Spend 1 Style Point to reroll a Science roll

BLACKPOWDER MANEUVERS

- **Aggressive Fulmination:** Spend 2 Style Points to set the value of one Blackpowder die to its maximum value before rolling
- **Ballistics:** When firing a cannon, spend 1 Style Point to add Calculus dice to a Blackpowder roll
- **Bombadier:** When attacking with a Blackpowder weapon, spend 1 Style Point to add Calculus dice to a Blackpowder roll
- **Broadsides:** When firing a ship-mounted cannon, spend 1 Style Point to add Explore dice to a Blackpowder roll
- **Powdersmith:** When creating or repairing a device with a blackpowder flintlock power source, a phlogistone furnace power source, or an explosion component, spend 1 Style Point to add Blackpowder dice to a Clockworks roll
- **Speleology:** When prospecting or exploring in caves, spend 1 Style Point to add Blackpowder dice to an Explore roll

CLOCKWORKS MANEUVERS

- **Automatic Fire:** When using a clockwork weapon, spend 1 Style Point to add Clockworks dice to an Aim roll

The Queen's Cavaliers

- **It's My Creation:** When repairing or using a device that you invented, spend 1 Style Point to add Arts dice to a Clockworks roll
- **Miniaturization:** When creating devices of Portable size or smaller, spend 1 Style Point to add Perceive dice to a Clockworks roll
- **Optical Focus:** When using a device to help you see, spend 1 Style Point to add Clockworks dice to a Perceive roll
- **Powdersmith:** When creating or repairing a device with a blackpowder flintlock power source, a phlogistone furnace power source, or an explosion component, spend 1 Style Point to add Blackpowder dice to a Clockworks roll
- **Practiced Crafting:** Spend 2 Style Points to set the value of one Clockworks die to its maximum value before rolling
- **Standing on the Shoulders of Giants:** When inventing a device in a well-equipped workshop, spend 1 Style Point to add Scholarship dice to a Clockworks roll

CALCULUS MANEUVERS

- **A Mind for Money:** When sums of at least 1 crown are at stake, spend 1 Style Point to add Calculus dice to a Negotiate roll
- **Astrological Charts:** When you know the date and location of a subject's birth, spend 1 Style Point to add Calculus dice to a Portents roll
- **Ballistics:** When firing a cannon, spend 1 Style Point to add Calculus dice to a Blackpowder roll
- **Bombadier:** When attacking with a Blackpowder weapon, spend 1 Style Point to add Calculus dice to a Blackpowder roll
- **Cartography:** When navigating using a map, spend 1 Style Point to add Calculus dice to an Explore roll
- **Chemical Calculations:** When working in a well-equipped laboratory, spend 1 Style Point to add Calculus dice to a Brew roll
- **Inventive Mathematics:** Spend 2 Style Points to set the value of one Calculus die to its maximum value before rolling
- **Measuring is Everything:** When following a recipe or a cookbook while cooking, spend 1 Style Point to add Calculus dice to an Arts roll

Streetwise Maneuvers

- **Urban Reliability:** Spend 1 Style Point to reroll a Streetwise roll

BANTER MANEUVERS

- **Aggressive Mockery:** Spend 2 Style Points to set the value of one Banter die to its maximum value before rolling
- **Beating a High Horse:** When mocking someone of higher social rank than you, spend 1 Style Point to add Etiquette dice to a Banter roll
- **Confidence Game:** When engaging in a swindle, spend 1 Style Point to add Banter dice to a Deceive roll
- **Diegan School of Fencing:** When fighting with a rapier or espada ropera in one hand and a dagger in the other hand, spend 1 Style Point to add Banter dice to a Parry roll
- **Do You Expect Me To Talk?** When conversing with other spies, spend 1 Style Point to add Banter dice to a Deceive roll
- **Fast-Talking:** When unarmed and facing an armed opponent, spend 1 Style Point to add Banter dice to a Dodge roll
- **Supercilious Vituperation:** When insulting someone who is competent with the Culture skill, spend 1 Style Point to add Scholarship dice to a Banter roll

CAROUSE MANEUVERS

- **Comfortable Debauchery:** Spend 2 Style Points to set the value of one Carouse die to its maximum value before rolling
- **Drowning My Sorrows:** When fighting in a tavern or while drunk, spend 1 Style Point to add Carouse dice to a Brawl roll
- **Drunken Stagger:** When drunk, spend 1 Style Point to add Carouse dice to a Lunge roll
- **Feeling No Pain:** When you've been drinking, spend 1 Style Point to add Carouse dice to a Block roll
- **I'm a Lover, not a Fighter:** When being attacked by someone whom you find attractive, spend 1 Style Point to add Carouse dice to a Dodge roll
- **The Underground Economy:** When buying or selling on the black market, spend 1 Style Point to add Carouse dice to a Larceny roll

LARCENY MANEUVERS

- **Cunning Thievery:** Spend 2 Style Points to set the value of one Larceny die to its maximum value before rolling
- **Shady Negotiations:** When dealing with criminals or conspirators, spend 1 Style Point to add Larceny dice to a Negotiate roll
- **Smuggler's Moon:** When in darkness or at night, spend 1 Style Point to add Larceny dice to a Prowl roll
- **The Underground Economy:** When buying or selling on the black market, spend 1 Style Point to add Carouse dice to a Larceny roll

Other Maneuvers

- **Aristocratic Bearing:** Spend 2 Style Points to set the value of one Social Rank die to its maximum value before rolling
- **Don't You Know Who I Am?** When speaking with someone of Artisan social rank or lower, spend 1 Style Point to add Social Rank dice to a Negotiate roll

- **Enhanced Enchantments:** Spend 2 Style points to set the value of one Charm die to its maximum value before rolling
- **Precise Bludgeoning:** Spend 2 Style Points to set the value of one Cudgel weapon die to its maximum value before rolling
- **Precise Swordplay:** Spend 2 Style Points to set the value of one Sword weapon die to its maximum value before rolling
- **Precision Mechanics:** Spend 2 Style Points to set the value of one Clockwork weapon die to its maximum value before rolling
- **Ubiquitous Shield:** Spend 2 Style Points to set the value of one Rigid Armor or Shield item die to its maximum value before rolling

Chapter 7: Equipment

In this chapter, we'll look at the mundane clothes, weapons, tools, and other items that a cavalier might use during the course of her day.

Wealth

In *The Queen's Cavaliers*, money is treated as an abstract resource rather than counting the exact number of Crowns, Sols, and Lunes that your character is carrying. Your character's ability to purchase items is represented by a composite Wealth pool, and goods or services are rated by cost and availability.

Wealth Pools

A Wealth score for a player character is a pool based on the following dice:

- The character's two Social Rank scores
- The character's Competency Die

A new Duelist/Charmweaver character would thus have a Wealth dice pool consisting of 1D6 (Soldier social rank), 1D8 (Artisan social rank), and 1D6 (starting Competency die), for a total of 1D8+2D6.

Wealth pools can become depleted by making successful Wealth rolls during the course of a game session, as described below. At the start of each session, a character's Wealth pool is restored to its original value.

Purchase Costs and Availability

Each item or service that you can buy has a cost, as shown on the equipment lists. For example, a dagger is 1D0, a leather jerkin is 1D6, and an airship is 4D12.

The availability of the item is dependent upon where you are and how common the item is, as determined by the MJ based on the following table.

TABLE 55: AVAILABILITY

AVAILABILITY	DIE	SKILL REQUIRED
Very Common	D0	Apprentice
Common	D6	J Journeyman
Uncommon	D8	Expert
Rare	D10	Master
Very Rare	D12	Grandmaster

There are no set values for availability, but as a general rule the highest die in an item's cost is often equal to its availability rating, or the level of skill required to create the item, whichever is higher.

The MJ can change the availability based on the geographic location; for example, if you are in Lutetia, it's Very Common to find a sword, while in the Provinces it might be Very Common to buy a draft horse.

The dice pool opposing a Wealth roll is equal to the cost plus the availability. Buying a sword in Lutetia would be D6 (cost) plus D0 (availability), or 1D6. Buying an Airship in Lutetia is 4D12 (cost) plus 1D12 (availability), or 5D12, since airships are very rarely available for purchase.

Making a Wealth Roll

A Wealth roll represents the character's attempt to locate goods or services, leverage her material assets and personal favors, and purchase said item. The player makes a roll of her Wealth pool against the cost and availability, rolled by the MJ.

If the MJ's roll is higher, the character is unable to purchase the item in question – her personal lines of credit are exhausted, she's low on cash, there's not one available for the right price, or any other explanation. This is an opportunity for the MJ and the player to cooperatively introduce a plot element to describe why the purchase didn't go through.

In addition, on a failed Wealth roll, the character drops one die from her Wealth pool. This is marked on the character sheet by a checkbox. Dropped dice cannot be used again during the same game session, although they are restored at the beginning of the next game session.

If the player wins the opposed Wealth roll, she still drops one die from her Wealth pool to represent the expenditure of resources, and spends her success points on the following success table:

WEALTH ROLLS	
Opposition	Cost and availability
+	Purchase Item
++++	No Drop

Purchase Item: You can purchase the item or service in question. If the item has a B beside the cost, it can be purchased in bulk, and each success point you spend gives you one more of the item; otherwise, you can only purchase the item or service once.

No Drop: You don't drop a die from your Wealth pool because of this roll.

Dropped Dice

Dropped dice are restored at the start of the next game session. You can (and probably should) drop a D0 die if it is in your Wealth pool; it's always best to drop your lowest die rather your highest die.

If you get enough success points on your Wealth roll, you don't have to drop any dice.

You can't choose to drop Barter or Reward dice when you make a Wealth roll, as they are not a permanent part of your Wealth pool.

Buying in Bulk

Certain items in the equipment list can be purchased in bulk; these are marked by the word *bulk* after the cost. For those items, and only those items, you can buy multiple quantities by expending additional success points.

If you are spending a Reward, you get a quantity of items equal to half your Reward die size when buying items in bulk. For example, if you spend a D8 reward on fabric (cost D6), you get 4 pieces of fabric.

Charmwoven Items

You purchase a Charmwoven item in the same way that you purchase anything else – but the cost is equal to the base cost of the item plus the Charm die. This is in addition to the availability, which in most cases is equal to the Charm die as well.

For example, if you wish to purchase a cavalier hat with a D8 Charm for Dueling (Riposte), the cost will be D6 for the hat, D8 for the Charm, and D8 for finding an Expert charmweaver, for a total of 2D8+1D6 as the opposition to your Wealth roll.

By comparison, an uncharmed cavalier hat would cost D6 plus D0 availability in Lutetia (they're all the rage these days), for a total of 1D6.

Cost D0

An item with a cost of D0 is not free; it still requires a successful Wealth roll to purchase and thus a die dropped (or a D0 or higher Reward to purchase without rolling). Likewise, a D0 Reward actually is something, but it doesn't do much except let you purchase a single D0 item (such as a knife). A D0 Barter die has no value, however, so you don't need to bother with those.

Barter Dice

When you sell items, you gain Barter dice equal to the cost (not the availability) of the item. Barter dice are recorded on the character sheet below the Wealth pool, and can be included in a Wealth roll whenever you wish. However, after being successfully used once, Barter dice are expended.

You can include as many Barter dice as you have in any given roll, or you can save them as long as you wish.

On a failed Wealth roll, any Barter dice used are not expended, and can be used again in the future.

For example, if you want to sell your riding horse (cost D8), you gain a D8 Barter die. If you then turn around and buy a warhorse, you can choose to add the D8 to your Wealth roll.

Rewards

A Reward is a more tangible, less abstract quantity of Wealth, usually bequeathed by a non-player character. Such Rewards could include a grant from the Queen, a bounty for capturing a wanted criminal, or a prize for winning a tournament.

Each Reward has a die value associated with it, from D0 to D12. You can use a Reward to automatically purchase, without making a Wealth roll, any item or service which is equal to or less than the Reward's die value.

New characters begin the game with three Rewards, equal in value to the dice in their Wealth pool. Additional Rewards should be granted by the MJ. A typical good deed may net a Reward equal to the player characters' Competency die, while capturing a fugitive could earn a Reward equaling the criminal's Competency die.

Gallinean Currency

The most common coinage used in Gallinea is the Sol, a silver coin roughly analogous to a modern dollar. A Lune is a copper coin equal to 1/12 of a Sol, while a gold Crown is 12 Sol.

Crowns are stamped with a portrait of the current monarch. Sol have a sun pattern, and Lunes show a crescent moon.

The approximate values of an item, Barter die, or Reward are shown on the following table.

TABLE 56: GALLINEAN CURRENCY

DIE	COST	BARTER DIE VALUE	RWARD VALUE
D0	1-12 Lunes	1 Lune	12 Lunes (1 Sol)
D6	1-6 Sols	1 Sol	6 Sols (½ Crown)
D8	1-8 Crowns	1 Crown	8 Crowns
D10	10-100 Crowns	10 Crowns	100 Crowns
D12	100-1200 Crowns	100 Crowns	1200 Crowns

These numbers are just to facilitate roleplay; you don't use the actual values except for description. For example, the MJ might say, "She plunks down a small sack of Crowns on the table" to represent a D8 reward, or state that an airship (cost $4D12$) is worth nearly 5,000 Crowns.

Gallinea's neighboring countries have their own currencies but they are usually interchangeable with Gallinean coins as they're based on the ancient *Qartan* money system.

Item Scale

Every item has a scale that describes the general size of the item: pocket scale, handheld scale, portable scale, human scale, furniture scale, room scale, and building scale. In general, it's easy enough to determine the scale of most items, but for some items a scale is explicitly listed in the lists that follow.

The scale concept is used in the optional rules for Encumbrance, later in this chapter, as well as for clockwork devices [in chapter 8 under the section "Clockworks" on page 126](#) and animals [in chapter 21, "Animals"](#).

Pocket Scale

A pocket-scale device is light, easily concealed, requires only one hand to operate, and can be carried within a pocket or beneath clothing without attracting undue notice. Examples include small pistols or knives, flasks of alchemical brews, and a pet mouse.

Weapons of this size are classified as Either Hand weapons.

Handheld Scale

A handheld item usually requires one hand to operate and can be carried on a belt, in a holster, or in a scabbard. Most can't be easily concealed unless you're willing to forego easy access. Examples include most swords, tool kits, bucklers, and large hats.

When describing animals, such as cats or small dogs, handheld scale is known as pet scale. Weapons of this size are classified as Main Hand weapons.

Portable Scale

A portable-scale item is one which requires two hands to carry and operate, or perhaps can be carried as a backpack. Examples include two-handed swords, muskets, and bar stools.

The equivalent scale for animals is companion scale. A portable-scale weapon is classified a Both Hands weapon.

Human Scale

An object roughly the size of a person – such as a statue or a suit of rigid armor – can't be easily carried by a single person without requiring her full attention. Other examples include work carts, heavy chairs, and velocipedes.

Furniture Scale

Larger than a human but smaller than a room, a carriage-scale item is around the size of a bed, a wardrobe dresser, or a small carriage. At best, an adult human can drag a furniture-scale item around but can't pick it up. Other furniture-scale items are horses, rowboats, and thrones.

In descriptions of animals, furniture scale is known as mount scale.

Room Scale

Room-scale items can be rooms themselves, the amount of furnishings it takes to fill up a room, or an object of comparable size. In combat, each room-scale item is usually its own Area.

Mammoth scale is the equivalent of room scale when describing animals.

Building Scale

Building-scale items include buildings, of course, but also large vehicles such as sailing ships or airships. In combat situations, a building-scale object is usually divided into multiple Areas.

When talking about animals this large, such as giant squids or great whales, the term behemoth scale is used.

Optional Rule: Encumbrance

This is an optional rule that the MJ can use if it will enhance her game. In most cases, the calculations are more effort than they're worth and rarely provide any actual change in the game. However, if the players start carrying around dozens of heavy items, the MJ might decide that this use can help bring her players' gear into line with her expectations for the game. *The Queen's Cavaliers* is a swashbuckling action game, and not about lugger around heavy weights!

Carrying Limit

A human carrying a Person-sized object takes a Drop 2 penalty on attack rolls (Dueling, Brawl, and Aim), and cannot move more than one area in a given turn. Humans cannot usually move items of Carriage size or higher, unless it's got wheels or something similar.

Example:

You pick up an unconscious colleague and carry her over your shoulders. That's obviously a Person-sized object, so you get a Drop 2 penalty and can't run.

Combining Encumbrance

Three items of a smaller size are equivalent to one item of larger size. So three Portable items are as bulky and heavy as one Person-sized object – meaning if you're carrying a musket, a zweihander, and a pike (all Portable-sized objects), you've got the equivalent of a Person-sized object and take the Drop 2 penalty, plus you can't run.

Three Pocket-sized items equal a Handheld object; three Handheld-sized items equal a Portable object; and three Portable-sized items equal a Person-sized object. You could carry eight Handheld objects – say, a cutlass, a buckler, and a brace of six pistols tied together by rope – and not be slowed down, because that only equals two Portable items, which is less than a Person-sized object.

Worn Items

Items that are specifically designed to be worn – and which can't be removed easily during the middle of a fight (and sometimes, even after a fight) – count as one size lower for purposes of encumbrance when worn. A suit of armor is normally Person-sized, but if you're wearing it, it counts as Portable-sized. (If you're trying to carry an empty suit of armor, though, it counts as Person-sized.) A worn breastplate (Portable) counts as a Handheld item.

Pocket-sized items which are worn don't count at all for encumbrance purposes, unless you're wearing three of the same kind – for example, a worn wrist holster (Pocket) or two doesn't weigh you down at all. Three worn wrist holsters, however, would equal a Pocket-sized objects – base size of Pocket, stepped up to Handheld for three of them, then stepped down again to Pocket size for being worn.

Clothing of any type never counts for calculating encumbrance – it's all considered Pocket size (regardless of actual size) and thus is not included when worn unless you're doing something silly like wearing three different capes at the same time.

Other Things That Don't Weigh Very Much

Medicine, alchemy supplies, draughts and unguents, poisons, and other small consumables don't count for encumbrance unless you've got 9 of them, in which case they count as a Pocket-sized object. Ammunition and powder for your guns, arrows for your crossbows and bows, and other types of ammo don't ever count; they're included with the weapon itself (especially as they're not tracked in *The Queen's Cavaliers*).

Other supplies (art supplies, blackpowder supplies, clockwork gears, fabric, foodstuffs) count as one Pocket-size object for every three units you carry. So if you're carrying, say, 10 units of clockwork gears, that counts as three Pocket-size objects, or 1 Handheld object. Two or fewer units of these supplies don't count for encumbrance purposes.

Clothing

Clothing Qualities

Articles of clothing have the following qualities:

Worn On: Each article of clothing is designed to be worn on a specific part of your body – head, shoulders, torso, hands, legs, or feet. In general, you can wear only one item per location, although you may be able to stack multiple cloaks on your shoulders under certain circumstances – check with your MJ to be sure.

Items worn on or over the legs can't have charms woven into them.

Social Rank: Some items are associated with certain social ranks. This doesn't restrict what you can wear, regardless of your own social rank, but it may affect how you and your outfit are seen by others. The social rank of an article of clothing can be used as an availability die in a purchase roll.

Scale: Articles of clothing are usually handheld scale when carried, and don't contribute to encumbrance when worn if the optional system for encumbrance is used. Items wrapped up in a box for gifting or transport are one scale category higher, including the packaging.

The following table lists the most common types of clothes that are found in Gallinea. Detailed descriptions of each type of clothing are given in the section ["Articles of Clothing" on page 142](#).

TABLE 57: ARTICLES OF CLOTHING

ITEM	COST	WORN ON	SOCIAL RANK
Beret, artisan's	1D0	Head	Artisan (1D8)
Bodice, fine	1D6	Torso	Noble (1D10)
Bodice, common	1D0	Torso	Commoner (1D0)
Boots, military	1D6	Feet	Soldier (1D6)
Boots, work	1D6	Feet	Commoner (1D0)
Breeches	1D6	Legs	Commoner (1D0)
Cape, cloth	1D0	Shoulders	Soldier (1D6)
Cape, fur	1D8	Shoulders	Artisan (1D8)
Capotain	1D0	Head	Military (1D6)
Casaque	1D6	Torso	Soldier (1D6)
Cavalier hat	1D6	Head	Military (1D6)
Chopines	1D6	Feet	Noble (1D10)
Cloak	1D0	Shoulders	Commoner (1D0)
Doublet, common	1D0	Torso	Commoner (1D0)
Doublet, fine	1D6	Torso	Noble (1D10)
Gloves, courtier's	1D6	Hands	Noble (1D10)
Gloves, craftsman's	1D0	Hands	Artisan (1D8)
Gloves, farmer's	1D0	Hands	Commoner (1D0)
Gloves, soldier's	1D0	Hands	Soldier (1D6)
Goggles, gearspring	1D6	Head	Artisan (1D8)
Gown, courtly	1D10	Torso	Noble (1D10)
Gown, surgeon's	1D6	Torso	Artisan (1D8)
Hair ribbons	1D0	Head	Noble (1D10)
Hose	1D0	Legs	Noble (1D10)
Masque	1D0	Head	Noble (1D10)
Pantaloons	1D6	Legs	Military (1D6)
Pantofles	1D0	Feet	Artisan (1D8)
Petticoat	1D6	Legs	Noble (1D10)
Plague mask	1D6	Head	Artisan (1D8)
Poulaines	1D0	Feet	Military (1D6)
Robes	1D0	Torso	Commoner (1D0)
Sandals	1D0	Feet	Commoner (1D0)
Shift	1D0	Torso	Commoner (1D0)
Shoes, buckled	1D0	Feet	Commoner (1D0)
Skirt	1D6	Legs	Common (1D0)
Skullcap, clerical	1D0	Head	Artisan (1D8)
Smock	1D0	Torso	Commoner (1D0)
Stockings	1D0	Legs	Commoner (1D0)
Stole, liturgical	1D0	Shoulders	Artisan (1D8)
Stole, ornate	1D8	Shoulders	Noble (1D10)
Tabard	1D6	Shoulders	Soldier (1D6)
Tricorne	1D6	Head	Military (1D6)
Vestments	1D6	Torso	Artisan (1D8)

Standard outfits

Many outfits just naturally go together. Every new character starts with one or two standard outfits depending on her class and backstory. In addition to sharing a common cost, outfits are all considered part of the same social rank, regardless of the actual social rank of each item.

TABLE 58: OUTFITS

ITEM	COST	INCLUDES
Clockworker outfit	2D6	Gearspring goggles, smock, breeches, craftsman's gloves, pantofles
Corsair outfit	4D6	Tricorne, doublet, soldier's gloves, pantaloons, boots
Courtly outfit	3D6	Hair ribbons, bodice, courtier's gloves, skirt, chopines
Crafter outfit	2D6	Artisan's beret, smock, breeches, craftsman's gloves, buckled shoes
Military outfit	2D6	Capotain, soldier's gloves, breeches, boots, tabard
Peasant outfit	1D6	Shift, breeches, buckled shoes
Physician outfit	3D6	Plague mask, surgeon's gown, breeches, pantofles
Priest outfit	2D6	Clerical skullcap, vestments, courtier's gloves, breeches, pantofles
Scholar's outfit	1D6+1D8	Ornate stole, robes, breeches, poulaines
Swashbuckler outfit	4D6	Cavalier hat, doublet, soldier's gloves, breeches, boots, cloth cape

Clockworker outfit (Artisan 1D8): This is worn while doing mechanician work, and usually has a lot of extraneous pockets and loops for tools and gears. The most notable feature is the set of gearspring goggles, which give an item die bonus of Perceive +1D6 on visual checks.

The Queen's Cavaliers

Corsair outfit (Soldier 1D6): Worn by sailors and pirates around the world, and by many would-be buccaneers, this outfit certainly captures the look of the chic privateer.

Courtly outfit (Noble 1D10): Nobles, and those who must interact with them, are known for their outlandishly ornate couture and finely arranged coiffure.

Crafter outfit (Artisan 1D8): Similar to a clockworker outfit, a crafter outfit is for doing productive work, be it artistic, magickal, or smithing in content.

Military outfit (Soldier 1D6): Military outfits come with an appropriate tabard from the correct military unit, noble house, mercenary group, or city guard. For example, a veteran/constable may have one tabard from the Gallinean army, and another from the Lutetia watch. Military outfits don't come with a torso item, to facilitate the wearing of armor.

Peasant outfit (Commoner 1D6): Plain and practical, peasant outfits can be found throughout Gallinea, and in nearly every social rank. As they're easily patched, many peasant outfits are simply stitched together from different types and colors of fabric. Lately, the upper social ranks have tried to adopt this patchwork style, albeit with little success.

Physician outfit (Artisan 1D8): The notable feature of this outfit is the large, vaguely bird-shaped mask used during surgery; the beak of this mask contains herbs and cloth meant to filter out diseases. Most physician outfits start out white in color, but quickly become stained with crimson.

Priest outfit (Artisan 1D8): The traditional dress of Asrian clergy varies by their rank within the church. Lower-ranking chaplains wear outfits of brighter, primary colors while those higher in the hierarchy are allowed additional colors that are darker and more complex.

Scholar's outfit (Artisan 1D8): Students and instructors at universities, seminaries, officer schools, and other institutions of higher learning are expected to dress in traditional scholarly robes while teaching or attending classes. Outside of class, of course, they're free to wear whatever they want.

Swashbuckler outfit (Soldier 1D6): The cavalier hat, the billowing cape, the high boots – anyone wearing this outfit cuts a dashing figure indeed. While some such outfits are more sedate and refined, many look as if the wearer stepped out of the latest Alais Neversette novella.

Weapons

While *The Queen's Cavaliers* is not entirely focused around combat, it's still a swashbuckling game – so swords, muskets, and cannons play a role in the stories being told.

In game terms, there are three broad categories that weapons fall into: dueling, aimed, and explosive.

Dueling Weapon: A weapon that can be used in close-quarters combat with one or more of the Dueling (Lunge), Dueling (Riposte), Dueling (Feint), or Defense (Parry) specialties. Examples are swords, knives, quarterstaves, and pikes.

Aimed Weapon: A weapon that can be used at range with the Military (Aim) specialty. These include crossbows, muskets, pistols, and some thrown weapons.

Explosive Weapon: Unlike some aimed weapons which also use blackpowder, such as flintlock pistols or muskets, aiming an explosive weapon isn't the problem. It's preventing yourself from blowing up in the process. To make an attack with explosives, you use the Science (Blackpowder) specialty. This category includes cannons, grenades, and bombs.

Free Starting Weapon

When you create your character for *The Queen's Cavaliers*, you get a free weapon in addition to any granted by your classes and any additional weapons you might also buy. If you don't want a free weapon, you can instead take a +1D6 Barter die.

You can pick from the following basic weapons:

- **Cutlass** (Sword +1D8, Main Hand)
- **Dagger** (Knife +1D6, Either Hand)
- **Flintlock Pistol** (Pistol +1D6, Either Hand)
- **Rapier** (Sword +1D8, Main Hand)
- **Sabre** (Sword +1D6, Main Hand, Cavalry)
- **Smallsword** (Sword +1D6, Either Hand)

Weapon Qualities

There are four qualities possessed by all weapons: the type of Weapon Prowess needed to use it, the Weapon Die that can be added as an Item Die to your dice pools, the number of Hands you need to use to attack effectively with one, and the Specialties with which that weapon can be used. Some weapons also possess Success Table Additions which give you additional ways to spend success points when making certain kinds of rolls with the weapon.

Weapon Prowess: Weapon Prowess is your knowledge of the basics of how to attack and defend with that weapon. There are nine types of Weapon Prowess: bow, cudgel, knife, musket, net, pistol, polearm, sword, and whip. All player characters in *The Queen's Cavaliers* automatically have Knife Prowess.

Weapon Die: You can add the Weapon Die to a Dice Pool as an Item Die if you have the appropriate prowess for the weapon. If you lack prowess in a weapon, you can still use the weapon – you just don't get to add the Weapon Die to your pool.

Hands: Some weapons can be used freely in either hand, others require two hands to use, and some are just intended for main-hand use. These

are represented by the following weapon qualities:

- **Main Hand:** This weapon can be used in one hand. You can have another weapon in your other hand, but it must be usable in Either Hand.
- **Either Hand:** This weapon also requires only one hand to use, but unlike a Main Hand weapon, you can wield one in each hand (known as “dual wielding”) or as a secondary weapon with a Main Hand weapon in your primary hand.
- **Both Hands:** You need both hands to use this weapon.

Scale: The scale of a weapon depends on the number of hands required to use it. Unless stated otherwise, Main Hand weapons are considered handheld scale, Either Hand weapons are pocket scale, and Both Hand weapons are portable scale.

Specialties: These qualities list the specific specialties that can be used with that weapon. If a specialty isn’t listed, it’s up to the MJ whether it’s possible to use the weapon that way, and what kind of Drop penalty you’ll receive; for example, using Parry with a musket or Aim with a rapier could have pretty heavy penalties – Drop 2 for the musket, Drop 4 for the rapier.

- **Aim:** Any attack with handheld weapons made at range uses the Aim specialty, from throwing a knife to firing a musket. If you have prowess in the weapon you’re using, you can add its Weapon Die to your Aim roll as an Item Die.
- **Block:** Defense (Block) allows the use of armor and general toughness to throw off the effects of an attack. It can be used to negate attacks from either Dueling or Aimed weapons. You add your armor’s Armor Die to your Block roll as an Item Die if you have Armor Prowess in that item.
- **Brawl:** Only a few Dueling weapons can be used as part of a Military (Brawl) attack or defense; Brawl usually doesn’t use an Item Die of any kind. Brawl can be used to inflict Yield, to disarm or knock down an opponent, or to defend against a Brawl attack.
- **Feint:** The primary use of Dueling (Feint) is to build Advantage during a fight through tricky maneuvering or a false attack to draw the your opponent off-guard. It can also inflict Yield or trigger a Riposte. If you have prowess in the weapon you’re using, you can add its Weapon Die to your Riposte roll as an Item Die, although you can perform a Feint without a weapon also.
- **Lunge:** A Lunge is a straightforward attack against an opponent using a Dueling weapon, usually by stabbing, chopping, slashing, or bashing. It’s the best way to inflict either Yield or Wounds on your target. If you have prowess in the weapon you’re using, add its Weapon Die to your Lunge roll as an Item Die.
- **Parry:** This specialty of the Defense skill can be used to negate incoming attacks from Dueling weapons, and if possible, trigger a Riposte. You need to have a weapon, improvised or otherwise, in your hand to attempt a Parry. If you have prowess in that weapon, add its Weapon Die to your Parry roll as an Item Die.
- **Riposte:** Dueling (Riposte) is a triggered Dueling attack that you can use by spending success points from another specialty – either Defense (Parry) or Dueling (Feint). A successful Riposte can inflict Yield or Wounds, or decrease your opponent’s Advantage. The Defense (Parry) specialty cannot be used to defend against a Riposte. If you have prowess in the weapon you’re using, you can add its Weapon Die to your Riposte roll as an Item Die.

Success Table Additions: Some weapons have additions to the success tables for specific specialties, such as Knockdown or additional damage. These are represented by the + notation for success points, such as Lunge (+++: Unhorse).

Dueling Weapons

Dueling weapons are, by definition, weapons that can be used with the Dueling skill and its specialties – Lunge, Riposte, Feint, and Defense (Parry). Not all weapons can be used with all specialties, however.

Dueling Weapon Prowess: The types of Weapon Prowess used with dueling weapons are:

- **Cudgel Prowess:** Any Dueling weapon used to bludgeon someone is a cudgel.
- **Knife Prowess:** In addition to serving as Dueling weapons, you can also throw some knives with the Aim specialty.
- **Net Prowess:** A net can be used as a Dueling weapon, although it’s much more common to see this in Ekalia than in Gallinea.
- **Polearm Prowess:** A polearm is any long-hafted Dueling weapon, typically (but not always) with the Reach quality.
- **Sword Prowess:** A Dueling weapon with a blade and a hilt. The pointy end goes in the other guy.
- **Whip Prowess:** Whips are usually used in one hand, and most have Reach.

Dueling Weapon Qualities: In addition to the qualities common to all weapons, dueling weapons could have two additional qualities.

- **Cavalry:** A dueling weapon with the Cavalry quality must be used with your Main Hand. If you are using this weapon while riding a mount, you can substitute the mount’s Item Die for your Weapon Die against an unmounted opponent.
- **Reach:** A dueling weapon with Reach can be used to attack into an adjacent area as well as your own.

Success Table Additions for Dueling Weapons: Some dueling weapons have additions to the success tables for specific specialties, such as Knockdown or additional damage. These are represented by the + notation for success points after the specialty name, such as Lunge (+++: Unhorse). On a success with a weapon possessing that quality, you could spend 3 success points to knock your target off her horse.

The Queen's Cavaliers

- **Break Weapon:** You snap your target's blade or hilt. You can only do this if your target attempts to Parry your attack and fails, or if you are performing a Parry yourself. A broken weapon is useless except as an improvised weapon.
- **Disarm:** You can disarm your opponent of the weapon she is using to attack you or the weapon she's using to Parry your attack. (This can't be used when defending against a Brawl attack.) You get to choose if the weapon ends up on the ground in your Area, in an adjacent Area, or in your hand if you have one free.
- **Execute a Riposte:** You can make a Riposte attack. This is the only way to use the Riposte specialty; it has to follow a successful use of a Specialty or weapon with this effect on its Success Table.
- **Grab:** You can snag an item worn by your target as long as you can see it, the item is Handheld size or smaller, and it's not being held by your opponent. You get to choose if the item ends up on the ground in your Area, or in your hand if you have one free.
- **Inflict 1 Wound:** Your opponent takes one Wound. If she takes more Wounds than her Wound Limit, she falls unconscious and is dying. Weapons with this quality allow you to inflict Wounds for a lower cost than usual.
- **Inflict 2 Wounds:** Your opponent takes two Wounds. If she takes more Wounds than her Wound Limit, she falls unconscious and is dying. Weapons with this quality allow you to inflict Wounds for a lower cost than usual.
- **Knockdown:** Your target is knocked prone, either in your Area or in an adjacent Area. Knocking an opponent into an adjacent Area can result in them falling or otherwise taking environmental damage. Prone characters suffer a Drop 1 penalty on attack and defense rolls, and cannot Move until they stand up; standing up is a Drop 1 combined action.
- **Restrain:** You successfully catch your opponent with your weapon, holding them in place. A combatant who is held suffers a Drop 1 penalty on attack and defense rolls; for every two additional Success Points you spend, you can increase the Drop penalty by 1, to a maximum of Drop 4. Your opponent can escape by making a simple check against Standard Opposition, usually using Brawl or a weapon attack. On a success, your opponent can break your weapon, let it fall in their Area, or grab it themselves.
- **Unhorse:** If your target is riding a mount, they fall off that mount and end up prone. Unhorsing an opponent can result in them falling or otherwise taking environmental damage. In addition, your mount can make a trample attack right now for free, if it has that quality. Prone characters suffer a Drop 1 penalty on attack and defense rolls, and cannot Move until they stand up. Standing up is a Drop 1 combined action, and remounting is an additional Drop 3 penalty.

AVAILABILITY OF DUELING WEAPONS

As stated in the section "Wealth" on page 97, to purchase any item you must roll against a pool consisting of that item's availability and its cost. Common dueling weapons are those which aren't hard at all to find any settlement of decent size, and even in some smaller towns. Those are listed in the following tables.

The availability of common weapons is almost always 1D0 in settlements of any size. The exceptions are cutlass, rapier, sabre, and smallsword – the common swords – in a small rural settlement. In such situations, the availability increases to 1D6.

TABLE 59: COMMON DUELING WEAPONS

WEAPON	COST	HANDS	WEAPON DIE	SPECIALTIES
Buckler	D6	Either	Shield +1D8	Parry, Block
Club	D0	Main	Cudgel +1D6	Lunge
Cutlass	D6	Main	Sword +1D8	Parry, Lunge, Riposte, Feint
Dagger	D6	Either	Knife +1D6	Parry, Lunge, Riposte, Feint, Aim
Quarterstaff	D0	Both	Cudgel +1D6	Parry, Lunge, Riposte, Feint, Brawl
Rapier	D6	Main	Sword +1D8	Parry, Lunge, Riposte, Feint
Sabre	D6	Main (Cavalry)	Sword +1D6	Parry, Lunge, Feint
Smallsword	D6	Either	Sword +1D6	Parry, Lunge, Riposte, Feint

- **Buckler:** A buckler is a small shield that can be strapped to your forearm, usually on your non-dominant hand. You can hold an item in that hand but trying to attack with that hand while wearing a buckler gives you a Drop 2 penalty on rolls using either the buckler or that weapon.
- **Club:** A standard club is simply a piece of wood or metal that you can swing at someone. It's not very sophisticated, but then again, you can likely pick one up wherever you are at any given time.
- **Cutlass:** The favored weapon of buccaneers, pirates, and other sailors.
- **Dagger:** A dagger is a large knife that can also be thrown using the Aim specialty.
- **Quarterstaff:** A medium-sized pole wielded in both hands that can also be used in a Brawl dice pool as well.
- **Rapier:** The most common type of Sword in *The Queen's Cavaliers* is a sharp, pointy weapon that can be used for all types of fencing.
- **Sabre:** A lighter and faster weapon, the sabre is designed to be used from horseback although it functions equally well when dismounted.
- **Smallsword:** Effectively a smaller, lighter version of a rapier, a smallsword can be used in the same way – or you could dual-wield two of them if you want.

Uncommon dueling weapons have an availability of 1D0 in a capital city, 1D6 in any other city, and 1D8 in villages and other rural areas. The one exception is that a bullwhip always has an availability of 1D0.

TABLE 60: UNCOMMON DUELING WEAPONS

WEAPON	COST	HANDS	WEAPON DIE	SPECIALTIES
Backsword	D6	Main	Sword +1D8	Parry, Lunge, Riposte, Feint
Bayonet	D6		Polearm +1D6	Lunge, Feint
Bullwhip	D6	Main (Reach)	Whip +1D6	Riposte, Feint (+++: Knockdown, +++++: Grab)
Cat-O'-Nine-Tails	D6	Main	Whip +1D8	Riposte, Feint (+++: Knockdown)
Glaive	D8	Both (Reach)	Polearm +1D10	Parry, Lunge, Feint
Halberd	D8	Both (Reach)	Polearm +1D10	Lunge (+++: Unhorse), Feint
Hooked Net	D6	Either (Reach)	Net +1D6	Feint (+++: Knockdown)
Lance	D6	Main (Cavalry)	Polearm +1D10	Lunge (+++: Unhorse)
Longsword	D8	Main or Both	Sword +1D8	Parry, Lunge, Riposte, Feint
Mace	D8	Main	Cudgel +1D8	Parry, Lunge
Main Gauche	D6	Either	Knife +1D6	Parry (+: Execute a Riposte), Riposte (-: Decrease Advantage), Feint
Pike	D8	Both (Reach)	Polearm +1D12	Lunge
Pollaxe	D8	Both (Reach)	Polearm +1D8	Parry, Lunge, Feint
Scourge	D6	Main (Reach)	Whip +1D6	Riposte, Feint (+++: Inflict 1 Wound)
Spear	D6	Main	Polearm +1D6	Lunge, Feint, Aim
Swordbreaker	D6	Either	Knife +1D6	Parry (+++++: Break Weapon), Riposte, Feint
Trident Dagger	D6	Either	Knife +1D6	Parry (+++++: Disarm), Feint
Truncheon	D6	Main	Cudgel +1D6	Parry, Lunge, Brawl
Weighted Net	D6	Main (Reach)	Net +1D6	Feint (+++: Restrain)

- **Backsword:**
- **Bayonet:** A bayonet is attached to the barrel of a musket and can be used as a Dueling weapon without having to change weapons.
- **Bullwhip:** The bullwhip also can be used as a +1D6 Item Die for Husbandry when trying to control domesticated animals or drive off wild animals.
- **Cat-O'-Nine-Tails:**
- **Glaive:**
- **Halberd:**
- **Hooked Net:**
- **Lance:**
- **Longsword:** When used with two hands, the Weapon Die of a longsword increases to +1D10.
- **Main Gauche:**
- **Pike:**
- **Pollaxe:**
- **Scourge:**
- **Spear:**
- **Swordbreaker:**
- **Trident Dagger:**
- **Truncheon:**
- **Weighted Net:**

Foreign Weapons

In addition to the common and uncommon dueling weapons listed in the previous tables and aimed weapons later in this chapter, the nations that comprise Elara and Ifran have their own weapons as well. These national weapons are described [in chapter 15, "The Countries of Elara"](#) and [in chapter 16, "The Countries of Ifran"](#),

- **Albia:** claymore, dirk, longbow, tuck
- **Ekalia:** brandestoc, cinquedea, hook prothesis
- **Northern Ifran:** horsebow, jambiya, shamshir
- **Ondala:** espada ropera, montante
- **Talania:** koncerz, szabla
- **Varendia:** colichedemarde, katzbalger, zweihander

The availability of foreign dueling weapons is the same as that of uncommon weapons – 1D0 in a capital city, 1D6 in any other city, and 1D8 in villages – at least, when you're in that foreign country.

For neighboring countries, the availability of foreign dueling weapons is 1D6 in a capital city, 1D8 in any other city, and 1D12 in villages. In far-distant countries, the availability increases to 1D8 in a capital city, 1D12 in any other city, and unavailable in smaller settlements.

Aimed Weapons

Maximum Range?

The tables below don't specify a maximum distance for long range. That's because areas are an abstract representation of distance, not exact measurements. Under ideal conditions, a weapon that has the long range quality could reach 10 or more areas away, depending on how the areas are set up for that encounter; in a crowded city street, the effective range will be much lower.

Ultimately it's up to the MJ to decide what the maximum effective range is for any weapon used at extreme long range, although usually not more than 10 areas.

An Aimed weapon is one that can be used with the Military (Aim) specialty. Larger ranged weapons are usually explosive weapons and use the Science (Blackpowder) specialty for attacks.

Aimed Weapon Prowess: There are five types of weapon prowess that are used with Aimed weapons. You can add the weapon's Item Die to the dice pool when making an attack roll with Aim if you have the appropriate weapon prowess.

- **Bow Prowess:** Bows, including crossbows, use the Aim specialty to attack, and fire arrows or bolts.
- **Knife Prowess:** In addition to serving as Dueling weapons, you can also throw some knives with the Aim specialty.
- **Musket Prowess:** Muskets are an Aimed weapon with longer range than pistols, usually doing more damage and taking longer to reload.
- **Pistol Prowess:** An Aimed pistol can be fired with one hand.
- **Polearm Prowess:** Apart from their use as dueling weapons, some polearms – namely, spears – can be thrown with the Aim skill.

Aimed Weapon Qualities: In addition to the qualities common to all weapons, there are five that apply to Aimed weapons: the time needed to reload, and the effectiveness of the weapon at close, short, medium, and long ranges.

- **Reload:** For Aimed weapons that require ammunition, the Reload quality indicates what kind of Drop penalty is imposed when combining the Reload action with another action. Most muskets have a Reload value of Drop 3, and pistols of Drop 2.
- **Close Range:** The Close Range quality is the Drop penalty imposed when firing an Aimed weapon at a target within your own area. Larger weapons such as bows or muskets tend to have a Drop penalty at Close Range.
- **Short Range:** A target that is one or two areas away is at Short Range. With very few exceptions, nearly all Aimed weapons have no Drop penalty at Short Range.
- **Medium Range:** Medium Range is three or four areas. Most Aimed weapons have a Drop penalty at Medium Range. If a weapon doesn't have a listed Medium Range, it can't be used to effectively attack at that distance.
- **Long Range:** At five or more areas distant, a target is at Long Range. All Aimed weapons that can be used at this distance have at least a Drop 1 penalty. If there is no Long Range listed for a weapon, it can't be used to attack at Long Range.

TABLE 61: AIMED WEAPONS

WEAPON	COST	HANDS	WEAPON DIE	RELOAD	CLOSE	SHORT	MEDIUM	LONG
Arbalest	D10	Both	Bow +1D10	Drop 4	Drop 2	Drop 0	Drop 0	Drop 2
Arquebus	D6	Both	Musket +1D8	Drop 3	Drop 1	Drop 0	Drop 1	Drop 2
Blunderbuss	D8	Both	Musket +1D10	Drop 2	Drop 0	Drop 1	Drop 2	Drop 2
Caliver	D8	Both	Musket +1D8	Drop 2	Drop 1	Drop 0	Drop 1	Drop 2
Composite Bow	D8	Both	Bow +1D8	Drop 0	Drop 1	Drop 0	Drop 1	Drop 2
Crossbow	D8	Both	Bow +1D8	Drop 2	Drop 0	Drop 0	Drop 0	Drop 2
Double Musket	D10	Both	Musket +1D8	Drop 4	Drop 2	Drop 0	Drop 2	Drop 2
Double Pistol	D8	Either	Pistol +1D6	Drop 4	Drop 0	Drop 0	Drop 2	Drop 2
Dragon	D6	Main (Cavalry)	Pistol +1D8	Drop 2	Drop 0	Drop 1		
Flintlock Musket	D8	Both	Musket +1D10	Drop 3	Drop 1	Drop 0	Drop 0	Drop 2
Flintlock Pistol	D6	Either	Pistol +1D6	Drop 2	Drop 0	Drop 0	Drop 2	
Hunting Bow	D6	Both	Bow +1D6	Drop 0	Drop 1	Drop 0	Drop 1	Drop 2
Rifled Musket	D8	Both	Musket +1D10	Drop 4	Drop 1	Drop 0	Drop 0	Drop 1
Thrown Dagger	D6	Either	Knife +1D6		Drop 0	Drop 0	Drop 0	Drop 1
Thrown Spear	D6	Main	Polearm +1D6		Drop 1	Drop 0	Drop 1	

- **Arbalest:** Also known as a heavy crossbow, the arbalest is harder to use than a common crossbow but packs a larger punch.
- **Arquebus:** A smaller and lighter musket with shorter range and less firepower.
- **Blunderbuss:** The flared barrel of this musket makes it easier to reload, but also reduces its effective range.
- **Caliver:** Another type of musket that can reload faster without the reduced range of the blunderbuss, but with a smaller Weapon Die.
- **Composite Bow:** A heavier bow with longer effective range and pull.
- **Crossbow:** The crossbow uses stored mechanical power to fire bolts, instead of relying upon personal muscle power as a normal bow does.
- **Double Musket:** The primary advantage of this double-barreled musket is the ability to fire twice, once per barrel, without reloading. If you choose to fire both barrels in the same shot, the Weapon Die increases to 1D12, but you take a Drop 1 penalty because it's harder to aim. You can reload just one barrel of a double musket with a Drop 3 action.

- **Double Pistol:** Like the double musket, the double pistol allows one shot per barrel without having to reload. If you choose to fire both barrels in the same shot, the Weapon Die increases to 1D8, but you take a Drop 1 penalty because it's harder to aim. You can reload just one barrel of a double pistol with a Drop 2 action.
- **Dragon:** This heavier version of a pistol is favored by cavalry – especially Dragoons, who take their name from the use of this large pistol.
- **Flintlock Musket:** This is a standard musket used by infantry throughout Elara.
- **Flintlock Pistol:** A single-barrel pistol found all over Elara and Ifran.
- **Hunting Bow:** This standard bow, also called a shortbow or flatbow, has been used for millennia in pretty much every nation.
- **Rifled Musket:** With a rifled barrel to provide better accuracy at long range, this musket is the favored weapon of snipers.
- **Thrown Dagger:** A dagger doesn't have to be reloaded, but you take a Drop 1 penalty to draw it as you would with any other weapon – and once it's thrown, you don't have it any more.
- **Thrown Spear:** Like a dagger, a thrown spear must be drawn first but doesn't require ammunition.

Ammunition

Firing a musket or pistol uses a small amount of blackpowder and a bullet, while a bow requires an arrow.

However, in the *The Queen's Cavaliers*, strict tracking of ammunition and powder doesn't contribute to the swashbuckling adventure style of the genre. If you have an Aimed weapon that has a Reload value, you're assumed to have enough powder, bullets, or arrows to fire your weapon and reload it as many times as necessary.

This applies even if you use someone else's weapon, or a weapon you just picked up – you just don't track ammo for Aimed weapons in *The Queen's Cavaliers*. Except, of course, for explosive weapons.

Foreign Weapons

In addition to the common and uncommon dueling weapons listed in the previous tables and aimed weapons later in this chapter, the nations that comprise Elara and Ifran have their own weapons as well. These national weapons are described [in chapter 15, "The Countries of Elara"](#) and [in chapter 16, "The Countries of Ifran"](#),

- **Albia:** claymore, dirk, longbow, tuck
- **Ekalia:** brandestoc, cinquedea, hook prothesis
- **Northern Ifran:** horsebow, jambiya, shamshir
- **Ondala:** espada ropera, montante
- **Talania:** koncerz, szabla
- **Varendia:** colichedemarde, katzbalger, zweihander

The availability of foreign dueling weapons is the same as that of uncommon weapons – 1D0 in a capital city, 1D6 in any other city, and 1D8 in villages – at least, when you're in that foreign country.

For neighboring countries, the availability of foreign dueling weapons is 1D6 in a capital city, 1D8 in any other city, and 1D12 in villages. In far-distant countries, the availability increases to 1D8 in a capital city, 1D12 in any other city, and unavailable in smaller settlements.

DUELING WEAPONS

TABLE 62: FOREIGN DUELING WEAPONS

WEAPON	COST	HANDS	WEAPON DIE	SPECIALTIES
Brandestoc	D8	Both	Polearm +1D8	Parry, Lunge, Riposte, Feint
Cinquedea	D6	Main	Knife +1D8	Parry, Lunge, Riposte, Feint
Claymore	D10	Both	Sword +1D10	Parry, Lunge (7+: Inflict 2 Wounds, +++: Break Weapon)
Dirk	D6	Main	Knife +1D6	Parry, Lunge, Riposte (+++: Inflict 1 Wound), Feint
Espada Ropera	D6	Main	Sword +1D8	Parry, Lunge (+++: Inflict 4 Yield), Riposte, Feint
Hook Prosthesis	D6	(Either)	Knife +1D6	Parry, Lunge, Riposte, Feint
Jambiya	D6	Either	Knife +1D6	Parry, Lunge, Riposte (+++: Inflict 1 Wound), Feint
Katzbalger	D6	Main or Both	Sword +1D8	Parry, Lunge (7+: Inflict 2 Wounds)
Koncerz	D8	Cavalry	Sword +1D10	Lunge, Feint
Montante	D10	Both	Sword +1D10	Parry, Lunge (6+: Inflict 2 Wounds)
Shamshir	D6	Cavalry	Sword +1D6	Parry (+++: Unhorse), Lunge, Riposte, Feint
Szabla	D6	Cavalry	Sword +1D8	Parry, Lunge, Feint
Tuck	D8	Main or Both	Sword +1D8	Parry, Lunge, Riposte, Feint
Zweihander	D10	Both	Sword +1D10	Parry, Lunge (6+: Inflict 2 Wounds)

- **Brandestoc (Ekalia):** This pole weapon can be mistaken for a quarterstaff at first glance, but when the wielder gives a sharp thrust, three blades emerge from the end. This is a Drop 2 action, and it gives the brandestoc the Reach quality until the end of the current scene.
- **Cinquedea (Ekalia):** Ekalian sailors who may have to fight in close quarters favor this dueling dagger, which has a broad blade nearly equal to that of a sword.

The Queen's Cavaliers

- **Claymore (Albia):** The Albian greatsword is used primarily by those of Mathac heritage and is closely identified with Bear Island.
- **Colichedemarde (Varendia):** small sword
- **Dirk (Albia):** dagger
- **Espada Ropera (Ondala):** Some might say this is “only” a rapier, but it’s well-known that the swordcrafters of Ondala produce the finest rapiers in the world. Perfectly balanced, the espada ropera is desired by fencers across Elara.
- **Hook Prosthesis (Ekalia):**
- **Jambyia (Northern Ifran):** This curved knife is a common tool across Northern Ifran, and can inflict nasty wounds if it gets past a target’s defenses.
- **Katzbalger (Varendia):** This heavy Varendish long sword is designed for chopping – arms, shields, legs, armor, whatever. When used with both hands, the Weapon Die increases to 1D10.
- **Koncerz (Talania):** sabre
- **Montante (Ondala):** greatsword
- **Shamshir (Northern Ifran):** scimitar
- **Szabla (Talania):** sabre
- **Tuck (Albia):** As with other long swords, using a tuck with both hands increases the Weapon Die to 1D10.
- **Zweihander (Varendia):** greatsword

FOREIGN AIMED WEAPONS

TABLE 63: FOREIGN AIMED WEAPONS

WEAPON	COST	HANDS	WEAPON DIE	RELOAD	CLOSE	SHORT	MEDIUM	LONG
Horsebow	D6	Cavalry	Bow 1D6	Drop 0	Drop 1	Drop 0	Drop 1	Drop 2
Longbow	D8	Both	Bow 1D8	Drop 0	Drop 1	Drop 0	Drop 0	Drop 2

- **Horsebow (Northern Ifran):**
- **Longbow (Albia):**

Grenades

Unlike conventional weapons, which use Dueling or Military (Aim) rolls for attack, explosive weapons affect an entire area and inflict damage on every creature, object, or other target within that area.

- **Base Damage:**
- **Yield:**
- **Special:**
- **Inflict 1 Yield:**
- **Inflict 2 Wounds:**
- **Add 1 Area:**
- **Increase Radius:**
- **Radius:**
- **Maximum Range:**
- **Naval Areas:**
- **Supplies:**

TABLE 64: GRENADES

GRENADE TYPE	COST	BASE DAMAGE	YIELD	SPECIAL
Standard	1D6	1D6 Wounds	x2	
Alchemical	2D6	1 Wound	x4	+: Inflict 1 Yield
Canister	2D6	1D6 Wounds	x2	+++: Inflict 2 Wounds
Smoke	2D6	–	x2	++: Add 1 Area
Thunder	1D6	1 Wound	x3	++: Add 1 Area
Wildfire	2D6	1D6 Wounds	x2	+: Add 1 Area

- Standard Grenade:
- Alchemical Grenade:
- Canister Grenade:
- Smoke Grenade:
- Thunder Grenade:
- Wildfire Grenade:

TABLE 65: GRENADE ATTACKS

DELIVERY MECHANISM	COST	HANDS	WEAPON DIE	RELOAD	CLOSE	SHORT	MEDIUM	LONG
Thrown		Main	Grenade +1D6		Drop 0	Drop 0	Drop 2	
Mortar, hand	1D8	Both	Cannon +1D10	Drop 2	Drop 2	Drop 0	Drop 0	Drop 2
Arrow, fired		Both	Bow +1D6	Drop 4	Drop 3	Drop 1	Drop 3	Drop 3

- Thrown Grenade: [comingsoon]
- Hand Mortar:
- Explosive Arrow:

Armor

Armor is any kind of clothing or shield used to protect the wearer from attacks. Unlike normal clothing, most types of armor can't be enchanted by charmweaving. Armor provides an item die, also known as an Armor Die, that can be used on Block rolls. As with all other item dice, you can't include more than one Armor Die in any dice pools.

There are three types of armor: Flexible, Rigid, and Shield. Each type has its own associated armor prowess; if you wear armor of that type but lack the appropriate prowess, you take a Drop 2 penalty on all combat rolls (Defense, Dueling, Brawl, Aim).

Flexible armor: This type of armor is usually lighter and more comfortable to wear, although it may not fully protect the wearer. If you are wearing flexible armor, you can't wear an additional article of clothing on your torso (although all armor includes sufficient undergarments for the armor to be worn).

Rigid armor: Solid plates of steel or iron provide the defensive value of a suit of rigid armor. Like flexible armor, you can wear either armor or torso attire, but not both.

Shields: A shield is carried in one hand and can be used for both Block and Parry rolls. You can't include more than one Armor Die in any dice pool, so you can't combine the Armor Dice of a shield and armor.

The following table lists the types of armor commonly found in Gallinea; each of these would have a +1D0 Availability Die in major cities, and +1D6 elsewhere.

TABLE 66: COMMON ARMOR

ARMOR TYPE	COST	PROWESSION	ITEM DIE
Buckler	1D6	Shield	Block, Parry +1D8
Leather jerkin	1D6	Flexible	Block +1D6
Steel breastplate	1D8	Rigid	Block +1D10

- **Buckler:** A buckler is a type of small shield commonly used in dueling, usually paired with a rapier or other sword. They're good at deflecting blows as well as setting up an opponent for a riposte.
- **Leather jerkin:** One of the most commonly worn armors, leather jerkins are simply leather vests or jackets reinforced with cuir bouilli shoulders and chest plates. While some can be decorated with artistic designs (for twice the price), the leather material can't support the enchantments needed for charmweaving.
- **Steel breastplate:** A hard, steel breastplate, also known as a cuirass, protects the vital organs of its wearer, with the exception of the head. As with most armor, you can't wear both a breastplate and an article of torso clothing, and the armor doesn't support charmweaving.

Some less common armors are shown below. Each has an Availability Die in a city that equals its cost, and one or more steps higher in smaller towns.

The Queen's Cavaliers

TABLE 67: UNCOMMON ARMOR

ARMOR TYPE	COST	PROWESSION	ITEM DIE
Buff coat	1D10	Flexible	Block +1D8
Gambeson	1D8	Flexible	Block +1D6
Kite shield	1D8	Shield	Block, Parry +1D10
Maille hauberk	1D8	Flexible	Block +1D8
Morion	1D6	Rigid	Block +1D6
Parade armor	1D12	Rigid	Block +1D8
Plate armor	1D10	Rigid	Block +1D12
Valmain-rivet	1D6	Rigid	Block +1D8

- Buff coat:** Essentially a longer, reinforced gambeson, buff coats are favored by military officers. As with gambesons, they have charmwoven enchantments; they are Soldier (1D6) social rank, can take Military (Brawl, Aim, or Strategy) charms, and are available in the full range of colors used in charmweaving. [See "Charmweaving" on page 139 for more further details on charmweaving.](#)
- Gambeson:** Thick cloth padding makes these jerkins equal to leather in protective value, but the slightly longer construction time means they see less use. However, they can have charmwoven enchantments added. Gambesons are considered to be Soldier (1D6) social rank, can have Defense (Block, Parry, or Dodge) charms added, and are only available in neutral colors. [See "Charmweaving" on page 139 for more further details on charmweaving.](#)
- Kite shield:** Also known as a heater shield, this is larger than a buckler. The size prevents you from effectively using any Main Hand weapon at the same time as the shield.
- Maille hauberk:** This is a jacket or vest made of chainmail. The protective benefits in modern Gallinea are outweighed by the time – and thus the cost – necessary to produce it.
- Morion:** This is an open-faced, steel helmet shaped somewhat like a hat with a ridge down the middle. Morions are favored by guards and infantry. While it gives minimal protection when used alone, it grants a +1D6 Bonus Die to Block rolls if you're wearing a steel breastplate. You can't wear an article of head attire while wearing a morion.
- Parade armor:** These are highly decorative suits of plate armor, each one individually made for its wearer. (They're only available in major cities, and even then usually have a +1D12 Availability Die.) Like other suits of plate armor, the wearer takes a Drop 2 penalty on Defense (Dodge), Dueling (Feint), and Nature (Prowl) rolls when parade armor is worn.

While the actual protective value of parade armor is less than a suit of plate armor, they are the only type of rigid armor that can take charms. Parade armor is Noble (1D10) social rank and can be made in any color. The helmet, breastplate, gauntlets, and boots can each have individual charms. [See "Charmweaving" on page 139 for more further details on charmweaving.](#)

Parade armor helmet charms can be Culture (Arts, Etiquette, Scholarship) or Observation (Perceive, Intuition, Deduce); breastplate charms can be Defense (Block, Parry, Dodge) or Interaction (Inspire, Negotiate, Deceive); gauntlet charms can be Military (Brawl, Aim, Strategy) or Streetwise (Banter, Carouse, Larceny); and boot charms can be Nature (Explore, Husbandry, Prowl) or Dueling (Lunge, Parry, Riposte). The entire suit of parade armor must be worn or none of the charms are active.

- Plate armor:** The knights of Varendia are famous for their heavy plate armor, which does provide superior protective ability albeit at the expense of mobility. While you are wearing plate armor, you take a Drop 2 penalty on Dodge, Feint, and Prowl rolls. In addition, you can't wear any additional articles of clothing save for shoulder items such as cloaks or tabards.
- Valmain-rivet:** Originally created in Varendia ("valmain" references an older Albian term meaning "Varendish"), these are cheap, easily constructed suits of partial plate armor used for equipping large armies. There's nothing glamorous about them; they're simply functional. You can't wear torso, head, or arm clothing items while wearing valmain-rivet.

Tools of the Trade

Tools are sets of objects that grant you an Item Die on one or more dice rolls. You only get this Item Die if you are using the tools in way they were intended to be used (as listed below).

TABLE 68: TOOLS

ITEM	COST	ITEM DIE
Abacus	1D6	Calculus +1D6
Alchemy Tools	1D6	Brew +1D6, Poison +1D6
Artistic Tools	1D6	Arts +1D6 creation only
Book	1D6	Knowledge +1D6 on one topic
Chirurgeon's Knives	1D6	Surgery +1D6, Treat +1D6, Knife +1D6
Divination Tools	1D6	Portents +1D6
Farmworking Tools	1D6	Husbandry +1D6, Cudgel +1D6
Kitchen Cutlery	1D6	Arts +1D6 cooking only, Husbandry +1D6 cooking only, Knife +1D6
Lockpicks	1D6	Larceny +1D6 lockpicking only
Magnifying Glass	1D6	Perceive +1D6 on small items only, Deduce +1D6
Mariner's Astrolabe	1D6	Explore +1D6 navigation only, Calculus +1D6 navigation only
Metalworking Tools	1D6	Crafting +1D6 metal items only
Mining Tools	1D6	Explore +1D6 prospecting only, Blackpower +1D6 mining only
Musical Instrument	1D6	Arts +1D6 performance only, Inspire +1D6
Repair Tools	1D6	Clockworks +1D6
Spyglass	1D6	Observation +1D6 more than 2 areas away
Tailoring Tools	1D6	Weave +1D6

- **Abacus:**
- **Alchemy Tools:**
- **Artistic Tools:**
- **Book:**
- **Chirurgeon's Knives:**
- **Divination Tools:**
- **Farmworking Tools:**
- **Kitchen Cutlery:**
- **Lockpicks:**
- **Magnifying Glass:**
- **Mariner's Astrolabe:**
- **Metalworking Tools:**
- **Mining Tools:**
- **Musical Instrument:**
- **Repair Tools:**
- **Spyglass:**
- **Tailoring Tools:**

Alchemy Items

The most items created using the Magicks (Brew) specialty are shown below. For a more complete list and rules on using Brew to create your own draughts, salves, and other alchemy items, see [in chapter 9 under the section "Alchemical Items" on page 138](#).

TABLE 69: ALCHEMY ITEMS

ITEM	COST	BONUS DIE
Antidote	D6, bulk	
Courage Draught	D6, bulk	
Detective's Vice	D6, bulk	Deduce +1D6
Firefly Lamp	D6	
Healing Unguent	D6, bulk	
Memory Draught	D6, bulk	Knowledge +1D6
Nimblefingers Unction	D6, bulk	Larceny +1D6
Serpent's Tongue Draught	D6, bulk	Deceive +1D6
Teetotaler's Tea	D6, bulk	Carouse +1D6

- **Antidote:** One unit is expended each time you use the Poison specialty to neutralize toxins.
- **Courage Draught:** This removes 1D6 Yield from whoever drinks it.
- **Detective's Vice:** drink
- **Firefly Lamp:** carried
- **Healing Unguent:** This gives a Treat +1D6 bonus die on Surgery or Treat rolls to heal the person it's applied to.
- **Memory Draught:** drink

The Queen's Cavaliers

- **Nimblefingers Unction:** *description* applied to hands
- **Serpent's Tongue Draught:** drink
- **Teetotaler's Tea:** drink

Clockworks

The following items can usually be easily found in a large city such as Lutetia.

See [in chapter 8 under the section "Clockworks" on page 126](#) for rules on how to create your own devices using the Science (Clockworks) Specialty.

TABLE 70: COMMON CLOCKWORK ITEMS

ITEM	COST
Autoloader (Musket)	D8
Autoloader (Pistol)	D6
Climbing Gears	D8
Clockwork Limb (Arm)	D10
Pocketwatch	D6
Wing-glider, Folding	D10
Wrist Holster (Pistol)	D6

- **Autoloader (Musket):** Reduce Drop penalty by 1 when reloading weapon
- **Autoloader (Pistol):** Reduce Drop penalty by 1 when reloading weapon
- **Climbing Gears:** Spend 1 turn to connect two non-adjacent Areas.
- **Clockwork Limb (Arm):** Replaces arm; D6 Armor Die but Drop 1 with Dueling and Aim rolls using arm
- **Pocketwatch:** Reliably tells time
- **Wing-glider, Folding:** Fits in a backpack; slows descent
- **Wrist Holster (Pistol):** Reduce Drop penalty by 1 when drawing pistol

Clockwork Weapons

TABLE 71: CLOCKWORK WEAPONS

WEAPON	COST	HANDS	WEAPON DIE	SPECIALTIES
Clockbow	D10	Both	Bow +1D8	Aim
Clockwork Pistol	D8	Main	Pistol +1D6	Aim
Gearsword	D10	Main	Sword +1D8	Parry, Lunge, Riposte, Feint

TABLE 72: DETAILS FOR AIMED CLOCKWORK WEAPONS

WEAPON	RELOAD	CLOSE	SHORT	MEDIUM	LONG
Clockbow	Drop 4	Drop 0	Drop 0	Drop 0	Drop 2
Clockwork Pistol	Drop 2	Drop 0	Drop 1	—	—

- **Clockbow:** can fire 4 times before reloading; Drop 4 to reload.
- **Clockwork Pistol:** No gunpowder; quieter than a normal pistol
- **Gearsword:** Spend 1 Turn to add D6 Weapon die until the end of the scene.

Units of Measure

Various units of measurement are used throughout Elara and Ifran, most of which are based on the Qartan Empire's standardized units. These units are those used in Gallinea, although there are equivalent units in most other countries descended from Qarta.

Weight

The basic measure of weight is the *livre*, which is roughly equal to a U.S. pound.

TABLE 73: UNITS OF WEIGHT

UNIT	RELATIVE VALUE	SI VALUE
once or ounce	1/16	30.6 g
marc or half pound	1/2	245 g
livre or pound	1	490 g
quintal	100	49 kg

A *quintal* is just over 100 real-world pounds.

Liquid Volume

The basic measure of liquid is the *pinte*.

TABLE 74: UNITS OF LIQUID VOLUME

UNIT	RELATIVE VALUE	SI VALUE
demiard	1/4	238 ml
chopine	1/2	48 ml
pinte	1	950 ml
quade	2	1.9 L
velte	8	7.6 L
barrique	236	225 L

A *chopine* is about the size of a real-world (US) pint and is the normal size for an alcohol drink. A *pinte* is nearly a liter and is a large drink indeed. A *quade* is about half a gallon, while a *velte* is two gallons. The *barrique* is a 60-gallon barrel of wine, beer, or some other alcohol.

Living Expenses

Characters in *The Queen's Cavaliers* are assumed to have their housing and daily nutritional needs met by their Social Rank scores without having to make Wealth rolls or spend Rewards for normal daily living. Only unusual expenses, such as a night on the town or an inn stay in a distant city, need to be paid for separately.

The costs below are fairly standardized across Gallinea, although it's only the larger towns and cities that have the best food, inns, and alcohol. As a package, one night's stay for a character and her horse in an inn with an attached tavern will cost 4D0 for the cheapest room and food, 3D6+1D0 for good quality, and 3D8+1D0 for the most exquisite food, drink, and suite.

Characters who go carousing and buy rounds on the house can use the price of the most expensive alcohol bought as an Item die on their Streetwise (Carouse) rolls.

TABLE 75: LIVING EXPENSES

SERVICE REQUESTED	COST
Drinks for one night, good	1D6
Drinks for one night, private reserve	1D8
Drinks for one night, watered down	1D0
Lodging for one night, cheap	1D0
Lodging for one night, good	1D6
Lodging for one night, sumptuous	1D8
Lodging for one week, cheap	1D6
Lodging for one week, good	1D8
Lodging for one week, sumptuous	1D10
Meals for one day, bland	1D0
Meals for one day, good	1D6
Meals for one day, gourmet	1D8
Round on the house, good	1D8
Round on the house, private reserve	1D10
Round on the house, watered down	1D6
Stabling for one night	1D0
Stabling for one week	1D6

- **Drinks, good:**
- **Drinks, private reserve:**
- **Drinks, watered down:**
- **Lodging, cheap:**
- **Lodging, good:**
- **Lodging, sumptuous:**

The Queen's Cavaliers

- Meals, bland:
- Meals, good:
- Meals, gourmet:
- Round on the house:
- Stabling:

Miscellaneous Gear

Transportation and Animals

Each Gallinean league is equal to approximately 2 miles. An average person on foot can walk 1 to 2 leagues per hour.

Vehicles

TABLE 76: VEHICLES

VEHICLE	COST	WALK SPEED	RUN SPEED	OVERLAND SPEED
Airship	4D12	—	3 Areas	10 leagues per hour
Carriage	1D8	1 Area	2 Areas	3 leagues per hour
Cart	1D6	1 Area	2 Areas	3 leagues per hour
Gondola	2D6	1 Area	2 Areas	2 leagues per hour
Narrowboat	2D8	—	1 Area	1 league per hour
River Barge	1D8	—	1 Area	1 league per hour
Rowboat	1D6	1 Area	2 Areas	2 leagues per hour
Sailing Ship	2D12	—	2 Areas	6 leagues per hour
Velocipede	1D8	1 Area	3 Areas	3 leagues per hour
Wagon	1D6	1 Area	2 Areas	3 leagues per hour

- **Airship:** Actual speed will vary depending on wind and weather conditions.
- **Carriage:** Carriage and wagon speed is limited by the speed of the horses, and is reduced if going off of roads.
- **Cart:**
- **Gondola:** river
- **Narrowboat:** river
- **River Barge:** river
- **Rowboat:** river
- **Sailing Ship:** *descripton needed* Actual speed will vary depending on wind and weather conditions.
- **Velocipede:**
- **Wagon:** Carriage and wagon speed is limited by the speed of the horses, and is reduced if going off of roads.

Mounts

TABLE 77: MOUNTS

Mount	Cost	Walk Speed	Run Speed	Overland Speed	Item Die
Draft Horse	1D6	1 Area	2 Areas	2 leagues per hour	Husbandry +1D6
Riding Horse	1D8	2 Areas	3 Areas	6 leagues per hour	Cavalry +1D6
Warhorse	1D10	1 Areas	3 Areas	4 leagues per hour	Cavalry +1D10

- **Draft Horse:**
- **Riding Horse:**
- **Warhorse:**

HORSE ACCESSORIES

Pets and Farm Animals

Domesticated:

TABLE 78: PETS AND FARM ANIMALS

ANIMAL	COST	EXAMPLE(S)
Beast of burden	1D6	Ox, mule
Bird, messenger	1D6	Messenger parrot
Bird, song	1D0	Canary, dove
Cat, common	1D0	Housecat, alley cat
Cat, purebred	1D6	Beryllian, Serican longhair
Dog, companion	1D6	Elaran toy spaniel
Dog, guard	1D6	Dogue de Boussole
Dog, herding	1D6	Corderan sheepdog
Dog, hunting	1D6	Lowlands basset, Gallinean caniche
Dog, mongrel	1D0	Small, ordinary mutt
Fowl, barnyard	1D0	Chicken, goose
Livestock, dairy	1D6	Cow, goat
Livestock, meat	1D6	Pig, sheep
Livestock, wool	1D6	Sheep, goat
Raptor, trained	1D8	Falcon
Raptor, untrained	1D6	Owl, crow
Reptile, small	1D0	Snake, box turtle
Rodent	1D0	Mouse, rat
Rabbit	1D0	Bunny, hare

- **Beast of Burden (domesticated):** These are strong animals used for pulling plows, pulling wagons, and other farming chores. They have an Item Die of Husbandry +1D6 when used for this purpose.
- **Bird, Messenger (domesticated):**
- **Bird, Song:**
- **Cat, Common:**
- **Cat, Purebred:**
- **Dog, Companion (Domesticated):**
- **Dog, Guard (Domesticated):**
- **Dog, Herding (Domesticated):**
- **Dog, Mongrel (Domesticated):**
- **Fowl, Barnyard:**
- **Livestock, Dairy:**
- **Livestock, Meat:**
- **Livestock, Wool:**
- **Raptor, Trained (Domesticated):**
- **Raptor, Untrained:**
- **Reptile:**
- **Rodents and Rabbits:**

Chapter 8: Crafting

As described earlier, characters in *The Queen's Cavaliers* can use most specialties in order to craft items related to that specialty. The requirements for crafting are:

- **You need to spend time.** The time varies – minutes, hours, days, weeks. You can't craft more than 8 hours in a day. (Lutetia's unions are quite strong.) You may be able to increase or decrease the time to craft an item, to affect your success at crafting.
- **You need tools to work.** If you don't have the right tools, you at least need something that can function as the right tools, even if you don't get an Item Die from the makeshift tool.
- **You need at least one specialty rank.** You can't make a crafting roll based on the skill alone. Each further specialty rank adds new items you can craft.
- **You need to expend supplies.** Supplies are counted in “units”, an abstracted measure of the raw material you have on hand. In most cases, you can't substitute something else, but check with your MJ.
- **You need to make a specialty roll.** If you've met all the other requirements listed above, you automatically succeed on the roll and craft something. The purpose of the roll is to determine how well of a job you did on the crafting. The more success points you spend, the better the final product. You can't gain style points on crafting rolls.

Supplies

The raw materials used in crafting are known as “supplies”. Supplies are measured in terms of “units” – each unit of supplies is an abstract amount of the materials for making the simplest item of a given type.

Supplies can be purchased as shown in the following table. All supplies can be bought in bulk, [as described in the section ”Making a Wealth Roll” on page 97](#).

TABLE 79: SUPPLIES

ITEM	COST	USE
Alchemical ingredients	1D6, bulk	Draughts, salves, concoctions, poison, medicine
Art media	1D6, bulk	Works of art
Blackpowder charges	1D6, bulk	Blackpowder weapons, phlogistone components
Clockwork gears	1D6, bulk	Clockwork devices and components
Crucible steel	1D6, bulk	Weapons, armor, clockwork gears, casings
Fabric	1D6, bulk	Charmweaving
Foodstuffs	1D6, bulk	Cooking, eating
Medicine	1D6, bulk	Surgery, treat
Writing materials	1D6, bulk	Reports, written works of art, battle plans

Alchemical ingredients: Chemicals, herbs, rare salts, parts of animals, and other materials used to create salves, draughts, poison, and medicine.

Art media: Supplies for creating works of art, ranging from canvas and paints to sculpturing clay and marble blocks.

Blackpowder charges: Units of blackpowder that can create explosive weapons or be purified to produce phlogistone.

Clockwork gears: The parts needed to create clockwork components that are then assembled into clockwork devices.

Crucible steel: Worked metal that can be used to make weapons, armor, clockwork gears, and more.

Fabric: Cloth, lace, thread, silk, dyes, leather, buttons, and other materials for making clothing.

Foodstuffs: Grains, fruit, meat, cheeses, sugar, eggs, bread, and other materials for cooking. One unit of uncrafted foodstuffs is enough to feed one person for one day.

Medicine: Medicine, medicinal herbs, and other medical supplies used to treat injuries, cure diseases, create antidotes, and perform surgery.

Writing materials: Paper and ink, used in creating reports, plans, and written works of art.

Scrounging

If you have neither the necessary supplies on hand nor the ability to purchase more, you can spend your time scrounging – looking in refuse bins for art supplies, junk piles for crucible steel, discarded trimmings for fabric, or roadkill and old fruit for foodstuffs. Every two hours spent scrounging produces one unit of supplies – as long as your MJ agrees there are such supplies to be found. If you’re lost in the middle of a frozen tundra, you probably can’t find blackpowder charges just waiting for you to come along.

Workrooms

Basic sets of handheld tools are described [in the section ”Tools of the Trade” on page 110](#), and can be used as an Item Die on appropriate crafting rolls.

However, most serious crafting work is done in some kind of dedicated room or outbuilding. Such workrooms have everything you’d find in a set of tools, plus additional equipment, furniture, and resources for each task. These workrooms can provide an Item Die, as shown on the following table. As you can only have one Item Die per dice pool, you can’t combine the Item Die from a set of tools with the Item Die from a workroom.

TABLE 80: WORKROOMS

ROOM	COST	ITEM DIE
Artist's Studio	2D8	+1D8
Kitchen	2D8	+1D8
Laboratory	2D10	+1D10
Library	2D10	+1D10
Medical Theatre	2D10	+1D10
Observatory	2D10	+1D10
Séance Room	2D8	+1D8
Smithy	2D8	+1D8
Workshop	2D10	+1D10

Most workrooms are only available in cities, although some smaller towns might be able to provide an artist’s studio, a kitchen, a séance room, or a smithy. Setting up a workroom takes 8 hours of work, although that can be done by either one person or divided among several.

Superior workrooms can be purchased for twice the listed cost and an Item Die of one step higher. A superior kitchen costs 4D8 and gives a

+1D10 Item Die on rolls for cooking. Superior workrooms take 20 hours to set up and can only be acquired in large cities.

Success Limits

You must have at least one rank in a Specialty to be able to craft with that Specialty. However, a single specialty rank limits the quality of the item to a basic work. The more specialty ranks you have, the higher potential you can create.

Each Specialty's crafting description details the success limits for crafted items. The maximum values for Item Dice, Charm Dice, Bonus Dice, and the Standard Opposition (for attempts to escape or undo your creation) are shown in the following table. The applicable columns of the table are repeated with each Specialty's crafting description.

TABLE 81: SUCCESS LIMITS

SPECIALTY RANK	ITEM DIE	CHARM DIE	BONUS DIE	STANDARD OPPOSITION
+1	+1D6	+1D6	+1D0	Easy (3D6)
+2	+1D8	+1D8	+1D6	Moderate (3D8)
+3	+1D10	+1D10	+1D8	Difficult (3D10)
+4	+1D12	+1D12	+1D10	Very Difficult (3D12)
+5	+1D12	+1D12	+1D12	Very Difficult (3D12)

Tag Dice

As described in the section "Using Skills" on page 52, Tag Dice are a type of Bonus Dice that are tied to a specific concept. This could be a single word, an emotion, a Passion, a phrase, or other abstract constructions. The crafting description for each Specialty describes how each Tag is created, what you can associate each Tag with, and how you can increase the Bonus Die size of the Tag.

For example, if you create a painting of Scanbreille Keep as seen from a grassy meadow, you could assign a Tag of "Peaceful." The Tag Die starts at +1D0, and for every 2 success points, you can increase the size of that die. You can also use success points to add a different Tag, such as "Loyalty." These additional dice also start at +1D0.

The Tag Die can be added to a dice pool as a Bonus Die whenever it makes sense in the story – so if you're trying to calm down a visiting dignitary, you might seat her under the painting and add the Peaceful tag to your Interaction (Negotiate) dice pool. Alternately, if you're trying to inspire the soldiers of Scanbreille Keep to stand firm and not desert in the face of the enemy, you may want to make your Interaction (Inspire) roll when you stand in front of the painting of the iconic castle.

Extra Supplies

Sometimes you can spend more supplies than you need in order to craft a superior item. You could create a larger or more ornate version of an item, or perhaps simply make several prototypes before eventually getting it right.

If the crafting Specialty has an "Extra Supplies" entry, you can use more materials than needed while crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in the Specialty, as shown on the following tables:

TABLE 82: EXTRA SUPPLIES

UNITS OF SUPPLIES	BONUS DIE	SPECIALTY RANK REQUIRED
2	1D0	+1
3	1D6	+2
4	1D8	+3
6	1D10	+4
8	1D12	+5

Extra Time

Taking your time to craft an item means you can check and re-check your work at every step of the way, and the extra crafting time allows for more careful work.

If the description of the crafting specialty has an "Extra Time" entry, you can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in the Specialty, as shown on the following tables:

TABLE 83: EXTRA TIME FOR A ONE-MINUTE TASK

COMPLETION TIME	BONUS DIE	SPECIALTY RANK REQUIRED
2 minutes	1D0	+1
5 minutes	1D6	+2
15 minutes	1D8	+3
1 hour	1D10	+4
4 hours	1D12	+5

The Queen's Cavaliers

TABLE 84: EXTRA TIME FOR A ONE-HOUR TASK

COMPLETION TIME	BONUS DIE	SPECIALTY RANK REQUIRED
2 hours	1D0	+1
4 hours	1D6	+2
8 hours (1 day)	1D8	+3
16 hours (2 days)	1D10	+4
32 hours (4 days)	1D12	+5

TABLE 85: EXTRA TIME FOR A ONE-DAY TASK

COMPLETION TIME	BONUS DIE	SPECIALTY RANK REQUIRED
2 days	1D0	+1
5 days (1 week)	1D6	+2
10 days (2 weeks)	1D8	+3
20 days (4 weeks)	1D10	+4
30 days (6 weeks)	1D12	+5

Rushing

You don't always have the luxury of time when crafting. Perhaps there's only 30 minutes until the brigands arrive and you still need to build that net-flinging mechanical trap you've been planning out in your head. In such a situation, you can rush your work to get it done in time.

If the crafting Specialty has a "Rushing" entry, you can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting, as shown on the following table:

Rushing also increases the opposition from an automatic success to Easy (3D6). If you fail on a rushed crafting roll, you expend one unit of resources as appropriate for your task

TABLE 86: RUSHING A ONE-MINUTE TASK

COMPLETION TIME	DROP PENALTY
45 seconds	Drop 1
30 seconds	Drop 2
2 actions	Drop 3
1 action	Drop 4

TABLE 87: RUSHING A ONE-HOUR TASK

COMPLETION TIME	DROP PENALTY
30 minutes	Drop 1
15 minutes	Drop 2
5 minutes	Drop 3
1 minute	Drop 4

TABLE 88: RUSHING A ONE-DAY TASK

COMPLETION TIME	DROP PENALTY
6 Hours	Drop 1
4 Hours	Drop 2
2 Hours	Drop 3
1 Hour	Drop 4

Weapon Qualities

When you craft a weapon, it's assumed to be a "stock" version of that weapon in chapter 7 under the section "Weapons" on page 102. If you want to add something extra to a crafted weapon, you can add a Weapon Quality to that weapon. Each specialty's crafting description lists which qualities can be given to each type of weapon. The maximum number of Weapon Qualities you can add to any given weapon equals your rank in the crafting Specialty.

Rather than repeating the descriptions of Weapon Qualities in each crafting specialty, they're listed here for easy reference. You can't add the same Weapon Quality twice to a single weapon.

- **Cavalry:** A weapon with the Cavalry quality must be used with your Main Hand. If you are using this weapon while riding a mount, you can substitute the mount's Item Die for your Weapon Die against an unmounted opponent.
- **Defending:** You can use this weapon to make a Defense (Parry) roll and add the Weapon Die to your dice pool, even though this type of

weapon usually can't be used for parrying.

- **Double-Barreled:** You can fire twice, once per barrel, without reloading. If you choose to fire both barrels in the same shot, the Weapon Die increases by one step, but you take a Drop 1 penalty because it's harder to aim. Reloading each barrel separately gives the normal Drop penalty for the unaltered weapon, and reloading both barrels is a Drop 4 combined action.
- **Extended Long Range:** The weapon gains a Drop 2 penalty at Long range. This can only be applied to weapons which can't normally be used at Long range, but which can be used at Medium range.
- **Extended Medium Range:** The weapon gains a Drop 2 penalty at Medium range. This can only be applied to weapons which can't normally be used at Medium range.
- **High-Caliber:** Increase the Weapon Die by one step. The Drop penalty for reloading the weapon increases by 1, and the Drop penalty at Long range increases by 2.
- **Lightened:** Decrease the Weapon Die by one step. If the unaltered weapon could be used in your main hand, you can now use it in either. If the weapon required two hands to use, it can now be used with just the main hand. You can't lighten a weapon that's been weighted.
- **Point Blank:** Decrease the Drop Penalty for Close range by 2.
- **Quickloading:** Decrease the Drop Penalty for reloading this weapon by 1.
- **Reach:** The weapon can be used to attack into an adjacent area as well as your own.
- **Responding:** The weapon can be used to make a Dueling (Riposte) roll and add the Weapon Die to your dice pool, even though this type of weapon usually can't be used for riposting.
- **Rifled:** Reduce the Drop Penalty at Medium range by 1 and at Long range by 1.
- **Sparring:** You can use this weapon to make a Military (Brawl) roll and add the Weapon Die to your dice pool, even though weapons usually can't be used with Brawl.
- **Success Table: Specialty (Option)** You add an option for spending success points to a specific Success Table. The details for each option are described later in this section.
- **Throwable:** You can throw this weapon at a target using the Military (Aim) skill and add the Weapon Die to your dice pool, even though this type of weapon usually can't be thrown. The weapon has no Drop penalty at Close range, Drop 1 at Short range, and Drop 3 at Medium range.
- **Weighted:** Increase the Weapon Die by one step. If the weapon could be used in either hand, it now is only usable in your main hand. If the unaltered weapon required your main hand, it now requires both hands. You can't weight a weapon that's been lightened.

Success Table Options

The Success Table: *Specialty* quality adds additional options to the indicated success table.

WEAPON QUALITIES
+ Basket Hilt (Decrease Advantage)
+ Retort (Execute a Riposte)
+++ Entangling
+++ Tripping (Knockdown)
+++ Unhorse
+++ Wounding (Inflict 1 Wound)
+++ Yielding (Inflict 4 Yield)
++++ Disarming
+++++ Weapon-Breaking

Basket Hilt: If your opponent has Advantage, you can decrease her die size by one step, or remove her Advantage Die entirely if she has +1D6 Advantage. Weapons with this quality are designed for parrying.

Disarming: You can disarm your opponent of the weapon she is using to attack you or the weapon she's using to Parry your attack. (This can't be used when defending against a Brawl attack.) You get to choose if the weapon ends up on the ground in your Area, in an adjacent Area, or in your hand if you have one free. Weapons with this quality are designed for disarming opponents.

Entangling: You successfully catch your opponent with your weapon, holding them in place. A combatant who is held suffers a Drop 1 penalty on attack and defense rolls; for every two additional Success Points you spend, you can increase the Drop penalty by 1, to a maximum of Drop 4. Your opponent can escape by making a simple check against Standard Opposition, usually using Brawl or a weapon attack.

Retort: You can make a Riposte attack. Weapons with this quality are designed for parrying and allow a Riposte to be made for a lower cost than usual.

Tripping: Your target is knocked prone, either in your Area or in an adjacent Area. Knocking an opponent into an adjacent Area can result in them falling or otherwise taking environmental damage. Weapons with this quality are designed to pull an opponent off her feet.

Unhorse: If your target is riding a mount, they fall off that mount and end up prone. Unhorsing an opponent can result in them falling or

The Queen's Cavaliers

otherwise taking environmental damage. In addition, your mount can make a trample attack right now for free, if it has that quality. Standing up is a Drop 1 combined action, and remounting is an additional Drop 3 penalty. Weapons with this quality are designed for dismounting opponents.

Weapon-Breaking: You snap your target's blade or hilt. You can only do this if your target attempts to Parry your attack and fails, or if you are performing a Parry yourself. Weapons with this quality are designed for catching and destroying weapons.

Wounding: Your opponent takes one Wound. If she takes more Wounds than her Wound Limit, she falls unconscious and is dying. Weapons with this quality allow you to inflict Wounds for a lower cost than usual.

Yielding: Your opponent takes four Yield. If her Yield equals or exceeds her Yield Limit, she is Yielded Out. Weapons with this quality allow you to inflict Yield for a lower cost than usual.

Repairs

If you can create something, you can repair it as well. A damaged object gains Malfunctions in the same way that a person gains Wounds. In terms of game rolls, the object has a certain Drop penalty applied whenever it's used – Drop 1 for each Malfunction – or one of its functions simply stops operating.

The time to repair an object depends on the time it would take to create a new one of the same type, as shown on the following table.

TABLE 89: REPAIR TIME

BASE CRAFTING TIME	REPAIR TIME
1 minute	1 minute
1 hour	1 minute
1 day	1 hour

You can take extra time or rush the repair if you are able to do the same when creating the item.

As with normal crafting rolls, you automatically succeed. Each success point gained reduces the Drop penalty by one, or restores one function to working order. For every complete set of three Malfunctions you repair, you have to spend 1 unit of any type of supplies that would be used to create such an item.

Crafting Rolls

The following tables are sorted by Specialty name and describe what can be crafted with each Specialty.

Aim

You can craft bows, muskets, and pistols using the Military (Aim) specialty.

Prowess Required: You can only create bows if you have Bow Prowess, muskets if you have Musket Prowess, and pistols if you have Pistol Prowess.

Base Time: Crafting a weapon takes 1 hour.

Item Die: Add the Item Die of your metalworking tools or smithy to your dice pool.

Supplies: Supplies of crucible steel are required for creating weapons.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Military (Aim).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

AIM	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Metalworking tools, smithy
Supplies	Crucible steel
Bonus Die	Extra time
+	Craft Short Bow
++	Craft Pistol
+++	Craft Heavy Bow
+++	Craft Heavy Pistol
+++	Craft Light Musket
+++	Add Bow <u>Quality</u>
+++	Add Pistol <u>Quality</u>
+++	Add Musket <u>Quality</u>
++++	Craft Heavy Musket

Craft Short Bow: You create any bow with a Weapon Die of +1D6.

Craft Heavy Bow (1 unit of crucible steel): You create any bow a Weapon Die of +1D8 or higher.

Craft Pistol (1 unit of crucible steel): You create any pistol with a Weapon Die of +1D6.

Craft Heavy Pistol (2 units of crucible steel): You create any pistol with a Weapon die of +1D8 or higher.

Craft Light Musket (2 units of crucible steel): You create any musket with a Weapon die of +1D8 or lower.

Craft Heavy Musket (4 units of crucible steel): You create any musket with a Weapon Die of +1D10 or higher.

Add Bow Quality: You can give the bow one of the following qualities: Cavalry, Defending, Extended Long Range, Point Blank, Quickloading, Success Table: Aim (Entangling, Wounded, Yielding). The bow can have a number of custom qualities equal to your Military (Aim) specialty ranks.

Add Pistol Quality (1 unit of crucible steel): You can give the pistol one of the following qualities: Cavalry, Double-Barreled, Extended Medium Range, High-Caliber, Point Blank, Quickloading, Specialty Table: Aim (Wounding). The pistol can have a number of custom qualities equal to your Military (Aim) specialty ranks.

Add Musket Quality (1 unit of crucible steel): You can give the musket one of the following qualities: Defending, Double-Barreled, Extended Long Range, High-Caliber, Point Blank, Quickloading, Rifled, Success Table: Aim (Tripping, Unhorse, Wounding). The musket can have a number of custom qualities equal to your Military (Aim) specialty ranks.

Arts

The Culture (Arts) specialty allows you to create works of art. The types of works include drawings, paintings, poetry, sculptures, plays, songs, opera, novellas, or even cake decorating.

Base Time: The base time depends on the type of artistic endeavor. Most simple works of art will take a minimum of 1 hour, such as Writing materials a poem, composing a melody, or sketching a drawing. Sculptures, paintings, novellas, acts of plays, chapters of novels, and other longer forms have a base time of 1 day.

Item Die: Add the Item Die of your artisan tools or artist's studio to your dice pool.

Supplies: art media are usually required, although poetry, plays, novellas, and songs require Writing materials supplies, and cake decorating requires foodstuffs.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Culture (Arts).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

ARTS	(CRAFTING)
Base Time	1 hour or 1 day
Opposition	Automatic Success
Item Die	Artisan tools or artist's studio
Supplies	art media or Writing materials supplies
Bonus Die	Extra Time
+	Craft Artwork
+	Add a Tag
++	Improve Artwork
+++	Reduce Material Cost
++++	Create Forgery
+++++	Pièce de Résistance!

Craft Artwork (1 unit of art media): You create a basic item of art. Choose a one-word Tag, usually associated with an emotion, place, or concept. The Tag has a Bonus Die of +1D0, and can be used when displaying or performing the work of art.

Add a Tag: You can add another Tag to your artwork. The new Tag has a Bonus Die of +1D0.

Improve Artwork (1 unit of art media): The Bonus Die of one Tag improves by one die size. You are limited by the number of specialty ranks you have in Culture (Arts).

Reduce Material Cost: You reduce the overall cost of this Crafting roll by one unit of art media.

Create Forgery (1 unit of art media): You make a copy of someone else's artwork. It's indistinguishable from the original except on close examination. The forgery has no Tags attached, but you can use success points to add a Tag. The Standard Opposition to an Arts or Perception roll to detect the work as a forgery is Easy (3D6). For every 2 additional success points you spend, the difficulty increases by one step, limited by your number of ranks in Culture (Arts).

Pièce de Résistance!: You create a work of art that will be spoken of for decades, if not centuries. Any Tag Die on the work of art is automatically maximized when used as a Bonus Die.

Blackpowder

You can craft blackpowder weapons such as grenades and cannons. You can also work with phlogistone to create phlogistone furnaces or other uses of phlogistone.

Base Time: Working with blackpowder typically requires one hour, while working with phlogistone takes one day.

Item Die: Add the Item Die of your metalworking tools, smithy, or workshop to your dice pool.

Supplies: Blackpowder charges are required for all crafting with this specialty, and crucible steel for most uses. In addition, many types of explosives require additional materials as shown on the following table.

TABLE 90: CRAFTING BLACKPOWDER ITEMS

BLACKPOWDER ITEM	ADDITIONAL MATERIALS
Bomb, alchemical	8 units of alchemical ingredients, 1 unit of crucible steel
Bomb, canister	4 units of blackpowder charges, 4 units of crucible steel
Bomb, heavy	8 units of blackpowder charges, 4 units of crucible steel
Bomb, mining	4 units of blackpowder charges
Bomb, smoke	4 units of alchemical supplies
Bomb, structure	6 units of blackpowder charges, 2 units of crucible steel
Bomb, thunder	4 units of blackpowder charges
Bomb, wildfire	2 units of blackpowder charges, 4 units of alchemical ingredients, 1 unit of crucible steel
Cannon shot, alchemical	1 unit of blackpowder charges, 2 units of alchemical ingredients
Cannon shot, blackpowder	4 units of blackpowder charges
Cannon shot, canister	1 unit of blackpowder charges, 2 units of crucible steel
Cannon shot, chain	1 unit of blackpowder charges, 1 unit of crucible steel
Cannon shot, round	1 unit of crucible steel
Cannon shot, smoke	1 unit of blackpowder charges, 1 unit of alchemical ingredients
Cannon shot, thunder	2 units of blackpowder charges
Cannon shot, wildfire	1 unit of blackpowder charges, 2 units of alchemical ingredients
Grenade	1 unit of blackpowder charges
Grenade, alchemical	1 unit of alchemical ingredients
Grenade, canister	1 unit of crucible steel
Grenade, smoke	1 unit of alchemical ingredients
Grenade, thunder	1 unit of blackpowder charges
Grenade, wildfire	1 unit of alchemical ingredients

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Science (Blackpowder).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

BLACKPOWDER	(CRAFTING)
Base Time	1 hour, or 1 day (varies)
Opposition	Automatic Success
Item Die	Metalworking tools, smithy, or workshop
Supplies	Blackpowder charges and crucible steel
Bonus Die	Extra Time
+	Craft Fireworks
+	Craft Grenade
++	Craft Bomb
++	Craft Cannon Shot
+++	Craft Cannon
++++	Craft Heavy Cannon
+++++	Create Phlogistone Furnace

Craft Fireworks (1 unit of blackpowder charges): You create a number of fireworks equal to your ranks in Science (Blackpowder).

Craft Grenade (1 unit of crucible steel): You create any grenade. You must also spend an additional amount of supplies as noted in the table above.

Craft Bomb (2 unit of blackpowder charges, 1 unit of crucible steel): You create any bomb. You must also spend an additional amount of supplies as noted in the table above.

Craft Cannon Shot (1 unit of crucible steel): You create any type of cannon shot. You must also spend an additional amount of supplies as noted in the table above.

Craft Cannon (2 units of blackpowder charges, 3 units of crucible steel): You create any cannon up to furniture scale in size, or a hand mortar. If the cannon is furniture scale, spend an additional 3 units of crucible steel.

Craft Heavy Cannon (5 units of blackpowder charges, 20 units of crucible steel): You create any cannon of room scale.

Craft Phlogistone Furnace (12 units of blackpowder charges, 10 units of crucible steel): You create a phlogistone furnace with an Item Die of +1D10. You must have at least +4 ranks in Science (Blackpowder). If you have +5 ranks, you can spend an additional 2 success points, 3 units of blackpowder charges, and 5 units of crucible steel to create a furnace with a +1D12 Item Die.

Block

You can craft Rigid Armor using the Block specialty.

Prowess Required: You can only create rigid armor if you have Rigid Armor Prowess.

Base Time: Crafting armor takes 1 day.

Item Die: Add the Item Die of your metalworking tools or smithy to your dice pool.

Supplies: Supplies of crucible steel are required for creating armor.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Defense (Block).

Rushing: You can reduce the time to craft your armor by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

BLOCK	(CRAFTING)
Base Time	1 day
Opposition	Automatic Success
Item Die	Metalworking tools, smithy
Supplies	Crucible steel
Bonus Die	Extra time
+	Craft Metal Item
+	Craft Rigid Armor
+++	Improved Rigid Armor
+++++	Superior Rigid Armor

Craft Metal Item (1 or more units of crucible steel): You create a metal item such as tailoring tools.

Craft Rigid Armor (2 units of crucible steel): You create any rigid armor with an Armor Die of +1D8 or lower.

Improved Rigid Armor (4 units of crucible steel): You create any rigid armor with an Armor Die of +1D10.

Superior Rigid Armor (6 units of crucible steel): You create any rigid armor with an Armor Die of +1D12.

Brawl

You can craft cudgels using the Military (Brawl) specialty.

Prowess Required: You can only create cudgels if you have Cudgel Prowess.

Base Time: Crafting a weapon takes 1 hour.

Item Die: Add the Item Die of your metalworking tools or smithy to your dice pool.

Supplies: Supplies of crucible steel are required for creating cudgels.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Military (Brawl).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

BRAWL	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Metalworking tools, smithy
Supplies	Crucible steel
Bonus Die	Extra time
+	Craft Light Cudgel
++	Craft Heavy Cudgel
+++	Add Cudgel Quality

Craft Light Cudgel: You create any cudgel with a Weapon Die of +1D6.

Craft Heavy Cudgel (2 units of crucible steel): You create any cudgel with a Weapon Die of +1D8 or more

Add Cudgel Quality (1 unit of crucible steel): You can give the cudgel one of the following qualities: Defending, Reach, Sparring, Success Table: Lunge (Wounding), Weighted. The cudgel can have a number of custom qualities equal to your Military (Brawl) specialty ranks.

Brew

You can craft draughts and salves using your skills at alchemy. You can also create medicine and poison antidotes.

Base Time: Brewing takes 1 hour.

Item Die: Add the Item Die of your alchemy tools or laboratory to your dice pool.

Supplies: Crafting with Brew requires the expenditure of alchemical ingredients.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Magicks (Brew).

Extra Supplies: You can use extra supplies while crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Magicks (Brew).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

BREW	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Alchemy tools or workshop
Supplies	Alchemical ingredients
Bonus Die	Extra time or extra supplies
+	Brew Alchemical Substance
+	Create medicine
+	Increase Quantity
++	Increase Potency
++++	Reduce Material Cost
+++++	Eureka!

Brew Alchemical Substance (1 unit of alchemical ingredients): You create one dose of a salve or draught listed [in chapter 9 under the section "Alchemical Items" on page 138](#). The substance has a Charm Die of +1D6.

Create medicine (1 unit of alchemical ingredients): You create two units of medicine for every success point and unit of alchemical ingredients you spend.

Increase Quantity (1 unit of alchemical ingredients): You make another salve or draught for each success point you spent. The Charm Die of the additional doses is the same as the original; you only need to increase the potency for one dose.

Increase Potency (1 unit of alchemical ingredients): The Charm Die of the salve or draught improves by one die size. You are limited by the number of specialty ranks you have in Magicks (Brew).

Reduce Material Cost: You reduce the overall cost of this Crafting roll by one unit of alchemical ingredients.

Eureka! (2 units of alchemical ingredients): You invent a new draught, salve, or concoction that hasn't been brewed before. Work with your MJ to determine the exact result of your new formulation. It has an initial Charm Die of +1D6.

Calculus

You can draw plans, create algorithms, or derive theorems using the Science (Calculus) specialty.

Base Time: Creating something with Calculus takes 1 hour.

Item Die: Add the Item Die of your abacus or other calculation tool when using Calculus.

Supplies: The use of Science (Calculus) requires writing materials.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Science (Calculus).

Extra Supplies: You can use extra supplies while crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Science (Calculus).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

CALCULUS	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Abacus or other calculation aid
Supplies	Supplies (varies)
Bonus Die	Extra time, extra supplies
+	Draw Plans
++	Design Algorithm
+++++	Eureka! Eureka!

Draw Plans (1 unit of writing materials): You create plans for a clockwork component or a clockwork device. The plans have a Bonus Die of +0D6 for attempts to create that component, or assemble that device. For every 2 success points and 2 units of writing materials you spend, the Bonus Die of the plans improves by one die size, limited by your ranks in Science (Calculus).

Design Algorithm (2 units of writing materials): You create and write down an algorithm with an Item Die of +1D6. The algorithm is a set of instructions for performing some task involving calculation, such as navigation, drawing plans, or preparing a meal. (An algorithm for making

The Queen's Cavaliers

food is known as a recipe.) For every 2 success points and 2 units of writing materials you spend, the Item Die of the algorithm improves by one die size, limited by your ranks in Science (Calculus).

Eureka! Eureka! (6 units of writing materials): You've derived a completely new theorem or solution to a problem, such as measuring the volume of an object by submerging it in water. (You're not required to run naked through the streets, though.) You need to have at least +4 ranks in Science (Calculus) for this. If you share this with other mathematicians or scientists, they'll probably name the discovery after you.

Carouse

You can use Streetwise (Carouse) to craft alcoholic beverages.

Base Time: Crafting alcohol takes 1 day.

Supplies: Foodstuffs are required for creating alcohol.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks Streetwise (Carouse).

Extra Supplies: You can use extra supplies while crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Streetwise (Carouse).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

CAROUSE		(CRAFTING)
Base Time	1 day	
Opposition	Automatic Success	
Supplies	Foodstuffs	
Bonus Die	Extra time, extra supplies	
+	Craft Brewed Alcohol	
++	Craft Wine	
++	Improved Alcohol	
+++	Craft Spirits	

Craft Brewed Alcohol (1 unit of foodstuffs): You create a night's worth of cheap beer, ale, or cider for one person. For each additional success point you spend, you create another night's worth.

Craft Wine (1 unit of foodstuffs): You create a bottle of wine of average quality. You can create another bottle of the same thing by spending another 1 success point and 1 unit of foodstuffs.

Improved Alcohol (1 unit of foodstuffs): The quality of your alcohol increases to "good," and if you spend another 2 success points and 1 unit of foodstuffs, to "really good".

Craft Spirits (1 unit of foodstuffs): You create a bottle or flask of average quality spirits. For each additional success point and unit of foodstuffs you spend, you create another bottle.

Clockworks

You can clockwork devices, casings, and components with the Science (Clockworks) specialty.

Base Time: Crafting clockwork items requires 1 hour.

Item Die: Add the Item Die of your repair tools or workshop to your dice pool.

Supplies: Clockwork gears are required for creating anything with Clockworks, except for clockwork gears – which require crucible steel.

Plans: If you have plans for the type of device or component you're trying to create, add the Bonus Die of the plans to your dice pool. Plans are created with the Science (Calculus) specialty.

Extra Time: You can spend extra time on crafting a clockwork item to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Science (Clockworks).

Rushing: You can reduce the time to craft your clockwork item by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

CLOCKWORKS	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Repair tools or workshop
Supplies	Clockwork gears or crucible steel
Bonus Die	Extra time, plans
+	Craft Component
+	Craft Clockwork Gears
+	Craft Casing
++	Assemble Device
++++	Duplicate A Device

Craft Component (1 or more units of clockwork gears): You create a clockwork component. If it has an Item Die, it starts at +1D6. For each additional success point you spend, the Item Die increases one step, limited by your ranks in Science (Clockworks).

Craft Clockwork Gears (1 unit of crucible steel): You create two units of clockwork gears. For each additional unit of crucible steel you spend, you create another two units of clockwork gears.

Craft Casing (1 or more units of crucible steel): You create a casing for a clockwork device. The amount of steel you must spend depends on the size of the casing.

Assemble Device: You complete a clockwork device. You must have all of the device's components in order to assemble it.

Craft Power Source (special): You create a power source that can be installed in a device. The supplies cost varies depending on the type of power source you're using.

Duplicate A Device (special): You create a duplicate of an existing clockwork device. You must spend the same amount and type of supplies to create the duplicate as was spent to create the original.

Deceive

You can create an alternate identity for yourself, including creating a disguise, by using the Interaction (Deceive) specialty.

Base Time: Crafting an identity takes 1 day.

Supplies: Fabric or alchemical components may be required for certain aspects of your new identity

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in the Specialty.

Rushing: You can reduce the time to craft your identity by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

DECEIVE	(CRAFTING)
Base Time	1 day
Opposition	Automatic Success
Supplies	Fabric, alchemical components
Bonus Die	Extra Time
+	Craft Identity
+	Make a Connection
+	Maintain Identity
++	Improve Identity
++++	Assume Someone's Identity
+++++	Persistent Identity

Craft Identity (1 unit of fabric): You create an alternate identity. That identity has a different name from you, although it otherwise has all the same qualities as you (general appearance, gender, etc). To casual observers, though, you're different people – perhaps you put on a pair of spectacles in your new identity? You have a +1D0 Bonus Die when trying to pass yourself off as your new identity. Your identity lasts for up to 24 hours.

You can spend additional success points to alter your appearance. Each alteration you make to your appearance costs 1 success point and one additional unit of supplies, as shown on the following table.

The Queen's Cavaliers

TABLE 91: IDENTITY CHANGES

ALTERATION	SUPPLIES COST
Apparent age	1 unit of alchemical ingredients
Apparent gender	1 unit of fabric
Apparent height	1 unit of fabric
Apparent nationality	1 unit of alchemical ingredients
Apparent weight	1 unit of fabric
Hair color	1 unit of alchemical ingredients
Hair style	1 unit of alchemical ingredients

Improve Identity: The Bonus Die afforded by your false identity improves by one die size. You are limited by the number of specialty ranks you have in Interaction (Deceive).

Make a Connection: You go out in public and are seen by one reputable person who will unwittingly vouch for your identity. Each additional success point gives you another person who thinks you're who you're pretending to be.

Maintain Identity: Your identity lasts an additional 24 hours for every extra success point you spend. While your identity is active, you can make another Deceive roll to extend the duration; the cost to make this roll is equal to your original supplies cost for Craft Identity. You can only spend your success points on Make Connection, Maintain Identity, Improve Identity, or Persistent Identity if you make such a roll.

Assume Someone's Identity (3 units of fabric, 3 units of alchemical ingredients): You disguise yourself as a specific person, adopting their appearance and identity.

Persistent Identity: The identity you've crafted is so airtight that you can maintain it indefinitely without being discovered.

Explore

You can craft maps, globes, rations, shelters, rafts, and other survival gear with the Nature (Explore) specialty.

Base Time: Crafting a quick map or rations takes 1 hour. Crafting survival gear creation takes 1 day.

Item Die: Add the Item Die of your tools or workroom to your dice pool.

Supplies: Supplies are required for crafting with this Specialty.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Nature (Explore).

Rushing: You can reduce the time to craft by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

EXPLORE	(CRAFTING)
Base Time	1 hour or 1 day
Opposition	Automatic Success
Item Die	Varies
Supplies	Varies
Bonus Die	Extra Time
+	Craft Map
+	Prepare Rations
++	Improve Map or Globe
+++	Craft Globe
++++	Build Shelter
+++++	Build Raft

Craft Map (1 unit of writing materials): You create a map of either the local region or somewhere you've been. The map gives an Item Bonus of +1D6 on navigation, food gathering, and trailblazing in that area. You can also create a copy of any map you have access to.

Prepare Rations (1 unit of foodstuffs): You create three days' worth of jerky and dried fruits that are easily portable and won't go bad. For each additional success point and unit of foodstuffs, you create another three days' worth.

Improve Map or Globe: You increase the detail and information on your map or globe. The Item Bonus increases by one die size, limited by your ranks in Nature (Explore).

Craft Globe (3 units of art media): You create a globe of the planet Arrete. This globe gives an Item Bonus of +1D6 on navigation between relatively large land masses and major settlements.

Build Shelter: You create a shelter that can withstand the current weather for 24 hours. The duration increases by 24 hours for every additional success point you spend.

Build Raft: You create a crude raft. It can stay together for 4 hours, although each hour of inclement weather or rapids counts as two hours. The

duration increases by 4 hours or every additional success point you spend.

Feint

You can craft whips and nets using the Feint specialty.

Prowess Required: You can only create whips if you have Whip Prowess, and nets if you have Net Prowess.

Base Time: Crafting a weapon takes 1 hour.

Supplies: Supplies of fabric are required for creating whips or nets.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Dueling (Feint).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

FEINT	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Supplies	Fabric
Bonus Die	Extra time
+	Craft Net
+	Craft Whip
+++	Add Net Quality
+++	Add Whip Quality

Craft Net (1 unit of fabric): You create any net.

Craft Whip (1 unit of fabric): You create any whip.

Add Net Quality (1 unit of fabric or crucible steel): You can give the net one of the following qualities: Reach, Specialty Table: Feint (Entangling, Tripping), Throwables, Weighted. The net can have a number of custom qualities equal to your Dueling (Feint) specialty ranks.

Add Whip Quality (1 unit of fabric or crucible steel): You can give the whip one of the following qualities: Cavalry, Reach, Responding, Sparring, Success Table: Feint (Disarming, Entangling, Unhorse, Wounding), Weighted. The whip can have a number of custom qualities equal to your Dueling (Feint) specialty ranks.

Husbandry

You can use the Nature (Husbandry) specialty to harvest crops, slaughter animals, prepare meals, and create leather armor and other leather goods.

Base Time: Each use of Nature (Husbandry) takes one hour.

Item Die: You can add the Item Die of cooking utensils or a kitchen while preparing food; and you can add the Item Die of tailoring tools when making flexible armor.

Supplies: Supplies of foodstuffs are needed only if you are preparing food. Creating armor requires fabric and possibly

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Nature (Husbandry).

Rushing: You can reduce the time to use Nature (Husbandry) by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

HUSBANDRY	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Tools (varies)
Supplies	Supplies (varies)
Bonus Die	Extra Time
+	Craft Flexible Armor
++	Craft Leather Item
+++	Prepare Food
++++	Improved Flexible Armor
+++++	Superior Flexible Armor

Craft Flexible Armor (1 unit of fabric): You create any flexible armor with a +1D6 Armor Die.

Craft Leather Item (1 or more units of fabric): You create a leather item such as a saddle, belt, or pouch.

Prepare Food (1 unit of foodstuffs): You create a meal (or several smaller meals) that are enough to feed two people for 1 day. For each additional unit of foodstuffs you spend, you can feed another two people. The food becomes inedible after 24 hours, but you can extend this duration by 24 hours for every additional success point you spend.

Improved Flexible Armor (2 units of fabric, 1 unit of crucible steel): You create any flexible armor with an Armor Die of +1D8.

Superior Flexible Armor (2 units of fabric, 2 units of crucible steel): You create any flexible armor with an Armor Die of +1D10 or higher.

Larceny

You can create forged documents, imitation jewelry, locks, traps, and alarms with the Streetwise (Larceny) specialty.

Base Time: Creating a forgery or an obstacle takes 1 hour.

Item Die: Add the Item Die of your repair tools or workshop to your dice pool when working with locks or traps.

Supplies: Clockwork gears are required for creating locks or traps, Writing materials materials are required for forging documents, and art media for duplicating jewelry.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Streetwise (Larceny).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

LARCENY	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Repair tools or workshop for obstacles
Supplies	Clockwork gears, writing materials, or art media
Bonus Die	Extra time
+	Craft Obstacle
++	Improve Obstacle Quality
++++	Forge Document
+++++	Duplicate Jewelry

Craft Obstacle (1 unit of clockwork gears): You create a simple lock, alarm, or trap. Attempts to install or bypass the obstacle are made against Standard Opposition of Easy (3D6).

Improve Obstacle Quality (1 unit of clockwork gears): The quality of obstacle improves, increasing the Standard Opposition for attempts to disable or bypass the obstacle. You are limited by the number of specialty ranks you have in Streetwise (Larceny).

Forge Document (1 unit of writing materials): You create a forgery of a document. The standard opposition to detect the deception is Easy (3D6) and improves by one die size for every 2 additional success points you spend, limited by your Streetwise (Larceny).

Duplicate Jewelry (2 units of art media): You create a piece of jewelry that appears to be expensive and valuable, but is actually worthless crystal, glass, or shiny metals. The standard opposition to detect that the jewelry isn't real starts at Easy (3D6) and improves by one die size for every 2 additional success points and 1 unit of art media you spend.

Lunge

You can craft polearms and swords with the Dueling (Lunge) specialty.

Prowess Required: You can only create polearms if you have Polearm Prowess, and swords if you have Sword Prowess.

Base Time: Crafting a weapon takes 1 hour.

Item Die: Add the Item Die of your metalworking tools or smithy to your dice pool.

Supplies: Supplies of crucible steel are required for creating weapons.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Defense (Parry).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

LUNGE	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Metalworking tools, smithy
Supplies	Crucible steel
Bonus Die	Extra time
+	Craft Light Sword
++	Craft Long Sword
****	Craft Great Sword
+	Craft Short Polearm
++	Craft Long Polearm
++	Add Sword <u>Quality</u>
++	Add Polearm <u>Quality</u>

Craft Light Sword (1 unit of crucible steel): You create any sword that has the Either Hand quality.

Craft Long Sword (2 units of crucible steel): You can create any sword that has the Main Hand quality.

Craft Great Sword (4 units of crucible steel): You can create any sword that has the Both Hands quality.

Craft Short Polearm (1 unit of crucible steel): You can create any polearm that doesn't have reach.

Craft Long Polearm (3 units of crucible steel): You can create any polearm that has the Reach quality.

Add Sword Quality (1 unit of crucible steel): You can give the sword one of the following qualities: Cavalry, Lightened, Success Table: Lunge (Wounding, Yielding, Unhorse), Success Table: Parry (Basket Hilt), Weighted. The weapon can have a number of custom qualities equal to your Dueling (Lunge) specialty ranks.

Add Polearm Quality (1 unit of crucible steel): You can give the polearm one of the following qualities: Cavalry, Lightened, Parrying, Reach, Success Table: Lunge (Disarming, Knockdown, Unhorse), Thrower, Weighted. The weapon can have a number of custom qualities equal to your Dueling (Lunge) specialty ranks.

Negotiate

You can craft legal documents, including business contracts, treaties, bills of sale, identity papers, and more, by using the Interaction (Negotiate) specialty.

Base Time: Crafting a contract, treaty, or identity papers takes one hour, and crafting a bill of sale takes one minute.

Supplies: Crafting any sort of document requires writing materials.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Interaction (Negotiate).

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

NEGOTIATE	(CRAFTING)
Base Time	1 minute or 1 hour
Opposition	Automatic Success
Supplies	Writing materials
Bonus Die	Extra time
+	Craft Basic Document
++	Improve Document
+++	Craft Complex Document
+++++	Forge Document
++++++	Include Loophole

Craft Basic Document (1 unit of writing materials): You create a basic legal document, such as a bill of sale. If signed by at least one party and used in later negotiations, it provides you with a +1D6 Bonus Die.

Improve Document (1 unit of writing materials): The document's Bonus Die improves by one die size. You are limited by the number of specialty ranks you have in Interaction (Negotiate).

Craft Complex Document (5 units of writing materials): You create a complex legal document, such as a treaty, a business contract, or identity papers. If signed by all parties involved and used in later negotiations, it provides you with a +1D6 Bonus Die.

Forge Document: The document you create isn't actually legally binding, but it looks authentic to casual inspection – including any signatures you have access to. You can only do this with a basic document, or with the signatures on a complex document. The standard opposition for attempts to detect the forgery starts at Easy (3D6) and increases by one die size for every 2 success points you spend.

Include Loophole (1 unit of writing materials): You add a loophole into the document that renders the document null and void under a specific circumstance. You decide that circumstance when you create the document, but it's not obvious to any other parties to the agreement. You can choose to reveal the loophole whenever the circumstances are right. You can only do this with a complex document.

Parry

You can craft shields using the Parry specialty.

Prowess Required: You can only create shields if you have Shield Prowess.

Base Time: Crafting a shield takes 1 hour.

Item Die: Add the Item Die of your metalworking tools or smithy to your dice pool.

Supplies: Supplies of crucible steel are required for creating shields.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Defense (Parry).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

PARRY	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Metalworking tools, smithy
Supplies	Crucible steel
Bonus Die	Extra time
+	Craft Light Shield
++	Shield Spike
+++	Craft Standard Shield
++++	Craft Heavy Shield
+++++	Perfectly Balanced

Craft Light Shield (1 unit of crucible steel): You create any shield with an Item Die of +1D6.

Shield Spike (1 unit of crucible steel): You affix a spike the shield you've created, letting its Shield Die be used as a Weapon Die for Lunge and Riposte. The wielder must have both Shield Prowess and Knife Prowess to include that Weapon die in any dice pool.

Craft Standard Shield (1 unit of crucible steel): You create any shield with an item die of +1D8.

Craft Heavy Shield (2 unit of crucible steel): You create any shield with an item die of +1D10.

Perfectly Balanced (1 unit of crucible steel): The shield is perfectly balanced for throwing. If the wielder has Shield Prowess and Cudgel Prowess, its Shield Die can be used as a Weapon Die for Lunge, Riposte, and Aim (+++: Shield Rebounds to Thrower, Close Range Drop o, Short

Range Drop 0, Medium Range Drop 2).

Poison

You can craft poisons and antidotes with Medicine (Poison) specialty.

Base Time: Crafting poison or antidote takes 1 hour.

Item Die: Add the Item Die of your alchemy tools or laboratory to your dice pool.

Supplies: Alchemical ingredients are required for crafting poisons and antidotes.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Medicine (Poison).

Extra Supplies: You can use extra supplies while crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Medicine (Poison).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

POISON	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Alchemy tools or laboratory
Supplies	Alchemical ingredients
Bonus Die	Extra time, extra supplies
+	Craft Standard Poison
+	Craft Antidote
+	Increase Quantity
+	Add Time Delay
++	Add Stage
++	Improve Potency
+++	Craft Exotic Poison
+++	Craft Exotic Antidote
++++	Reduce Material Cost
+++++	Develop Antidote
++++++	Eureka!

Craft Standard Poison (1 unit of alchemical ingredients): You create one dose of a standard type of poison with an Item Die of +1D6. Standard poisons are listed [in chapter 9 under the section "Poisons" on page 139](#).

Craft Antidote (1 unit of alchemical ingredients): You create two doses of poison antidote. The antidote gives a +1D6 Item Die on attempts to cure poisons.

Increase Quantity (1 unit of alchemical ingredients): You make another dose of poison or two doses of antidote for each success point and unit of alchemical ingredients you spend. The Item Die of the additional doses is the same as the original; you only need to increase the potency, add a delay, or add a stage for one dose.

Add Time Delay (1 unit of alchemical ingredients): The poison doesn't take effect until 1 hour after being introduced to the victim's system for each success point and unit of alchemical ingredients you spend. The maximum number of hours you can delay the effects is equal to your ranks in Poison (Medicine).

Add Stage (1 unit of alchemical ingredients): You create a staged poison – the individual components are harmless but when all are combined together the poison takes effect. Applications of the stages must take place within an hour of the first stage, or the poison loses all potency. The maximum number of stages you can create is equal to your ranks in Poison (Medicine); if you just have +1 rank, you can't create a staged poison.

Improve Potency (1 unit of alchemical ingredients): You increase the Item Die of the poison or antidote by one die size. You are limited by the number of specialty ranks you have in Poison (Medicine).

Craft Exotic Poison (3 units of alchemical ingredients): You create one dose of a rare poison. The poison has an Item Die of +1D6, and it can only be neutralized by a dose of exotic antidote created specifically for this toxin.

Craft Exotic Antidote (3 units of alchemical ingredients): You create one dose of an antidote formulated against a specific exotic poison. The antidote has an Item Die of +1D6, and is only effective against that single toxin.

Develop Antidote (3 units of alchemical ingredients, 1 dose of the poison in question or a poisoned victim): You create one dose of an antidote formulated against an unknown poison or unique poison. The antidote has an Item Die of +1D6, and is only effective against that single toxin. Now that you've created the cure, you can create it as an "exotic antidote", as can anyone who you instruct in the process.

The Queen's Cavaliers

Eureka! (5 units of alchemical ingredients): You've managed to mix up a unique poison that is resistant to the normal antidotes. The poison's Item Die is +1D6. Now that you have created it, you can create it as an "exotic poison", as can anyone who you instruct in the process. In addition, you can also create an antidote to your own creation.

Portents

You can craft divination cards, astrological charts, and bibelots with the Magicks (Portents) specialty.

Base Time: Using Magicks (Portents) to draw astrological charts or encharm bibelots takes one hour. Crafting divination cards takes one day.

Item Die: Add the Item Die of your tools or workroom to your dice pool.

Supplies: Art media is required to produce items using Magicks (Portents).

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Magicks (Portents).

Rushing: You can reduce your crafting time by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

PORTENTS	(CRAFTING)
Base Time	1 hour or 1 day
Opposition	Automatic Success
Item Die	Artisan tools, seance room
Supplies	Art media
Bonus Die	Extra Time
+	Draw Astrological Charts
++	Improve Astrological Charts
+++	Encharm Bibelot
++++	Create Divination Cards

Draw Astrological Charts (1 unit of art media): You create a set of astrological charts for someone based on the place, date, and time of her birth. (Incorrect information will, of course, produce useless charts!) The charts you create provide you with a +1D6 Item Die for Magicks (Portents) rolls on that person.

Improve Astrological Charts (1 unit of art media): The Item Die of the astrological charts improves by one die size. The Item Die is limited by the number of specialty ranks you have in Magicks (Portents).

Encharm Bibelot (1 unit of art media): You create a single bibelot encharmed with a skill of your choice. More details on bibelots can be found [in chapter 9 under the section "Bibelots" on page 163](#).

Create Divination Cards (5 units of art media): You create a personalized deck of divination cards, either for yourself or for someone whom you have astrological charts. The deck has an Item Die of +1D6 which increases by one step for each additional success point you spend, limited by the number of specialty ranks you have in Magicks (Portents). Your own deck also has a Bonus Die of +1D0, and you can increase that by one step for each additional success point, limited by your Portents ranks.

Riposte

You can craft knives with the Riposte specialty.

Prowess Required: You can only create knives if you have Knife Prowess.

Base Time: Crafting a weapon takes 1 hour.

Item Die: Add the Item Die of your metalworking tools or smithy to your dice pool.

Supplies: Supplies of crucible steel are required for creating weapons.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Defense (Riposte).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

RIPOSTE	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Metalworking tools, smithy
Supplies	Crucible steel
Bonus Die	Extra time
+	Craft Light Knife
++	Craft Long Knife
+++	Add Knife Quality

Craft Light Knife (1 unit of crucible steel): You create any knife with the Either Hand quality.

Craft Long Knife (2 unit of crucible steel): You can create any knife with the Main Hand quality.

Add Knife Quality (1 unit of crucible steel): You can give the knife one of the following qualities: Lightened, Medium Range, Sparring, Success Table: Riposte (Disarming, Wounding), Success Table: Success Table: Feint (Retort), Success Table: Parry (Basket Hilt, Disarming, Weapon-Catching), Throwables, Weighted. The weapon can have a number of custom qualities equal to your Dueling (Riposte) specialty ranks

Scholarship

You can craft reports and research summaries for your own use or the use of others. Each report has to be on a very specific topic, such as “The Effect of Climate Change on Gallinean Commerce in the 11th Century.”

You can also craft one chapter of a non-fiction book, with a broader topic such as “Climate Change in Gallinea” or “Economics of the 11th Century.”

Base Time: Crafting a report takes 1 hour. Crafting a book chapter takes 1 day.

Research Required: You must either have first-hand knowledge of the topic or use Culture (Scholarship) to do research of at least 1 hour for a report and 1 day for a book chapter.

Item Die: Add the Item Die of your applicable reference book or library to your dice pool.

Supplies: Crafting a report or book chapter requires Writing materials supplies.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Culture (Scholarship).

Rushing: You can reduce the time to craft your report by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

SCHOLARSHIP	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Books, library
Supplies	Writing materials
Bonus Die	Extra time
+	Craft Report
++	Improve Writing
+++	Translate a Passage
+++	Craft Book Chapter
+++++	Eureka!

Craft Report (1 unit of writing materials): You create a basic report on a narrow topic. The report has a +1D6 Item Die that can be used in Scholarship or Knowledge rolls related to the topic.

Improve Writing (1 unit of writing materials): The Item Die of the report or book chapter improves by one die size. You are limited by the number of specialty ranks you have in Culture (Scholarship).

Translate a Passage (1 unit of writing materials): You can translate one page of text from one language you know to another language you know. If you have a translating dictionary, you only have to know one of the languages. For each additional success point and unit of writing materials you spend, you can translate another page of text.

Craft Book Chapter (3 units of writing materials): You create a book chapter about a general topic. The book has a +1D6 Item Die that can be used in Scholarship or Knowledge rolls related to the topic.

Eureka!: During the course of your research, you've reached a new conclusion that has eluded other scholars before you. The Item Die of the report or chapter is maximized when used in a dice pool.

Strategy

You can create written materials to be used in military operations with the Military (Strategy) specialty.

Base Time: Drafting military materials takes 1 hour.

Supplies: Writing materials are required for crafting with Strategy.

Extra Time: You can spend extra time on writing to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Military (Strategy).

Rushing: You can reduce the time to write your materials by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the writing.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

STRATEGY	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Supplies	writing materials
Bonus Die	Extra time
+	Draft Battle Plans
++	Improve Battle Plans
++	Issue Orders
++++	Forge Orders

Draft Battle Plans (1 unit of writing materials): You create a basic plan of battle for a specific place and time. The plans give a +1D6 Bonus Die on Military (Strategy) rolls for that location, and are valid for 1 week (6 days). The time can be extended by 1 week for each additional success point you spend.

Improve Battle Plans (1 unit of writing materials): The Bonus Die of your battle plans increased by one die size. You are limited by the number of specialty ranks you have in Military (Strategy).

Issue Orders (1 unit of writing materials): You issue orders to one person under your command based on your battle plans. (Orders given to officers apply to all troops under that officer's command). If your orders are followed, your subordinate gains a +1D6 Item Die on Military (Strategy), Nature (Explore) and Nature (Prowl) rolls related to those plans. For each additional success point and unit of writing materials, you can issue orders to another subordinate. For each additional 2 success points you spend, the Item Die of your orders improves by one die size, limited by your specialty ranks in Military (Strategy).

Forge Orders (1 unit of writing materials): You create a forgery of military orders that appear to come from a specific commander. This can include fake letters of promotion, forged military identification papers, and legitimate-looking orders that will actually end in disaster. When someone attempts to analyze these orders, the standard opposition is Easy (3D6). The difficulty increases by one step for every 2 success points and 1 unit of writing materials you spend.

Treat

You can craft medicine and cures for diseases with the Medicine (Treat) specialty.

Base Time: Crafting medicine takes 1 hour. Crafting a disease cure takes 1 day.

Item Die: Add the Item Die of your alchemy tools or laboratory to your dice pool.

Supplies: medicine require alchemical ingredients; disease cures require medicine.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Medicine (Treat).

Extra Supplies: You can use extra supplies while crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Medicine (Treat).

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

TREAT	(CRAFTING)
Base Time	1 hour or 1 day
Opposition	Automatic Success
Item Die	Alchemy tools or laboratory
Supplies	medicine or alchemical ingredients
Bonus Die	Extra Time
+	Craft medicine
++	Craft Known Cure
+++	Reduce Material Cost
++++	Duplicate Cure
+++++	Eureka!

Craft medicine (1 unit of alchemical ingredients): You create two units of medicine for every 1 success point and 1 unit of alchemical ingredients you spend.

Craft Known Cure (2 units of medicine): You create one dose of a cure for a known disease. The cure is effective for 24 hours, although the potency can be extended by another 24 hours for each success point you spend. Each extra success point and unit of medicine you spend creates another dose of the same cure.

Duplicate Cure (2 units of medicine): You duplicate the curative properties of a cure without knowing the exact treatment for it, as long as you have a sample. You create one dose of the cure, and for every extra success point and unit of medicine you create another dose. The cure is effective for only 12 hours and cannot be extended.

Eureka! (5 units of medicine): You've invented a new cure for the disease you're treating. You craft one dose of the cure, and for every extra success point and unit of medicine you create another one. The cure is effective for 24 hours, although you can extend the potency by another 24 hours for each success point you spend. From now on, you can create this cure as a "known cure" as can anyone who you instruct.

Weave

You can craft articles of clothing, including charmwoven items.

Base Time: Crafting an article of clothing takes 1 hour.

Item Die: Add the Item Die of your tailoring tools or workshop to your dice pool.

Supplies: Creating clothes requires fabric supplies.

Extra Time: You can spend extra time on crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Magicks (Weave).

Extra Supplies: You can use extra supplies while crafting to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in the Specialty.

Rushing: You can reduce the time to craft your creation by taking a Drop penalty on your die roll. You can't rush a job that you're taking extra time on. The size of the Drop penalty depends on how much you rush the crafting.

Opposition: Unless you are rushing, a crafting roll automatically succeeds. The success points generated determine the quality of the creation.

WEAVE	(CRAFTING)
Base Time	1 hour
Opposition	Automatic Success
Item Die	Tailoring tools or workshop
Supplies	Fabric
Bonus Die	Extra time or extra supplies
+	Craft Article of Clothing
++	Add Charm to Clothing
++	Increase Charm
+++	Reduce Material Cost
++++	Masterpiece!

Craft Article of Clothing (1 unit of fabric): You create a basic article of clothing that is social rank Commoner (D0) or Soldier (D6). If the social rank is Artisan (D8) or higher, you need to pay extra success points to create it. If you spend one additional success point, you can create an article of clothing that is social rank Artisan (D8) or Noble (D10). If you have at least 4 ranks in Magicks (Weave), you can spend one more success point to create an article of clothing that is social rank Royal (D12).

Add Charm to Clothing: You add a charm to the article you created, with a Charm Die of +1D6. The item must be in accordance with the applicable Laws of Fashion, described [in chapter 9 under the section "The Nine Laws of Fashion" on page 139](#).

The Queen's Cavaliers

Increase Charm (1 unit of fabric): The Charm Die of the article of clothing improves by one die size. You are limited by the number of specialty ranks you have in Magicks (Weave).

Reduce Material Cost: You reduce the overall cost of this Crafting roll by one unit of fabric.

Masterpiece!: You've created an amazing article of apparel that draws everyone's eyes. The article's Charm Die is automatically maximized when used in a dice pool.

Chapter 9: Specialty Equipment

Alchemical Items

Characters with the Magicks (Brew) specialty can produce draughts, salves, and concoctions.

Concoctions

Concoctions are mixtures that can be prepared beforehand or activated on the spot by an alchemist or other character with skill in Magicks (Brew). Making a Brew roll to produce a concoction takes one turn, with Moderate (3D8) standard opposition; successes are spent as shown on the table below. Each concoction created requires the expenditure of one unit of Alchemical Supplies.

TABLE 92: CONCOCTIONS

CONCOCTION	EFFECT PRODUCED
Firefly Glow	Phosphorescent chemicals that glow for one hour per + spent. Can be applied to one item of pocket, handheld, or portable size.
Nauseating Smell	A horrible odor fills one Area per + spent.
Neutralizing Agent	Negate one persistent effect caused by any concoction per + spent.
Oil Slick	Dodge rolls in an adjacent Area take a Drop penalty equal to the number of + spent.
Photoreactive Flash	A flash of light that can be seen up to one league away for every + spent.
Smoke Cloud	A cloud of harmless smoke that fills one Area per + spent.

Draughts

Imbibing a draught is a Drop 1 combined action if the item is in hand; the effects last until the end of the scene. Draughts with increased potency have a cost equal to the die value; e.g., a D10 Aggression Draught has a cost of D10.

Draughts provide a Charm die bonus on a given specialty. Since you can only include one Charm die in a given dice pool, a character can't benefit from both the draught and a charmwoven item that affect the same specialty, only one or the other.

TABLE 93: DRAUGHTS

ITEM	COST	AFFECTED SPECIALTY
Accuracy Draught	D6, bulk	Military (Aim)
Aggression Draught	D6, bulk	Dueling (Lunge)
Courage Draught	D6, bulk	Remove 1D6 Yield
Detective's Vice	D6, bulk	Observation (Deduce)
Eagle Eyes Draught	D6, bulk	Observation (Perceive)
Elusiveness Draught	D6, bulk	Defense (Dodge)
Mathematical Draught	D6, bulk	Science (Calculus)
Memory Draught	D6, bulk	All knowledge rolls
Serpent's Tongue Draught	D6, bulk	Interaction (Deceive)
Soothing Words Draught	D6, bulk	Interaction (Negotiate)
Tactics Draught	D6, bulk	Military (Strategy)
Teetotaler's Tea	D6, bulk	Streetwise (Carouse)

Salves

Salves, oils, and unguents are applied externally, usually to the hands, requiring one turn to use. The effects last until the end of the scene. Salves with increased potency have a cost equal to the die value.

TABLE 94: SALVES

ITEM	COST	FUNCTION
Brawler's Balm	D6, bulk	Military (Brawl)
Farmer's Salve	D6, bulk	Nature (Husbandry)
Fireproofing Oil	D6, bulk	Science (Blackpowder)
Healing Unguent	D6, bulk	Medicine (Surgery, Treat) rolls made on the recipient
Nimblefingers Unction	D6, bulk	Streetwise (Larceny)
Silence Oil	D6, bulk	Nature (Prowl)
Weaver's Lotion	D6, bulk	Magicks (Weave)

Poisons

There are three types of standard poisons in general use: lethal poison, impairing poison, and sleep poison. For general rules on how to use and apply poison, see the Medicine (Poison) specialty in the Skills document.

Poisons are created by expending Alchemical Supplies and making a Medicine (Poison) roll. New characters who are provocateurs can choose which poisons they wish to begin with.

Poison antidote is general-use and can be used against any type of standard poison. It's ineffective against some exotic poisons, such as yellow-bellied scorpion venom.

TABLE 95: POISONS

ITEM	COST	FUNCTION
Antidote	D6, bulk	Expend 1 per use of Poison
Poison, deadly	D6, bulk	Expend 1 per use of Poison
Poison, impairing	D6, bulk	Expend 1 per use of Poison
Poison, sleep	D6, bulk	Expend 1 per use of Poison

Deadly Poison

+++: Inflict 1 Wound

Inflict 1 Wound: Your opponent takes one Wound. If she takes Wounds equalling her Wound Limit (which is four for player characters, and from one to four for non-player characters), she falls unconscious and is dying.

Impairing Poison

+++: Inflict Drop Penalty

Inflict Drop Penalty: Your opponent gains a Drop penalty on all rolls equal to one die for every three Success Points you spend, up to a maximum of Drop 4. This impairment lasts for 1 hour.

Sleep Poison

+: Inflict 1 Yield

Inflict 1 Yield: Your opponent takes one Yield for every Success Point you spend on Yield. If her Yield equals or exceeds her Yield Limit, she is Yielded Out.

Charmweaving

“Clothes make the woman,” or so the old Lutetian maxim claims. Certainly this is true in Gallinea’s capital city as well as the rest of Elara; fashion is a tangible thing in Gallinea.

Charmweaving, which originated in Lutetia, is the practice of adding specific dyes, trinkets, threads, and other magickal enhancements to articles of clothing. These enhancements provide bonuses to specific tasks.

The Nine Laws of Fashion

Charmwoven clothes are useful, stylish, and expensive, but they are also made according to exacting standards known as Gallinea’s Nine Laws of Fashion. Flouting these laws could lead to your Charms simply failing to work at all!

While these are known as “Gallinea’s” Laws, that’s not because they’re enforced by the Queen’s decree or by some sort of “fashion police” that stalks the streets of Lutetia. Instead, these are akin to natural Laws that were first noticed and codified in Gallinea; they simply describe how things are rather than how they should be.

The Queen's Cavaliers

The First is the simplest Law:

THE FIRST LAW: THE LAW OF COUTURE

"One's clothes must fit properly."

It seems obvious at first – clothing is meant to be worn and to fit properly! But it's also the most important. If your clothes aren't sized correctly for you, none of the charms will function. In addition, each off-size article of clothing you wear adds a Drop 1 penalty to combat actions if it's too large or too small.

To ensure your clothes are properly sized, you can't just buy your clothes off the rack; the people of Gallinea are a diverse group when it comes to body size, and there are no "standard sizes". Your clothes will need to be either be created specifically for you, or altered by a tailor. Only then can charms be effectively added to such apparel.

THE SECOND LAW: THE LAW OF ATTUNEMENT

"Charms are unique to the wearer."

You can't just pick up any random charmwoven item and put it on, even if it fits you. The patterns, glyphs, and trinkets sewn into charmwoven clothing have to be calibrated for each wearers. This is a pretty simple process – as long as the charmweaver knows your birth date, birth time, and place of birth. It usually takes about an hour to attune or reattune charms to any given person.

What if you don't know some or any of that information to tell your charmweaver? There are two options.

First, your charmweaver can attempt to adjust the charms to you anyway, through trial and error. This takes one hour per piece of information about your birth that you're missing. At the end of that process, the charmweaver makes a simple Magicks (Weave) roll with the opposition pool based on how much they don't know, as shown on the following table.

TABLE 96: OPPOSITION POOL FOR CHARM ATTUNEMENT ROLLS

DIE	BIRTH DATE	BIRTH TIME	PLACE OF BIRTH
D0	Exact date	Time, to the minute	City or village of birth
D6	Year and month known	Time, to the hour	Province of birth
D8	Month known	Morning or Night	Country of birth
D10	Year known	–	Continent of birth
D12	Nothing known	Nothing known	Nothing known

The dice pool is based on all of these factors – so if you know the exact date of your birth, that you know you were born in the morning, and that you were born somewhere in Talania, that's an opposition pool of 1D0+1D8+1D8, or 2D8. As it's a simple check, the charmweaver needs just one success point to correctly attune the item. On a failed check, the charmweaver needs to start over again to attune the item.

The second option involves the use of Magicks (Portents), and for this reason many charmweavers either work with those who can read omens, or can do so themselves.

The opposition pool for the Portents roll is the same as the pool calculated above for the trial-and-error method using the Magicks (Weave) specialty, but this is a standard roll not a simple roll. It takes one minute to perform this type of reading, the portent-reader must see you the entire time, and you must be willing to have it done. Each success point spent reveals either your birth date, your birth time to the minute, or your city or village of birth.

THE THIRD LAW: THE LAW OF PERTINENCE

"The charm must correspond to the article."

Simply stated, this means that a charm can only be applied to an item that has some relationship to the type of enchantment desired.

For example, gloves for soldiers can be given charms that assist with Dueling or Military (Aim), while gloves for craftsmen can be charmed for Magicks, Medicine, or Science.

Pertinent skills for any given type of clothing are found later in this chapter [in the section "Creating Charmwoven Clothing" on page 144](#), which also summarizes which types of charms can be applied to which pieces of attire.

THE FOURTH LAW: THE LAW OF DISSONANCE

"Dissonance limits the effectiveness of charms."

description of dissonance needed

TABLE 97: DISSONANCE

DISSONANCE LEVEL	MAXIMUM CHARM DIE
0	No limits
1	1D12
2	1D10
3	1D8
4	1D6
5	1D0
6 or more	None

THE FIFTH LAW: THE LAW OF CACOPHONY

"Unrestrained use of color creates dissonance."
explanation needed

TABLE 98: DISSONANCE GENERATED BY CACOPHONY

ADDITIONAL COLORS	DISSONANCE
1	+0
2	+2
3	+3
4	+4
5	+5
6 or more	+6

THE SIXTH LAW: THE LAW OF NEUTRALITY

"Neutral colors do not generate dissonance."
explanation needed

THE SEVENTH LAW: THE LAW OF DARNING

"Rips, tears, and holes produce dissonance."
explanation needed

TABLE 99: DISSONANCE GENERATED BY DAMAGE

UNREPAIRED RIPS	DISSONANCE
0	+0
1	+0
2	+2
3	+3
4	+4
5	+5
6 or more	+6

THE EIGHTH LAW: THE LAW OF STATION

"Outfits of mismatched attire produce dissonance."
explanation needed

Mismatched refers to the social rank associated with each item. Predefined outfits automatically count as a single rank.

TABLE 100: DISSONANCE GENERATED BY SOCIAL RANK MISMATCH

STEP OF MISMATCH	DISSONANCE
0	+0
1	+0
2	+2
3	+3
4	+4
5	+5
6 or more	+6

THE NINTH LAW: THE LAW OF DERNIER CRI

"Dated fashions generate dissonance."
explanation needed

This only applies to items or outfits of social rank 1D10.

The Queen's Cavaliers

TABLE 101: DISSONANCE GENERATED BY DATED FASHIONS

YEARS	DISSONANCE
0	+0
1	+0
2	+2
3	+3
4	+4
5	+5
6 or older	+6

WEARING CHARMWOVEN CLOTHING

explanation needed

WEARING MUNDANE CLOTHING

explanation needed

Articles of Clothing

ARM APPAREL

Table: Arm Apparel

Item	Cost	Social Rank	Pertinent Skills
Gloves, Courtier's	1D6	D10	Culture, Interaction, Streetwise
Gloves, Craftsman's	1D0	D8	Magicks, Medicine, Science
Gloves, Soldier's	1D0	D6	Defense, Dueling, Military
Gloves, Farmer's	1D0	D0	Nature, Streetwise

descriptions needed

TORSO APPAREL

Table: Torso Apparel

Item	Cost	Social Rank	Pertinent Skills
Bodice, Common	1D0	D0	Interaction, Nature, Streetwise
Bodice, Fine	1D6	D10	Defense, Dueling, Interaction
Casaque	1D6	D6	Culture, Defense, Dueling, Military
Doublet, Fine	1D6	D10	Defense, Dueling, Interaction
Doublet, Common	1D0	D0	Defense, Interaction, Streetwise
Gown, Courtly	1D10	D10	Culture, Interaction, Observation
Gown, Surgeon's	1D6	D8	Interaction, Medicine, Observation
Robes	1D0	D0	Culture, Interaction, Magicks, Observation
Shift	1D0	D0	Magicks, Nature, Streetwise
Smock	1D0	D8	Culture, Magicks, Science
Vestments	1D6	D8	Culture, Interaction, Magicks, Observation

descriptions needed

FOOT APPAREL

Table: Foot Apparel

Item	Cost	Social Rank	Pertinent Skills
Boots, Military	1D6	D6	Defense, Military, Nature
Boots, Work	1D6	D0	Military, Nature, Streetwise
Chopines	1D6	D10	Culture, Interaction
Pantofles	1D0	D8	Culture, Defense
Poulaines	1D0	D6	Culture, Interaction, Military
Sandals	1D0	D0	Nature, Streetwise
Shoes, Buckled	1D0	D0	Culture, Nature, Streetwise

HEAD APPAREL

Gallineans wear many different kinds of hats, with a type of headwear available to every type of charm – all the skills, with the exception of Initiative. The types of hats available are shown in the following table.

Table: Head Apparel

Item	Cost	Social Rank	Pertinent Skills

Beret, Artisan's	1D0	D8	Culture, Magicks, Science
Capotain	1D0	D6	Military, Nature, Streetwise
Cavalier Hat	1D6	D6	Defense, Dueling, Streetwise
Goggles, Gearspring	1D6	D8	Military, Observation, Science
Hair Ribbons	1D0	D10	Culture, Interaction, Magicks
Masque	1D0	D10	Dueling, Interaction, Streetwise
Plague Mask	1D6	D8	Medicine, Observation, Science
Skullcap, Clerical	1D0	D8	Culture, Interaction, Observation
Tricorne	1D6	D6	Military, Nature, Streetwise

Beret, Artisan's: The simple woolen beret is common among crafters in Gallinea. You can get a beret in many different colors, although beret colors have extra significance within Lutetian society. Each craft guild claims ownership of a particular, exacting shade of blue, green, or red, and will object strenuously to anyone unaffiliated wearing "their" colors. To those outside of the Lutetian guilds, the distinctions between beret colors is almost entirely opaque.

Capotain: A capotain is a tall hat, usually flat on the top, with a narrow brim. It originated in Albia and has since spread to Gallinea, usually worn by the soldiery. Most capotains are black in color, and many sport buckles in front – although Albian purists claim that such a frivolity is inauthentic and typical of Gallinea's love of decoration for its own sake.

Cavalier Hat: Made famous by the Queen's cavaliers but worn throughout Gallinea, cavalier hats have a wide brim and are usually worn with one side pinned up. A dyed ostrich feather is often added, both for appearance's sake and to allow all-black hats to take a charm. Sometimes these hats are colloquially referred to as neversettes.

Goggles, Gearspring: These goggles are created and used by mechanicians as well as other crafters. Each set of goggles has two or more pairs of lenses that can be swapped in as necessary – functions include magnification of small objects, telescopic sighting of distant objects, filters for specific colors, or simple eye protection. Gearspring goggles offer a +1D6 Item Die on Observation (Perception) rolls.

Hair Ribbons: Magickally charmed hair ribbons are popular with the upper classes and are woven into the hairstyles – or wigs – of any gender of noble. Unless affixed to a wig (which must be one of the neutral colors of argent, brunâtre, cendree, or sable), the ribbons require anywhere from ten minutes to several hours to weave into hair, or double that time if forced to don them without the help of a capable household servant.

Masque: Not a bandanna clumsily worn by a common brigand to disguise her identity, a masque actually does little to hide one's appearance. Used by the nobility at their lavish parties, each is custom created to reflect the wearer's persona and opinions of herself. Many masques only encircle the eyes and the space between them, while others cover the entire face. A Gallinean holiday called the Festival of Masques celebrates freedoms, including sexual freedoms, and is a time when nobles and non-nobles alike don masques to participate in the revelry.

Plague Mask: Part of a chirurgeon's standard surgical wear, a plague mask is usually styled like a bird's long beak, although other examples exist, such as long tusks or simply a cylinder. Goggles built into the mask provide covering for the chirurgeon's eyes, while medicinal herbs and complex filters in the "nose" cavity prevent infection of air-carried diseases.

Skullcap, Clerical: Sometimes called calottes, these skullcaps are associated with the Asrian religion and worn by its chaplains. Lower-ranking priests of Eserre wear celeste, azure, vert, or brunâtre skullcaps, while those higher in the order cover their skulls with calottes of argent, carnation, or purpure. Only those clergy appointed as Guardians of the Faith are allowed to wear Or skullcaps, with the golden yellow color symbolizing their connection to the sun goddess. Lay workers within the church are free to wear sable or cendree calottes while performing church duties.

Tricorne: These felt hats have wide brims like cavalier hats, but are pinned up on the sides and backs, forming them into triangular shapes. In Gallinea and Albia it's traditional to wear the tricorne with the single point facing forward, and in Ekalia and Dragosa to wear it pointing back. Tricornes are most popular among sailors and members of the military, with officers using them to display medals and other symbols of rank.

SHOULDER APPAREL

Shoulder charms tend to be about skills that are flashy and attention-getting, although a few have use in disguising or hiding the wearer.

TABLE 102: SHOULDER APPAREL

ITEM	COST	SOCIAL RANK	PERTINENT SKILLS
Cape, Cloth	1D0	D6	Defense, Dueling, Interaction, Streetwise
Cape, Fur	1D8	D8	Culture, Dueling, Interaction, Magicks
Cloak	1D0	D0	Defense, Dueling, Magicks, Nature, Streetwise
Stole, Liturgical	1D0	D8	Culture, Interaction, Magicks
Stole, Ornate	1D8	D10	Culture, Interaction, Streetwise
Tabard	1D6	D6	Defense, Dueling, Interaction, Military

descriptions needed

Standard Outfits

The Queen's Cavaliers

TABLE 103: STANDARD OUTFITS

ITEM	SOCIAL		INCLUDES
	COST	RANK	
Clockworker Outfit	2D6	D8	Gearspring goggles, smock, breeches, craftsman's gloves, pantofles
Corsair Outfit	4D6	D6	Tricorne, doublet, soldier's gloves, pantaloons, boots
Courtly Outfit	3D6	D10	Hair ribbons, bodice, courtier's gloves, skirt, chopines
Crafter Outfit	2D6	D8	Artisan's beret, smock, breeches, craftsman's gloves, buckled shoes
Military Outfit	2D6	D6	Capotain, soldier's gloves, breeches, boots, tabard
Peasant Outfit	1D6	D0	Shift, breeches, buckled shoes
Physician Outfit	3D6	D8	Plague mask, surgeon's gown, breeches, pantofles
Priest Outfit	2D6	D8	Clerical skullcap, vestments, courtier's gloves, breeches, pantofles
Swashbuckler Outfit	4D6	D6	Cavalier hat, doublet, soldier's gloves, breeches, boots, cape

descriptions needed

Creating Charmwoven Clothing

PERTINENCE

CULTURE

TABLE 104: CULTURE PERTINENCE

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	Courtier's gloves
Torso	Casaque, courtly gown, robes, smock, vestments
Foot	Chopines, pantofles, poulaines, buckled shoes
Head	Artisan's beret, hair ribbons, clerical skullcap
Shoulder	Fur cape, liturgical stole, ornate stole

DEFENSE

TABLE 105: DEFENSE PERTINENCE

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	Soldier's gloves
Torso	Bodice, casaque, doublet
Foot	Military boots, pantofles
Head	Cavalier hat
Shoulder	Cloth cape, cloak, tabard

DUELING

TABLE 106: DUELING PERTINENCE

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	Soldier's gloves
Torso	Bodice, casaque, doublet
Foot	—
Head	Cavalier hat, masque
Shoulder	Cloth cape, fur cape, cloak, tabard

INITIATIVE

TABLE 107: INITIATIVE PERTINENCE

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	—
Torso	—
Foot	—
Head	—
Shoulder	—

INTERACTION

TABLE I08: *INTERACTION PERTINENCE*

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	Courtier's gloves
Torso	Bodice, doublet, courtly gown, surgeon's gown, robes, vestments
Foot	Chopines, poulaines
Head	Hair ribbons, masque, clerical skullcap
Shoulder	Cloth cape, fur cape, liturgical stole, ornate stole, tabard

MAGICKS

TABLE I09: *MAGICKS PERTINENCE*

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	Craftsman's gloves
Torso	Robes, smock, vestments
Foot	—
Head	Artisan's beret, hair ribbons
Shoulder	Fur cape, liturgical stole

MEDICINE

TABLE II0: *MEDICINE PERTINENCE*

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	Craftsman's gloves
Torso	Surgeon's gown
Foot	—
Head	Plague mask
Shoulder	—

MILITARY

TABLE III: *MILITARY PERTINENCE*

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	Soldier's gloves
Torso	Casaque
Foot	Military boots, poutaines
Head	Capotain, gearspring goggles, tricorne
Shoulder	Tabard

NATURE

TABLE II2: *NATURE PERTINENCE*

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	Farmer's gloves
Torso	Shift
Foot	Military boots, sandals, buckled shoes
Head	Capotain, tricorne
Shoulder	Cloak

OBSERVATION

The Queen's Cavaliers

TABLE II3: OBSERVATION PERTINENCE

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	—
Torso	Courtly gown, surgeon's gown, robes, vestments
Foot	—
Head	Gearspring goggles, plague mask, clerical skullcap
Shoulder	—

SCIENCE

TABLE II4: SCIENCE PERTINENCE

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	Craftsman's gloves
Torso	Smock
Foot	—
Head	Artisan's beret, gearspring goggles, plague mask
Shoulder	—

STREETWISE

Articles that can take streetwise charms are a varied set, ranging from the peasant's cloth cape to the noble's ornate stole.

TABLE II5: STREETWISE PERTINENCE

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	Courtier's gloves
Torso	Bodice, doublet, shift
Foot	Sandals, buckled shoes
Head	Capotain, cavalier hat, masque, tricorne
Shoulder	Cloth cape, cloak, ornate stole

COLORS

TABLE II6: NEUTRAL COLORS

COLOR	DESCRIPTION
Argent	Silver or white
Brunâtre	Brown
Cendrée	Grey
Sable	Black

TABLE II7: VERVE COLORS

COLOR	DESCRIPTION
Argent (only)	Silver or white
Azure	Blue
Gules	Red
Or	Yellow

TABLE II8: AFFINITY COLORS

COLOR	DESCRIPTION
Amaranth	Magenta
Bleu-Céleste	Sky blue
Brunâtre (only)	Brown
Carnation	Pink
Cendrée (only)	Grey
Vert	Green

TABLE 119: GUILE COLORS

COLOR	DESCRIPTION
Purpure	Purple
Sable (only)	Black
Sanguine	Dark red
Tenné	Orange

- Amaranth:** This is a violet-red color, close to a magenta. It is an Affinity color.
- Argent:** Argent is both the color white and the color silver. When used in combination, it's considered a neutral color; used by itself, it's a Verve color.
- Azure:** A medium shade of blue, azure is a Verve color.
- Bleu-Céleste:** The light blue shade of a clear sky, bleu-céleste is not as dark as azure.
- Brunâtre:** Brown, or brunâtre, is an Affinity color. If used in combination with another color, it's considered a neutral color.
- Carnation:** An Affinity color, carnation is a softer pink color, often a lighter shade of Amaranth.
- Cendrée:** Named for the dark grey of cinders, cendrée is an Affinity color when used by itself, or a neutral color when used in combination with another color.
- Gules:** Gules, a medium shade of red, is a Verve color.
- Or:** *Or* represents yellow or gold. It is a Verve color.
- Purpure:** This is a dark purple color and is a Guile color.
- Sable:** Items that are entirely black are considered sable, a Guile color. If combined with another color, then the black becomes a neutral color.
- Sanguine:** Dark red, the color of blood, is a Guile color.
- Tenné:** This is a dark shade of orange, and is a Guile color.
- Vert:** The color of forest vegetation, vert is an Affinity color.

TABLE 120: CHARMWEAVING COLORS

COLOR NAME	DESCRIPTION	ATTRIBUTE
Amaranth	Violet red	Affinity
Argent	White or silver	Verve (or Neutral)
Azure	Blue	Verve
Brunâtre	Dark brown	Affinity (or Neutral)
Carnation	Pink	Affinity
Celeste	Light blue	Affinity
Cendree	Gray	Guile (or Neutral)
Gules	Red	Verve
Murrey	Burgundy	Affinity
Or	Gold or yellow	Verve
Purpure	Purple	Guile
Sable	Black	Guile (or Neutral)
Sanguine	Dark red	Guile
Tenné	Orange or tan	Affinity
Vert	Green	Affinity

Clockworks

Sample Devices

Design Note: I haven't yet rechecked all of these yet, so some of them might be added up incorrectly or may be using earlier versions of some of the components.

AUTOLOADER (PISTOL, MUSKET)

- Casing Size:** Pocket (gear space 1)
- Power Source:** Gear Train (space 1, power supply 1, Drop 0)
- Components:** Efficiency (space 1, power 1, reduce Drop by 1), Miniaturization (gear space +1)
- Construction Cost:** D6 (1)
- List Cost:** D6 (1)
- Complexity:** 3

An autoloader can be attached to a pistol or a musket to speed up the reloading of the gun.

The Queen's Cavaliers

AUTOLOADER (CANNON)

- **Casing Size:** Portable (gear space 4)
- **Power Source:** Gear Train (space 0, power supply 1, Drop 1)
- **Components:** Efficiency (space 4, power 1, reduce reload time by 50%)
- **Construction Cost:**
- **List Cost:**
- **Complexity:** 2

An autoloader attached to a cannon reduces the reload time from 4 rounds to 2 rounds.

CLIMBING GEARS

- **Casing Size:** Portable (space 4)
- **Power Source:** Mainspring (space 2, power supply 2, wind 1 turn, duration one use per success point)
- **Components:** Movement (space 2, power 1, walk, climb), Carry (space 2, power 1, person), Miniaturization (space +2)
- **Construction Cost:** D8 (2)
- **List Cost:**
- **Complexity:** 4

Climbing gears are worn as a harness and operated with two hands, allowing you to move between areas which are normally not passable.

CLOCKBOW

- **Casing Size:** Portable (space 4)
- **Power Source:** Gear Train (space 1, power supply 1, drop 0)
- **Components:** Projectile Weapon (space 3, power 1, weapon die d8, close Drop 0, short Drop 0, medium Drop 0, long Drop 2), Magazine (space 1, 4 shots, power 0, reload Drop 4), Miniaturization (space +1)
- **Construction Cost:** 4D6 (3)
- **List Cost:** D10 (3)
- **Complexity:** 4

A clockbow is a clockwork crossbow, fitted with a magazine that holds four quarrels that can be fired before reloading.

CLOCKWORK CARRIAGE

- **Casing Size:** Carriage (space 16)
- **Power Source:** Mainspring (space 4, power supply 4, wind 10 minutes, duration 1 hour)
- **Components:** Movement (space 2, power 2, gallop, roll), Carry (space 4, power 2, carriage)
- **Construction Cost:** 3D10 (9)
- **Complexity:** 3

CLOCKWORK LIMB (ARM)

- **Casing Size:** Handheld (space 2)
- **Power Source:** Gear Train (space 1, power supply 1, Drop 0)
- **Components:** Carry (space 0, power 1, hand), Articulation (space 0, power 0, Drop 1), Armor (space 1, power 0, Armor Die d6)
- **Construction Cost:** D12 (4)
- **List Cost:**
- **Complexity:** 4

CLOCKWORK LIMB (LEG)

- **Casing Size:** Portable (space 4)
- **Power Source:** Gear Train (space 1, power supply 1, Drop 0)
- **Components:** Carry (space 2 power 1, person), Articulation (space 0, power 0, Drop 1), Armor (space 1, power 0, Armor Die d6)
- **Construction Cost:**
- **List Cost:**
- **Complexity:** 4

CLOCKWORK PISTOL

- **Casing Size:** Handheld (space 2)
- **Power Source:** Tension Trigger (space 1, power supply 1, reset Drop 1)
- **Components:** Projectile Weapon (space 1, power 1, range 2 areas, damage D6, reload Drop 1)
- **Construction Cost:**
- **List Cost:**
- **Complexity:** 2

CLOCKWORK MUSKET

- **Casing Size:** Handheld (space 2)
- **Power Source:** Tension Trigger (space 1, power supply 1, reset Drop 1)
- **Components:** Projectile (space 1, power 1, range 2 areas, damage D6, reload Drop 1)
- **Construction Cost:** D8 (2 or 4)
- **List Cost:**
- **Complexity:** 2

GEARSWORD

- **Casing Size:** Handheld (space 2)
- **Power Source:** Mainspring (space 1, power supply 1, wind 1 turn, duration
 - uses)
- **Components:** Hand-to-Hand Weapon (space 2, power 0, weapon die D8), Powered Melee Attack (space 1, power 1, bonus weapon die D6), Miniaturization (space +2)
- **Construction Cost:** D10 (3)
- **List Cost:**
- **Complexity:**

GREAT GEARWORD

- **Casing Size:** Portable (space 2)
- **Power Source:** Mainspring (space 2, power supply 2, wind 1 turn, duration + uses)
- **Components:** Melee Attack (space 4, power 0, weapon die D10), Powered Melee Attack (space 2, power 2, bonus weapon die D10), Miniaturization (space +4)
- **Construction Cost:** (7)
- **List Cost:**
- **Complexity:**

POCKETWATCH

- **Casing Size:** Pocket (space 1)
- **Power Source:** Mainspring (space 1, power supply 1, wind 10 minutes, duration 24 hours)
- **Components:** Calculation (space 0, power 1, timekeeping)
- **Construction Cost:** D8 (2)
- **List Cost:**
- **Complexity:** 2

WING-GLIDER

- **Casing Size:** Portable (space 4)
- **Power Source:** Gear Train (space 1, power 2, usage Drop 1, duration 1 Action)
- **Components:** Carry (space 2, power 1, person), Movement (space 3, power 1, speed run, gliding)
- **Construction Cost:** D12 (4)
- **List Cost:**
- **Complexity:** 3

The Queen's Cavaliers

WRIST HOLSTER

- **Casing Size:** Pocket (space 1)
- **Power Source:** Tension Trigger (space 0, power supply 1, reset Drop 2, duration 1 use)
- **Components:** Efficiency (space 1, power 1, reduce Drop by 1)
- **Construction Cost:** D6 (1)
- **List Cost:**
- **Complexity:** 2

AIRSHIP

- **Casing Size:** Building (space 64)
- **Power Sources:** Mainspring (space 8, power supply 6, wind 10 minutes, duration 24 hours), Phlogistone Furnace (space 8, power supply 10, movement and carry only), Gear Train x4 (space 1, power 5, Drop 4)
- **Components:** Movement (space 16, power 7, cruise, fly), Carry (space 16, power 8, building), Armor (space 8, power 0, Armor Die D12), Calculation (space 2, power 1, navigation)
- **Construction Cost:**
- **List Cost:** 4d12
- **Complexity:** 10
- **Design Note:** This airship definitely needs to be recalculated.

Clockwork Devices

Each device consists of the following:

- 1 Casing
- 1 or more Power Sources
- 1 or more Components

Gear Space: Each casing has a certain amount of gear space available, depending upon its size. The power source and the components use up that space once installed. A miniaturization component can be installed in a casing to increase its effective gear space.

Power: Each power source delivers a set amount of power, dependent on the type of power source and the method of producing that power. Each component consumes a specified amount of power, and the power source's output must be enough to cover the power used by the components. Power is measured in power units.

Complexity: The complexity of a device is equal to the number of power sources plus the number of components.

Constructing a Device

Note: These rules are obsolete and this section needs to be rewritten to reflect the current crafting rules.

There are five steps to creating a device:

1. Plan the Device
2. Purchase the Supplies
3. Build the Parts
4. Install the Parts
5. Complete the Device

PLAN THE DEVICE

Before you start, you should plan out what you want your device to do. Decide how large the device will be – the size of its casing. Determine what capabilities it will have by the components you choose to install, and make sure that you have a strong enough power source to provide power to those components.

Once you have the device planned out, you can spend four hours to make a Science (Calculus) roll to draft a set of plans for building the device. This is optional, but is highly recommended as it gives you an additional die to roll when installing parts in your device and completing it.

The difficulty of the Science (Calculus) roll to draw plans is determined by the complexity of the device you are designing, as shown on the table below.

TABLE I21: DEVICE COMPLEXITY

DEVICE COMPLEXITY	STANDARD OPPOSITION
2	Easy (3D6)
3 – 4	Moderate (3D8)
5 – 8	Hard (3D10)
9 +	Very Difficult (3D12)

If you earn at least two success points on the Science (Calculus) roll, you have successfully drawn plans that will give you (or anyone else who follows them) a D6 bonus on rolls to install and complete the device. For each additional two success points you spend, you can increase the size of that die up to a maximum limited by your ranks in Science (Calculus), as shown below.

TABLE I22: MAXIMUM DIE

CALCULUS RANKS	MAXIMUM DIE
+1	D6
+2	D8
+3	D10
+4	D12
+5	D12

Prototype: If you have an existing prototype for the device, either created by yourself or by someone else, you gain a bonus D6 die on the roll to draw plans. The prototype does not need to be currently functional for you to gain this bonus.

PURCHASE THE SUPPLIES

There are three ways to acquire the parts needed for constructing a device: build them yourself, buy them from another clockworker, or salvage the parts from another device.

If you are going to build your own parts, you will need to buy gear supplies. Make a Wealth roll against the cost and availability of gear supplies – D8 for the cost, and D6 availability unless you are in a large city (in which case the availability is D0). Each success point on the Wealth roll enables you to buy one unit of gear supplies since they are a bulk item.

If you are going to buy certain parts, you will also make a Wealth roll based on the cost of the part (casing, power source, or component) that you wish to purchase. The cost for each is listed in the descriptions of each part later in this chapter. A casing has an availability of D0, while power sources and components have an availability equal to the highest die of their costs.

For details on salvaging parts and supplies, see the later section on Salvage.

BUILD THE PARTS

You can save money by building your own casing, although this does consume more time. A roll is not necessary, although you must have competency in the Science (Clockworks) specialty to construct a usable casing. See the later section on Constructing a Power Source for more information.

Building a power source or a component requires a number of gear supplies as shown on the table for that part, and at least four hours' work. At the end of that time, make a Science (Clockworks) roll and for each success point, the clockworker can spend 1 Creation Point's worth of gear supplies to create components or power sources. Multiple rolls may be required to create all the parts needed for a complex device.

Skill Limit: The total number of gears that you can spend on a single part is limited to your number of specialty ranks in Science (Clockworks).

Standard Opposition: The difficulty for this roll is Easy (3D6) if you are in a workshop, or Hard (3D10) if you are not.

Tools: If you have clockworker's tools, you gain an item die (usually D6) on this roll. If you are in a workshop, you gain a D8 item bonus instead.

Plans: The plans for the overall device do not apply on this roll.

Prototype: You gain no bonus for having a prototype of the device when making this roll.

INSTALL THE PARTS

Installing a power source or component in a casing requires a Science (Clockworks) roll (or series of rolls). The difficulty is Easy (3D6) if you are in a workshop, or Hard (3D10) if you are not. Each roll takes four hours, and each success point installs one power source or component.

Tools: If you have clockworker's tools, you gain an item die (usually D6) on this roll. If you are in a workshop, you gain a D8 item bonus instead.

Plans: If you have plans for the device, you gain a bonus die based on the quality of the plans when making this roll.

Prototype: If you have a prototype of the device, you gain a bonus D6 die on this roll. The prototype does not need to be currently functional for you to gain this bonus.

COMPLETE THE DEVICE

Once all the components have been successfully installed, the device needs to be completed. This requires no roll, but does require one hour of work per point of complexity of the device.

Casings

Casings are measured by their physical size, which determines the amount of gear space within the casing.

Purchasing a Casing: Casings are either purchased at the cost shown below or constructed by the clockworker for no cost. The availability of a casing is always D0. Gear supplies cannot be spent on casing costs.

Creating a Casing: It takes one hour per point of Gear Space to create a casing. No skill roll is required, but the clockworker must have at least one rank in the Clockworks specialty.

Casing Notation: A casing is described by listing the size of the casing followed by the gear space of that casing in parentheses. Examples: pocket (space 1), person (space 8), building (space 64).

TABLE 123: CASINGS

CASING SIZE	COST	GEAR SPACE
Pocket	D0	1
Handheld	D0	2
Portable	D6	4
Person	D6	8
Carriage	D8	16
Room	D10	32
Building	D12	64

POCKET SIZE

A pocket-sized device is easily concealed, requires only one hand to operate, and can be carried within a pocket or beneath clothing. Examples include pocketwatches and wrist holsters.

HANDBHELD SIZE

A handheld device requires usually requires one hand to operate and can be carried on a belt, in a holster, or in a scabbard. Examples include clockwork pistols and gearswords.

PORTABLE SIZE

A portable device is one which requires two hands to carry and operate, or perhaps can be carried as a backpack. Most don't need to be self-mobile. Examples include clockwork muskets and wing-gliders.

PERSON SIZE

An object roughly the size of a person – such as a statue – can't be easily carried by a single person without requiring her full attention. Most are therefore either stationary devices or self-mobile. Examples include humanoid automata and velocipedes.

CARRIAGE SIZE

Larger than a human but smaller than a room, carriage-sized devices are on the scale of large pieces of furniture. Unless self-mobile, they require several people in order to transport. Examples include clockwork carriages and some industrial machines.

ROOM SIZE

Room-sized devices take up the entire space of a sizable room, and are therefore rarely portable unless self-mobile. Examples include some analytical engines and most watermills.

BUILDING SIZE

Devices the size of a building are usually as large as a two or three story building with a half-dozen rooms. Examples include airships and clock towers.

Power Sources

Power sources are rated by how much space they take up inside a casing, by how much power they can provide, and by how that power is activated to enable components.

Purchasing a Power Source: A power source can be purchased, pre-assembled, for the cost shown on the table for that power source. The availability is equal to the highest cost die of the power source.

Constructing a Power Source: Unless otherwise specified, a power source can be constructed by a clockworker. This requires a number of gear supplies as shown on the table for that power source, and at least four hours' work. At the end of that time, make a Science (Clockworks) roll and for each success point, the clockworker can spend 1 Creation Point's worth of gear supplies.

Skill Limit: The total number of gears that a clockworker can spend on a single power source is limited to her number of specialty ranks in Science (Clockworks). For example, a clockworker with Science (Clockworks) +3 can only spend 3 gears on creating a mainspring power source.

Note: There are a few power sources that cannot be constructed using the Clockworks specialty. This will be noted in the description of the power source along with information about the required skill for construction. The roll is otherwise treated like the Clockworks specialty roll.

Power Source Notation: A power source is described by listing the name of the power source followed by the space, power supply, other qualities

of the power source, and the duration. Examples: gear train (space 1, power supply 2, Drop 1, one action); mainspring (space 4, power supply 4, wind 1 minute, duration 10 minutes); tension trigger (space 1, power supply 2, reset Drop 2, one use).

ALCHEMICAL CAPACITOR

An alchemical capacitor is a simple jar device that is used to generate, capture, and store electrical energy through alchemical means. A crude electromechanical interface allows the energy of the capacitor to be released and used over an extended period of time.

Each alchemical capacitor functions for 24 hours before needing to be replaced and reinstalled in a device. The power supply's duration is the same if it is used once during that time period or used repeatedly.

Creating an Alchemical Capacitor: The Magicks (Brew) specialty is required to create an alchemical capacitor, and it requires the use of alchemical supplies to do so. The maximum number of alchemical supplies that can be spent to create an alchemical capacitor is equal to the brewer's ranks in Magicks (Brew).

TABLE 124: ALCHEMICAL CAPACITOR POWER SOURCE

SPACE	COST	SUPPLIES	POWER SUPPLIED	DURATION
2	D6	1 alchemical supplies	1	24 Hours
4	D8	2 alchemical supplies	2	24 Hours
8	D10	3 alchemical supplies	3	24 Hours
16	D12	4 alchemical supplies	4	24 Hours

GEAR TRAIN

A gear train is used to transmit mechanical energy to a device as part of the same action that uses the device; this mechanical energy is supplied by the muscular activity of the device's user. This activity is a combined action that imposes a Drop 4 to Drop 0 penalty on that action. The power thus supplied is only good for that specific action.

For example, a velocipede might have a Drop 1 penalty required to provide 3 units of power, which can then be used to power the carry and movement components of the velocipede. This imposes that Drop 1 penalty on actions undertaken by the rider of the velocipede during the turn in which it's ridden.

Variable Gear Train: The power units and the drop penalty of any given gear train are usually fixed, as shown on the table below. A gear train (space 0, power supply 2, Drop 2) will always supply 2 power units and require a Drop 2 penalty to operate. However, a gear train can be made variable by increasing the space by 1 and the cost by D6 (1 gear); this allows variable power supply based on the amount of Drop penalty taken to power it. For example, a variable gear train (space 0+1, power supply 1/2/3, Drop 1/2/4) supplies 1 power unit if a Drop 1 penalty is applied, 2 power units for a Drop 2 penalty, and 3 power units for a Drop 4 penalty.

TABLE 125: GEAR TRAIN POWER SOURCE

SPACE	COST	SUPPLIES	POWER SUPPLIED	DROP	DURATION
0	D0	0 gears	1	Drop 1	One Action
0	D0	0 gears	2	Drop 2	One Action
0	D0	0 gears	1	Drop 4	One Action
1	D6	1 gear	1	Drop 0	One Action
1	D6	1 gear	2	Drop 1	One Action
1	D6	1 gear	3	Drop 2	One Action
1	D6	1 gear	4	Drop 4	One Action
2	D8	2 gears	2	Drop 0	One Action
2	D8	2 gears	3	Drop 1	One Action
2	D8	2 gears	4	Drop 2	One Action
4	D10	3 gears	3	Drop 0	One Action
4	D10	3 gears	4	Drop 1	One Action
8	D12	4 gears	4	Drop 0	One Action

BLACKPOWDER FLINTLOCK

A blackpowder flintlock is a kind of trigger that fires off once, using exploding blackpowder to provide energy to power the device's components. After the blackpowder flintlock is triggered, it must be reloaded with blackpowder and reset – a procedure which takes an amount of time as shown on the table below.

Creating a Blackpowder Flintlock: The Science (Blackpowder) specialty is required to create a blackpowder flintlock, and it requires the use of clockwork gears to do so. The maximum number of clockwork gears that can be spent to create a blackpowder flintlock is equal to the powderworker's ranks in Science (Blackpowder).

The Queen's Cavaliers

TABLE 126: BLACKPOWDER FLINTLOCK POWER SOURCE

SPACE	COST	SUPPLIES	POWER SUPPLIED	RESET	DURATION
1	D0	0 blackpowder charges	2	Drop 1	One use
1	D6	1 blackpowder charge	4	Drop 2	One use
2	D8	2 blackpowder charges	6	Drop 4	One use
3	D10	3 blackpowder charges	8	2 Turns	One use
4	D12	4 blackpowder charges	10	3 Turns	One use

MAINSPRING

A mainspring is a complex clockwork spring used to store power until it needs to be released. The initial power is put into the mainspring by winding it and then is released by a mechanical flywheel.

The capabilities of a mainspring are measured in both how much power is provided and how that power is stored and released; each factor is purchased separately as shown on the tables below. To design a mainspring, you need to determine both the power output and the duration separately, paying the cost (in wealth rolls or gear supplies) for each.

A mainspring can't be wound for more than 10 minutes; at that point, the mainspring is holding the full amount of power that it is able to store and release.

One Turn Winding/One Use per Success Point Duration: If the winding time is one turn and the duration is one use per success point, make a Science (Clockworks) check against Easy (3D6) standard difficulty. Each success point grants one use of the device before the end of the scene.

Variable Mainspring: The winding time and duration any given mainspring are usually fixed, as shown on the table below. A mainspring (space 1, power supply 1, wind 1 minute, duration 10 minutes) will always require 1 minute of winding and provide 10 minutes of power. However, a mainspring can be made variable by increasing the space by 1 and the cost by D6 (1 gear); this allows variable duration based on the amount of time spent winding it. For example, a variable mainspring (space 1+1, power supply 1, wind 1 turn/1 minute/10 minutes, duration 1 minute/10 minutes/1 hour) supplies power for 1 minute if wound for 1 turn, 10 minutes if wound for 1 minute, and 1 hour if wound for 10 minutes.

TABLE 127: MAINSPRING POWER SOURCE

SPACE	COST	SUPPLIES	POWER SUPPLIED
1	D0	0 gears	1
2	D6	1 gear	2
4	D8	2 gears	4
8	D10	3 gears	6
16	D12	4 gears	8

TABLE 128: MAINSPRING OPTIONS POWER SOURCE

SPACE	COST	SUPPLIES	WIND	DURATION
+0	D0	0 gears	1 Turn	One use per success point
+0	D0	0 gears	1 minute	1 minute
+0	D0	0 gears	10 minutes	10 minutes
+0	D6	1 gear	1 Turn	1 minute
+0	D6	1 gear	1 minute	10 minutes
+0	D6	1 gear	10 minutes	1 hour
+0	D8	2 gears	1 Turn	10 minutes
+0	D8	2 gears	1 minute	1 hour
+0	D8	2 gears	10 minutes	24 hours
+0	D10	3 gears	1 minute	24 hours

NATURALISTIC TURBINE

A naturalistic turbine is one that is hooked up to a source of power that exists in the natural world – running water, winds, or tidal flow.

Naturalistic turbines produce a steady but low amount of power, without requiring any special actions or fuel to make them function. Setting up a naturalistic turbine to use any given natural energy supply requires one hour per power unit produced, so most are installed in permanent locations such as windmills or watermills.

Natural Limits: A stream can produce up to 2 power units, while larger rivers can supply up to 4. Wind power varies between 0 and 3 power units in most situations. Tidal flow usually only can provide 1 power unit.

Sails: A sail takes up half the space of a normal naturalistic turbine, but the power supplied can only be used for movement. It also requires the purchase of one unit of fabric supplies per power unit.

TABLE I29: NATURALISTIC TURBINE POWER SOURCE

SPACE	COST	SUPPLIES	POWER SUPPLIED
2	D6	1 gear	1
4	D8	2 gears	2
6	D10	3 gears	3
8	D12	4 gears	4

PHLOGISTONE FURNACE

A phlogistone furnace burns the rare mineral phlogistone to use for generating lift and propulsion. It is primarily used in airships and can be prohibitively expensive for other uses.

Limited Power: Power units produced by a phlogistone furnace can only be used to power carry and movement components.

Envelope: A charmwoven cloth envelope is necessary for use with a phlogistone furnace; this requires the skills of a charmweaver with at least 4 specialty ranks in Magicks (Weave).

Fuel: Each hour that a phlogistone furnace is in use, it burns one pound of phlogistone per power unit supplied. The amount of power supplied can be reduced by burning lesser quantities of phlogistone.

Creating a Phlogistone Furnace: The Science (Blackpowder) specialty is required to create a phlogistone furnace, and it requires the use of clockwork gears to do so. The maximum number of clockwork gears that can be spent to create a phlogistone furnace is equal to the powderworker's ranks in Science (Blackpowder).

TABLE I30: PHLOGISTONE FURNACE POWER SOURCE

SPACE	COST	SUPPLIES	POWER SUPPLIED	ENVELOPE COST	ENVELOPE SUPPLIES
4	D12	4 gears	10 (carry or movement only)	D10	4 fabric
6	2D12	5 gears	20 (carry or movement only)	D12	5 fabric

TENSION TRIGGER

A tension trigger stores energy for use and then releases it. To reset a tension trigger, you need to take a reset action, which is a combined action with a penalty of Drop 1 to Drop 4. Unlike gear trains, tension triggers store energy for future use rather than immediate use, but unlike mainsprings a tension trigger will only store that energy for a single use.

TABLE I31: TENSION TRIGGER POWER SOURCE

SPACE	COST	SUPPLIES	POWER SUPPLIED	RESET	DURATION
0	D0	0 gears	1	Drop 4	One use
0	D6	1 gear	1	Drop 2	One use
0	D6	1 gear	2	Drop 1	One use
1	D8	2 gears	1	Drop 1	One use
1	D8	2 gears	2	Drop 2	One use
1	D8	2 gears	3	Drop 4	One use
1	D10	3 gears	2	Drop 1	One use
1	D10	3 gears	3	Drop 2	One use
1	D12	4 gears	3	Drop 1	One use

Components

Components provide the basic functionality of a clockwork device, and are rated by how much space they take up inside a casing, by how much power require to run, and by the effects the component can produce.

Purchasing a Component: A component can be purchased, pre-assembled, for the cost shown on the table for that component type. The availability is equal to the highest cost die of the component.

Constructing a Component: Unless otherwise specified, a component can be constructed by a clockworker. This requires a number of gear supplies as shown on the table for that component, and at least four hours' work. At the end of that time, make a Science (Clockworks) roll and for each success point, the clockworker can spend 1 Creation Point's worth of gear supplies to construct components or power sources.

Skill Limit: The total number of gears that a clockworker can spend on a component is limited to her number of specialty ranks in Science (Clockworks). For example, a clockworker with +3 Science (Clockworks) can only spend 3 gears on creating a movement component.

Component Notation: A power source is described by listing the name of the power source followed by the space, power requirements, and other qualities of the component. Examples: articulation (space 1, power 0, Drop 1); carry (space 2, power 1, person); projectile weapon (space 3, power 1, weapon die d8, close Drop 0, short Drop 0, medium Drop 0, long Drop 2).

ARMOR

Armor plating protects both the device itself and anyone using or within the device. The armor component grants an Armor Die that can be used for Defense (Block) rolls.

The Queen's Cavaliers

TABLE I-22: ARMOR COMPONENT

SPACE	COST	SUPPLIES	POWER	ARMOR DIE
0	D0	0 gears	0	D0
1	D6	1 gear	0	D6
2	D8	2 gears	0	D8
4	D10	3 gears	0	D10
8	D12	4 gears	0	D12

ARTICULATION

Clockwork devices are inherently clumsy; if used as replacements for a human's natural ability, they take a Drop 4 penalty on associated actions. This is primarily the case when someone replaces part of her body with a clockwork limb, such as an arm or a leg. The articulation component reduces those penalties from Drop 4 down to Drop 2, Drop 1 or Drop 0.

Creating an Articulation Component: The Medicine (Surgery) specialty is required to create an articulation component with a low Drop penalty. Surgery +1 is required for Drop 1, and Surgery +2 for Drop 0.

TABLE I-23: ARTICULATION COMPONENT

SPACE	COST	SUPPLIES	POWER	PENALTY
0	D0	0 gears	0	Drop 4
1	D0	0 gears	0	Drop 2
2	D0	0 gears	0	Drop 1
0	D6	1 gear	0	Drop 2
1	D6	1 gear	0	Drop 1
2	D6	1 gear	0	Drop 0
0	D8	2 gears	0	Drop 1
1	D8	2 gears	0	Drop 0
0	D10	3 gears	0	Drop 0

CALCULATION

The calculation component gives the device the ability to compute certain values when given appropriate information. The simplest form of calculation is simple timekeeping; nearly any clockwork device can be made to function as a clock.

More advanced calculations can compute the calendar date (including holy days and stellar phenomenon), plot out a navigation course, do complex polynomial math such as ballistics, or even do relatively complex analytical analysis.

Unless the device has the measurement component, it is reliant upon user input for all appropriate information, such as the longitude and latitude, the weather conditions, and so on. Faulty data can lead to faulty calculations.

Creating a Calculation Component: The Science (Calculus) specialty is required to create a calculation component and it requires the use of clockwork gears to do so. The maximum number of clockwork gears that can be spent to create a calculation component is equal to the creator's ranks in Science (Calculus).

TABLE I-24: CALCULATION COMPONENT

SPACE	COST	SUPPLIES	POWER	CALCULATION COMPLEXITY
0	D0	0 gears	1	Timekeeping
1	D6	1 gear	1	Calendar
2	D8	2 gears	1	Navigation
4	D10	3 gears	1	Polynomials
8	D12	4 gears	1	Analytics

CARRY

The carry component gives a device the ability to lift additional weight. Most devices with the movement component have enough carrying capacity to lift themselves, including a normal load; some have even greater capacity depending on their use.

TABLE I-25: CARRY COMPONENT

SPACE	COST	SUPPLIES	POWER	CARRYING CAPACITY
0	D0	0 gears	1	Pocket
0	D0	0 gears	1	Handheld
1	D6	1 gear	1	Portable
2	D6	1 gear	1	Person
4	D8	2 gears	2	Carriage
8	D10	3 gears	4	Room
16	D12	4 gears	8	Building

DELAY TIMER

A delay timer prevents a power source from providing power to a device until a fixed amount of time has passed. To use the delay trigger component, first it must be armed and the length of delay set. The delay durations shown are not randomly determined but are set by the user, although each with a set range has a minimum of one time unit.

Delay timers are most frequently used with blackpowder flintlock or tension trigger power sources, and often trigger projectile weapon traps or bombs.

TABLE I36: DELAY TIMER COMPONENT

SPACE	COST	SUPPLIES	POWER	ARM	DELAY DURATION
1	D0	0 gears	0	Drop 2	End of current action
1	D6	1 gear	0	1 Turn	1-10 Turns
1	D8	2 gears	0	1 Turn	1-10 Minutes
1	D10	3 gears	0	1 minute	1-8 Hours
1	D12	4 gears	0	1 minute	1-6 Days

EFFICIENCY

The efficiency component reduces the time necessary to do a simple, repetitive task. For combined actions, this reduces the Drop penalty by 1, 2 or 4 – but with a minimum of Drop 1. For other repetitive tasks this reduces the time needed to complete those tasks, through mechanical automation. For example, a mechanized loom could cut in half the time needed to produce simple cloth.

An efficiency component cannot reduce the time of complex tasks that involve specialty rolls, such as charmweaving or surgery.

TABLE I37: EFFICIENCY COMPONENT

SPACE	COST	SUPPLIES	POWER	DROP REDUCTION	TIME REDUCTION
1	D0	0 gears	1	Reduce Drop by 1	Reduce Time by 10%
2	D6	1 gear	1	Reduce Drop by 2	Reduce Time by 25%
4	D8	2 gears	1	Reduce Drop by 4	Reduce Time by 50%
8	D10	3 gears	2	–	Reduce Time by 75%
16	D12	4 gears	4	–	Reduce Time by 90%

EXPLOSION

This component produces a loud and potentially deadly explosion. It's used in creating bombs or grenades.

Power Requirement: An explosion component can only be powered by a blackpowder flintlock or an alchemical capacitor. Note that blackpowder flintlocks are a lot more effective at powering an explosion than an alchemical capacitor.

Environmental Damage: An explosion does damage to everything inside a given area. More powerful explosions also do damage in adjacent areas, and even targets up to 2 areas away for the most powerful explosions. This environmental damage inflicts one yield for one success point, and one wound for three success points.

Self-Destruction: Upon use, the device is destroyed by the force of its own explosion.

Creating an Explosion Component: The Science (Blackpowder) specialty is required to create an explosion component and it requires the use of blackpowder supplies to do so. The maximum number of blackpowder supplies that can be spent to create an explosion component is equal to the powderworker's ranks in Science (Blackpowder).

TABLE I38: EXPLOSION COMPONENT

SPACE	COST	SUPPLIES	POWER	ENVIRONMENTAL DAMAGE (1 AREA, 2 AREAS)
1	D0	1 blackpowder charge	2	3D6
1	D6	2 blackpowder charges	4	3D8
2	D8	3 blackpowder charges	6	3D10 (3D6)
4	D10	4 blackpowder charges	8	3D12 (3D8)
8	D12	5 blackpowder charges	10	5D12 (3D10, 3D6)

HAND-TO-HAND WEAPON

The Hand-to-Hand Weapon component gives a device the ability to be used as a weapon by granting it a Weapon Die, and assigning it a Weapon Prowess category. Choose one option from each of the following tables to define a complete Hand-to-Hand Weapon.

Size Limit: A device with the hand-to-hand weapon component can be no larger than Portable size.

The Queen's Cavaliers

TABLE I39: HAND-TO-HAND WEAPON COMPONENT

SPACE	COST	SUPPLIES	POWER	WEAPON DIE
1	D0	0 gears	0	D6
2	D0	0 gears	0	D8
4	D6	1 gear	0	D10
8	D8	2 gears	0	D12

TABLE I40: HAND-TO-HAND WEAPON COMPONENT OPTIONS

SPACE	COST	SUPPLIES	POWER	CASING SIZE	WEAPON PROWESS	MAX WEAPON DIE
+0	D0	0 gears	+0	Pocket	Knife	1D6
+0	D0	0 gears	+0	Handheld	Knife	1D8
+0	D0	0 gears	+0	Handheld	Sword	1D10
+0	D0	0 gears	+0	Handheld	Cudgel	1D10
+1	D0	0 gears	+0	Portable	Sword	1D12
+2	D0	0 gears	+0	Portable	Cudgel	1D12
+0	D0	0 gears	+0	Portable	Pike	1D12

Injector

The injector component gives a device the ability to inject a fluid, such as an alchemical solution or a vial of poison, into a living creature. A device can hold only one dose and it takes a Drop 4 action to refill the device.

Using the device in a combat situation requires a Medicine (Poisons) roll to deliver its payload.

TABLE I41: INJECTOR COMPONENT

SPACE	COST	SUPPLIES	POWER
1	D6	1 gear	1
1	D8	2 gears	0

ITEM DIE

The item die component allows you to add an Item Die for one specialty to a device. For example, a spyglass could provide an Item Die on Observation (Perceive) rolls, or a tricked-out screwdriver could provide an Item Die on Science (Clockwork) rolls.

To provide a bonus to more than one specialty, add another Item Die component for each additional specialty.

Defense (Parry), Dueling: Use the Hand-to-Hand Weapon component to add a melee Weapon Die to a device.

Defense (Block): Use the Armor component to add an Armor Die to a device.

Initiative: These specialties can never benefit from an Item Die.

Military (Aim): Use the Projectile Weapon component to add a ranged Weapon Die to a device.

TABLE I42: ITEM DIE COMPONENT

SPACE	COST	SUPPLIES	POWER	ITEM DIE
1	D0	0 gears	0	D6
2	D6	1 gear	0	D8
4	D8	2 gears	1	D10
8	D10	3 gears	2	D12

MAGAZINE

A magazine component holds multiple shots of ammunition (bullets and powder or quarrels, for example) for a device with the projectile weapon component. The amount held in each magazine, and the time required to reload the device with a full magazine, are shown in the table below.

TABLE I43: MAGAZINE COMPONENT

SPACE	COST	SUPPLIES	POWER	SHOTS	RELOAD
1	D0	0 gears	0	2	Drop 4
1	D6	1 gear	0	4	Drop 4
2	D8	2 gears	0	8	2 Turns
4	D10	3 gears	0	16	3 Turns
8	D12	4 gears	0	32	4 Turns

MEASUREMENT

The measurement component allows a device to take a reading of the physical environment around it. By default, this is displayed on the device in some way. Examples of qualities that can be measured include the temperature, barometric pressure, altitude, longitude and latitude, velocity, oceanic depth, compass directions, sound levels, and more. A worn device could measure the wearer's speed, heart rate, or blood pressure.

A measurement component is often tied to a calculation component to allow the device to process the information that it measures.

TABLE I44: MEASUREMENT COMPONENT

SPACE	COST	SUPPLIES	POWER	QUALITIES MEASURED
1	D0	0 gears	1	1
1	D6	1 gear	0	1
1	D6	1 gear	1	2
1	D8	2 gears	0	2
1	D8	2 gears	2	4
2	D10	3 gears	0	4
2	D10	3 gears	2	8
4	D12	4 gears	0	8
4	D12	4 gears	4	16

MINIATURIZATION

The miniaturization component doesn't actually add any capabilities to a device, but it makes it easier to fit more into the casing of the device. The component makes space in the device by reducing the size of existing components; this is reflected by additional gear space that is added to that of the casing.

Unique Component: A device can have only one miniaturization component.

TABLE I45: MINIATURIZATION COMPONENT

SPACE	COST	SUPPLIES	POWER	ADDITIONAL GEAR SPACE
0	D0	0 gears	0	+1
0	D6	1 gear	0	+2
0	D8	2 gears	0	+4
0	D10	3 gears	0	+6
0	D12	4 gears	0	+8

MOVEMENT

The movement component gives the device the ability to move itself.

Carry Component Required: A device with a movement component must have a carry component of at least the same size as the device's casing.

Roll: The device moves at half speed when not on a road or other flat surface.

Climb: The device can move up and down vertically.

Step: The device can walk like a human or animal.

Glide: The device must maintain at least Walk speed in order to stay aloft.

Float: The device is a boat or ship and can travel on the surface of the water.

Submerge: In addition to being able to float on the surface of the water, the device can go beneath the waves like a submersible.

Fly: The device can fly through the air. Unless it is powered by a Phlogistone Furnace, the device must maintain a minimum of Walk speed in order to stay aloft.

TABLE I46: MOVEMENT COMPONENT

SPACE	COST	SUPPLIES	POWER	WALK	RUN	OVERLAND SPEED
1	D0	0 gears	0	0 Areas	1 Area	1 league per hour
1	D6	1 gear	1	1 Area	2 Areas	3 leagues per hour
2	D8	2 gears	2	1 Area	3 Areas	6 leagues per hour
4	D10	3 gears	3	1 Area	4 Areas	10 leagues per hour
8	D12	4 gears	4	1 Area	5 Areas	15 leagues per hour

The Queen's Cavaliers

TABLE I47: MOVEMENT COMPONENT OPTIONS

SPACE	COST	SUPPLIES	POWER	MOVEMENT MODE	MAXIMUM SPEED
+0	D0	o gears	+0	Roll	3 Areas
+1	D0	1 gear	+0	Step	3 Areas
+1	D6	1 gear	+0	Climb	2 Areas
+2	D0	o gears	-1	Glide	3 Areas
+2	D0	o gears	+1	Float	4 Areas
+4	D6	1 gear	+2	Submerge	3 Areas
+8	D6	1 gear	+3	Fly	5 Areas

POWERED WEAPON

A powered weapon is a melee weapon that has been modified with moving parts to make it even more deadly – for example, a rotating flail or a chain-toothed sword. The powered weapon component grants a bonus die that can be used whenever the device's Weapon Die is used, including Defense (Parry) rolls and Dueling rolls.

Size Limit: A device with the powered weapon component can be no larger than Portable size.

Requires Hand-to-Hand Weapon: You can only add this component to a device if it already possesses the hand-to-hand weapon component. The powered weapon Bonus Die cannot exceed the Weapon Die of the device.

Table: Powered Weapon Component

Space | Cost | Supplies | Power | Bonus Die |

— | — | — | — | — |

1 | D6 | 1 gear | 1 | D6 |

1 | D8 | 2 gears | 1 | D8 |

2 | D10 | 3 gears | 2 | D10 |

4 | D12 | 4 gears | 3 | D12 |

PROJECTILE WEAPON

A projectile weapon component fires a bullet, dart, arrow, quarrel, cannonball, or other projectile at a target. Most devices use the Military (Aim) specialty to attack, and gain a Weapon Die when doing so. As with other missile weapons in The Queen's Cavaliers, it's not necessary to track ammunition carried, but it is necessary to know whether or not the weapon is loaded.

In addition to selecting the Weapon Die, reload time, and range modifiers for the weapon, the designer also specifies which Weapon prowess is used with the weapon. Devices which require the Cannon weapon prowess use the Science (Blackpowder) specialty for attacks instead of Military (Aim).

Magazine: A projectile weapon can optionally be fitted with a magazine component to increase the number of times it can be fired without reloading. In such a situation, the projectile weapon component loses its reload quality and uses the reload time of the magazine instead.

Size Limit: A device with the projectile weapon component can be no larger than Carriage size. (For cannons on larger buildings or ships, just place the cannons as separate devices.)

Ranges: The range of a projectile weapon component is determined by adding together a composite of all chosen range lines. Lines cannot be combined if they both contain a value for the same range. All ranges must be filled in with a Drop penalty or N/A.

The default ranges for a weapon with no extra space, cost, or power requirements are: close Drop 0, short Drop 0, medium Drop 1, long N/A.

TABLE I48: PROJECTILE WEAPON COMPONENT

SPACE	COST	SUPPLIES	POWER	WEAPON DIE	RELOAD
1	D0	o gears	1	D6	Drop 1
1	D6	1 gear	1	D8	Drop 1
2	D8	2 gears	1	D10	Drop 2
4	D10	3 gears	2	D12	Drop 4

TABLE I49: PROJECTILE WEAPON COMPONENT RANGE OPTIONS

SPACE	COST	SUPPLIES	POWER	CLOSE (0)	SHORT (1-2)	MEDIUM (3-4)	LONG (5+)
+0	D0	o gears	+0	Drop 0	N/A		
+1	D0	o gears	+0	Drop 0			
+0	D0	o gears	+0	Drop 0			
+1	D0	o gears	+0	Drop 0			
+0	D0	o gears	+0	Drop 1			
+0	D0	o gears	+0	Drop 2	N/A		
+2	D0	o gears	+1	N/A	Drop 1		Drop 0
+0	D0	o gears	+1	N/A	Drop 1		
+0	D6	1 gear	+1	Drop 1			
+0	D0	o gears	+0	Drop 2			

TABLE 150: PROJECTILE WEAPON COMPONENT USE OPTIONS

SPACE	COST	SUPPLIES	POWER	CASING SIZE	MAX WEAPON DIE	SKILL PROWESS
+0	D0	o gears	+0	Pocket	Pistol +1D6	Pistol
+0	D0	o gears	+0	Handheld	Pistol +1D8	Pistol
+0	D6	1 gear	+0	Handheld	Bow +1D8	Crossbow
+0	D0	o gears	+0	Portable	Bow +1D10	Crossbow
+0	D0	o gears	+0	Portable	Musket +1D10	Musket
+0	D6	1 gear	+0	Portable	Cannon +1D10	Cannon
+0	D6	1 gear	+0	Person	Bow +1D12	Crossbow
+0	D6	1 gear	+0	Person	Musket +1D12	Musket
+0	D6	1 gear	+0	Person	Cannon +1D12	Cannon
+0	D0	o gears	+0	Carriage	Cannon +1D12	Cannon
+0	D6	1 gear	+0	Carriage	Crossbow +1D12	Crossbow

Repairing and Salvaging Clockwork Devices

explanation needed

Explosive Weapons

Unlike conventional weapons, which use Dueling or Military (Aim) rolls for attack, explosive weapons affect an entire area and inflict damage on every creature, object, or other target within that area.

- **Base Damage:**
- **Yield:**
- **Special:**
- **Inflict 1 Yield:**
- **Inflict 2 Wounds:**
- **Add 1 Area:**
- **Increase Radius:**
- **Radius:**
- **Maximum Range:**
- **Naval Areas:**
- **Supplies:**

Artillery

TABLE 151: ARTILLERY

WEAPON	COST	SCALE	WEAPON DIE	BASE DAMAGE	SUPPLIES
Basilic	3D12	Room	Cannon +1D12	1D10 Wounds	2 units
Couleuvrine	5D10	Room	Cannon +1D10	1D10 Wounds	2 units
Couleuvrine, grande	4D12	Room	Cannon +1D12	1D12 Wounds	4 units
Couleuvrine, moyenne	4D10	Furniture	Cannon +1D10	1D8 Wounds	2 units
Falconet	3D8	Human-Scale	Cannon +1D6	1D6 Wounds	1 unit
Mortar, heavy	4D10	Room	Cannon +1D10	1D8 Wounds	2 units
Rabinet	2D8	Human-Scale	Cannon +1D6	1 Wound	
Vouivre-mignon	3D10	Furniture	Cannon +1D8	1D8 Wounds	1 unit

TABLE 152: ARTILLERY RANGE

WEAPON	CLOSE	SHORT	MEDIUM	LONG	MAXIMUM RANGE
Basilic	Drop 0	Drop 0	Drop 1	Drop 1	12 Naval Areas
Couleuvrine	Drop 0	Drop 0	Drop 0	Drop 2	10 Naval Areas
Couleuvrine, grande	Drop 0	Drop 0	Drop 1	Drop 2	8 Naval Areas
Couleuvrine, moyenne	Drop 0	Drop 1	Drop 0	Drop 2	10 Naval Areas
Falconet	Drop 0	Drop 0	Drop 2	Drop 2	6 Naval Areas
Mortar, heavy	Drop 2	Drop 0	Drop 0		4 Naval Areas
Rabinet	Drop 0	Drop 2	Drop 2		4 Naval Areas
Vouivre-mignon	Drop 0	Drop 0	Drop 1	Drop 2	6 Naval Areas

- **Basilic:**
- **Couleuvrine:**

The Queen's Cavaliers

- Couleuvrine, grande:
- Couleuvrine, moyenne:
- Falconet:
- Mortar, heavy:
- Rabinet:
- Vouivre-mignon:

TABLE 153: CANNON SHOT

SHOT TYPE	COST	EXTRA DAMAGE	YIELD	RADIUS STEPS	SPECIAL
Alchemical	1D10, bulk	+1 Wound	x3	Close, Adjacent, Short	+: Inflict 1 Yield
Canister	1D10, bulk	+1D8 Wounds	x2	Adjacent, Short, Medium	+++: Inflict 2 Wounds
Blackpowder	1D8, bulk	+1D6 Wounds	x2	Adjacent, Short	
Chain	1D8, bulk	+1D6 Wounds	x3	Adjacent, Short	+: Inflict 1 Yield
Round	2D6, bulk	+1D6 Wounds	x2	Close	
Smoke	1D8, bulk		x3	Adjacent, Short, Medium	++: Step-Up Radius
Thunder	2D6, bulk	+1 Wound	x3	Adjacent, Short, Medium	
Wildfire	1D10, bulk	+1D8 Wounds	x2	Adjacent, Short, Medium	++: Step-Up Radius

- Alchemical shot:
- Cannister shot:
- Blackpowder shot:
- Chain shot:
- Round shot:
- Smoke shot:
- Thunder Shot:
- Wildfire Shot:

Bombs

TABLE 154: PLACED BOMBS

BOMB TYPE	COST	SCALE	ITEM DIE	BASE DAMAGE	YIELD
Alchemical	4D8	Carried	Blackpowder +1D6	1D6 Wounds	x4
Canister	3D8	Carried	Blackpowder +1D8	1D8 Wounds	x2
Heavy	3D8	Human-Scale	Blackpowder +1D12	2D6 Wounds	x2
Mining	2D6	Carried	Blackpowder +1D10	1D6 Wounds	x2
Powderhorn	—	Pocket	Blackpowder +1D0	1 Wound	x2
Powderkeg	1D6, bulk	Handheld	Blackpowder +1D0	1D6 Wounds	x2
Smoke	2D6	Carried	Blackpowder +1D6		x3
Structure	2D8	Human-Scale	Blackpowder +1D8	1D8 Wounds	x2
Thunder	3D6	Carried	Blackpowder +1D8	1D6 Wounds	x3
Wildfire	3D8	Carried	Blackpowder +1D6	1D10 Wounds	x2

TABLE 155: BOMB EFFECTS

BOMB TYPE	RADIUS STEPS	SPECIAL
Alchemical	Close, Adjacent, Short	+: Inflict 1 Yield
Canister	Adjacent, Short, Medium	+++: Inflict 2 Wounds
Heavy	Medium, Long	
Mining	Adjacent, Close	
Powderhorn	Close	
Powderkeg	Close, Adjacent	
Smoke	Short, Medium	
Structure	Short, Medium, Long	
Thunder	Close, Adjacent, Short	
Wildfire	Adjacent, Short, Medium	++: Step-Up Radius

- Alchemical Bomb:
- Canister Bomb:
- Heavy Bomb:
- Mining Bomb:

- Powderhorn Bomb:
- Powderkeg Bomb:
- Smoke Bomb:
- Structure Bomb:
- Thunder Bomb:
- Wildfire Bomb:

Bibelots

Bibelots are trinkets created by using the Portents specialty, meant to ward off bad luck or malicious hexes. These are created with the Magicks (Portents) specialty, [as described in the section "Crafting" on page 115](#). Bibelots are often crafted from glass, copper, pottery, carved gems, or leaves.

Each bibelot is tied to one specific skill, such as Defense or Dueling. Cursory examination of a bibelot is enough to let anyone competent in Magicks identify its associated skill.

You use a bibelot by wearing it on your person, in contact with your skin, although it doesn't need to be openly displayed. You can only wear one bibelot at a time; touching a second bibelot with your bare skin causes the first one to shatter. You can carry additional bibelots as long as you don't touch them; for example, in a pocket or belt pouch.

A bibelot is used under one of two circumstances:

- If someone tries to cast a hex on you that affects the associated skill
- If you make roll for an associated specialty and roll a 1 on one of the dice in the pool

In the first case, the bibelot shatters and the hex doesn't take effect. In the second case, you can *choose* to use the bibelot; if you do, the bibelot shatters and you can roll 1D6 to replace the result of 1.

Whenever a bibelot shatters, you can feel it; it's against your skin, after all. It doesn't wound you, but you do gain 1 point of yield.

If you have ranks in the Magicks (Portents) specialty, you can wear an additional number of bibelots equal to your specialty ranks. However, you can't wear more than one bibelot for any given skill. For example, if you have +2 ranks in Magicks (Portents), you can wear one bibelot for Defense and another for Dueling, but not two for Dueling.

Getting out a bibelot and wearing it is a Drop 3 action. Most readers of Portents will carry extra bibelots in a padded case or pouch.

TABLE 156: BIBELOTS

ITEM	COST	ASSOCIATED SKILL
Bibelot of arrondissements	Do	Streetwise
Bibelot of bloodshed	Do	Dueling
Bibelot of healing	Do	Medicine
Bibelot of knowledge	Do	Culture
Bibelot of protection	Do	Defense
Bibelot of quickness	Do	Initiative
Bibelot of seeing	Do	Observation
Bibelot of speaking	Do	Interaction
Bibelot of the wilds	Do	Nature
Bibelot of theorems	Do	Science
Bibelot of warfare	Do	Military
Bibelot of witching	Do	Magicks

Chapter 10: Additional Rules

Combat

Combat is initiated when either party wants to begin a physical conflict.

Actions Before Combat

Before combat actually begins, depending on the circumstances, a character may be able to take certain actions to gain benefits in the upcoming fight.

These actions can include drawing weapons, drinking alchemical draughts, shouting for help, and so on.

The only dice actions a character can take are those which will give the character Advantage in the combat – such as a Prowl roll or a Strategy roll. All Success Points from such rolls can only be spent on Advantage, and only one roll of a given type can be made. Success Points from these rolls cannot be spent on gaining Style Points. [See "Advantage" on page 167](#) for more about advantage.

SURPRISE

The MJ can decide that one side is surprised or otherwise unprepared for a fight. An Observation roll can be used for this purpose, or the MJ

The Queen's Cavaliers

can simply rule based on the narrative.

If a character is surprised, she is unable to take any preparatory actions before the fight, so cannot gain Advantage or prepare weapons before the fight. In addition, she gains a Drop 1 penalty on Initiative rolls (see below).

Rolling Initiative

At the start of combat, all combatants make an Initiative roll to determine the order in which each one will act. There are three Specialties under the Initiative skill, and the player (or MJ, for NPCs) can choose which one to use: Impulse, Vigilance, or Timing. This is a normal Skill roll, where the top two dice are added together for a total, and the lower of those two dice is the potential number of successes.

Initiative rolls are automatic successes, which means that there are no opposition dice and the Success Points are counted as if the roll had succeeded. Success Points from an Initiative roll are called Initiative Points and can be spent during the course of the combat as described below. Once all combatants have made an Initiative roll, the MJ orders the results based first on the total roll, and the number of successes to break ties. If two characters roll the same total and number of successes, then roll off using 1D10 until the tie is broken.

When each character's turn comes up in the Initiative order, she can take one action, and then the turn passes to the next player in order. When all characters have taken a turn, the round ends and starts again with the first player in Initiative order.

If a new combatant enters a fight already in progress, she rolls Initiative and is added into the Initiative order at the appropriate place in the next round.

For the MJ:

Identical NPCs

When Rabble or Stock Characters are used in quantities of more than two, the MJ can group them together with one Initiative roll. All combatants in the group will take their actions at the same place in the Initiative sequence. Any Initiative Points spent apply to only one of such grouped characters at a given time.

SPENDING INITIATIVE POINTS

There are three ways to use Initiative Points during the course of a combat scene:

- Seize the Initiative
- Interpose
- Reprise Attack

Each has a cost that varies depending on the Specialty used for the Initiative roll – for example, if a character used Impulse, it would cost her one Initiative Point to Seize the Initiative, two points to Interpose, and three points to Reprise Attack.

Seize the Initiative: For one round, the character jumps ahead in the Initiative order, before someone else is about to act. The next round, the character acts at her normal place in the Initiative order.

Interpose: For one attack, the character makes herself the target of someone else's attack, instead of the attacker's intended target. This can be used to protect any target in the same Area, or as a combined action with a Move to protect a target in an adjacent Area. Alternately, an Interpose can be used to prevent an opponent in the same Area from leaving that Area; this blocks the opponent's movement but does not redirect the attack. A character can Interpose only once per round.

Reprise Attack: If the character failed on an attack roll, she can repeat the attack. This can't be used after a successful attack. A character can Reprise Attack only once per round.

Areas and Positioning

Positioning and movement in *The Queen's Cavaliers* are represented by Areas; each Area is a distinct location where characters might find themselves, as determined by the MJ.

Before a fight breaks out, the MJ should define these Areas and the interrelations between them. For example, if one Area is a dock, another Area might be the deck of a ship. The MJ could say that travel is possible from the dock to the deck by both the gangplank and the ropes tying the ship to the dock.

Areas are usually represented by 3x5 index cards or by drawing rectangles on a piece of paper. Tokens, miniatures, or other small objects can be used to represent the locations of each combatant, and moved from Area to Area as the combat progresses.

An example of the Areas for a complex fight is shown above as it may be laid out with 3x5 cards; in addition, lines are given to show the usual ways in which a character could move from one Area to another.

What if a character in the Crow's Nest wants to dive off into the water, or land on the docks? The MJ can judge these exceptions on a case-by-case basis, generally erring on the side of allowing characters to move around relatively freely.

But what if someone wants to enter the captain's quarters? That room isn't shown in the original setup – but if it makes sense to exist, based on the fictional circumstances of the game, the MJ can add an additional rectangle or index card to represent this new Area on the fly, and point out how it can be entered or left.

The primary way to move between Areas is by using the Move action, either by itself in a turn or as a combined action (see below for details).

Actions in Combat

Each time a combatant's turn comes up in the Initiative order, she can take up to one action. An action involves making an opposed dice roll of

some kind, such as an attack or using a skill, or making another action that affects the shared fictional world such as moving. The list of actions that can be taken includes:

- Attack a Foe
- Assist a Friend
- Flourish to Gain Style
- Focus to Reroll Initiative
- Movement
- Prepare an Action
- Reload your Weapon
- Use a Skill

Minor actions are possible, such as drawing a weapon, mounting a horse, or opening a door. Most of those can simply be done as a combined action (see below), although you could also do that on your turn as your entire turn.

COMBINED ACTIONS

Many actions can be combined together with other actions. These actions don't require a dice roll, but instead impose a Drop Penalty on the primary action's roll.

For example, if you wish to draw your weapon, you could take an action to do that. Or you could combine drawing the weapon with making an attack with it.

"Draw a weapon" is a Drop 1 combined action. This means you'd take a Drop 1 penalty on whatever roll you choose to make that turn as your action.

Drop Penalties for combined actions are cumulative; if you move to an adjacent area (another Drop 1 penalty) along with drawing your weapon, you now have a Drop 2 penalty on your attack.

A partial list of combined actions is shown below:

- Drop 0: Drop Weapon
- Drop 1: Move, Stand Up, Dismount, Draw Weapon, Sheathe Weapon, Switch Hands, Imbibe Draught, Arm Grenade
- Drop 2: Run, Retrieve Weapon, Improvise Weapon, Mount Horse, Reload (Pistol), Reload (Crossbow)
- Drop 3: Reload (Musket)

If a desired combined action isn't listed, the MJ can assign an appropriate Drop Penalty based on the examples listed above.

You can never combine two or more actions that require a dice roll, such as two attacks.

If you choose to not take an action that requires a dice roll, you can instead take multiple combined actions, up to a total of Drop 4. For example, reloading a pistol (Drop 2), dismounting (Drop 1), and moving (Drop 1). You wouldn't be able to also drink a draught in the same turn, because that would impose a Drop 5 penalty. (This limit only applies to Drop Penalties resulting from combined actions, and not from Wounds.)

LIST OF ACTIONS

The following actions require the use of your action during a turn, although some can be used as combined actions where noted.

ATTACK

Your character makes an attack against a target, using a Dueling skill (Lunge or Feint) or a Military Skill (Aim or Brawl). Your character must be within range of the target, or in the same Area for Dueling and Brawl attacks, although you could use a combined Move action to get closer to the target.

Your character's target then gets to choose a specific Defense skill to use to react to the attack, and an opposed roll is made. The winner of the opposed roll gets to spend her Success Points as appropriate for the skill she used.

ASSIST

You can assist another character by taking an Assist action. This grants the other character bonus dice on their next roll equal to one of the following:

- Your character's Specialty dice, if she has ranks in the Specialty she is going to use.
- Your character's Competency Die if she doesn't have ranks in the Specialty but is competent in that skill
- 1D6

A character can only receive the benefit from an Assist from two other characters. If the benefit is not used by the end of the current round, the benefit is lost.

As a Combined Action: You can't combine an Assist with other actions that require a dice roll, but you can use it with combined actions. Assist counts as a Drop 2 penalty when comparing against the maximum amount of Drop from combined actions (Drop 4).

Example:

The Queen's Cavaliers

Example: You want to assist another player in attacking an opponent with Feint. Your character has 2 ranks in Feint, D8 for Guile, and a D8 Competency Die. You can give one of the following bonuses by assisting her:

- 2D8 for the Feint specialty dice
- 1D8 for the Competency Die
- 1D6 as a default

Obviously in this case, you would choose the 2D8.

Flourish

A Flourish is an attempt to show off your character's talents in a way that is impressive – and which nets you Style Points.

To execute a Flourish, choose one specialty and describe how your character is using it stylishly, as with gaining a Skill Point. Then make a skill roll against Easy (3D6) opposition. If you are successful, you can only spend your Success Points on gaining Style Points, up to a maximum (as always) of three.

Example:

Example: You have no Style Points and make a Flourish based on your character's Dodge specialty. You roll a 14 with seven Success Points against an opposition roll of 9, succeeding in the roll. You can only spend your Success Points on gaining Style Points (at a cost of three Success Points each Style Point) and describe your character leaping onto a chair, a table, and then a barrel, looking quite dashing as she does.

Focus

A Focus is a re-centering of your character's attention, and allows you to reroll an Initiative roll with no opposition roll. You gain the following benefits from using Focus:

- You can change your character's position in the Initiative order to the new value you've rolled, or stay at your original position, whichever is better for you.
- You can increase your current number of Initiative Points by the number that you rolled.

Example:

Example: At the start of the combat, you rolled a total of 5 with one Success Point on your Initiative roll. On the first turn, you decide to Focus and you get a better roll – a total of 11 with four Success Points (Initiative Points); you change your position in the Initiative order to 11, and add your one Initiative Point to the four you've just rolled, for a total five.

You later spend all five of those Initiative Points and in a subsequent turn, Focus again, getting a total of 9 with three Success Points; your position in the Initiative order doesn't change, but you do gain three more Initiative Points to spend.

Move or Run

Movement allows you to change your position from one Area to another Area. A normal Move action takes you to an adjacent Area, while a Run action lets you move through to an Area two away from your starting position.

As a Combined Action: A Move is a Drop 1 penalty, and a Run is a Drop 2 penalty. The most that you can Move in one turn is two Areas, so you can't do both a Run and a Move at the same time.

Prepare

You can use a Prepare action to set up an action to occur after a specific event happens later in the round. You declare what action your character will take and what will trigger that action. (You can choose not to act when the trigger comes up, if circumstances have changed.)

If the end of the round comes and you have not taken the action because the trigger event hasn't happened, then you can either choose to take the action at the end of the turn, or forfeit your character's action for that turn.

If you take any combined actions at the same time as your Prepare action, you apply the Drop Penalty when you take the prepared action.

Example:

Example: Your character gets ready to rush into a room after a friend opens it, drawing her weapon (Drop 1) in the same turn that you declare your Prepare action. Your trigger is "when the door opens" and your character's action will be to move into the room (Drop 1) and attack someone there. This will have a total Drop 2 penalty due to the combined actions.

Later you prepare an attack with your sword to trigger "after my friend disarms our opponent." This has no extra Drop penalty, since you aren't moving and your sword is already out. If your opponent doesn't become disarmed by the end of the round, you can either go ahead and make your attack, or wait until next round.

Reload

The Reload action lets your character reload one of her firearms. (You don't have to reload a bow, but you do have to reload a crossbow.) Most weapons can be reloaded in one round, but it takes a total of 5 uses of Reload to reload a cannon.

As a Combined Action: Reloading a pistol or a crossbow is a Drop 2 penalty. Reloading a musket is a Drop 3 penalty. You can reload two pistols in one round, since that would be a Drop 4 penalty total, and Drop 4 is the limit of combined actions you can take in one round.

USE A SKILL

This is a catch-all category for using a Specialty or Skill in a way which isn't an attack, either using the Specialty's own Success Tables or the generic table for Non-Combat Actions in Combat. (See the start of the Skills document in the playtest packet.)

Example:

Example: You decide to use the Deceive specialty to distract your character's opponent in a fight: "Hey, look, the Guardian's cavaliers are behind you!" Normally, Deceive takes one minute to use and doesn't have a direct combat application, so instead you use the Success Table for Non-Combat Actions. With your Success Points, you buy increases in Advantage to represent your successful bluff.

Advantage

Advantage is an abstraction of how well your character is doing in a fight, expressed as a die value from D6 to D12. Advantage represents a wide variety of in-fiction states, including your character's relative positioning in an Area, her general sense of how the fight is going, her superior stance to her opponent, and even whether or not she is feeling the rhythm of the fight.

INCREASING ADVANTAGE

You begin every combat with no Advantage Die and can increase your Advantage by spending Success Points, depending upon the Success Table for an action you've completed. The first time you buy an increase in Advantage, your Advantage Die goes up to D6; then D8, D10, and D12 with subsequent (or simultaneous) expenditures of Success Points on increasing Advantage.

Example:

Example: You decide you want your character to make a Feint attack against her opponent, and you succeed with three Success Points. It's the start of the fight, so you have no Advantage to begin with, but the Increase Advantage option on the Feint success table lets you spend one Success Point for each increase of Advantage. The first point gives you a D6 Advantage Die, then the following two increase that die size to D10, spending all three of your Success Points.

USING ADVANTAGE

You can include your Advantage die on any attack or defense roll that you make during combat. Each time you use your Advantage Die, it steps down one size – from D10 to D8, for example, or from D6 to no Advantage Die.

Example:

Example: You make a Lunge attack and elect to include your Advantage Die, which currently stands at a D10. You add a D10 to your dice pool for the attack, and after resolving the Lunge roll, your Advantage Die drops to a D8.

Other Combat Modifiers

Drop penalties can be applied during a fight based on the fictional circumstances – for example, if you are on the pitching and rolling deck of a ship, the MJ can impose a Drop 1 penalty on physical skill checks.

If an area provides cover from attacks, that imposes a Drop 1 or Drop 2 penalty on attacks that fire into that area.

Damage

There are two types of damage in *The Queen's Cavaliers*: **Yield**, which is non-lethal, and **Wounds**, which bring a character closer to death while imposing penalties on combat-related actions.

YIELD

Yield is an abstraction representing a character's energy, enthusiasm for battle, fatigue level, and will to fight.

Each character has a Yield Limit that represents how many points of Yield she can take until being out of a combat. An NPC who reaches her Yield Limit will either surrender or be knocked unconscious, at the option of the MJ. A PC who reaches her Yield Limit can stay in the fight, but if she does, every attack against her gains the following addition to its Success Table:

(YIELDED OUT)	
+:	Inflict 1 Wound

Inflict 1 Wound: Your opponent takes one Wound. If she takes more Wounds than her Wound Limit (which is four for player characters, and from one to five for non-player characters), she falls unconscious and is dying.

This even applies to attacks such as Feint or Brawl which can not normally inflict Wounds. (See the next section for information on Wounds.)

At the end of a combat, after the combatants have a chance to catch their breath, all Yield taken is reset to zero – although the effects of reaching a Yield Limit such as surrender or unconsciousness will continue (although not the Success Table addition for continuing to fight past your Yield Limit). Unconscious characters will remain unconscious for one or more scenes at the MJ's discretion, unless awoken by others during or after the combat.

Example:

Example: You hit with a Lunge attack, with five Success Points. You decide to spend all five points on Yield, inflicting five Yield on your opponent. Your opponent has a Yield Limit of four, which means that the MJ decides you knock her back against a wall and she hits her head, going unconscious and is out of the fight.

Wounds

A Wound represents a more serious injury than gaining Yield: Wounds don't heal at the end of the combat, and they inflict Drop Penalties on characters suffering from them.

Each player character can take four Wounds until being forced out of the combat, dying. NPCs can take anywhere from one wound (for Rabble) to five wounds (for Major Characters) – see the Opponents document in the playtest packet for more information.

In addition, whenever a character takes a Wound, her Yield Limit decreases by one.

The Drop Penalties and Yield Limit changes for each Wound level are shown on the following table:

TABLE 157: DROP PENALTY FROM WOUNDS

WOUNDS	DROP PENALTY	YIELD LIMIT
None	Drop 0	–
1	Drop 1	-1
2	Drop 2	-2
3	Drop 4	-3
4	Dying (for Wound Limit 4)	-4
5	Dying (for Wound Limit 5)	-5
6	Dying (for Wound Limit 6)	-6

Drop Penalties from Wounds are cumulative with Drop Penalties for combined actions, and apply to the following skills and specialties:

- Defense (all Specialties)
- Dueling (all Specialties)
- Military (Brawl, Aim)

Example:

Example: Your character is stabbed by an opponent's Lunge attack and receives one Wound. You now get a Drop 1 penalty on all applicable actions, such as attacking or defending. Later in the fight, you are shot for two more Wounds, which increases your penalty to Drop 4 – one more Wound and you'll be Dying.

DYING AND DEATH

A Dying character is unconscious for the rest of the combat and cannot take actions.

At the end of the combat, any Dying non-player character dies unless the player characters make a successful attempt (using the Medicine skill) to save that NPC – although the MJ can rule that certain NPCs are beyond saving due to the extent of their injuries.

If a player character is Dying at combat's end, that character's player can decide to have the character expire – possibly after awakening long enough to speak some last words to a companion – or receive treatment through the Medicine skill to keep that character alive.

If the Medicine skill is unsuccessful or the wounds are untreated, the player can make a Survival Roll using her character's Verve plus her Competency Die against Moderate Opposition (3D8).

SURVIVAL ROLL	
Pool:	Verve + Competency Die
Opposition:	Standard Opposition – Moderate (3D8)
+:	Survive for 8 Hours
++:	Regain Consciousness
++++:	Heal 1 Wound

Survive for 8 Hours: The dying character doesn't die of her wounds for another eight hours per Success Point spent. Make another Survival Roll at the end of that time period.

Regain Consciousness: The dying character is awake and can speak and react to the world around her, but can't take any actions.

Heal 1 Wound: The dying character heals one wound and is no longer dying.

On a failed Survival Roll, the character dies.

Example:

Example: Your character receives a fourth Wound, taking her out of the fight. At the end of the fight, you can decide if she dies of her injuries, or fights to survive. If you choose the latter, and there's no medical aid nearby, you'll need to make a Survival Roll.

HEALING WOUNDS

Unlike Yield, Wounds don't simply go away at the end of a combat. There are two ways to heal Wounds: the Medicine skill, and bed rest.

Resting for two days will heal one Wound. Six days' bed rest is enough to fully heal all Wounds.

Organizations

[coming soon]

Organization Traits

SCOPE

- Immediate (D0)
- Local (D6)
- Provincial (D8)
- National (D10)
- International (D12)

TYPE

LEADERSHIP

GOALS

REPUTATION

IDEALS

ATTRIBUTES

- Prestige
- Resources
- Secrets

ASSETS

- Alliances
- Command
- Intrigue
- Authority
- Holdings
- Mysteries
- Popularity
- Revenue
- Technology

GXP & ADVANCEMENT

TABLE 158: GROUP XP FOR ORGANIZATIONS

Die	Scope	GXP	Asset Maximum
D0	Immediate	0	+2
D6	Local	25	+3
D8	Provincial	75	+4
D10	National	150	+5
D12	International	250	+5

TABLE 159: ORGANIZATION ADVANCEMENTS

Advancement	GXP Cost
Increase Asset to +1	5 GXP
Increase Asset from +1 to +2	10 GXP
Increase Asset from +2 to +3	15 GXP
Increase Asset from +3 to +4	20 GXP
Increase Asset from +4 to +5	25 GXP

The Queen's Cavaliers

Sample Organizations

SMALL ORGANIZATIONS

CAVALIER COMPANIONS

- **Scope:** D0 (Immediate)
- **Leadership:** One designated leader
- **Ideals:** Friendship D12, Country D10, Pride D8
- **Attributes:** Prestige D10, Resources D8, Secrets D6
- **Assets:** Alliances +1, Authority +1, Popularity +1, Command +1, Holdings +1

GALLINEAN NAVAL AIRSHIP CREW

- **Scope:** D0 (Immediate)
- **Leadership:** Captain and first mate
- **Ideals:** Country D12, Loyalty D10, Justice D8
- **Attributes:** Prestige D8, Resources D10, Secrets D6
- **Assets:** Alliances +1, Authority +1, Command +1, Holdings +1, Technology +1

MERCENARY UNIT

- **Scope:** D0 (Immediate)
- **Leadership:** Commander and lieutenant
- **Ideals:** Loyalty D12, Wealth D10, Friends D8
- **Attributes:** Prestige D8, Resources D10, Secrets D6
- **Assets:** Alliances +1, Command +2, Holdings +1, Resources +1

PRIVATEER SHIP CREW

- **Scope:** D0 (Immediate)
- **Leadership:** Captain and first mate
- **Ideals:** Wealth D12, Loyalty D10, Pride D8
- **Attributes:** Prestige D6, Resources D10, Secrets D8
- **Assets:** Command +1, Holdings +1, Revenue +2, Intrigue +1

SCIENTIFIC EXPEDITION

- **Scope:** D0 (Immediate)
- **Leader:** Head researcher
- **Ideals:** Knowledge D12, Artistry D10, Wealth D8
- **Attributes:** Prestige D6, Resources D8, Secrets D10
- **Assets:** Alliances +1, Command +1, Holdings +1, Technology +2

SMALL MERCHANT HOUSE

- **Scope:** D0 (Immediate)
- **Leadership:** Co-owners
- **Ideals:** Family D12, Wealth D10, Artistry D8
- **Attributes:** Prestige D6, Resources D10, Secrets D8
- **Assets:** Holdings +2, Revenue +2, Intrigue +1

SPEAKER CHAPTER

- **Scope:** D0 (Immediate)
- **Leadership:** One or more speakers
- **Ideals:** Faith D12, Justice D10, Family D8
- **Attributes:** Prestige D8, Resources D6, Secrets D10
- **Assets:** Popularity +1, Command +1, Intrigue +2, Mysteries +1

WITCH'S COVEN

- **Scope:** D0 (Immediate)
- **Leadership:** Coven leader
- **Ideals:** Faith D12, Knowledge D10, Loyalty D8
- **Attributes:** Prestige D6, Resources D8, Secrets D10
- **Assets:** Holdings +1, Revenue +1, Intrigue +1, Mysteries +2

LOCAL ORGANIZATIONS**PROVINCIAL ORGANIZATIONS****RHODOPE**

- **Scope:** D8 (Provincial)
- **Leadership:** The Duke of Rhodope
- **Ideals:** Loyalty D12, Family D10, Country D8
- **Attributes:** Prestige D8, Resources D10, Secrets D6
- **Assets:** Alliances +2, Authority +2, Popularity +1, Command +2, Holdings +3, Revenue +2, Technology +2

NATIONAL ORGANIZATIONS**THE QUEEN'S CAVALIERS**

- **Scope:** D10 (National)
- **Leadership:** Cavalier officers
- **Ideals:** Country D12, Pride D10, Loyalty D8
- **Attributes:** Prestige D10, Resources D8, Secrets D6
- **Assets:** Alliances +3, Authority +4, Popularity +3, Command +3, Holdings +2, Revenue +1, Intrigue +2, Technology +2

INTERNATIONAL ORGANIZATIONS**THE ASRIAN CHURCH**

- **Scope:** D12 (International)
- **Leadership:** The Matriarch
- **Ideals:** Church D12, Faith D10, Knowledge D8
- **Attributes:** Prestige D10, Resources D6, Secrets D8
- **Assets:** Alliances +5, Authority +3, Popularity +5, Command +3, Holdings +4, Revenue +4, Intrigue +5, Mysteries +5, Technology +1

GALLINEA

- **Scope:** D12 (International)
- **Leadership:** Queen Mariana II
- **Ideals:** Country D12, Justice D10, Pride D8
- **Attributes:** Prestige D8, Resources D10, Secrets D6
- **Assets:** Alliances +3, Authority +5, Popularity +4, Command +5, Holdings +5, Revenue +4, Intrigue +3, Mysteries +2, Technology +3

Chapter 11: Atlas of Gallinea

The Queendom of Gallinea

Government	Matriarchal monarchy
Ruler	Mariana II
Capital	Lutetia
Population	26,500,000
Languages	Gallinean, Varendish, Talanian, Brigue
Major Religions	Asrian, The Old Faith, Devran
National Symbol	Pegasus
Colors	Gules, argent
Flag	<i>quarterly gules & argent, four soleils-de-essere counterchanged</i>
Demonym	Gallinean
Adjective	Gallinean
Currency	sol (singular), sols (plural)
Major Exports	Food, charmwoven apparel, wine

Located in the middle of western Elara, **Gallinea** considers itself the heart of the world. With fertile farmlands throughout the Gallinean valley and abundant natural resources, the queendom of Gallinea has become a major power in recent centuries. Gallinea, like most of the continent of Elara, was once part of the ancient **Qartan Empire**.

All told, there are 46 different provinces in Gallinea, including Lutetia, Valerienne, Berylle, Rhodope, and Scanbria. Each is controlled by a countess, baroness, or duchess (or, rarely, a count, baron, or duke) and all pledge loyalty to the **Queen**.

Gallinea is divided into four main regions: **Scanbria**, in the north; **Coeur de Gallinea** in the center of the country; **the Jeweled Coast**, on Gallinea's south and east coasts on the Middle Sea; and the agricultural **Lowlands**, in western and southern Gallinea.

Apart from the major cities, the rest of the provinces are rural farming fiefdoms, and many from Lutetia tend to look down upon their less sophisticated, less cosmopolitan countrymen.

Lutetia

The capital of Gallinea, **Lutetia** is built upon a lake island and surrounded by 16 huge bridges that reach out to the farmlands and estates that circle the city.

Lutetia is known for its majestic architecture as well as its green parks. Landmarks include the Royal Palace, the Universities of Lutetia, the Grand Cathedral, and the Gallinean Library.

Cities

Gallinea has a total population of 26.5 million. About 10% of Gallinea's population lives in a city; the rest of the population is rural. The largest cities in Gallinea are listed in the following table.

TABLE 160: MAJOR CITIES OF GALLINEA

CITY	POPULATION	PROVINCE TYPE	REGION
Lutetia	550,000	Royal	Coeur de Gallinea
Valerienne	200,000	Duchy	The Jeweled Coast
Scanbreille	150,000	Duchy	Scanbria
Rhodope	125,000	Duchy	The Jeweled Coast
Berylle	100,000	Duchy	The Jeweled Coast
Montambre	90,000	Marquessate	The Jeweled Coast
Persolei	85,000	Marquessate	The Jeweled Coast
Verterre	75,000	Marquessate	The Lowlands
Touriel	70,000	County	Coeur de Gallinea
Affutaine	60,000	County	Scanbria
Castenia	60,000	County	Coeur de Gallinea
Guéve	55,000	County	Coeur de Gallinea
Boussole	55,000	County	The Lowlands
Sudelune	50,000	County	The Lowlands
Canard-Noir	50,000	County	The Jeweled Coast

Provinces

A *province* is the primary political subdivision of Gallinea. In general, each province is known by the name of its largest city, which is the capital of that province.

Types of Provinces

The 46 provinces of Gallinea fall into seven general categories based on size and noble title.

Category	Typical Capital	Capital		Examples
		Population	Leader Rank	
Royal Province	Capital City	500,000	Lady-Mayor	Lutetia
Duchy	Large City	100,000+	Duchess	Berylle, Rhodope, Scanbreille, Valerienne
Marquessate	City	75,000 - 100,000	Marquise	Montambre, Persolei, Verterre
County	Small City	50,000 - 75,000	Countess	Affutaine, Canard-Noir, Castenia, four others
Viscounty	Large Town	25,000 - 50,000	Viscountess	12 total in Gallinea
Barony	Town	15,000 - 25,000	Baroness	19 total in Gallinea
Colony	Colonial Capital	50,000 - 75,000	Lady-Governor	Elissia

The Lady-Governor of Elissia is considered to hold a rank equal to a Marquise, and it is a royal appointment.

Anatomy of a Province

An average province consists of:

- A total population of 500,000 to 600,000
- Land area of around 1,250 square leagues (5,000 square miles or 13,000 square kilometers)
- A provincial capital as described above
- 3-6 additional small towns (population 2,000 to 8,000 each)
- 300-600 villages (population 500 to 1,500 each)
- 1-3 minor castles or fortresses

Weather

Gallinea is a temperate country. Lutetia, located inland in the middle of the country, enjoys warm winters and cool summers, with moderate amounts of rainfall and rare snow in winter. Scanbria is consistently cooler than Lutetia, while the Jeweled Coast tends to be warmer. The west coast of Gallinea, from Affutaine to Persolei, is often hit by cold storms from the northwest that sweep in over Albia, originating in the Storm Islands.

To randomly determine the weather on any particular day in Gallinea, look up the nearest major city on the following table. Then roll for both the temperature and the precipitation, and look them up in the subsequent tables.

TABLE 161: WEATHER IN GALLINEA

City	Temperature	Precipitation	Wind Speed	Wind Direction
Affutaine	1D10 - 1	1D8 + 2	1D6 + 5	1D8 + 4
Berylle	1D8 + 3	1D8 + 1	1D8 + 1	1D12
Boussole	1D10 + 2	1D8 + 2	1D6 + 6	1D10 + 1
Canard-Noir	1D8 + 2	1D8 + 1	1D8 + 1	1D12
Castenia	1D6 + 4	1D8	1D8	1D10
Guéve	1D6 + 4	1D8 + 1	1D8	1D10
Lutetia	1D6 + 4	1D8	1D8	1D10
Montambre	1D8 + 1	1D8 + 1	1D8 + 1	1D10 + 3
Persolei	1D10 + 3	1D8 + 2	1D6 + 4	1D10 + 1
Rhodope	1D8 + 4	1D8 + 1	1D8 + 1	1D10
Scanbreille	1D6 + 2	1D8	1D8 + 1	1D8 + 2
Sudelune	1D10 + 2	1D8 + 2	1D6 + 4	1D8 + 2
Touriel	1D6 + 4	1D8	1D6	1D10 + 1
Valerienne	1D8 + 6	1D8 + 1	1D8 + 2	1D12 + 1
Verterre	1D10 + 1	1D8 + 2	1D6 + 5	1D6 + 6

Gallineans measure temperature in terms of *décigrees* – each of which is equal to one tenth of the span between the freezing point and the boiling point of water. What do Gallinean décigrees equate to? Converting from décigrees to Celsius is trivial; simply multiply by ten. The table below shows the equivalent temperature for each décigree.

The Queen's Cavaliers

DÉCIGREES	CÉLSIUS	FAHRENHEIT	DESCRIPTION
-1	-10°C	14°F	Below freezing
0	0°C	32°F	Freezing
1	10°C	50°F	Cool
2	20°C	68°F	Comfortable
3	30°C	86°F	Hot
4	40°C	104°F	Very hot

The descriptions are how the typical Gallinean would view each temperature, and – as most commoners don't have thermometers – how they speak of the day's weather in casual conversation.

Compare the temperature roll to the table below to determine the high temperature for any given day. The low temperature will be 1 décigree less than the high, except in winter when it's only half a décigree lower.

TABLE 162: TEMPERATURES IN GALLINEA

DIE ROLL	SPRING	SUMMER	AUTUMN	WINTER
1	-1½	1 ½	0	-1 ½
2	0	1 ½	0	-1
3	0	1 ½	½	-1
4	½	2	½	-1 ½
5	½	2	1	-1 ½
6	1	2	1	0
7	1	2 ½	1 ½	0
8	1 ½	2 ½	1 ½	½
9	1 ½	2 ½	2	½
10	2	3	2	1
11	2	3	2 ½	1
12	2 ½	3 ½	2 ½	1 ½
13	2 ½	3 ½	3	1 ½
14	3	4	3	2

Use the following table by crossreferencing the precipitation roll with the season. If the temperature is 0 décigrees or lower, the rain will fall as snow instead.

TABLE 163: PRECIPITATION IN GALLINEA

DIE ROLL	SPRING	SUMMER	AUTUMN	WINTER
1				Light
2				Light
3	Light			
4			Light	
5				
6	Rain	Light	Light	Rain
7		Rain		
8	Heavy		Rain	Heavy
9	Rain	Light	Rain	Heavy
10	Heavy	Rain	Heavy	Heavy

As with the other weather tables, crossreference the wind speed roll with the season on the following table.

TABLE 164: WIND SPEEDS IN GALLINEA

DIE ROLL	SPRING	SUMMER	AUTUMN	WINTER
1	Calm	Calm	Calm	Calm
2	Calm	Calm	Breezy	Breezy
3	Breezy	Breezy	Calm	Breezy
4	Calm	Breezy	Breezy	Light
5	Breezy	Calm	Light	Light
6	Light	Light	Light	Strong
7	Light	Light	Strong	Strong
8	Strong	Strong	Light	Gale
9	Strong	Light	Strong	Strong
10	Gale	Strong	Strong	Strong
11	Strong	Strong	Gale	Gale
12	Gale	Gale	Gale	Gale

Wind speed can affect travel by ship (including airships), as the next table indicates. Wind speeds are rated in leagues per hour. If a ship is heading perpendicular to the wind direction, its speed is reduced by 25%.

TABLE 165: EFFECTS OF WIND ON SHIP SPEED

WIND CATEGORY	SPEED	WITH THE WIND	AGAINST THE WIND
Calm	0 to 2 Lph	-25%	-25%
Breezy	3 to 4 Lph	-	-25%
Light	5 to 8 Lph	-	-50%
Strong	9 to 12 Lph	+25%	-75%
Gale	13+ Lph	+25%	-100%

On the following table, simply look up the wind direction roll.

TABLE 166: WIND DIRECTION IN GALLINEA

DIE ROLL	DIRECTION
1	West
2	East
3	West
4	North
5	East
6	South
7	North
8	South
9	West
10	North
11	West
12	West
13	East

Bodies of Water

Gallinea is a large peninsula, surrounded by water on three sides. In addition, rivers play a major role in travel and trade.

The Great Sea

The largest body of water near Gallinea is the **Great Sea**, often known by its Ekalian name of Oceanus. Located to the west of Elara, Oceanus is known to be rough and dangerous, with huge waves and strong winds dissuading any sailors who dare venture further than the Storm Islands which act as a form of breakwater for the mainland.

The **Bay of Gallinea** – also called the Bay of Albia – is located between those two neighboring countries. During the Twenty Years' War, this bay was the site of many naval battles between Albia and Gallinea, and the sea floor is said to be littered with shipwrecks and the skeletons of the dead.

The Middle Sea

A far safer ocean than Oceanus is the **Middle Sea**, which connects Gallinea with Ondala, Dragosa, Pitdah, Ubar, and even the ruins of Qarta for those who would dare venture there. Relatively placid and safe, the Middle Sea is used extensively for commerce.

The far west part of the Middle Sea, just before it joins the Great Sea, is known as the **Ondalan Channel**. At the closest point, only about 15 leagues separates Gallinea from Ondala, making this a highly strategic passage to control. Most of Gallinea's wars with Ondala have been fought over the Ondalan Channel.

The **Sea of Ekalia** is located between Gallinea and Dragosa, and in fact contains all the islands of Ekalia. There are large fishing fleets working the sound, many of which tether together against huge barges to form ad hoc “cities” on artificial “islands.”

At the far end of the Middle Sea from Gallinea lies the **Eastern Sea**, which is the oceanic gateway to the Coffee Coast, Serica, and lands beyond.

Rivers

The largest river in Gallinea is the **Luisante**, which flows from headwaters in the north through Lutetia and finally empties in the Middle Sea in Valerienne, a journey of over 400 leagues. The river is slow and wide, making travel between the Jeweled Coast and Coeur de Gallinea easy and efficient. Only above Lutetia does the Luisante take on the sparkling clarity for which it's named, with the rest of its length being a muddy brown.

Luisante is so significant to Gallinean culture that if one says simply “The River,” it's understood to be a reference to the Luisante. The Luisante is known as the jewel river, not because of its appearance, but because of its importance in the trade of Gallinea with its northern neighbor Varendia and the outlet to Ondala on the Middle Sea.

The **Lente** is a major tributary of the Luisante, originating in the Lendine mountains from which it takes its name. The slowest moving and

The Queen's Cavaliers

most shallow of all the Gallinean rivers, it often appears not to move at all. The sluggish pace of the river is often compared to the slower, less complicated country life of the agricultural provinces through which it flows.

The **Boueuse** also feeds into the **Luisante**, meandering through the farms and villages of the Lowlands. The river separates the Lowland forests and the Southern mountain range. The Boueuse has the most lakes along its length even though it is also the shortest of all the major Gallinean rivers.

The **Canard**, in the northern Jeweled Coast, is often called a site for questionable trade. This is not any more true of the Canard than any other Gallinean river, but as Ekalian sailors are often found here and are of a usually dubious nature, the reputation sticks.

The largest western river is the **Verte**, which flows into the Great Sea at Verterre. It has two major branches, both of which are known as the **Verte**. The **North Verte** river is primarily used for logging in the forests of the northern Lowlands, and the **South Verte** for transporting food from the farms of the middle Lowlands. The Verte is nicknamed named the Green River for the abundant greenery crowding its banks.

The usual speed for a riverboat is 1 league per hour. However, each river in Gallinea travels at a different speed and that water speed, coupled with the width of the river and the navigation conditions, will affect any riverboat traveling on it. The following table lists each major river and its effects on river travel; daily speeds are given in Lpd.

TABLE 167: RIVER SPEED IN GALLINEA

RIVER NAME	DOWNSTREAM	UPSTREAM	DOWNSTREAM, PER DAY	UPSTREAM, PER DAY
Luisante, South	—	-50%	24 Lpd	12 Lpd
Luisante, North	—	-60%	24 Lpd	9 Lpd
Lente	-25%	-25%	18 Lpd	18 Lpd
Boueuse	—	-25%	24 Lpd	18 Lpd
Canard	+25%	-75%	30 Lpd	6 Lpd
Verte	—	-60%	24 Lpd	9 Lpd
Verte, North Fork	—	-75%	24 Lpd	6 Lpd
Verte, South Fork	-10%	-60%	21 Lpd	9 Lpd
Smaller rivers	-25%	-75%	18 Lpd	6 Lpd

Lakes

Gallinea has a number of smaller lakes but no truly large ones, although some of the Scanbrian lakes in the north are of decent size. The most well-known lake is **Lac Luisante**, upon which the city of Lutetia was built.

Measuring Distance

Various units of measurement are used throughout Elara and Ifran, most of which are based on the **Qartan Empire's** standardized units. The units on this page are those used in Gallinea, although there are equivalent units in most other countries descended from **Qarta**.

Length and Distance

The basic measure of length is the *pied de la reine*, or *pied* for short.

TABLE 168: UNITS OF LENGTH AND DISTANCE

UNIT	RELATIVE VALUE	SI VALUE
pouce or inch	1/12	27 mm
pied de la reine or foot	1	32.5 cm
toise or fathom	6	1.95 m
perche or perch	22	7.15 m
arpent	220	71.5 m
lieue or league	10,000	3.25 km

Different measures are used for different purposes. A *toise*, which is about two yards, is used for measuring depth at sea, while a *lieue* is the distance someone can easily walk in an hour, or about 2 miles.

Area

The basic measure of area is the *pied carré*, which is defined as a square that is 1 *pied* per side.

TABLE 169: UNITS OF AREA

UNIT	RELATIVE VALUE	PER SIDE	SI VALUE
pied carré or square foot	1	1 pied	1055 sq cm
toise carrée or square fathom	36	6 pied	3.8 sq m
perche carrée or square perch	484	22 pied	51 sq m
vergée	12,100	110 pied	1,280 sq m
arpent carré or acre	48,400	220 pied	5,100 sq m
lieue carrée or square league	100,000,000	10,000 pied	10.5 sq km

An *arpent carré* is roughly equal to 1.25 real-world acres, while a *lieue carrée* is 2,600 acres or 4 square miles.

Travel

introduction needed

TABLE 170: OVERLAND TRAVEL METHODS

MODE OF TRAVEL	LEAGUES PER HOUR	LEAGUES PER DAY
Walking or marching	1 Lph	8 Lpd
Riding a horse	3 Lph	24 Lpd
Riding a horse, quickly	6 Lph	—
Riding horses, switching	5 Lph	120 Lpd
Wagon, cart, or carriage	2 Lph	16 Lpd
Riverboat	1 Lph	24 Lpd
Riverboat, rowed	1.5 Lph	36 Lpd
Airship	15 Lph	360 Lpd

Factors that affect speed include:

- People and horses can't generally walk more than eight hours a day. After that, they gain a Drop 1 penalty on all actions from exhaustion. Every two hours, the Drop penalty increases by 1, to maximum of Drop 4.
- Ships, including riverboats and airships, are crewed in shifts and are usually sailed 24 hours every day.
- Walking or riding off of a major road – those marked on the map of Gallinea – will cut your speed by 25%. Forests and mountains usually lower speed to 50% of normal.
- A horse can't be ridden at high speed for more than an hour or two. If you have horses available all along the route, every dozen leagues or so, you can maintain a high rate of travel.
- Airships ignore most terrain, although they are slowed down by high mountains. Flying against the wind will reduce the speed of most airships by 25%.
- River travel speeds vary a lot, depending on whether one is going downstream or upstream, and also on the speed of the river itself. The numbers given above are for the Luisante, and for traveling downstream. Traveling upstream on the Luisante cuts the speed by 50%. Other rivers move at different speeds, [as described in the section "Rivers" on page 175](#).

The Great Roads

The **Great Roads** were, with one exception, built during the **Qartan Empire**. These stone-paved roads were usually lined with small walls or fences, and also permitted pedestrian travel. **Qartan** standards required each road to be at least 15 *pied* across, and some of the widest are up to 20 *pied*.

Because of their trade benefits, including speeding the travel of wagons between cities, most provinces keep their roads well-maintained, even though some are 1,600 years old.

TABLE 171: GRANDES RUES DE GALLINEA

GREAT ROAD	COMMON NAME	LENGTH	ENDPOINTS
Rue de Berylle	Beryllian Road	126 leagues	Guéve, Berylle
Rue des Bois	Forest Road	460 leagues	Border with Albia, Boussole
Rue du Coeur	Heart Road	455 leagues	Verterre, Rhodope
Rue de la Mar	Sea Road	1,050 leagues	Verterre, border with Varendia
Rue du Nord	North Road	309 leagues	Affûtaine, Montambre
Rue de la Rivière	River Road	308 leagues	Lutetia, Valerienne
Rue de Scanbria	Scanbrian Road	165 leagues	Lutetia, border with Varendia
Rue du Sud	South Road	301 leagues	Lutetia, Sudelune

The Queen's Cavaliers

RUE DE BERYLLE

Rue de Berylle, known as the Beryllian Road, is an east-west road in eastern Gallinea, with a length of 126 leagues (409 kilometers). It is the only of the Grandes Rues of Gallinea which was constructed after the fall of the Qartan Empire.

The Beryllian Road begins in Guéve and ends in Berylle.

TABLE I72: RUE DE BERYLLE

LEAGUES	LANDMARK	JUNCTIONS
0	Guéve	Rue de la Rivière
126	Berylle	Rue de la Mar

RUE DES BOIS

Rue des Bois, known as the Forest Road, is a north-south road through western Gallinea, with a length of 460 leagues (1,494 kilometers). It was constructed during the height of the Qartan Empire.

The Forest Road begins at the border with Albia and ends in Boussole.

TABLE I73: RUE DES BOIS

LEAGUES	LANDMARK	JUNCTIONS
0	Border with Albia	
20	Affutaine	Rue du Nord
210	Touriel	Rue du Coeur
460	Boussole	Rue de la Mar

RUE DU COEUR

Rue de Coeur, known as the Heart Road, is an east-west road through the middle of Gallinea, with a length of 455 leagues (1,487 kilometers). It was constructed during the height of the Qartan Empire.

The Heart Road begins in Verterre, travels to Lutetia, and then ends in Rhodope.

TABLE I74: RUE DU COEUR

LEAGUES	LANDMARK	JUNCTIONS
0	Verterre	Rue de la Mar
139	Touriel	Rue des Bois
189	Lutetia	Rue du Sud, Rue de la Rivière, Rue de Scanbria
223	Castenia	
455	Rhodope	Rue de la Mar

RUE DE LA MAR

Rue de la Mar, known as the Sea Road, is the longest road in Gallinea, with a length of over 1,050 leagues (3,400 kilometers). It was constructed during the height of the Qartan Empire. It overlooks Oceanus, the Ondalan Channel, the Middle Sea, and the Sea of Ekalia.

The Sea Road begins in Verterre and leaves Gallinea into Varendia after Montambre.

TABLE I75: RUE DE LA MAR

LEAGUES	LANDMARK	JUNCTIONS
0	Verterre	Rue de Coeur
149	Boussole	Rue des Bois
254	Sudelune	Rue du Sud
339	Persolei	
578	Valerienne	Rue de la Rivière
752	Berylle	Rue de Berylle
870	Rhodope	Rue de Coeur
950	Canard-Noir	
1023	Montambre	Rue du Nord
1052	Border with Varendia	

RUE DU NORD

Rue du Nord, known as the North Road, is an east-west road through northern Gallinea, with a length of 309 leagues (1,004 kilometers). It was constructed during the height of the Qartan Empire.

The North Road begins in Affûtaine and ends in Montambre. The road generally follows the terrain of the Lendine Mountains.

TABLE I76: RUE DU NORD

LEAGUES	LANDMARK	JUNCTIONS
0	Affûtaine	Rue des Bois
50	Scanbreille	Rue de Scanbria
309	Montambre	Rue de la Mar

RUE DE LA RIVIÈRE

Rue de la Rivière, known as the River Road, is a north-south road through central Gallinea, with a length of 308 leagues (1000 kilometers). It was constructed during the height of the Qartan Empire.

The River Road begins in Lutetia and generally follows the west bank of the Luisante River. It ends in Valerienne.

TABLE I77: RUE DE LA RIVIÈRE

LEAGUES	LANDMARK	JUNCTIONS
0	Lutetia	Rue du Coeur, Rue du Sud, Rue de Scanbria
69	Guéve	Rue de Berylle
308	Valerienne	Rue de la Mar

RUE DE SCANBRIA

Rue de Scanbria, known as the Scanbrian Road, is a north-south road through northern Gallinea, with a length of 165 leagues (536 kilometers). It was constructed during the height of the Qartan Empire.

The Scanbrian Road begins in Lutetia, goes through Scanbreille, and ends at the border with Varendia.

TABLE I78: RUE DE SCANBRIA

LEAGUES	LANDMARK	JUNCTIONS
0	Lutetia	Rue du Coeur, Rue du Sud, Rue de la Rivière
107	Scanbreille	Rue du Nord
165	Border with Varendia	

RUE DU SUD

Rue du Sud, known as the South Road, is a north-south road through western Gallinea, with a length of 301 leagues (978 kilometers). It was constructed during the height of the Qartan Empire.

The South Road begins in Lutetia and ends in Sudelune.

TABLE I79: RUE DU SUD

LEAGUES	LANDMARK	JUNCTIONS
0	Lutetia	Rue du Coeur, Rue de la Rivière, Rue de Scanbria
301	Sudelune	Rue de la Mar

All Roads Lead to Lutetia

While the old saying *All roads lead to Lutetia* may not be strictly true, it's not far off, as all roads in Gallinea interconnected with each other. The following table lists how long it will take to get to Lutetia on foot, on horse, by switching horses, and on a wagon.

The Queen's Cavaliers

TABLE 180: TRAVEL TIMES TO LUTETIA

CITY OF ORIGIN	WALKING	HORSE	HORSES, SWITCHING	WAGON
Affutaine	20 days	7 days	1 day, 7 hours	10 days
Berville	24 days	8 days	1 day, 15 hours	12 days
Boussole	38 days	13 days	2 days, 12 hours	19 days
Canard-Noir	43 days	15 days	2 days, 21 hours	22 days
Castenia	4 days	1 day, 4 hours	7 hours	2 days
Guéve	9 days	3 days	14 hours	4 days
Montambre	52 days	18 days	3 days, 12 hours	26 days
Persolei	48 days	16 days	3 days, 5 hours	24 days
Rhodope	34 days	11 days	2 days, 5 hours	17 days
Scanbreille	14 days	5 days	21 hours	7 days
Sudelune	38 days	13 days	2 days, 12 hours	19 days
Touriel	7 days	2 days	10 hours	3 days
Valerienne	39 days	13 days	2 days, 14 hours	20 days
Verterre	24 days	8 days	1 day, 14 hours	12 days

Five If By Land, Two If By Sea

Sea travel is used between ports on the west, south, and east coasts of Gallinea. This allows goods to be moved between those ports faster than if they were send via wagon along one of the Great Roads. For example, Canard-Noir to Rhodope is 80 leagues; normally, this would take 5 days by wagon. A ship can make it in just two days by sea.

The travel times shown on the tables below assume 75 leagues per day, under ideal situations. However, it's rare to get ideal winds for every day of a long journey. Most voyages take an extra 25% to 200% depending on weather conditions.

TABLE 181: SEA TRAVEL IN GALLINEA

PORT OF ORIGIN	DESTINATION PORT	AVERAGE TRAVEL TIME
Montambre	Canard-Noir	1 1/2 days
Canard-Noir	Rhodope	2 days
Rhodope	Berville	2 1/2 days
Berville	Valerienne	3 days
Valerienne	Persolei	4 days
Persolei	Puerto Salida, Ondala	1 day
Persolei	Sudelune	2 days
Sudelune	Boussole	1 1/2 days
Boussole	Verterre	2 days
Verterre	Affutaine	3 1/2 days

In addition to the times shown above, many ships will stay over an extra day in every major port to load and unload cargo, restock the ship's supplies, and take on passengers.

A typical itinerary for coastal brigantine, sailing from Affutaine to Montambre and back again, would therefore look like the one in the following table. Many ships follow this itinerary or one close to it, making it not difficult to get from port to port in Gallinea.

TABLE 182: COASTAL BRIGANTINE ITINERARY

DAY OF VOYAGE	PORT
0	Affutaine
4	Verterre
7	Boussole
10	Sudelune
13	Persolei
18	Valerienne
22	Berville
25	Rhodope
28	Canard-Noir
30	Montambre

Sailing ships are the primary way of visiting other countries, from Gallinea's neighbor Ekalia to the remote country of Serica. The table below summarizes the travel times to foreign ports, again assuming a brigantine under ideal conditions.

TABLE 183: INTERNATIONAL SEA TRAVEL FROM VALERIENNE

DESTINATION	AVERAGE TRAVEL TIME
Pitdah	5 days
Cordera, Ondala	6 1/2 days
Thedis, Ekalia	9 days
Qarta	10 days
Dragon Coast, Dragosa	11 days
Ubar	12 1/2 days
Port Carlisle, Albia	14 days
Diega, Ondala	16 days
Bear Island, Albia	20 days
Great Ifran Ravine	22 days
Nouville, Elissia	24 days
North Storm Islands	28 days
Albingia, Varendia	29 days
New Cordera	32 days
Coffee Coast	50 days
Serica	64 days

Not all sailing ships move the same speed; 75 leagues per day is the top speed of a brigantine. For other ships, consult the table below and multiply the travel time accordingly.

TABLE 184: SHIP SPEED MODIFIERS

SHIP SIZE	MAXIMUM SPEED	TRAVEL TIME
Brigantine	75 Lpd	x 1
Chaloupe	125 Lpd	x 3/5
Crommesteven	75 Lpd	x 1
Damme de la Guerre	150 Lpd	x 1/2
Fregate	150 Lpd	x 1/2
Galon	150 Lpd	x 1/2
Galley	100 Lpd	x 1/4
Huoy	50 Lpd	x 1 1/2
Schiff	12.5 Lpd	x 6
Schooner	50 Lpd	x 1 1/2

As the Parrot Flies

In Ekalia, parrotheers train jungle birds to carry messages between fleets and ports. These **messenger parrots**, which are available in Lutetia and major Gallinean cities, fly at an average speed of 30 leagues per hour.

Airships also travel directly between points without having to follow the roads and rivers of the land, so Gallineans speak of this distance *as the parrot flies*.

The following table lists the distances between Lutetia and the major cities of Gallinea, as the parrot flies. Weather and wind conditions can increase the air travel time by 50% or more.

TABLE 185: AIR TRAVEL FROM LUTETIA

DESTINATION	DISTANCE	AIRSHIP	MESSENGER BIRD
Castenia	30 leagues	2 hours	1 hour
Guéve	48 leagues	3 hours	1 1/2 hour
Touriel	42 leagues	3 hours	1 1/2 hour
Scanbreille	82 leagues	5 1/2 hours	3 hours
Affutaine	119 leagues	8 hours	4 hours
Berylle	122 leagues	8 hours	4 hours
Verterre	154 leagues	10 hours	5 hours
Valerienne	165 leagues	11 hours	5 1/2 hours
Canard-Noir	183 leagues	12 hours	6 hours
Rhodope	177 leagues	12 hours	6 hours
Montambre	186 leagues	12 1/2 hours	6 hours
Boussole	198 leagues	13 hours	6 1/2 hours
Sudelune	204 leagues	14 hours	7 hours
Persolei	240 leagues	16 hours	8 hours

Airships also bring the rest of Elara and Ifran within reach, with only 12 hours to fly to the Albian capital, and even distant Serica a mere 12 days instead of 64 days by sea. Airship travel is shown on the following table.

The Queen's Cavaliers

TABLE 186: INTERNATIONAL AIR TRAVEL FROM LUTETIA

DESTINATION	DISTANCE	AVERAGE TRAVEL TIME
Dunon, Albia	178 leagues	12 hours
Medken, Varendia	341 leagues	24 hours
Thedis, Ekalia	371 leagues	25 hours
Cordera, Ondala	383 leagues	26 hours
Pitdah	387 leagues	26 hours
Bear Island, Albia	383 leagues	27 hours
Dragon Coast, Dragosa	408 leagues	28 hours
Volstok, Dragosa	424 leagues	29 hours
Qarta	485 leagues	32 hours
Ubar	518 leagues	35 hours
Diega, Ondala	519 leagues	36 hours
Northern Storm Islands	613 leagues	41 hours
Zamorov, Talania	732 leagues	49 hours
Lost City of Aad	795 leagues	2 days
Great Ifran Ravine	876 leagues	2 1/2 days
Nouville, Elissia	1,145 leagues	3 1/2 days
New Cordera	1,480 leagues	4 days
Kamhara, Mwene Karanga	1,558 leagues	4 1/2 days
Coffee Coast	3,500 leagues	10 days
Serica	4,500 leagues	13 days

Mountains of Gallinea

There are two major mountain ranges in Gallinea, the **Lendine Mountains** to the north, forming a natural border with Varendia and Albia; and the **Jeweled Mountains** to the south, facing Ondala on the Middle Sea. The only other mountain of note is **Mount Rhodope**, a single peak sheltering the city of Rhodope.

Forests

There are six major wooded areas in Gallinea, and untold coves and groves throughout all regions.

The largest is the **Colline Forest**, located in the western part of the country, between Scanbreille, Lutetia, and Verterre. It rises above the surrounding fields and nearby cities and towns, such as Touriel, which rely on logging for their commerce. The northern fork of the Verte river is usually filled with logs floating downstream, although skilled river-navigators claim to be able to weave through the bobbing lumber.

Scanbreille Forest is the northernmost of the Gallinean forest, and is situated by both Scanbreille itself and Château de Scanbria. The Scanbrian Woods, as it's known to some, is primarily maple trees from which the famous Scanbrian syrups are tapped.

East of Lutetia, on the Canard river, is **Dombre Forest**, whose tall conifers supply the masts for most Gallinean ships, and even many Ekalian vessels as well.

The three forests of the Lowlands are, from west to east, **Courte Woods**, **Rivière Woods**, and **Bleue Forest**. Light forestry and hunting occurs in all, with the **Courte Woods** being Prince-Consort Carolus's favorite for his regular hunting sorties.

Coeur de Gallinea

Coeur de Gallinea is a region in northern-central Gallinea, thought of as the metaphoric and poetic heart of Gallinea.

The Rue de Coeur runs through the region, which contains the cities of Castenia, Guéve, Lutetia and Touriel.

The Lente river joins the Luisante in Coeur de Gallinea.

Castenia

Castenia is the nearest province to Lutetia, entirely surrounding the capital, and bordering provinces such as Scanbreille, Guéve, and Touriel. Just west of the city lies **Château de Galinia**, which at one point in history marked the northern extent of the country under Queen Martialla I, the first monarch of Gallinea.

In addition to being geographically adjacent to Lutetia, the province has strong political ties with the Crown. The Comtesse de Castenia, **Lusienne Castenia**, was appointed the Lady-Mayor of Lutetia by Queen Elissee, the current queen's predecessor, and she is among the most loyal supporters of Queen Mariana.

The green hills of Castenia are rarely used for farming these days, as stately manors of the wealthiest Gallineans are plentiful in the province. The only crop regularly grown in Castenia is wine, and nearly every manor has an attached winery. Each noble is certain that their own vintage is superior, of course.

Guéve

East of Castenia lies **Guéve**, where the sluggish Lente river joins the Luisante. Guéve is a major river port and is located on the Rue de Berville, making it one of the primary gateways for goods going in and out of Lutetia.

As a center for trade, Guéve has a very strong merchant class that considers the seat of the county to be the Second City of Coeur de Gallinea,

even though both Touriel and Castenia have larger populations.

House Degueve has held Guéve for centuries; the last Comte de Guéve, **Léandre Degueve**, passed away two years ago and upon his death his wife, **Dyann**, assumed his title.

Dyann is also the younger sister of the late **Queen Elis** and is thus the aunt of the current queen, **Mariana**, making Dyann a princess in her own right. Princess Dyann's oldest daughter **Amarante** is, until the queen and king have children, the **Princess-Royal of Gallinea** and the heir apparent to the throne if something should happen to **Queen Mariana**.

Touriel

The province to the west of Lutetia is **Touriel**, where the Rue du Coeur and Rue de Bois meet. In contrast to the wealthier provinces of Couer de Gallinea, Touriel is a city of wagoners, cartwrights, and wheelsmiths. The guilds employ private mercenaries to guard the two **Grandes Rues**, supplementing the **Queen's Army** and the local militias. Recent bandit attacks along the forested Rue des Bois have all stake-holders concerned.

Style Maneuvers

The following style maneuvers can be taken by any character from Lutetia or Coeur de Gallinea, or by any character who has spent an extensive amount of time in Lutetia studying the people and the culture.

- **Aggressive Creativity:** Spend 2 Style Points to set the value of one Arts die to its maximum value before rolling.
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll.
- **Lutetian School of Fencing:** When fighting with a rapier or colichemarde in one hand and other hand empty, spend 1 Style Point to add Arts dice to a Parry roll.

Coeur de Gallinea Names

First names in the Heart follow the same patterns as elsewhere in the country.

SURNAMES

Amiraude, Avocate, Barbriere, Castenia, Chamberiere, Championne, Chauciere, Chevaliere, Coeur, Cornette, de Castenia, de Gueve, de la Lente, de la Luisante, de Lutetia, de Touriel, Decastenia, Degueve, Delalente, Delaluisante, Delutetia, Detouriel, du Coeur, Ducoeur, Especiere, Floriere, Garcon, Gueve, Hostelliere, l'Amiraude, l'Avocate, l'Especiere, l'Oubliere, la Barbriere, la Chamberiere, la Championne, la Chauciere, la Chevaliere, la Cornette, la Floriere, la Garcon, la Hostelliere, la Lombarde, la Marcheandise, la Mirgesse, la Norrice, la Portiere, la Sargente, la Savonniere, la Ymagiere, Lababriere, Lachamberiere, Lachampionne, Lachauciere, Lachevaliere, Lacornette, Lafloriere, Lagarcon, Lahostelliere, Lalombarde, Lamarcheandise, Lamiraude, Lamirgesse, Lanorrice, Laportiere, Lasarjente, Lasavonniere, Lavocate, Laymagiere, Lente, Lespeciere, Lombarde, Loubliere, Luisante, Lutetia, Marcheandise, Mirgesse, Norrice, Oubliere, Portiere, Sargente, Savonniere, Touriel, Ymagiere.

The Jeweled Coast

The seaports along the southern and eastern coast of Gallinea are known as the **Jeweled Cities**. The largest of these is **Valerienne**; others include **Berylle** and **Rhodope**. **Arynné Aubene**, the **Duchess of Valerienne**, is the sister of **Prince-Father Michel**.

The cities of the **Jeweled Coast** are known for their talents with clockworks and other forms of technology and scientific artifice.

Locations

The major cities on the **Jeweled Coast** include **Berylle**, **Canard-Noir**, **Montambre**, **Persolei**, **Rhodope**, and **Valerienne**.

The Rue de la Mar connects all of the **Jeweled Cities** together, although there is also frequent traffic by sea between the cities as well.

BERYLLE

The closest of the **Jeweled Cities** to Lutetia, **Berylle** is located in the middle of the **Jeweled Coast** near the site of an old **Qartan** mining town and natural spring. Rue de Berylle connects the seaport of 100,000 with the capital, and is the only major roadway in Gallinea built after the fall of the **Qartan Empire**.

CANARD-NOIR

The unfortunately named **Canard-Noir** is the smallest of the large cities on the **Jeweled Coast**, with a permanent population of only 50,000. Located on the banks of the **Canard** river, **Canard-Noir** is known for its blacksmithing and metalworking. The young comtesse **Josette de Canard-Noir** makes no secret of her desire to expand her city's influence, nor her disdain for the rest of the **Jeweled Cities**.

MONTAMBRE

Montambre is the northernmost of the **Jeweled Cities**, and accordingly trades extensively with **Varendia** as well as **Ekalia** to the east. Most of the population of 90,000 work in the mines and smeltersies of **Montambre**, creating weapons that are of high quality and even higher demand.

PERSOLEI

It's said that **Persolei** is the farthest you can go in Gallinea and still be in Gallinea. While that's technically accurate in only about half the provinces of Gallinea, it's true that **Persolei** is located far to the southwest of the country. The people of **Persolei** are almost as much **Ondalan** as they are **Gallinean**; on a clear day, they can see across the channel to **Puerto Salida**. With architecture heavily influenced by **Diegan** styles and a

The Queen's Cavaliers

population of 85,000, most of whom are bilingual, Marquis Gaspar de Persolei hopes to keep Lutetia on good terms with Queen Ximena to the south, as Persolei was repeatedly razed during the last war with Ondala. And the war before that. And the war before *that* ...

RHODOPE

Rhodope is a seaport of 125,000 people located on the easternmost coast of Gallinea. Their major export is clockwork machinery, and they trade extensively with their Ekalian neighbors. Along with Persolei, Rhodope is notable for having a male duchess, known as a "duke," a man named Baudouin de Longpre. It's said that Baudoin would love to step down in favor of his daughter, Genevieve, but the younger de Longpre impulsively spends her time fooling around with the Queen's Cavaliers ... and fooling around with any pretty face that catches her eye.

VALERIENNE

Valerienne is the second-largest city in Gallinea and called the "Jewel of Gallinea" – primarily by its residents and never by the people of Lutetia. The current Duchess is Arynne Aubene, older sister of Prince-Father Michel.

As Lutetia is known for its bridges, so is Valerienne known for its canals. Fully 75% of the city is located on islands in the delta region of the Luisante River, and small canal boats are used to navigate through Valerienne in lieu of paved roads. Walkways line the canals as well, although those are usually only wide enough to accommodate hand carts.

Due to its location on the Jeweled Coast and the Luisante, Valerienne is a center of trade going in and out of Gallinea to the Middle Sea, to Ondala, and to the colony of Elissia. As a result, Valerienne is a wealthy and cosmopolitan town of 200,000 people where multiple languages can be heard among the piers and quays of the expansive district known as the Docks.

Valerienne is home to the largest number of Talian refugees outside of Dragosa. These expatriates have settled in a district bordering the Docks which has been named New Zamorov, similar to other ethnic enclaves of the same name found in other major cities. Tensions have been rising lately between the Talian immigrants and the older residents of Valerienne, due to a perception of increased crime.

Style Maneuvers

The following style maneuvers can be taken by any character from the Jeweled Coast, or by any character who has spent an extensive amount of time in a Jewel City studying the people and the culture.

- **Buccaneer Style:** Add Feint to Aim: When fighting with a smallsword, cutlass, or rapier in one hand and a pistol in the other hand, spend 1 Style Point to add Feint dice to an Aim roll.
- **Practiced Crafting:** Spend 2 Style Points to set the value of one Clockworks die to its maximum value before rolling
- **Watchful Reliability:** Spend 1 Style Point to reroll an Observation roll

Jeweled Coast Names

First names in the Jeweled Coast follow the same patterns as elsewhere in Gallinea

SURNAMES

Aneliere, Armeuriere, Barquaresse, Berville, Boucliere, Canard, Canard, Chandeliere, de Berville, de Canard, de la Canard, de la Mar, de Montambre, de Persolei, de Rhodope, de Valerienne, Deberville, Decanard, Deiciere, Delacanard, Delamar, Demontambre, Depersolei, Derhodope, devalerienne, Favre, Glaisyere, Joaliere, Jugleresse, l'Aneliere, l'Armeuriere, la Barquaresse, la Boucliere, la Chandeliere, la Deiciere, la Favre, la Glaisyere, la Joaliere, la Jugleresse, la Mariniere, la Perriere, la Serruriere, la Verriere, Labarquaresse, Laboucliere, Lachandeliere, Ladeiciere, Lafavre, Laglaisyere, Lajoaliere, Lajugleresse, Lamariniere, Laneliere, Laperriere, Larmeuriere, Laserruriere, Laverriere, Mar, Mariniere, Montambre, Perriere, Persolei, Rhodope, Serruriere, Valerienne, Verriere.

Scarbria

Many Scarbrians are of Varendish ancestry, and the lands of Scarbria were once a separate nation. After several wars with both Varendia and Albia, Scarbria was incorporated into Gallinea and has been loyal to the throne for several centuries.

The main city in Scarbria is Scambreille, ruled by Jennevive d'Angelet, the Duchess of Scarbria, and her husband Lord Gerhardt from Varendia. The peace of the last few years has led to an increase in wealth for the canbrians, situated along trade routes between Gallinea, Albia, and Varendia. Scarbria is also known for its textile industries.

Other cities in Scarbria include:

- Affutaine

Locations

The main city in Scarbria is Scambreille, ruled by Jennevive d'Angelet, the Duchess of Scarbria, and her husband Lord Gerhardt from Varendia. The peace of the last few years has led to an increase in wealth for the canbrians, situated along trade routes between Gallinea, Albia, and Varendia. Scarbria, at 150,000 residents the third-largest city in Gallinea, is also known for its textile industries.

Affutaine is the only other major city in Scarbria, and trades regularly with Gallinea's neighbor to the northwest, Albia.

Style Maneuvers

The following style maneuvers can be taken by any character from Scarbria, or by any character who has spent an extensive amount of time in

northern Gallinea studying the people and the culture.

- **Practiced Diplomacy:** Spend 2 Style Points to set the value of one Negotiate die to its maximum value before rolling
- **Reliable Senses:** Spend 1 Style Point to reroll an Observation roll
- **Unexpected Defense:** When fighting with a rapier or longsword in one hand and a shield in the other hand, spend 1 Style Point to add Deceive dice to a Parry roll

Scanbrian Names

Some Scanbrians choose or are given Varendish first names, due to Scanbria's cultural history.

SURNAMES

Affutaine, Aguilliere, Archiere, Bissette, Blazenniere, Bois, Bousiere, Brisbois, Brodeur, Cervoisiere, Chaput, Cousturiere, Cuiriere, d'Affutaine, Daffutaine, de Scanbreille, des Bois, Desbois, Descanbreille, du Nord, Dunord, Forestiere, l'Aguilliere, la Archiere, la Bissette, la Blazenniere, la Bousiere, la Brisbois, la Brodeur, la Cervoisiere, la Chaput, la Cousturiere, la Cuiriere, la Forestiere, la Lane, la Peletiere, la Tapiciere, la Tesserande, Labissette, Lablazenniere, Labousiere, Labrisbois, Labrodeur, Lacervoisiere, Lachaput, Lacousturiere, Lacuiriere, Laforestiere, Laguilliere, Lalane, Lane, Lapeletiere, Larchiere, Latapiciere, Latesserande, Nord, Peletiere, Scanbreille, Tapiciere, Tesserande.

The Lowlands

The Lowlands of Gallinea refers to a large region that includes much of central and western Gallinea. In addition, anything west of the Luisante River or along its banks, south of Guéve, is considered part of the Lowlands. The Lowlands are agricultural provinces that farm food for the rest of Gallinea.

Locations

Cities in the Lowlands include Boussole, Sudelune, and Verterre.

Boussole

Boussole is a small city on Rue de la Mar of 55,000 and is the capital of the County of Boussole. It is located on the west coast of Gallinea, adjacent to the Great Sea. Rue des Bois connects Boussole with Lutetia and other point inland.

Sudelune

Sudelune is the capital of the county of the same name, and has a population of about 50,000. Situated to the far southwest of Gallinea and nestled against the Southern Mountains, Sudelune is perhaps best known for being the home of Clarisse Sudelune, a military hero of the 12th century who later married the Queen.

Verterre

Verterre is the largest city in the Lowlands, with a population exceeding 75,000. Situated on the banks of the Verte river where it meets the Great Sea, Verterre is a farming and fishing community. The Rue de Coeur makes it easy for the Marquise of Verterre to get her marquessate's products to market in Lutetia and beyond.

Style Maneuvers

The following style maneuvers can be taken by any character from the Lowlands or by any character who has spent an extensive amount of time in the rural provinces studying the people and the culture.

- **Practiced Cultivation:** Spend 2 Style Points to set the value of one Husbandry die to its maximum value before rolling
- **Ritual Reliability:** Spend 1 Style Point to reroll a Magicks roll
- **Rough 'n' Tumble:** When fighting with a weapon in one hand and the other hand empty, spend 1 Style Point to add Brawl dice to a Dodge roll

Lowland Names

First names in the Lowlands follow the same patterns as elsewhere in Gallinea.

SURNAMES

Berger, Bouchiere, Boueuse, Boussole, Bouviere, Charpentiere, Charretiere, Charrone, de Boussole, de la Boueuse, de la Riviere, de la Verte, de Sudelune, de Verterre, Deboussole, Delaboueuse, Delariviere, Delaverte, Desudelune, Deverterre, du Sud, Dusud, Erbiere, Fauchere, Fourniere, Gagniere, Granchiere, l'Erbiere, la Berger, la Bouchiere, la Bouviere, la Charpentiere, la Charretiere, la Charrone, la Fauchere, la Fourniere, la Gagniere, la Granchiere, la Maçonne, la Messiere, la Muniere, la Paintre, la Talemeliere, la Ventriere, Laberger, Labouchiere, Labouviere, Lacharpentiere, Lacharretiere, Lacharrone, Lafauchere, Lafourniere, Lagagniere, Laganchiere, Lاماçonne, Lamessiere, Lamuniere, Lapaintre, Latalemeliere, Laventriere, Lerbriere, Maçonne, Messiere, Muniere, Paintre, Riviere, Sud, Sudelune, Talemeliere, Ventriere, Verte, Verterre.

Chapter 12: History of Gallinea

Gallinea is a proud nation with a long history going back over two thousand years. Originally occupied by a people known as the *Brigue*, the lush farmlands and towering mountains of Gallinea later were conquered and colonized by the *Qartan Empire*. When that empire fell, as all do, the following centuries saw the former *Qartan* marches coming together to create a Gallinean queendom.

The history of Gallinea is marked by a tradition of warfare, both with its neighbors and in civil wars where Gallinean fought Gallinean. Prior to the start of the Twenty Years' War with Albia, the queendom had only a few years of peace since the previous war.

TABLE 187: GALLINEA'S MAJOR WARS

WAR	YEARS	OPPONENT
The Qartan Conquest	~300 to ~400 BQ	The Qartan Empire
Martialla's War of Unification	3 to 7 PQ	Qartan remnants
The Valerian War		Valerian Empire
The War of the Soleils		Ondala
The Green War		Queendom of Verterre
The Sea War		Ekalia
The Corderan War		Ondala
First War of Succession		Other Gallineans
First Varendish War		Varendia
The Albian War		Albia
The Patriarch's War		Ondala
Second Varendish War		Varendia
Second War of Succession		Other Gallineans
Scanbrian War of Independence	986 to 989	Varendia
The Albingian War		Albia, Varendia
Third Varendish War	to 1123	Varendia
The Channel War		Ondala
Twenty Years' War	1221 to 1241	Albia

Timeline

This is an incomplete timeline of Gallinean history.

YEAR	EVENT	DATE
1	Fall of the Qartan Empire	
3	The start of priestess Martialla's revolt against the Legions	
7	Martialla Conquestus declares herself first queen of Galinia	
11	Valerian Empire falls to Galinia	
20	The queen of Verterre pledges fealty to Queen Martialla	
44	Martialla I dies, having conquered most of modern Coeur de Gallinea	
986	Start of the Scanbrian War of Independence	Fructidor 30
989	Gallinea annexes Scanbria, ending the Scanbrian War	Pluviose 14
1123	End of the 3rd Varendish War	Prairial 7
1194	Birth of future queen Elissee III	Floreal 21
1219	Birth of future prince-consort Carolus	Frimaire 14
1221	Start of the Twenty Years' War between Gallinea and Albia	
1222	Birth of crown princess Jehanne	Fervidor 1
1225	Birth of future queen Mariana II	Fructidor 19
1241	Treaty of Scanbreille signed, ending the Twenty Years' War	Nivose 21
1242	Marriage of Princess Mariana to Prince Carolus of Albia	Floreal 16
1243	Assassination of Elissee III and crown princess Jehanne	Frimaire 22

Pre-Qartan Gallinea

When the *Qartans* came to Gallinea, it was already occupied by a thriving civilization. More sophisticated in matters of medicine and magicks than their Mathac neighbors, in what is now Albia, the Gallineans were mostly peaceful, engaging only in small skirmishes with competing villages over resources. Thus they were unprepared for the arrival of the *Qartan* legions.

Most modern Gallineans are aware that there was *something* in Gallinea before the *Qartans*, but few realize the extend to which the *Brigue* culture continues to survive on in the traditions, folklore, and magicks of Gallinea.

Brigue magicks were based around reading omens, primarily through the use of scattered leaves, stones, or other natural materials. This tradition lives on today, even if the practitioners of Portents-reading may be unaware of the roots of their magicks.

Gallinean medicine is based, in part, on the training and experience of centuries of *Brigue* midwives and wise women, who continue to help rural provincials as "witches."

The Brigue language is no longer spoken and only a few examples are known to exist, but it does appear in the form of “arcane” carvings and “magick words” that are simply ordinary glyphs and phrases whose plain meaning has been lost.

Qartan Galinia

Fall of the Qartan Empire

After a long period of encroaching desert and political infighting, the Qartan Empire met its end. Some say it was because the god Ashra turned her eye away from Qarta, plunging it into darkness. Others claim that a revolt by the Legions led to the fracturing of the Empire. Another theory holds that a magickal attack with alchemical bombs left Qarta an uninhabitable wasteland, and without its center, the Empire could not hold together.

The latter theory, while not commonly held by most historians, does account for the current state of the city of Qarta. Once the capital of the world, Qarta is now an empty ruin. Nothing grows or lives within 10 leagues of the city, and those who stay longer than a few days find themselves growing sickly and weak.

What is known is this: On 15 **Germinal**, in what is now the year 1 Post Qarta, ships and caravans arriving at the city found it empty. Not a single woman or man to be found. No oxen plowed the fields, no cats prowled its famous garden terraces, not a single ant crawled across the stone.

Most accept that there were no corpses, human or otherwise, found within Qarta, although one theory states the bodies were carted off in the next year as former subjects of the Empire sacked the capital on short-lived raids that took the wealth of Qarta’s great coffers.

With the capital effectively gone, the Qartan Empire lacked its Matriarch, its Primores Senatus, and many of its Legions. The conquered parts of the Empire soon fell into bloody revolution, with the occupying Legions either grabbing power for themselves or supporting the local leadership.

Lutetia was occupied by the Qartan Legions, who set up military rule over what is now Coeur de Gallinea. In the south of Gallinea, a Legion Legate declared herself empress of the Valerian Empire, one of several such states to proclaim itself the heir of Qarta.

The northern Qartan March of Scanbria established a kingdom and conquered surrounding regions. To this day, the Duchesses and Dukes of Scanbreille claim direct descent from these northern warlords.

Western Gallinea, a land of farmers who produced the Empire’s food supplies, turned upon the Legions and drove them from Verterre, setting up a queendom in that port city.

Similar patterns happened throughout the former Qartan Empire. Varendia fell into a chaotic patchwork of shifting state borders that continues to this day. The three Qartan provinces of the Dragon Coast made war upon each other until, centuries later, they joined together as the modern nation of Dragosa.

Ondala had been the home of the largest Asrian church outside of Qarta, and its rolling hillsides held many villas belonging to Qartan nobility. As such, the Ondalans considered themselves the true inheritors of Qartan rule, leading them to centuries of conflict with their neighbors who did not wish to “rejoin the Empire.”

The natives of Albia struck from Bear Island against the crumbling Imperial infrastructure, earning both freedom and a penchant for bloody slaughter. The people of Ekalia simply went on with their business as they had before the Qartan Empire, electing their own rulers, following their own gods, and plying the Middle Sea in their own ships.

Distant Talania fell under ex-Legion rule, with today’s Talanian nobles being directly descended from Qartan officers who seized power and land. On the continent of Ifran, the cities of Pitdah and Ubar once again enjoyed freedom from their imperial neighbor and rival, and both began to prosper with the Empire’s decline.

Rise of the Gallinean Nation

In a time of oppressive ex-Legions, feudal warlords, and warring kings, a land in turmoil cried out for a heroine. She was Martialla, a former priestess forged in the heat of Lutetia’s burning Temple.

Known in modern times by her Qartan title of Martialla Conquestus or her Old Gallinean name as Martieille le Conquérante, she led a revolt that forced the ex-Legionnaires to join her growing army or face execution. She would later use this strategy on the Valerian Empire and the queendom of Verterre, although Scanbria was not to come under Gallinean rule until centuries later.

Proclaiming herself the first Queen of Galinia, Martialla consolidated her power over most what is now modern Gallinea, with Persolei and Montabre finally falling to Martialla’s granddaughter in the next century. Martialla’s legacy continues to today, with many young women being given the Conquérante’s name or a variant thereof, such as Martieille, Maralla, Martine, or Marianna.

Monarchs of Gallinea

This is an incomplete listing of the queens and kings of Gallinea.

The Queen's Cavaliers

TABLE 188: MONarchs OF GALLINEA

TITLE	MONARCH	DATES	NOTES
Queen	Martialla Conquestus	... 1st century	First queen of Gallinea
Queen		...	
Queen			Martialla's daughter
Queen	Elian		Martialla's granddaughter
Queen	Jehanne I		Martialla's great-granddaughter
King-Regnant			First king of Gallinea
Queen	Jehanne II		
Queen	Jehanne III		
Queen	Amarante I		
King-Regnant			Second king of Gallinea
Queen	Prisca	7th century	Built the walls of Lutetia
Queen	Elisse I	9th century	
Queen	Mariana I	10th century	
Queen	Jehanne IV	1077 to 1091	
King-Regnant	Jérôme	1091 to 1103	Most recent king of Gallinea.
Queen	Elisse II	1103 to 1152	
Princess-Regent	Clarisse (for Delphine)	1152 to 1155	Princess-consort to Queen Elisse II.
Queen	Delphine	1155 to 1185	
Queen	Amarante II	1185 to 1223	
Queen	Elisse III	1223 to 1243	Assassinated in 1243.
Prince-Regent	Michel Aubene (for Mariana II)	1243 to 1244	Prince-consort to Queen Elisse III.
Queen	Mariana II	1244 to present	

Twenty Years' War

The Twenty Years' War was a war fought by Gallinea and Albia between the years 1221 and 1241. The war was concluded with the Treaty of Scanbreille and the political marriage of Princess Mariana of Gallinea to Prince Carolus of Albia.

The Elissian Reforms

Queen Elisse's controversial reforms included:

- Guaranteeing equal rights for men and non-women, including in issues of inheritance.
- Making it no longer a crime for a commoner to insult a noble.
- Allowing free exercise of religion as long as one is not advocating violence.
- Welcoming refugees from Talania to settle in Gallinea.
- Granting crown-paid defense barristers to the poor.

Some of her proposed reforms that were not implemented before her untimely death include:

- Disallowing executions for any crime.
- Creating a "House of Assembly" to represent the common people in government.
- Establishment of Ekalian-style democratic processes.
- *Rumored:* Abolition of the monarchy and nobility.

The Assassination of Queen Elisse

For the MJ:

Whodunnit?

You'll notice we don't actually tell you who killed Queen Elisse. That's deliberate – it leaves the decision up to each MJ to decide who the real killers are in her campaign of *The Queen's Cavaliers*. You can even decide to not answer the question and leave it open-ended.

Chapter 13: Religion in Gallinea

The queendom of Gallinea is explicitly Asrian in nature, although the degree to which one follows the faith varies from those who only attend services on the first days of each month to devout zealots who urge everyone to comply with the Nine Precepts of *The Books of the Sun*.

Other religions in Gallinea include the followers of Devra the Desert Mother, Dodekarian sailors and their pantheon of 12 gods, the relatively new Dualitarian faith of Albia, the Old Faith of the witches, and those who claim to follow the Five Brothers of the North.

Asrianism

Originally worshiped as a sun deity by the *Qartans*, belief in the Goddess-Empress Ashra (known as *Eserre* in Gallinea) has spread throughout Elara. Asrianism is the state religion of Ondala, Gallinea, and Varendia, and the complex hierarchy of the faith is centered in the Ondalan city of Cordera. Asrian clergy are known as Chaplains, and are led by senior chaplains known as Guardians of the Faith.

Symbolism

The *soleil-de-eserre* is the symbol of the Asrian church, representing the sun of Ashra.

Four *soleils-de-eserre* appear on the Gallinean flag, and one on the Ondalan flag. A *soleil-de-eserre* is also found on one side of the sol, the Gallinean unit of currency.

The Books of the Sun

The Books of the Sun are a collection of Asrian holy writings penned between 1400 BQ and 300 BQ, centered on the teachings of the goddess Eserre. *The Books* are written in Old *Qartan*, although a few unofficial translations into Gallinean exist. The Nine Precepts are central passages in the Books.

The Nine Precepts

Asrianism is centered around nine principles, purportedly laid down by the goddess Essere, known as the Nine Precepts. These principles guide devout Asrian believers, although the way that each is interpreted is up to that individual.

The Precepts are traditionally divided into three groups: The Three Professions, The Three Directives, and The Three Prohibitions.

THE THREE PROFESSIONS

1. There is one Sun in the sky, source of light and life.
2. Light, life, and love are the Sun's gifts to us.
3. We are all of us children of the Sun.

The First Precept is seen as a basic confession of faith and dedication to Essere. The Second Precept lays down what Asrians believe are the basic rights of humanity: to have light and warmth, to live, and to have loving relationships of any kind. The Second is also the foundation for a philosophy of charity, making sure that everyone has what they need for life. The Third Precept is a statement of universal siblinghood and thus unity. Note that the Sun cares not on whom She shines, for She shines on both believers and non-believers alike.

THE THREE DIRECTIVES

4. Freely partake of only that which has been given to you.
5. Repay kindness three times, and harm but once.
6. Truth endures forever while falsehoods wither in the light.

The Fourth Precept has been broadly interpreted not only as a prohibition against theft, but also other crimes against a person such as sexual assault. The Fifth Precept calls on faithful Asrians to practice kindness in their daily lives, and is also seen as a directive that any punishments must not be excessive. The Sixth Precept teaches Asrians that honesty, both to others and to yourself, is vitally necessary.

THE THREE PROHIBITIONS

7. Let no man be superior to a woman.
8. Let no one own another person.
9. Let no one kill except to sustain life.

The Seventh Precept is perhaps the most controversial of the Nine. It has been interpreted as everything from a demand female supremacy in all areas of society, to a rule on seating etiquette. Most scholars of *The Books* believe the Seventh was written in reaction to a male-dominated society of centuries past, and was not meant to imply the opposite, to declare that women should be superior to men. The theological history behind the Seventh has had little impact on the lay interpretations of the Precept.

The Eighth Precept is anti-slavery, and is responsible for the lack of an organized slave trade of any kind in Elara. Most Asrians consider the Eighth to be the most unnecessary and old-fashioned of the Precepts, since slavery has not existed for millennia. The Ninth Precept is, like the Seventh, interpreted in a number of different ways, but all theologians agree that Eserre is against murder. Whether the prohibition extends to situations of self-defense, to animals, to a state of war, to unborn fetuses ... is all up to interpretation.

The Matriarch

At the top of the Asrian church's hierarchy sits the Matriarch. The Matriarch is formally known as the Bride of the Sun, regardless of whether the Matriarch is a woman or a man. Legend says that the first Matriarch was a young woman who was literally married to Eserre in ancient *Qarta*, and thus when a new Matriarch is elevated from the ranks of the Chaplains, a ceremonial wedding is performed before the masses.

The current Matriarch is Isabene de la Justicia, the former Guardian of the Faith of the Fuenta province in Cordera. She rose to the position

The Queen's Cavaliers

from humble beginnings and accordingly urges those who follow the Asrian faith to eschew rampant materialism and instead offer communal assistance to those who need it. De la Justicia is not very popular among the nobility.

Devranism

Worship of Devra, the Desert Mother, is all but banned in Gallinea since the death of Queen Elisse, but that doesn't stop the puritanical Speakers from representing their faith despite persecution. Preaching a gospel of strict austerity and rigid discipline, the Devrans claim very simple relationships directly with their deity and eschew the complex clerical structure of the Asrians.

Devra

The Desert Mother is also known as the Queen of the Night. While the darkness of night can hold terrors for those in colder climes, to those in the blistering Ifrani desert the night is a time of relief, of activity, of renewal. Such was the context for the creation of the Devran faith.

Symbolism

Devra is sometimes represented by a crescent moon, and the stars behind her as ancestors who have passed on.

Songs of the Desert Mother

Songs of the Desert Mother is the collective name for ancient poems, songs, hymns, and parables collected over the millennia by the Devrans. Such scriptures are unique to each Devran, with a different set of *Songs* based on one's ancestry, family traditions, hometown, and religious community. When two Devrans marry, one of the most important tasks after the ceremony is for them to sit down and decide which parts of each family's *Songs* they wish to preserve within their new family.

Beliefs

The decentralized religion of the Desert Mother makes it hard to make generalizations about what they collectively hold important. One Devran's *Songs* might focus on interpersonal relationships, another's on agricultural practices, and a third's on punishment for crimes.

Basic principles common to all Devrans include worship of the Desert Mother on a new moon, a reverence for family and history, respect for Devran traditions even if they don't match your own, and holding yourself and others to strict moral standards.

The Lost City of Aad

Aad was once the second-largest city in the Qartan Empire, and is located in what is now the Ifrani Desert. Legend says that the worship of Devra originated in Aad, and for this reason the site is still considered holy to the faith.

Despite being known as "The Lost City", the location of Aad is fairly well known. The sobriquet refers to the vanishing of Aad during the fall of Qarta, and subsequent rediscovery by nomadic traders in the following centuries. The personal names of those traders are not spoken in Devran tradition, but are simply known as The Finders.

A pilgrimage to The Lost City of Aad that retraces the steps of The Finders, through rocky mountains and treacherous sandstorms, was considered to be a test of faith by devout Devrans centuries ago. The pilgrimage is merely seen as symbolic now, and is not undertaken by all but the most zealous of Devrans.

Those who do make it to Aad find a humble village with a carefully maintained shrine surrounded by date trees nestled among the toppled columns and walls of the Qartan metropolis. The shrine-keepers will allow anyone to pray there, but ask that none stay more than a month before departing.

Modern interpretation of the pilgrimage say that each Devran will be tested repeatedly in her faith over the course of her life, and like The Finders, the only way to make it through the rhetorical sandstorms is by strict, unwavering devotion to Ashra.

Speakers

As a faith without an organized hierarchy, the Devrans don't have formal priests as the Asrians do. Instead, when a Devran feels a calling from Devra, he steps forward and becomes a Speaker for the Desert Mother. Historically, the role of Speakers was to urge villages and nomadic houses to remain faithful to the Queen of the Night and to work together for the common good. The Speaker's role isn't to be a leader but to be a teacher.

The role of the Speaker in modern Devranism is similar, although in non-Devran lands like Gallinea a Speaker will usually become a community hub whether he wants to or not. The traditional role of urging the people to remember the Desert Mother instead shifts to spreading knowledge of the faith and agitating to change in the Asrian society that surrounds them.

Devrans in Gallinea

In theory, any religion is free to legally practice their faith in Gallinea, one of the key guidelines in the Elessian Reforms of the last queen. However, the practice of religious equality, especially that of Devra's followers, has been sorely tested in the current decade. When Queen Elisse and her daughter Jehanne were murdered by a blackpowder assassination, rumors spread throughout Lutetia that tied the Devrans to the plot, even though there was scant evidence to suggest such a charge. While some on the periphery of the conspiracy have been identified, the core organizers of the assassination remain unknown, prompting many in Gallinea to pin the blame on the quiet outsiders with their unknown practices in the dark of night.

Prince Jean-Remy, the queen's spymaster and uncle, has been conducting his own deep investigation into the murders for years now. Of the key conspirators, he states simply, "They aren't Devran."

The Old Faith

The Old Faith is the modern name given to the ancient religion of pre-Qartan Gallinea. Although thought of now as just folk traditions and superstitions, the Old Faith is actually comprised of the surviving remnants of aboriginal Gallinean culture.

Although most in Gallinea don't think of it as a separate religion, the Old Faith is a set of folk tales, home remedies, domestic ceremonies, superstitions, and other beliefs that are followed by members of the lower classes. These practices easily co-exist with the Asrian faith, with many who follow the Old Faith considering themselves faithful Asrians. For them, the Old Faith isn't a competing theological and philosophical system but "just the way we've always done things."

Everyone in Gallinea knows that you don't get married on the 13th of the month, you always offer the first drink from a bottle of wine to the oldest person present, and black cats are bringers of good luck ... but few know where, when, and why those beliefs originated.

"One for ill, two for luck, three for death, four for birth," goes the crow-counting song, but who in modern Gallinea recognizes that as an ancient spell of divination? Or that "Red is the rose, blue is the violet, gold is the honey, green is the field" is a maiden's incantation to find a new love before the new moon? Such knowledge is only spoken in whispers, never written down in words.

Beliefs

The core belief of the Old Faith is that the world of nature responds to the actions we take, the words we speak, the items we gather. By asking the world to respond, rather than demanding it via force, we can find ourselves in attunement with nature and with others who seek the same understanding.

Women are central to the Old Faith beliefs, but not exclusively; there is no prohibition against men, although they are asked to defer to women in ceremonial practice. This tenet helped the Old Faith survive the arrival of the Asrian faith in Elara, as the goddess-worshiping *Qartans* didn't see the Old Faith as a threat to their theology.

Symbolology

The Old Faith uses no specific visual identifier, although threes play a major role in Old Faith numerology.

The aboriginal Gallineans spoke and wrote a language known as *Brigue*, and it survives now in old chants, "magick words," and carved symbols whose original meanings are largely forgotten.

Witches

The modern Gallinean term *witches* has no negative connotations; the Brigue term *wynachti* simply referred to the wise, older women of a village. These *wynachti* would form a leadership council, usually of three women, and make decisions for the good of all in the village. Over time, these councils became known as *covens*.

As noted before, *Qartans* didn't feel threatened by the Old Faith ... but in the dark centuries after the *Qartan Empire*, many Asrians looked for scapegoats for the fall of *Qarta* and in Gallinea those scapegoats were the witches. Between 300 PQ and 500 PQ, Asrian chaplains persecuted many witches, putting them to death for their practices even as those same practices lived on as "folk beliefs."

In the Matriarchal Letter of 502, the then-current Bride of the Sun, Oratia Senectus, declared oppression of witches to be antithetical to Asrian belief and banned the practice. By that time, the witches had gone underground among common people of Gallinea and thus were reluctant to step forward to publicly accept the Matriarch's apology, but they did see an end to the violence against their faith.

In the centuries hence, witches have eschewed overt visibility as they fear that no matter what the arch-chaplains of Cordera say, Asrians may once more decide they need someone on whom to blame their misfortunes.

Every hamlet, village, or town in Gallinea has at least one witch, her or his identity an open secret among the commoners, and most settlements of any size have at least one coven. The village witch is a healer and a midwife, a grower of herbs and a soother of livestock, a matchmaker and a storyteller. In an age when the nobility cares little for the common folk, the peasants of Gallinea know that they can rely on the witches as they have for centuries.

Reading of Portents

The interpretation of natural phenomena, omens, and divination readings has become so associated with witches that the term *witchcraft* is simply synonymous with *reading of portents*. Using a variety of techniques – some ancient Gallinean in origin, some *Qartan*, some Ekalian – witches and others can call upon their training and legends to see what lies in someone's future.

The Matriarchal Letter of 502 declared the practice of reading portents to be a valid way to understand the will of the Goddess-Empress Ashra, and many devout Asrians place great stock in a reading of their own immediate futures.

Not everyone who claims to be fortune-teller is a witch; some are students of other prophetic traditions, and even more are charlatans. Those seeking the true wisdom of Gallinea's wise women are urged to seek out smaller hamlets and make discreet inquiries about the village witch, rather than consulting an overly theatrical soothsayer in a marketplace tent.

Dualitarianism

Dualitarianism is a uniquely Albian heresy developed in the last two centuries, holding that the Goddess-Empress Ashra and the Desert Mother Devra are the same being, referred to as *Ashradevra*. Dualitarians keep the hierarchical structure of the Asrian church while adopting the stern moralism of the Devrans. Dualitarianism is legal within Gallinea but is regarded with skepticism and often, outright hostility. Dualitarians are sometimes scornfully called *Orwandans* by members of the Asrian faith, but no Dualitarian would ever apply that term to herself.

The Queen's Cavaliers

The Asrian scriptures, the *Books of the Sun*, and the Devran scriptures, *Songs of the Desert Mother*, are supplemented by a book written by Dackin Orwand, founder of Dualitarianism, called *Orwand's Revelation*. *Revelation* purports to describe the direct equivalence between Devran and Asrian beliefs while reinterpreting both to fit the theology of the Dualitarians.

Symbolology

Dualitarians eschew symbolism save for a simple *horizontal cross-ordinary*, symbolizing the convergence of the Asrian and Devran religions in a single faith. This symbol is also evident in the Albian flag.

Pilgrims

The priests of Dualitarians are known as *pilgrims*. According to legend, renegade Asrian chaplain Dackin Orwand of Albia undertook a religious pilgrimage to the Lost City of Aad, and there was taught that Ashra and Devra were one and the same. Upon returning to Dunon, he wrote *Orwand's Revelation* and started the Dualitarian faith.

In honor of his journey, Dualitarian chaplains are called “pilgrims,” although few find it necessary to undertake a pilgrimage themselves. “Dackin has undergone pilgrimage so that we need not!” says a common proverb.

The Dualitarian church is headquartered in Dunon, the capital of Albia, and is led by Patriarch Roland Orde, the Son of Ashradevra. Orde rarely leaves Dunon, fearful of meeting his end at the hands of Ondalan assassins.

Dodekarianism

Dodekarianism, or the Faith of the High Twelve, is the largest polytheistic religion in Elara. It originated in Ekalia long before the rise of the Qartan Empire, and even people who only view it as superstition are familiar with the myths and deities of the Ekalian national faith.

Reflecting the democratic governance of the Ekilians themselves, the High Twelve are a council who work as a heavenly version of the polis councils found throughout the islands.

Symbolology

There are two symbols of the Dodekarian faith: a regular geometric solid with twelve sides, each pentagonal face containing the symbol of one of the High Twelve; and the dodekahedron, commonly found on coins, flags, and other flat surfaces.

The High Twelve

The gods of the High Twelve are divided between female and male, with an implied equality between the two genders. The following table summarizes the High Twelve.

TABLE 189: THE HIGH TWELVE

DEITY	GENDER	SPHERE OF INFLUENCE	SYMBOL
Dethius	Female	The Middle Sea; Prosperity	Ripples on Water
Demith	Female	The Night Sky; Justice	Balanced Sword
Jathys	Male	Craftsmanship; Commerce	Bronze Spear
Keanos	Male	The Great Sea; Weather	Crashing Wave
Koi	Male	Exploration; Knowledge	North Star
Nemosei	Female	Memory; Artistic Inspiration	Black Harp
Peryon	Male	Vigilance; Family	White Cloud
Reios	Male	Politics; The Underworld	Stone Door
Ronu	Male	Agriculture; Plants and Fruit	Harvest Scythe
Siobe	Female	The Moon; Portents and Magicks	Silver Moon
Sybrea	Female	Motherhood; Animals	White Swan
Teia	Female	The Sun; Rulership	Golden Disc

The average Dodekarist doesn't worship a single member of the High Twelve alone; “this is a single faith with a single pantheon, not a collection of twelve monotheist faiths!” states an old Ekalian proverb. Instead, respect is paid to each deity with respect to that god's sphere of influence.

For example, if departing on a voyage of exploration, sacrifices and prayers will be offered to Koi. Venturing into the Great Sea, Oceanus, requires an invocation of Keanos. Nemosei hears prayers from artists, and Teia hears prayers from civic leaders.

ASHRA AND DEVRA

Ekalian philosophers have tried, for centuries, to equate their sun goddess Teia with the Asrian goddess-empress Ashra, and their night goddess Demith with the Devrans' Desert Mother. This was the basis of their claim for religious freedom during the Qartan Empire; “look, we worship the Sun just like you do!”

While there are superficial similarities between the listed gods, neither Asrians nor Devrans accept that their monotheistic deity is but one of twelve equal members of a polytheistic pantheon. To Devrans, this is a foolish arrogance, and to Asrians, the disbelief of the Ekilians leads them into outright heresy against Ashra.

Sibyls

The priests of the High Twelve are known as sibyls, and unlike most Dodekarists, each sibyl is called by one specific deity to be a voice for that god. While she is conversant with all the prayers in the Faith of the High Twelve, a sibyl sees her position as an analogue for an elector in the Ekalian democratic system. Rather than speaking for the interests of her city, she speaks for the interests of that deity.

To know what her god requires of her, a sibyl will use an ancient alchemical brew, called kykeon, to enter a state of heightened awareness. In such a state, she can hear and feel her deity directly, and thus know what she must say.

Of course, skeptical non-believers claim that sibyls are just becoming intoxicated and any voices they hear are within in their own minds, and the interests they represents are their own with no supernatural component. But who listens to skeptics, anyway?

The Five Brothers

Belief in the Five Brothers, also known as the Old Fathers, is an old religion, at least as old as the High Twelve in Ekalia.

As the name implies, the faith centers on five male deities. According to ancient legend, these mythic five were the founders – “Old Fathers” – of nations in what are now Bear Island, Albia, Albingia, Varendia, and Talania. Each taking many wives, they established long dynasties that ruled each northern land, every northman descended from one of the Five Brothers.

The faith of the Old Fathers teaches the supremacy of men over women, and glorifies physical strength over skill and knowledge. When each land fell under the sway of the Qartan Empire, these beliefs were outlawed and driven to extinction, replaced by the Asrian Goddess-Empress Ashra. There have been no worshipers of the Five Brothers in over 1,500 years.

Or so the story goes.

About four hundred years ago, Asrian chaplains discovered that old temples to the Five Brothers had been unearthed in Varendia and Talania. Inquisitions were launched and the reborn cult of the Five Brothers was rooted out and destroyed. There have been no worshipers of the Five Brothers in over 400 years.

Or so the story goes.

The last 100 years have seen a resurgence in the cult of the Five, reborn again to spread its peculiar vision of patriarchal masculinity. Although Gallinea generally promises freedom of religious choice, in the case of the Five Brothers their beliefs go past simply having a disagreeable set of principles and into actively exerting physical power over others. “Violence is a sacrament,” according to translated Five Brothers carvings. Accordingly, the religion was outlawed in Gallinea and so there have been no worshipers of the Five Brothers in 100 years...

The following table lists each of the Five Brothers and the nations that each is said to have founded.

TABLE 190: THE OLD FATHERS

DEITY	TOTEM ANIMAL	CURRENT REGION
Borun	Bear	Bear Island (part of Albia)
Tul	Wolf	Albia
Lanonn	Stag	Albingia (part of Varendia)
Vasi	Boar	Varendia
Diir	Snow Lion	Talania

The Old Faith and the Five Brothers

Followers of the Old Faith have a different myth about the Old Fathers. Not gods but mortals, the Five Brothers were the most wicked men of pre-Qartan Elara. They committed untold crimes against women, against men, against children.

The most powerful covens of the day came together in threes, in three-times-threes, in three-times-three-times-threes, in three-times-three-times-three-times-threes. All told, 243 witches spoke with one voice, listing the crimes of each wicked man.

Borun, the butcher of children. Tul, the butcher of women. Lanonn, the butcher of men. Vasi, the violator of children. Diir, the violator of women and men.

Magicks in those days were strong, stronger than they are now. And the hex laid by three-times-three-times-three-times-three covens-of-three twisted the wicked men into the forms of beasts and banished them forever from the lands of warmth.

Few who know the Old Faith speak this story aloud. It is only told in the dead of winter, in hushed whispers, lest speaking the tale allow the Five Brothers to return to the warm lands. Of the superstitions that comprise the Old Faith, it's said that a good quarter of them are meant to ward off the malign influence of Borun, Tul, Lanonn, Vasi, and Diir.

Chapter 14: Gallinean Culture

Gallinea has a long history as a matriarchy, and in recent centuries has become known for its very egalitarian and inclusive views – a philosophy which has been tested since the former monarch, Queen Elisse, was assassinated. Her youngest daughter, now Queen Mariana, has tried to maintain her mother's policy of tolerance in the face of increasing clamor for a less open society.

Gender equality is usually a given in Gallinea, and freedom of religion is enforced by law – although only Asrianism is broadly accepted.

Heterosexuality is the norm, but pansexuality, bisexuality, and homosexuality are all embraced and supported by society. Gallinean inheritance passes along a matrilineal path, so most heads of noble families are female. The symbol of Gallinea is the pegasus.

Languages in Gallinea

Old Gallinean is French?

While *The Queen's Cavaliers* is written in English, many of the older names for locations, families, and specific traditions are French. We use French to indicate an older version of Gallinean than is spoken by modern inhabitants of the queendom. Contemporary Gallineans can certainly understand the language of several centuries back, but it sounds old-fashioned and archaic, much as Shakespeare sounds to modern speakers of English.

The primary language of Gallinea is, of course, modern Gallinean. The language is structurally descended from Old Qartan, but with many native words and names also based in the indigenous Brigue that predates the Qartan Empire's conquest of the land.

While some Gallineans hold to the arrogance that their tongue is the height of civilization and thus the only language one need to know, Gallinea's constant interactions with its neighboring countries means the most practical Gallineans will speak and read at least one additional languages.

The languages commonly known in Gallinea are listed on the following table. Those considered “dead languages” are shown in italics.

TABLE 191: LANGUAGES

LANGUAGE	LINGUISTIC ROOTS	ALPHABET
Albian	Ancient Varendish, Old <u>Qartan</u> , Mathain	<u>Qartan</u>
<i>Brigue</i>	Khefikkhan	Khefikkhan
Ekalian	Ancient Ekalian, Old <u>Qartan</u> , Khefikkhan	Ekalian
Gallinean	Old <u>Qartan</u> , Brigue	<u>Qartan</u>
Ifrani	Old <u>Qartan</u> , Karangan	Aad
Karangan		Karangan
Khefikkhan		Khefikkhan
<i>Mathain</i>		Mathac
<i>Old Qartan</i>	Khefikkhan, Karangan, Ancient Ekalian	<u>Qartan</u>
Ondalese	Old <u>Qartan</u>	<u>Qartan</u>
Serican		Serican
Talianan	Ancient Varendish	Varendish
Varendish	Ancient Varendish	Varendish

Albian is primarily spoken in Albia and its colony, New Dunon, as well as the Storm Islands and the region of Varendia known as Albingia. Many Gallineans learned Albian during the Twenty Years' War for strategic reasons, and just as many refused to speak a word of it for patriotic reasons.

Brigue is the language of the original inhabitants of Gallinea more than two millennia back. Despite lending its words to many Gallinean place names, there are no known native speakers of Brigue alive today. The language does continue to be used by witches and others who follow the Old Faith; however, most view phrases in Brigue to be merely “magick words” with no meaning outside of rituals and superstition.

Ekalian is spoken in Gallinea's close neighbor to the east. The ubiquity of Ekalian sailors in every port has made it the de facto language of sea commerce, and this is evidenced by the number of Jeweled Coast natives who speak it fluently. Ekalian is also one of the three languages spoken in Dragosa.

Gallinean is also spoken in Elissia, Gallinea's West Ifran colony. Each region of Gallinea has its own dialect, and those with an ear for accents and vocabulary can narrow down a Gallinean's home province quite easily. Scanbrian Gallinean mixes in rough-sounding Varendish language, while Jeweled-Coast Gallinean has an Ekalian lilt. Lutetians speak Gallinean at a fast rate, while Lowlanders favor a slow drawl.

Ifrani is spoken in the cities of Pidah and Ubar, as well as throughout the Ifrani Desert. Although it's not a requirement of the faith, most Devran *Songs of the Desert Mother* collections are written in the cursive, flowing Aad script. In Gallinea, Ifrani is spoken primarily within Devran communities.

Karangan is the language of The Furthest South, more properly known as Mwene Karanga. Few Gallineans even know the name “Mwene Karanga,” let alone speak even a word of the language. Karangan is a rich, complex tongue suitable not only for sociopolitical exchanges but also highly technical discussions. For the latter reason, a handful of mechanicians are trying to learn the language.

Khefikkhan originates in Kheffika, more commonly known in Gallinea as the Coffee Coast. Khefikkhan predates the Qartan Empire and in fact was a precursor to both Old Qartana and the aboriginal Brigue of Gallinea. Today it's primarily spoken by those who trade extensively with the lands to the east of Elara.

Mathain is the language of the original inhabitants of Bear Island, now part of Albia. Most Mathain survives in the form of ancient carvings in the Mathac script, a series of slashes and cuts in stone ruins.

Old Qartan was spoken throughout the Qartan Empire and has had the biggest linguistic impact on Elara and northern Ifran. While few people speak Old Qartan today, it's used ceremonially in the Asrian religion and *The Books of the Sun* are written in Old Qartan. Thus, every Asrian Chaplain, and many other lay scholars, can read and write Old Qartan effortlessly.

Ondalese is the most direct descendant of Old Qartan; in fact, some speakers of Ondalese even refer to it as *Modern Qartan*. This is a bit misguided, however, as much of the vocabulary and even sentence structure has changed drastically over the last 1400 years. Most speakers of Ondalese can't understand Old Qartan at all.

Serican is the language of the lands beyond even the Coffee Coast, in the sprawling confederation of nation-states known as Serica and Shan. In

truth, there are more than a dozen other languages spoken in Serica, but speakers from the Sekai region have engaged in the most trade with Elara, so when a Gallinean thinks of “Serican”, she’s actually thinking of Sekai. Serican is an ideographic language whose written form proves difficult for most Gallineans to master reading or writing.

Talanian was formerly spoken primarily in Talania, but with the Shattering Frost and resulting Talanian diaspora, the tongue has spread throughout Elara. Talanian is also one of the three primary languages of Dragosa. In Gallinea, Talanian is most often used in Valerienne, where many refugees from Talania have settled.

Varendish is one of the few unifying factors of the patchwork states known as Varendia. The common language serves to keep them culturally united even as it also limits their cultural and technological evolution. The runic script of Varendish is ill-suited for many modern concepts, so even in Varendia, most scientific and theological writings are in Gallinean or Albian.

Gender, Sexuality, and Race

In general, Gallinea is a diverse nation, full of people of all genders, sexualities, and races. While that mostly holds true upon closer examination, the Land of the Ascendant Pegasus does still retain some inequalities based on old traditions and biases.

Gender

Gallinean custom has long held the primacy of women within society – after all, the traditionalists argue, it is women who maintain the stability of culture. The identity of one’s other parent may be in doubt, but there’s never a question about who gave birth to a child. Thus, inheritance passes along matrilineal lines and thus concentrating wealth and societal power among women.

This rule still holds true for most nobles – and continues to be an expectation of the Royalty – but has lost popularity among those in the lower social classes.

THE DELPHIAN REFORMS

Queen Delphine, great-grandmother of current queen Mariana, decreed in 1172 PQ that inheritance within Gallinea would pass to the oldest child regardless of gender – and as much as this pleased the commoners, it enraged the nobility to the same extent. Two years later, in 1174 PQ, she rescinded that decree and replaced it with a rule that each family could designate either the oldest daughter or oldest son as inheritor. Most nobles stuck to the old ways, however, and named daughters as heirs.

Delphine’s granddaughter, Queen Elissee III, expanded the decree in 1240 to allow any child to be named as an heir, regardless of birth order or gender, as part of her Elissian Reforms. After Elissee’s assassination, her husband (as prince-regent) and her daughter Queen Mariana maintained the Reforms enacted by Elissee before her death, but haven’t yet enacted the further reforms desired by the late queen.

Besides inheritance, other forms of gender discrimination have likewise been banned since Delphine’s reign, but most positions of authority and responsibility within Gallinean higher society are still held by women.

GENDER AND THE CHURCH

Traditional Asrian theology holds that the First Prohibition, “Let no man be superior to a woman,” defines a role for a woman as the head of a family, head of a country, and head of a business, but modern interpretations over the last millennium have taken this to be a call for gender-neutrality and lack of gender-based oppression.

The Asrian Church has thus become a bastion of gender equality, although with persistent trappings of matriarchy – Eserre is viewed as a sun goddess as opposed to a gender-neutral deity, for example. The Church is headed by the Bride of the Sun and her Handmaidens, which are ceremonial positions that are treated as female for liturgical purposes, regardless of the gender of the occupant of the office.

Within Gallinean politics, the Church takes a middle line between the beliefs of the Monarchy and the nobility, not quite willing to fully endorse the Elissian Reforms but nonetheless prompting for greater equality of gender within Asrian culture.

GENDER DIVERSITY

With the increased acceptance of gender equality has also come greater acceptance of those who don’t fall into a binary gender assigned to them at birth. Gender roles have become understood as a question of self-identification, including people who exist outside of a strict binary as well as those who are comfortable within it.

Gender Terminology

- **Clarissic:** An adjective describing someone whose gender is not that assigned at birth. A reference to Clarisse Sudelune, a former soldier, Maréchale Général de Gallinea, princess-consort, and princess-regent in the 12th century PQ.
- **Female:** An adjective describing someone who is a woman.
- **Male:** An adjective describing someone who is a man.
- **Man:** Someone who is male.
- **Maverique (adj):** An adjective describing someone who has a gender which is not male, female, or a combination of those.
- **Maverique (n):** Someone whose gender is *maverique (adj)*.
- **Neutrois:** An adjective describing someone who does not have a gender.
- **Person:** Someone who is of any gender.
- **Perybream:** An adjective describing someone whose gender is a combination of male and female, with that combination either being fixed or fluid over time. Named after the Ekalian twin deities Peryon and Sybrea who are to be reflections of each other or possibly the same god.

The Queen's Cavaliers

- **Woman:** Someone who is female.

Female and male identities are considered legitimate regardless of birth assignment. Legal recognition of gender is not required for all but those in the higher tiers of society, and the procedure itself is a relatively simple procedure before a royal bailiff or a provincial prévôt. Petitioners receive a decree in the name of the queen or the nobility of the province, recognizing their gender for all purposes.

The Elissian Decrees went further than that, and legally recognized all variations of gender identity – from those without gender at all to those who combine either binary gender in ways unique to that individual. This codified a long-standing practice among the lower and middle classes of affirming the genders of everyone, not just those within a strict binary.

GENDER IN THE GALLINEAN LANGUAGE

The Gallinean language is a relatively genderless tongue that does not require that a grammatical gender be assigned to every noun, verb, or pronoun. However, as with most Qartan-descended languages, many traditional names for occupations, noble titles, place of origin, and so on, are expressed in female terminology. Older Gallineans consider these terms to be gender-neutral by default, but younger speakers of the language are moving toward more inclusive speech.

“She” is the default pronoun for a person of unspecified gender within classical Gallinean, but there has been some progress made toward using “they” as gender-neutral as well. “Iel/iem/ier/iels/ielsel”, a set of non-binary pronouns used in some classical writings, has made a recent resurgence and is used within the texts of the Elissian Reforms.

While physiological alterations are never required of those asserting their gender within Gallinean society – for legal or for social purposes – many such individuals desire changes to their bodies to better match their self-image. Long-known alchemical formulations can provide the equivalent of hormone replacement to those who wish it, and a number of medical procedures exist that can provide further changes to bring one’s body into conformance with their stated gender.

Sexuality

The concept of “homosexuality” and “heterosexuality” as distinct sexual orientations is unknown within Gallinean society. Society, overall, is bisexual and one’s preference for specific genders is considered a personal matter. No one cares whether this is an inborn preference or a matter of choice; you love who you love, and that’s what matters.

Sexuality Terminology

- **Jathyc:** An adjective describing a sexual or romantic relationship between two men, named after the Ekalian deity Jathys, god of craftsmanship and commerce.
- **Outré:** An archaic adjective describing a man who is exclusively attracted to women, or a woman who is exclusively attracted to men. Often considered offensive.
- **Reian (adj):** A recently-coined adjective describing someone who does not feel sexual attraction, or sometimes, romantic attraction. Named after the Ekalian deity Reios, god of politics and the underworld.
- **Reian (n):** Someone whose sexuality is *reian (adj)*.
- **Sapphique:** An adjective describing a sexual or romantic relationship between two women, named after Safira, the first Bride of the Sun according to Asrian theology.

There are no particular terms for being a bisexual person, a lesbian, or a gay man in Gallinean. Such concepts don’t exist in Elaran cultures. The second Profession of Asrianism states that love is a gift from Eserre herself, and the Books of the Sun encourage all to love as freely as you wish, love as deeply as you wish, and love whomever you wish. Eserre herself is depicted as married to a woman, the first Bride of the Sun, and thus all subsequent leaders of the Asrian church have been considered liturgically female.

MARRIAGE IN GALLINEA

In Gallinea, marriage equality has long been the standard – as long as marriage itself has been practiced. Same-gender marriage is also universally accepted among Gallinea’s neighbors in Elara.

Marriage or partnership within Gallinean culture can be between a woman and a man, a woman and a woman, a man and a man, and recently, between any one person and another regardless of gender or lack thereof. Monogamy is expected among Asrian Gallineans, although monoamory is a matter left up to the people in the relationship. Thus, you can only be married to one person, but it a mutual decision between the two of you whether it is an open relationship or a closed one.

The most recent royal same-gender marriage, in 1126, was between Queen Elisse II, great-grandmother of Mariana II, and her Princess-Consort, Clarisse – who would later go on to serve as Princess-Regent for their young daughter, future Queen Delphine.

The term “marriage” is reserved for those couples united in a religious ceremony; otherwise it is called a “partnership”. Terms such as “wife”, “husband”, “spouse”, or “partner”, are not restricted to one type of union; as with many other decisions this is made by each couple as they choose. Gallineans consider all terms to refer to the same concept, although classical Gallinean traditionally calls male spouses “husbands” and female spouses “wives.”

ASEXUALITY

In recent years, greater acceptance has been made of those who are not sexually attracted at all. Previously, asexual people were thought of as being eccentric, of being damaged in some way, or as just not having found the right person yet. One decree in the Elissian Reforms establishes full legal equality, including inheritance rights, to people who are asexual.

Race in Gallinea

Due to centuries of migration within the Qartan Empire and following its fall, the people of Gallinea are of mixed ethnicity. While the average Gallinean has medium brown skin, medium brown hair, and hazel, brown, or blue eyes, it's not unusual to find blonde hair, green eyes, black hair, dark brown skin, red hair, or even violet eyes.







The pre-Qartan aboriginal Gallineans were, by coincidence or not, of roughly the same phenotype as modern Gallineans. Those with greater amounts of Albian ancestry tend have lighter skin, hair, and eyes, while those with Varendish ancestors have more ruddy skin, brown eyes, and red or brown hair.

Those of more direct Ifran descent have darker skin, dark brown eyes, and usually curly black hair, while Gallineans with Ekalian roots have medium-brown skin, blue or brown eyes, and curly black hair. People from the Coffee Coast have darker brown skin, straight black hair, and brown or green eyes, while Sericans have light brown skin, brown eyes, and straight black hair.







Gallineans do recognize these differences but the importance they ascribe to them is different than the 21st Century Earth concept of race. To Gallineans – and most Elarans and Ifrans – what matters less is one's appearance and more one's culture. Those wearing traditional Ifran or Varendish clothing will be seen as outsiders, regardless of their ancestry or appearance, while an identically appearing person in the latest Lutetian fashion with a Coeur de Gallinean accent will be accepted without question.

Slavery in Elara and Ifran

There is no history of organized slavery in Gallinea, or in any other parts of the former Qartan Empire. The Asrian religion specifically forbids slavery as one of the Nine Precepts, and that prohibition has been considered exceedingly clear over the centuries.

Despite being illegal and immoral, some slavery exists. Slavers will kidnap people, usually at a young age, and sell them to others for doing manual labor. These are viewed less as legal ownership of a human being, but rather as a type of kidnapping and cruelty. Gallineans found guilty of being slavers or slave "owners" are given some of the harshest sentences.

Distant Elissia, far from Gallinea and its social mores and authorities, has an increasing problem with slavery. Most of these slaves are, like the

vast majority of Elissians, are Elarans; no one tries to enslave the northern or southern Ifrani populations. The Elissian authorities shut down slavers wherever they find them, although they have had limited success.

For the MJ:

Using Slavery in Your Campaign

Our basic advice is: *Don't*.

The real-world history of slavery, particularly of the Atlantic slave trade, has made slavery a charged topic – and one we feel is not suited for a game of *The Queen's Cavaliers*. The worldbuilding was designed to make generational, institutionalized slavery a non-issue in Gallinea.

If you do wish to address slavery in your campaign, keep your players in mind and be responsive to their concerns. Some players might be made very uncomfortable by the exploration of slavery in a tabletop game, while others may view it as trivializing an important subject.

The section above, which describes slavery in Elissia, can be used as the basis for fighting against slavers and slave owners. For some players and MJs, it may be enjoyably cathartic to imagine firing muskets in the face of wicked slavers.

Gallinean Names

A Gallinean first name has a traditional gender association, but in modern times it's considered acceptable to choose a name outside of one's traditional gender assignment.

Traditionally Female First Names

Adeline, Alays, Aldegonde, Aldeta, Aiecte, Allis, Allune, Ameline, Andrena, Andrienne, Angelique, Armelle, Astrugue, Aubree, Audegonne, Avisse, Barbe, Bartonne, Basile, Baudynne, Betris, Biciere, Bietrix, Blaisette, Bonne, Cahotte, Caize, Callotte, Cezille, Clare, Clareta, Clementia, Collaye, Cornille, Cespine, Dargy, Denyse, Druette, Emmeline, Emone, Erme, Esdeline, Estevene, Eustasse, Extasse, Fleurie, Florymonde, Flourie, Garina, Genevieve, Gervaise, Gilette, Gradine, Hanain, Haulduine, Havis, Helene, Helicent, Hennete, Hersent, Jacqueline, Jacquelle, Jacqueste, Jacquine, Janseranda, Jehanne, Jehannevieufve, Jherosme, Jois, Jossete, Justine, Laurente, Leurenche, Lionne, Lore, Loyse, Lucque, Lusette, Mahault, Mahelot, Marcile, Marguine, Marque, Masselia, Mateline, Melciotte, Meline, Mezot, Micquiele, Mondette, Nicaise, Nicolette, Nonela, Nonne, Odeline, Olyna, Ottelette, Pacquette, Pasque, Perine, Peronne, Peyrinne, Plourette, Poisne, Poncelette, Quateline, Quentine, Rectrude, Renee, Restitue, Roisne, Rose, Royne, Sacree, Sandrine, Saura, Sebille, Sezillons, Simonne, Sylvie, Teffaine, Thieffaine, Tiessa, Tonyna, Toussaine, Vandalene, Victoire, Vingtremette, Weceline, Ydee, Yolente, Yoline, Yzabeau.

Traditionally Male Female Names

Aimery, Alain, Allard, Amelin, Ancel, Andrieu, Antoine, Archille, Aribert, Arnault, Artus, Astort, Aubert, Audrien, Auguinare, Aulbin, Azor, Bastien, Baudart, Benabic, Berard, Bettremieux, Biciere, Blaise, Blaze, Brisse, Buesart, Burieau, Clarembaut, Colart, Collart, Constant, Cornil, Crespin, Denis, Dreux, Dydier, Edme, Eliot, Eloy, Eralh, Esdrée, Estiene, Felix, Fermin, Ferry, Finas, Firmin, Floris, Flourent, Foubert, Framboust, Fyacre, Galleran, Garrin, Gaston, Genry, Gentian, Gervais, Gilles, Guerin, Hacquin, Hazart, Helis, Hemet, Hevelin, Honorre, Hoste, Hue, Isembart, Jallemart, Jaspart, Jherosme, Joffroy, Joram, Jossequin, Lambert, Lanvin, Legier, Lorens, Loth, Loup, Macé, Maillin, Margain, Marin, Marque, Matelin, Melchior, Morant, Nevelet, Nicaise, Noullet, Odyon, Oudart, Perceval, Philippe, Piat, Pomponne, Quentin, Rasse, Regnault, Remi, Reo, Robecler, Roch, Rolland, Sacrain, Savain, Sinforient, Surien, Tassart, Thierry, Thiry, Torgeu, Urbain, Vaast, Valentin, Venant, Vinchant, Wautier, Wes, Yollin, Yter, Yves.

Surnames

Surnames in Gallinean are usually one of four different types:

- **Occupational** – based on one's profession (or the profession of one's family)
- **Matronymic** – based on the name of one's mother, or another female ancestor
- **Geographical** – based on where one comes from
- **Descriptive** – evolved from a nickname, usually based on someone's appearance or an ancestor's appearance

Many geographical or occupational names begin with an article such as *de*, *du*, *des*, *de la*, *d'*, *la*, *le*, and *l'*. Such articles are sometimes dropped, and other times incorporated directly into the name (as with *Deveaux*).

Some foreigners use non-Gallinean locations with Gallinean articles as surnames, such as *l'Albien* (literally “the Albian”) or *d'Eccalea* (“of Ekalia”).

Example:

- *Deveaux* is an occupational name; Martine Deveaux comes from a farming family that at one time was known for selling veal.
- *Aubene* is a matronymic name; Arynne Aubene and her brother Prince-Father Michel Aubene are named for their foremother Aubigny.
- *Castenia* is a geographical name; Lusienne Castenia's family once used the surname “*de Castenia*” but have since dropped the article.
- *d'Angelet* is a descriptive name. One of Jennevive d'Angelet's ancestors was described as having the voice of an angel, and the name was passed on to her heirs.

Gallinean surnames are often tied to one particular province, as shown on the following table.

The Queen's Cavaliers

TABLE 192: GALLINEAN SURNAMES

SURNAME	MEANING	REGIONAL ASSOCIATION
<i>d' Affutaine</i>	from the city of Affutaine	Scanbria
<i>l'Aguilliere</i>	needle maker	Scanbria
<i>l'Amiraude</i>	magistrate	Coeur de Gallinea
<i>l'Aneliere</i>	ringmaker	Jeweled Coast
<i>la Archiere</i>	bow and arrow maker	Scanbria
<i>l'Armeuriere</i>	armor maker	Jeweled Coast
<i>l'Avocate</i>	lawyer	Coeur de Gallinea
<i>la Barbiere</i>	barber	Coeur de Gallinea
<i>la Barquaresse</i>	boat captain	Jeweled Coast
<i>la Berger</i>	shepherd	Lowlands
<i>de Berville</i>	from the city of Berville	Jeweled Coast
<i>la Bissette</i>	weaver	Scanbria
<i>la Blazenniere</i>	leather worker	Scanbria
<i>des Bois</i>	along the Rue des Bois	Scanbria
<i>la Bouchiere</i>	butcher	Lowlands
<i>la Boucliere</i>	buckler maker	Jeweled Coast
<i>de la Boueuse</i>	beside the Boueuse river	Lowlands
<i>la Bousiere</i>	purse maker	Scanbria
<i>de Boussole</i>	from the city of Boussole	Lowlands
<i>la Bouviere</i>	cattle merchant	Lowlands
<i>la Brisbois</i>	forester	Scanbria
<i>la Brodeur</i>	embroiderer	Scanbria
<i>de Canard</i>	from the city of Canard-Noir	Jeweled Coast
<i>de la Canard</i>	beside the Canard river	Jeweled Coast
<i>de Castenia</i>	from the city of Castenia	Coeur de Gallinea
<i>la Cervoisiere</i>	beer maker	Scanbria
<i>la Chamberiere</i>	chamber maid	Coeur de Gallinea
<i>la Championne</i>	professional second in duels	Coeur de Gallinea
<i>la Chandelier</i>	candle maker	Jeweled Coast
<i>la Chaput</i>	cloak-maker	Scanbria
<i>la Charpentiere</i>	carpenter	Lowlands
<i>la Charretiere</i>	teamster	Lowlands
<i>la Charrone</i>	cartwright	Lowlands
<i>la Chauciere</i>	illustrator	Coeur de Gallinea
<i>la Chevaliere</i>	knight, cavalier	Coeur de Gallinea
<i>du Coeur</i>	along the Rue du Coeur	Coeur de Gallinea
<i>la Cornette</i>	horn blower	Coeur de Gallinea
<i>la Couturiere</i>	dressmaker	Scanbria
<i>la Cuiriere</i>	leather merchant	Scanbria
<i>la Deiciere</i>	dice maker	Jeweled Coast
<i>l'Erbiere</i>	herb/potion maker	Lowlands
<i>l'Especiere</i>	herbalist/apothecary	Coeur de Gallinea
<i>la Fauchere</i>	mower	Lowlands
<i>la Favre</i>	blacksmith	Jeweled Coast
<i>la Floriere</i>	flower seller	Coeur de Gallinea
<i>la Forestiere</i>	forester	Scanbria
<i>la Fourniere</i>	baker	Lowlands
<i>la Gagniere</i>	farmer	Lowlands
<i>la Garcon</i>	servant	Coeur de Gallinea
<i>la Glaisyere</i>	glass polisher	Jeweled Coast
<i>la Granchiere</i>	tenant farmer	Lowlands
<i>de Gueve</i>	from the city of Gueve	Coeur de Gallinea
<i>la Hostelliere</i>	innkeeper	Coeur de Gallinea
<i>la Joaliere</i>	jeweler	Jeweled Coast
<i>la Jugleresse</i>	singer/minstrel/musician	Jeweled Coast
<i>la Lane</i>	woolworker	Scanbria
<i>de la Lente</i>	beside the Lente river	Coeur de Gallinea
<i>la Lombarde</i>	banker	Coeur de Gallinea
<i>de la Luisante</i>	beside the Luisante river	Coeur de Gallinea
<i>de Lutetia</i>	from the city of Lutetia	Coeur de Gallinea
<i>de la Mar</i>	along the Rue de la Mar	Jeweled Coast
<i>la Marcheandise</i>	merchant	Coeur de Gallinea
<i>la Mariniere</i>	sailor	Jeweled Coast
<i>la Maconne</i>	mason	Lowlands
<i>la Messiere</i>	field guard	Lowlands
<i>la Mirgesse</i>	doctor	Coeur de Gallinea
<i>de Montambre</i>	from the city of Montambre	Jeweled Coast
<i>la Muniere</i>	miller	Lowlands

SURNAME	MEANING	REGIONAL ASSOCIATION
<i>du Nord</i>	along the Rue du Nord	Scanbria
<i>la Norrice</i>	nursemaid	Coeur de Gallinea
<i>l'Oubliere</i>	itinerant pastry hawker	Coeur de Gallinea
<i>la Paintre</i>	painter	Lowlands
<i>la Peletiere</i>	leather and fur seller	Scanbria
<i>la Perriere</i>	lapidary	Jeweled Coast
<i>de Persolei</i>	from the city of Persolei	Jeweled Coast
<i>la Portiere</i>	concierge	Coeur de Gallinea
<i>de la Riviere</i>	along the Rue de la Riviere	Lowlands
<i>de Rhodope</i>	from the city of Rhodope	Jeweled Coast
<i>la Sarjente</i>	servant	Coeur de Gallinea
<i>la Savonniere</i>	soap maker/seller	Coeur de Gallinea
<i>de Scanbreille</i>	from the city of Scanbreille	Scanbria
<i>la Serruriere</i>	locksmith	Jeweled Coast
<i>du Sud</i>	along the Rue du Sud	Lowlands
<i>de Sudelune</i>	from the city of Sudelune	Lowlands
<i>la Talemeliere</i>	bread baker	Lowlands
<i>la Tapiciere</i>	tapestry weaver	Scanbria
<i>la Tesserande</i>	weaver	Scanbria
<i>de Touriel</i>	from the city of Touriel	Coeur de Gallinea
<i>de Valerienne</i>	from the city of Valerienne	Jeweled Coast
<i>la Ventriere</i>	midwife	Lowlands
<i>la Verriere</i>	glassmaker	Jeweled Coast
<i>de la Verte</i>	beside the Verte river	Lowlands
<i>de Verterre</i>	from the city of Verterre	Lowlands
<i>la Ymagiere</i>	painter/sculptor	Coeur de Gallinea

The Gallinean Calendar

Years in Elara are measured from the abandonment of Qarta (Post Qarta), which dates to 1 PQ. Dates before 1 PQ are dated backwards with Before Qarta (BQ). A year without PQ/BQ notation is presumed to be PQ.

Months

Months are named for the common weather in Lutetia during each month.

TABLE 193: MONTHS OF THE YEAR

NUMBER	MONTH NAME	BIRTHSTONE	SEASON
1	Pluviôse	Garnet	Winter
2	Ventôse	Amethyst	
3	Germinal	Bloodstone	Spring
4	Floréal	Sapphire	
5	Prairial	Agate	
6	Messidor	Emerald	Summer
7	Fervidor	Onyx	
8	Fructidor	Carnelian	
9	Vendémiaire	Peridot	Autumn
10	Brumaire	Beryl	
11	Frimaire	Topaz	
12	Nivôse	Ruby	Winter

The neighboring countries have their own days for the months in their own languages. For example, in Albian, the months are Rainous, Windous, Buddal, Floweral, Meadowal, Reapidor, Heatidor, Fruitidor, Vintagearius, Fogarius, Frostarius, and Snowous.

Each month has 30 days. Each year has 360 days.

Days of the Week

There are six days of the week in the Gallinean calendar. There are 5 weeks in every month.

The Queen's Cavaliers

TABLE 194: DAYS OF THE WEEK

NUMBER	DAY NAME
1	Moon Day
2	Second Day
3	Third Day
4	Fourth Day
5	Stars Day
6	Sun Day

Asrian worship services are held on Sun Day, which is usually a day off for most. Devrans worship the Desert Goddess on Moon Day, after the sun has gone down.

Monthly Calendar

Because there are five six-day weeks in every month, each month's calendar is the same. Thus, every full moon is on the 1st of the month and every new moon on the 16th.

TABLE 195: MONTHLY CALENDAR

MOON DAY	SECOND DAY	THIRDAY	FOURDAY	STARS DAY	SUN DAY	WEEK NAME
1	2	3	4	5	6	First Week
7	8	9	10	11	12	Second Week
13	14	15	16	17	18	Third Week
19	20	21	22	23	24	Fourth Week
25	26	27	28	29	30	Fifth Week

Random Dates

The structure of the Gallinean calendar makes it very easy to create a random date.

For the month, simply roll 1D12 and use the table above. For a day of the week, roll 1D6 with 1 as Moon Day and 6 as Sun Day. To find a random day of the month, first determine the week by rolling 1D10, then 1D6 to discover the day during that week.

TABLE 196: RANDOM DAY OF THE MONTH

D10	D6 = 1	D6 = 2	D6 = 3	D6 = 4	D6 = 5	D6 = 6
1-2	1st, a Moon Day	2nd, a Seconday	3rd, a Thirday	4th, a Fourday	5th, a Stars Day	6th, a Sun Day
3-4	7th, a Moon Day	8th, a Seconday	9th, a Thirday	10th, a Fourday	11th, a Stars Day	12th, a Sun Day
5-6	13th, a Moon Day	14th, a Seconday	15th, a Thirday	16th, a Fourday	17th, a Stars Day	18th, a Sun Day
7-8	19th, a Moon Day	20th, a Seconday	21st, a Thirday	22nd, a Fourday	23rd, a Stars Day	24th, a Sun Day
9-10	25th, a Moon Day	26th, a Seconday	27th, a Thirday	28th, a Fourday	29th, a Stars Day	30th, a Sun Day

Example:

A Random Birthday

You can use the method described above to determine a random birthday for a character. For example, Dani decides to determine her character's birthday. First she rolls 1D12 to find the date, and gets 5. This corresponds to the 5th month, Prairial. Then she rolls 1D10 and 1D6, getting 7 and 3 respectively. This corresponds to the 21st. Therefore, her character was born on 21 Prairial, which was a Thirday.

Gallinean Holidays

Gallineans love holidays. After all, what is a holiday if not an excuse to throw a party?

Any employed person of Artisan (D8) social rank or higher is not expected to work on a holiday. Conversely, anyone of Commoner (D0) rank with a job is absolutely expected to work on a holiday. Only rare situations are commoners given a day off from work.

Asrian Holy Days

The sixth day of every month is the first Sun Day of that month, and is when most Asrian holy days celebrate the sun goddess Eserre. Devout Gallineans are expected to attend church on those days, even if they don't manage to make it to services on any other Sun Day in a month.

WINTER HOLY DAYS

6 Nivôse is celebrated as Winter's Dawn, and is considered the official start of the winter season. Services in the Asrian churches ask for the blessings of the Goddess-Empress Eserre upon the faithful, and ask for a gentle winter.

The current date for a new campaign start is presumed to be 1 Messidor 1249 PQ unless otherwise specified by the MJ.

The winter solstice occurs on 6 Pluviôse, marking the midpoint of winter and the time in which Eserre's sun is out for the least amount of time.

Gallineans mark this date, and the two days around it, with the Winter's Noon Festival – a time to come together and share warmth, food, and stories, in addition to religious services.

The 6th of Ventôse is the third holy day of winter in the Asrian faith, and is known as Winter's Dusk. Heading out of the coldest part of the year toward the spring thaw, the Chaplains of Eserre ask for a prosperous growing season. Tradition says that if a sun jay sees its shadow at noon on Winter's Dusk, winter weather will continue into Germinal, the next month. The Chaplains in Lutetia raise sun jays specifically for this purpose.

SPRING HOLY DAYS

Spring's Dawn, on 6 Germinal, is a day of thanks for the end of winter and start of spring, with churches and worshipers alike decorated with flowers. The 6th of Floréal is Spring's Noon, the vernal equinox, and is marked by outdoor festivals and dances around spring poles. Spring's Dusk on 6 Prairial is holy day of peace, when even the most brutal of Elara's armies will refrain from war.

Confirmation Day, 18 Prairial, commemorates the mythological wedding of Eserre to her beloved Safira, the first Bride of the Sun. On this day each year, young teenagers publicly present themselves as faithful followers of the Sun Goddess and are henceforth considered as adults by the Church.

SUMMER HOLY DAYS

On 6 Messidor, Summer's Dawn, the Asrian high holy months officially begin, lasting until Summer's Dusk, 6 Fructidor. The legends of Eserre and the Qartan Empire are read or re-enacted over the course of eight consecutive Sun Days, save for 6 Fervidor, the holiest day of the year. On that longest day of the year, and the days before and after it, known as Summer's Noon, the most lavish celebrations are held under the midday sun. The most non-pious Gallineans will make a point to attend these midsummer services, even if they will never enter a church or cathedral the rest of the year.

FALL HOLY DAYS

The fall holy days of Autumn's Dawn (6 Vendémiaire), Autumn's Noon (6 Brumaire), and Autumn's Dusk (6 Frimaire) are quieter affairs, devoted to teaching, sermons, and service as the year winds down, the crops are harvested, and the worshipers of the Sun Goddess prepare for winter.

New Moon Festivals

In addition to Asrian religious holy days, Gallineans also celebrate ancient traditions associated with the Old Faith of the witches. These folk holidays occur on new moons, in the evening when the sky is dark. Most involve sharing of gifts and meals with family and close friends.

TABLE 197: NEW MOON FESTIVALS

DATE	NEW MOON FESTIVAL	TRADITIONAL GIFTS
16 Pluviôse	New Wolf Moon	Furs
16 Ventose	New Snow Moon	Wine
16 Germinal	New Sap Moon	Maple
16 Floréal	New Rain Moon	Boots
16 Prairial	New Wishing Moon	Lucky trinkets
16 Messidor	New Berry Moon	Pies
16 Fervidor	New Kissing Moon	Kisses
16 Fructidor	New Peddler's Moon	Handmade gifts
16 Vendémiaire	New Harvest Moon	Dances
16 Brumaire	New Huntress Moon	Game meats
16 Frimaire	New Mourning Moon	Memories
16 Nivôse	New Hunger Moon	Food

The New Hunger Moon, 16 Nivôse, is a time for giving food to those in need in the chill of winter. 16 Pluviôse, the New Wolf Moon, is marked by the exchange of furs and warm clothing. New Snow Moon, on 16 Ventôse, is a celebration marked by wine and other types of alcohol that have been saved in the snow all winter.

The New Sap Moon, on 16 Germinal, celebrates the start of spring with traditional meals of maple syrups served on crêpes. 16 Floréal is the New Rain Moon, and gifts of boots and jackets are common as the spring rains begin. On 16 Prairial, the New Wishing Moon is celebrated with exchanges of lucky trinkets and wishes kept in secret.

The 16th of Messidor, the New Berry Moon, marks the beginning of summer with sweet pies, tarts, and pastries. The New Kissing Moon, on 16 Fervidor, is a night for lovers to spend in each others' arms under the stars, and is said to be the reason that there are more births than normal in Floréal nine months later. The final folk celebration of the summer, New Peddler's Moon, is celebrated through the exchange of hand-made gifts given as part of a mock barter system.

The first of the fall festivals, the New Harvest Moon on 16 Vendémiaire, is a night of bonfires, music, and dancing. The New Huntress Moon, 16 Brumaire, is marked by large dinners of game meats such as venison, rabbit, or pheasant. On the night of 16 Frimaire, the New Mourning Moon, Gallineans remember their dead friends and relatives, especially those who have passed within the last year, through guising or mumming.

The Queen's Cavaliers

Devran Holy Days

The Devrans have their own holy days when the moon is a crescent in the sky. The 13th of each month is known as Last Crescent, and the 19th of each month is the First Crescent. Ceremonies are held on both nights, and many Devrans fast nightly during the week between the two holy days.

National Holidays

Gallinea's national holidays are secular in nature and recognize important events in the history of the queendom.

Treaty Day, also known as Betrothal Day, is the anniversary of the signing of the Treaty of Scanbreille on 21 Nivôse 1241 – ending the war between Albia and Gallinea through the later marriage of Prince Carolus to Princess Mariana, the future Queen Mariana II. The 16th day of Floréal, also called Espousal Day, is the anniversary of the wedding of Carolus and Mariana in 1242.

Scanbrian Unification Day, 15 Pluviôse, commemorates the date in 989 when Scanbria became unified with Gallinea. Scanbrians also celebrate 30 Fructidor, Scanbrian Independence Day, which marks the date in 986 when Scanbria declared its independence from Varendia. Many older Scanbrian families still resent that the Grand Duchy of Scanbria lasted for only three years before being annexed by the Gallineans, and the day is usually one for political agitation. Needless to say, Scanbrian Independence Day is not celebrated in the rest of Gallinea.

Victory Day, on 7 Prairial, marks the defeat of Varendia in 1123 by future princess-consort Clarisse Sudelune, also known as La Dame de la Victoire. The day is celebrated by military parades along the Rue du Couer, both in Lutetia and elsewhere in Gallinea.

The Festival of Masques is held on 24 Prairial every year, and is an annual celebration of freedom in Lutetia centered around lavish masquerade balls, street parties, and excessive drinking. Anyone caught outside of their home without a disguise is “arrested” and taken to the nearest constable, who forces them to wear a cheap and embarrassing costume. The Festival of Masques is also a time for much intrigue and illicit affairs, as no one is whom they seem to be.

One of the largest civic holidays is the birthday of the queen. As the current queen, Mariana's birth is celebrated every 19 Fructidor. The birthday of her mother, the late Queen Elisse II, used to be celebrated on 21 Floréal but is no longer an official holiday. Some members of the nobility, who strongly opposed Elisse's policies when she lived, celebrate only her birthday to insult the current queen.

The deaths of Queen Elisse and her daughter, crown princess Jehanne, are remembered by solemn ceremonies on 22 Frimaire, as they have been every year since that dark day in 1243.

30 Nivôse and 1 Pluviôse, the end of one year and the start of the next, are secular holidays celebrated as Year's Dusk and Year's Dawn. These are usually quiet days of reflection on the events of the previous twelve months and a time to make plans for the upcoming year.

Education in Gallinea

Nearly all Gallineans are educated enough to read and write, especially in the larger cities. Literacy rates are lower but still high in rural areas.

Childhood Education

From the time a child is able to talk, she or he is given instruction in the Gallinean language by their family members. Upon reaching 5 years of age, a child can be enrolled in one of the church-run schools, usually for one or two days per six-day week, although never on a Sun Day.

When older children reach the age of 10, they are usually enrolled full-time in a school of some kind. Gallinea operates state academies in every city, although those who can afford to send their children to private academies usually do so. Most schools are residential schools, where the students live at the school, although some of the state academies only provide housing for students whose families don't reside in the same city as the academy.

At the age of 16, a Gallinean child is expected to decide what kind of career choice to pursue. The most common choices are apprenticeship, enlistment in the Queen's Army, attending a *Grande École*, or doing physical labor such as working on a farm with one's family or neighbors.

Apprenticeship

The oldest method of training, and still the most common, is apprenticeship to a senior member of a trade. This is how most artisans learn their craft, including alchemists, charmweavers, mechanicians, and weaponsmiths. Most apprenticeships last one to six years, with the first year being paid for by the apprentice or her family. In subsequent years, the apprentice usually more than makes up for the cost of her training in the form of extra busywork that she does for her master.

Enlistment

Gallineans who choose to enlist in the Queen's Army are given six months of training and preparation before being assigned to active duty for a period of two years. The training time can be shortened to as little as one month during wartime, and the term of duty extended to four years or more.

Those who show the most promise during the post-enlistment training may be recommended for *l'Académie d'Officiers Militaires*, to be trained as officers. Likewise, those best suited for technical jobs such as powdersmiths or mechanicians are given additional training of up to a year.

The Universities of Lutetia

To the average Lutetian, when one speaks of *Grandes Écoles*, that refers exclusively to Les Universités Royales de Lutetia, commonly known as the Universities of Lutetia. There are three adjacent schools that comprise *Les Universités Royales*, located in the northeast of Lutetia: The Royal Gallinean Academy of Sciences, The University of Letters and Arts, and Lutetia College of History.

Study at the Academy of Sciences usually takes three years, and results in a *licentia des sciences*. Two years' additional study can earn a *maîtresse des*

sciences, and three more years a *doctorat en sciences*. Specific fields taught include chemistry, mathematics, zoology, botany, medicine, and engineering.

The University of Letters and Arts bestows a *licentia des arts* after two years of study, a *maîtresse des arts* after an additional two, and a *doctorat en arts* after a year more. Fields of study include music, literature, painting, sculpture, theatics, and poetry.

The College of History grants *licentia de l'histoire* after three years, *maîtresse de l'histoire* after a total of five years, and a *doctorat en histoire* after a eight years study. Specific topics include law, philosophy, archaeology, religion, and political science.

Académie de Valerienne

The residents of Valerienne, on the other hand, hold that the Académie de Valerienne is the superior institution to the Lutetian universities. They offer roughly the same degrees as Lutetia, although they also offer a *licentia des magicks*, *maîtresse des magicks*, and *doctorat en magicks* in the field of alchemy.

Scambreille University

Located in Scambreille, Scambreille University can bestow degrees in sciences, arts, and history, including specializations in military studies and linguistics. They also offer *licentia des magicks* and *maîtresse des magicks* in charmweaving, although not a *doctorat*.

l'Académie d'Officiers Militaires

Members of the Queen's Army selected for training as officers undergo training at l'Académie d'Officiers Militaires, known simply as l'Académie among Lutetians and officers alike. Education at l'Académie takes one year and awards a *licentia d'officier* as well as a commission as a lieutenant. Further study for an additional three years grants a *maître des armées*, required for teaching at l'Académie and for promotion to the highest ranks, Général or Amiral.

Le Nouveau École de Persolei

The newest of the *Grandes Écoles*, was established just 15 years ago in Persolei. It has a reputation as an upstart offering non-traditional education, and many older academics look down their noses at a graduate of Le Nouveau. They offer *licentia des sciences* and *maîtresse des sciences* in astronomy, alchemy, and mining; *licentia des arts* and *maîtresse des arts* in chorale, theatics and dance; and *licentia de l'histoire* and *maîtresse de l'histoire* in comparative theology, criminal defense barristry, critical thinking, and cultural studies.

Theological Seminary of Cordera

All chaplains are required to study at the Theological Seminary in Cordera, Ondala, or study directly under a seminary-educated theologian. A basic education takes three years and grants a *licentia de religion* as well as ordination as a chaplain. An additional three years of study is required to earn a *maîtresse de religion* which qualifies one to both teach other chaplains abroad and serve as senior chaplain. A full *doctorat en religion* is required for arch-chaplains and also for teaching at the theological seminary.

Chaplains who are ordained without the requisite training are expected to report to Cordera as soon as they able to able to do so. The current matriarch of the church, Isabene de la Justicia, was ordained as a chaplain before attending the seminary; to many of the more conservative arch-chaplains this was enough to later disqualify her from ascension as the Bride of the Sun.

Private Tutoring

Most nobles' children don't attend school, even the elite schools favored by the daughters and sons of grandmaster artisans, and are instead tutored by those with advanced degrees. A minimum of a *maîtresse* is required by most nobles, and they tend to prefer those with *doctorats*. Two to five years of tutoring after age 15 can lead to the equivalent of a *licencia*; such a student is required to submit themselves for examination by a panel at one of the *Grandes Écoles*. Any further education would need to be done through that school as a regular student; however, the majority of nobles don't get higher than a *licencia* unless they wish to become academics themselves.

The Amazing Adventures of Alais de Neverette

In the year 1199 PQ, a previously unknown writer named M.E. Labouret published a novel called *The Laughing Blade* that introduced a new character, Alais de Neverette.

The Laughing Blade took Lutetia by storm, and for the last fifty years there has been at least one book published in the official line, *The Various Adventures of Alais Neverette* – and many other knock-off novels – save for the darkest year of 1244.

Alais de Neverette

Alais lives in the first half of the reign of Queen Delphine – usually said to be the 1150s to 1160s – and is the daughter of a minor noblewoman who snuck out from her studies and saved Princess-Regent Clarisse, the young queen's stepmother, from an assassination attempt. This bravery earned her a spot in the Queen's Cavaliers, over the objections of her doting mother and father.

Alais de Neverette is known for three qualities: her reckless abandon, her sexual promiscuity, and her love for wordplay. In the earliest stories she had a pronounced sexist streak – quite biased against males (even as she romanced them for the cause of the Queen) – but that aspect has been played down in recent years. She is bisexual and her relationships – be they with women, men, or others – legendarily end in heartbreak or death by the end of each novel.

Starting with the second book in 1200 PQ, the titles all began with *Alais de Neverette and ...*, and in 1203 the core line of books began being called by the collective title *The Amazing Adventures of Alais de Neverette*. Several additional series have appeared, including *The Nautical Adventures of Alais de Neverette*, *The Secret Adventures of Alais de Neverette*, *The Erotic Adventures of Alais de Neverette*, and *The Wartime*

The Queen's Cavaliers

Adventures of Alais de Neversette. Each series takes a different approach to the character; *Wartime* is about her fictional exploits published during the 20 Years War, for example, while *Erotic* is decidedly not for children.

Authorship

The exact identity of M.E. Labouret is unknown, and it's said that even her – or his, or their – publishers don't know her true identity. The leading theory held by Alais scholars is that Labouret is a pen name shared by several people over the years, perhaps a family, as distinctive patterns run through certain books and not others. Most scholars agree that the writer(s) of Alais are natives of Lutetia, and probably from the educated artisan class.

The mysterious nature of the author also has led to a number of books and stories being written under the name "M.E. Labouret" but printed by other publishers. Only those produced by Marini-Fell Printing Press are considered to be authentic.

Highly popular among the common people, Alais is dismissed as dreadfully overwritten prose among those who fancy themselves more educated – although the enduring popularity of the character and her books have led a minority of scholars to take a greater interest in the books.

Reception

The *Alais* books are reviled by many of the older members of the Queen's Cavaliers as they present a wholly unrealistic and slightly ridiculous view of life in the Queen's service, but in recent years, many of the new recruits are people who have grown up reading about Alais. Despite the greyswords' opinions, the *Adventures* may be one of the greatest recruiting tools for the Cavaliers and a source of at least some of the public goodwill toward the Queen's Cavaliers.

Several of Alais de Neversette's fictional adventures have been adapted for the stage. Most of these have been performed only in the smaller or common theatres of Gallinea, but a few have had higher profile performances – although none in front of a royal audience.

"The Laughing Blade" is the story most often adapted for these plays, often titled as "Alais de Neversette and the Laughing Blade." A musical version of "The Nautical Adventures of Alais de Neversette: Alais de Neversette and the Hidden Reef" is one of the largest crowd-pleasers, and has given young Lutetians the idea that all pirates are singing pirates.

Random *Alais de Neversette* Book Title Generator

Nearly all of the Alais stories follow this naming pattern:

The [GENRE] Adventures of Alais de Neversette: Alais de Neversette and [optional prepositional phrase] the [adjective] [noun]

You can create your own Alais titles by using the following tables.

Roll 1D12 to determine the genre of the book.

TABLE 198: ALAIS DE NEVERSETTE GENRES

D12		
ROLL	GENRE	DESCRIPTION
1-2	Amazing	The core line of books, featuring action and adventure
3	Comical	A farcical take on Alais and her adventures, not respected by serious Alaisologists
4	Fashionable	Aimed at teenage readers with Alais's outfits described as she goes to social events
5	Forgotten	"Classified" stories that are presented as dangerous to the Crown should they be known
6	Magickal	Alais discovers she has witch ancestors and learns magickal rituals
7	Mysterious	Alais helps the Lutetia city watch by solving crimes
8	Nautical	Stories of a lighter tone with Alais as a lieutenant commander in the Queen's navy
9	Scientific	An educational series as Alais solves problems with Science!
10	Secret	Espionage stories with Alais as a senior intelligence operative
11	Wartime	Hard-bitten tales of death and sacrifice on the front line of war
12	Minor Genre	<i>See below</i>

If a minor genre is indicated, roll 1D8 to select it.

TABLE 199: ALAIS DE NEVERSETTE MINOR GENRES

D8		
ROLL	MINOR GENRE	DESCRIPTION
1	Anachronistic	Stories about Alais throughout history, set outside of her normal time period
2	Culinary	Alais undercover as a master chef; includes recipes in the appendices
3	Devout	Alais reimagined as an Asrian priestess; not widely popular with the masses
4	Erotic	Little in the way of plot, focused on Alais's sexual escapades
5	Political	Rather dry accounts of Alais serving in the House of Nobles
6	Real-World	A poorly received attempt to "update" Alais to modern times and contemporary events
7	Terrifying	Alais fighting against monsters such as patchwork men or the walking dead
8	Youthful	The adventures of Alais when she was a teenage girl!

Roll 1D12 and 1D6 to select a prepositional phrase.

TABLE 200: ALAIS DE NEVERSETTE PREPOSITIONAL PHRASES

D12 ROLL	D6 = 1	D6 = 2	D6 = 3	D6 = 4	D6 = 5	D6 = 6
1-6	none	none	none	none	none	none
7	Army of	Attack of	Betrayal by	Cave of	City of	Code of
8	Curse of	Danger of	Doom of	Escape of	Gold of	Haunting of
9	Hunt for	Island of	Journey to	Kingdom of	Legacy of	Mask of
10	Mystery of	Night of	Peril of	Price of	Princess of	Promise of
11	Prophecy of	Raiders of	Revenge of	Riddle of	Ring of	Scandal of
12	Search for	Secret of	Shadow of	Ship of	Sword of	Treasure of

Roll 1D10 and 1D6 to select an adjective.

TABLE 201: ALAIS DE NEVERSETTE ADJECTIVES

D10 ROLL	D6 = 1	D6 = 2	D6 = 3	D6 = 4	D6 = 5	D6 = 6
1	Albian	Albingian	Ancient	Angry	Brass	Brass
2	Broken	Charmwoven	Clockwork	Copper	Crimson	Crystal
3	Curious	Dead	Deadly	Diamond	Dragosan	Ekalian
4	Elissian	Exploding	Fatal	First	Flying	Forgotten
5	Forsaken	Gallinean	Golden	Haunted	Hidden	Ifrahi
6	Jade	Last	Lost	Lucky	Lustful	Misbegotten
7	Misplaced	Missing	Mysterious	Noble	Ondalan	Penultimate
8	Petrified	Rusted	Scanbrian	Second	Secret	Serican
9	Seventh	Shadowy	Shipwrecked	Silver	Stolen	Suspicious
10	Talanian	Ultimate	Uncovered	Unlucky	Varendish	none

Roll 1D10 and 1D6 to select a noun.

TABLE 202: ALAIS DE NEVERSETTE NOUNS

D10 ROLL	D6 = 1	D6 = 2	D6 = 3	D6 = 4	D6 = 5	D6 = 6
1	Airship	Angel	Betrayal	Boots	Buckler	Carriage
2	Castle	Cavalier	Cavern	Chalice	Challenge	Chaplain
3	Chirurgeon	Chronicles	Clue	Contessa	Costume	Crown
4	Crusade	Death	Desert	Diamond	Discovery	Emerald
5	Falcon	Forest	Gambit	Ghost	Hound	Huntsman
6	Impostor	Infiltrator	Jackal	Jaguar	Killer	Madness
7	Mansion	Map	Monkey	Mountain	Necklace	Pegasus
8	Pistol	Priestess	Princess	Relic	Riddle	Scroll
9	Secret	Smuggler	Spy	Statue	Sword	Tavern
10	Temple	Throne	Tome	Tower	Warhorse	Web

Example:

Rachel is running a game of *The Queen's Cavaliers* and decides to hide a clue in a Alais de Neversette novel that's laying around in Farrazin's study.

First she rolls a D12 for the genre, and gets 7, "Mysterious." This is going to be a mystery novel where Alais helps solve a crime.

Next, she rolls a D12 and a D6 to see if there's a prepositional phrase. She gets 11 and 3, which cross-references to "Revenge of." That makes sense with the mystery genre; obviously it's a crime of vengeance.

For the adjective, she rolls a D10 and a D6, getting 7 and 4. She cross-references these to get the adjective "Noble."

Then she rolls 8 on a D12 and 2 on a D6, which results in "Priestess."

Putting these together, she finds the book is named *The Mysterious Adventures of Alais de Neversette: Alais de Neversette and the Revenge of the Noble Priestess*.

Sounds like light reading on a rainy Sun Day for the arch-chaplain!

For the MJ:

Do you need to come up with an adventure idea? You can just roll on the Alais de Neversette titles but leave off the "Alais" parts. So your adventure idea could be "*The Revenge of the Noble Priestess*." Who is the priestess? Who is the target of her revenge? Is she called "noble" because she's of high birth or because her cause is just? You get to decide!

The Gallinean Military

Elara is rarely a peaceful continent. At any given time, there are likely border disputes and minor provocations, even if a state of war doesn't exist between any two given countries.

The Queen's Cavaliers

Located in the middle of Elara, Gallinea has been at war with every one of its neighbors at one time or another, as well as with Talania and Dragosa in centuries past. Perhaps only two times out of five was the conflict initiated by the other country.

At the present time, Gallinea is at peace with its neighbors, having concluded the Twenty Years' War against Albia just 8 years back. As a result of that war, there are a number of veterans in Gallinea, many of whom remain in military to this day.

The Queen's Armies

The Gallinean military is, collectively referred to as "The Queen's Armies". There are a total of nine distinct divisions within the Queen's Armies, as shown on the following table.

TABLE 203: THE QUEEN'S ARMIES

NUMBER	NAME	DUTIES
1st	Armée du Coeur	Defense of Lutetia and Coeur de Gallinea
2nd	Armée des Bijoux	Defense of eastern and southern Gallinea
3rd	Armée de L'ouest	Defense of western Gallinea
4th	Armée du Nord	Defense of the northern border
5th	Armée des Mers	The Gallinean royal navy
6th	Armée Coloniale	Defense of the Elessian colony in Ifran
7th	Armée des Cieux	Her majesty's sky navy
	Garde d'élite Royale	The queen's elite guard
	Queen's Cavaliers	Ceremonial champions of the queen

The 1st, 2nd, 3rd, 4th, and 6th armies are led by a senior *général*, while the 5th and 7th are navies, and are led by a senior *amiral*. Commandants head both the elite guard and the cavaliers, with a rank equal to a *colonel* or *vice-amiral*.

Military Ranks in Gallinea

The following ranks are used in the Queen's Armies to designate military rank. A Lieutenant or higher is considered to be an officer.

The ranks of *Maréchal* and *Cavalier Commandant* are singular positions, only held by one person at a time, although individuals who previously held such a position is traditionally referred to by that rank for the rest of their lives.

TABLE 204: COMPARATIVE MILITARY RANKS

ARMY RANK	NAVAL RANK	CAVALIER RANK
Maréchal de Gallinea	—	—
Général	Amiral	Prince-Consort
Colonel	Vice-Amiral	Cavalier Commandant
Major	Capitaine-Major	Cavalier Capitaine
Capitaine	Capitaine	Cavalier Lieutenant
Lieutenant	Lieutenant	Cavalier
Sergent	Major	—
Caporal	Maître	—
Soldat	Matelot	Cavalier Recruit

CONSCRIPTION IN WARTIME

During the war with Albia, Gallinea instituted a draft as it in previous centuries. All able-bodied adults were expected to present themselves to the capital of their provinces, although nobles were automatically excused from service, as well as artisans who could contribute to the war effort. Members of the Queen's Cavaliers were also granted a leave from the draft, although most ended up joining one of the regular armies anyway.

The majority of the conscripts went to the 3rd, 4th, and 5th armies. The 7th was created from the 5th as Gallinea added armed airships to its military forces. It's still a point of anger among many veterans the 3rd, 4th, and 5th that the majority of the deaths during the Twenty Years' War were from those three armies, while the 1st and 2nd had relatively few casualties.

The Royal Navy

While *Armée des Mers* remains the official name of the 5th army, nearly everyone calls it the Gallinean Royal Navy. Its rank titles were adapted from those used in the Ondalan navy in the 11th century to differentiate naval officers from infantry and cavalry.

The Royal Navy has sailing ships from the smallest size to the largest, and also maintains lighthouses along each coast of Gallinea. Most ships also carry a contingent of Royal Marines, specially trained for hand-to-hand combat on ships and landings.

Her Majesty's Sky Navy

The first military airship was a converted sea-going vessel, the *Valerius*, which underwent its refit in 1219, two years before the start of Twenty Years' War. Although it didn't survive past the fifth year of the war, it was followed by a total of 22 more airships in Her Majesty's Sky Navy. Of those, 7 were destroyed in the war, 2 were converted back to sea vessels, and 1 was decommissioned to serve as the Royal Yacht. The following table lists the current fleet of 12 sky navy airships.

TABLE 205: HER MAJESTY'S SKY NAVY

AIRSHIP NAME	SIZE
Amarante	Cloud Brigantine
Aubene	Cloud Brigantine
Audace	Sky Galion
Galaxie	Star Fregate
Intrépide	Sky Galion
Jérôme	Cloud Brigantine
Lutetia	Star Fregate
Persolei	Star Fregate
Pégase	Dame des Cieux
République	Sky Galion
Résistance	Sky Galion
Vaillante	Sky Galion

Cloud brigantines are the smallest of the military airships, followed by star fregates and sky galions. The largest ship in the Gallinean sky navy is the massive Pégase, one of only two Dames des Cieux ever built.

Garde d'élite Royale

The queen's elite guard have one duty and one duty only – maintaining the safety of the current monarch. Handpicked from the best officers in the regular armies, they are fierce in their sworn duty and will die for their Queen.

Few members of the elite guard have served in it longer than six years. The guard's failure to protect Queen Elisse was a horrific stain on the honor of the guard, and of those who did not resign, most were purged in the months following the queen's assassination.

The Queen's Cavaliers

At one time, the cavaliers were an elite cavalry branch of the military. Over the years, the cavaliers were less of a military unit and more a ceremonial honor bestowed upon those who performed a service for the monarch. Later still, there were no expectations of duty; 100 years ago, the cavaliers were effectively a social club for aging officers and lower-ranking nobles.

The reformation of the Cavaliers began under Queen Amarante, the grandmother of the current queen, transforming the organization from a club back to a fighting force to champion the queen's interests, although one without a military style of command. Instead, members of the Cavaliers are loosely organized with a simple hierarchy and an expectation that they will represent the interests of the Queen and the Country.

All Cavaliers, save those who are new recruits, are considered to be the equivalent of officers in the Queen's Army – at least, on paper. In truth, few in the regular army recognize "cavalier" as a rank, and actual salutes are hardly ever given to a cavalier. Any cavalier who tries to pull rank will find themselves roundly mocked, at best.

Nobility in Gallinea

The 46 provinces that comprise Gallinea evolved from the feudal system of the 7th and 8th centuries following the fall of Qarta. These provinces continue to this day in the form of duchies, marquessates, counties, and viscounties, and those who lead each province are considered nobility.

The highest ranking noble is, of course, the Queen of Gallinea, who is also the Royal Duchess of Lutetia. If the monarch is male, his title is "King-Regnant" or simply King.

The Queen's spouse is known as the Princess-Consort. Members of the royal family are themselves princesses or princes, if they lack other noble titles.

The families of other nobles inherit the title of baroness, and are referred to as "ladies" or "lords". The lowest level of nobility is the baronetess, a title that is bestowed by the Queen and is not inherited by one's heirs.

Noble titles descend in a matrilinear fashion, with the oldest daughter usually inheriting the title. If there is no daughter, the title may pass to the oldest son, or to a sister of the noble. Most titles are inherited upon the death of the holder, although abdication is not unknown.

The noble titles used in Gallinea are shown on the following table.

TABLE 206: NOBLE TITLES

TITLE	MALE EQUIVALENT	SPOUSE	CHILD
Queen	King-Regnant	Princess-Consort	Princess
Princess-Consort	Prince-Consort	Queen	Princess
Princess	Prince	Baroness	Princess
Duchess	Duke	Baroness	Baroness
Marquise	Marquis	Baroness	Baroness
Countess	Count	Baroness	Baroness
Viscountess	Viscount	Baroness	Baroness
Baroness	Baron	<i>none</i>	Baroness
Baronetess	Baronet	<i>none</i>	<i>none</i>

The Queen's Cavaliers

Most of Gallinea's neighbors use similar titles, albeit in their own languages. Each Varendish state considers itself to be a separate country, with titles ranging from *könig* and *erzherzog* to *graf* and *ritter*. Ekalia claims to have no royalty and no nobility, although the Electors who serve on the Plenum are, for all intents and purposes, effectively nobility.

Traditionalists

Nobles in Gallinea are generally divided into two camps, and have been since Queen Elisse III started making sweeping changes in Gallinean society. On one side, the *Traditionalists* reject the Elessian Reforms, while on the other, the *Loyalists* stand behind Elisse's reforms and support the crown without question.

Traditionalists believe that while Elisse had the right to make her pronouncements, they were too fast and too many, with too little thought as to the consequences. Gender equality for men, for example, is certainly a worthy goal, but not one that must be pursued if it means upsetting the standards of Gallinean society that have stood for centuries. Welcoming Ifrani immigrants, Devraist adherents, and Talanian refugees risks changing the character of Gallinea, and if Gallinea is no longer Gallinea – then what is it?

The Traditionalists even point to the assassination of Queen Elisse as proof that her policies failed. While no Gallinean patriot would applaud the death of the queen, Traditionalists view her tragic murder as a disaster of her own making. If she had stuck to tradition, as the nobles had urged her repeatedly, no doubt she would still be on the Pegasus Throne today.

Loyalists

The Loyalists are the smaller faction among Gallinean nobility, and even their self-bestowed title is controversial: the Traditionalists protest that they are as loyal to the crown as any, and instead label the Loyalist camp as the Elissiennes.

Loyalists, despite claims from the opposition to the contrary, are not empty-headed idealists with their heads in the clouds. They are well aware that the Elessian Reforms not only threatened traditional Gallinean society, but also their own power and fortune as the nobility of the country. They are willing to put their self-interest aside for a number of reasons, including personal loyalty to Elisse, patriotic respect for the crown, or simply an educated stance that the Reforms are good for the country.

Elisse's death shook the Loyalists to the core, but most pledged, in the late Queen's memory, to support her younger daughter and successor, Mariana. However, support continues to waver on the fringes of the Loyalist faction, with the Traditionalists being able to peel off some of the more conservative nobles. Those who won't fully support the Traditionalist cause will declare themselves neutral between the factions, high-mindedly adhering to the middle road of moderation and compromise.

A listing of the factions is shown in the following table.

TABLE 207: NOBLE Factions IN GALLINEA

PROVINCE	FACTION
Affûtaine	Traditionalist
Berylle	Loyalist
Boussole	Traditionalist
Canard-Noir	Traditionalist
Castenia	Loyalist
Elisia (Colony)	Loyalist
Guéve	Loyalist
Lutetia (Crown Province)	Loyalist
Montambre	Loyalist
Persolei	unaffiliated
Rhodope	Loyalist
Scanbreille	Traditionalist
Sudelune	Loyalist
Touriel	Traditionalist
Valerienne	Loyalist
Verterre	unaffiliated
3 Provinces in Coeur de Gallinea	Loyalist
1 Province in Coeur de Gallinea	unaffiliated
1 Province on the Jeweled Coast	Loyalist
1 Province on the Jeweled Coast	Traditionalist
1 Province on the Jeweled Coast	unaffiliated
13 Provinces in the Lowlands	Traditionalist
3 Provinces in the Lowlands	Loyalist
2 Provinces in the Lowlands	unaffiliated
6 Provinces in Scanbria	Traditionalist

Diegan Playing Cards

Playing cards have been used in Elara and Ifran for centuries; they are said to have been popularized in the Qartan Empire by traders returning from Serica.

These cards are traditionally used for playing games of chance, skill, and bluffing, and are popular among people of all social classes in Gallinea.

Some cards are also used for divination purposes, usually adding an additional set of “Mysteries” to the normal 52-card deck.

Although most countries have their own variants on deck configuration, the most common type of cards are the Diegan standard deck. This deck originated in the city of Diega in Ondala, but during the Third Ondalan Tribunals all forms of gambling were outlawed. A number of less-than-pious Ondalans left the country to seek their fortune elsewhere, many of them joining the Ekalian trading fleets and spreading the Diegan deck around the world.

A Diegan deck consists of 52 cards. Each card has a suit and a rank. There are 13 ranks in each suit, and four suits in the deck.

The modern Gallinean names for the Diegan suits are Poignards, Calices, Bâtons, and Sols, as shown on the table below.

TABLE 208: DIEGAN PLAYING CARDS

SUIT NAME	SYMBOL	COLOR
Poignard	Dagger	Purple
Calice	Chalice	Golden
Bâton	Cudgel	Blue
Sol	Coin	Red

The ranks within each suit start at Ace, then 2, 3, 4, 5, 6, 7, 8, 9, and 10 – the pip cards. The remaining three cards per suit are known as the court cards – the Cavalier, the Prince, and the Monarch. The Monarch is the highest ranking card in the deck, although some games favored among the lower classes invert the traditional ordering.

It's common within Elara to decorate court cards with the images of the current local rulers, and sometimes neighboring rulers as well. If the local equivalent to the Prince is female (often the consort of the Monarch), a card painted with her image is known as the Princess and replaces the Prince in the deck.

Government of Gallinea

As a nation, Gallinea is a hereditary monarchy, with ultimate power vested in the Queen (or, in rare cases, the King if the monarch is male).

However, the Queen's power has been delegated to specific individuals and groups in recent years, leading to a dilution of royal power. While any Queen could retake that power, it would prove vastly unpopular and could lead to civil war.

The Queen's ministers, the Parliament of Nobles, the Assembly of Guilds, and the Convocation of Veterans all share a measure of power that derives from the Pegasus Throne.

The Queen and Royal Family

“The Queen's Consent or Assent”

For a proposal of any kind to become a law, it must be written down and conveyed in writing to the Queen. In theory, any resident of Gallinea can send a proposal to the Queen, but in practice, they originate with one of the royal ministries, the Parliament of Nobles, the Assembly of Guilds, or the Convocation of Veterans.

The Queen can take one of three possible responses:

- **Assent:** If the Queen personally approves of a proposal, she can, with whatever editing she wishes, issue the proposal as a royal proclamation.
- **Denial:** If the Queen disapproves of a proposal, she can reject it. A rejected proposal is sent back to the originator.
- **Consent:** If the Queen doesn't respond within 30 days to a proposal submitted by the Parliament, the Assembly, the Convocation, or a royal ministry, it is assumed that she has no objections and the proposal becomes law of the land.

The Queen rules Gallinea. No laws can go into effect without her consent or assent. She has the power to overturn any precedent set by her predecessors, although most monarchs have been reluctant to do so. The Queen appoints the ministers of the court, the ambassadors to foreign countries, the Maréchal de Gallinea, the lady-governor of Elissia, and the lady-mayor of Lutetia.

In addition, the Queen approves all treaties with foreign powers, can pardon any crime committed on Gallinean soil, declares war upon Gallinea's enemies, and authorizes the minting of Gallinean coin.

The people of Gallinea generally love their monarch, and she loves them; most Queens' relationships with the nobility have been contentious.

The primary expectation that Gallinea has on its queen is this: to produce an heir. Lack of a clear successor has plunged Gallinea into bloody civil twice throughout its history, and the stable continuity provided by a royal line is considered well worth any drawbacks of the monarchy.

The current Queen, Mariana II, and her husband Prince-Consort Carolus, have yet to produce children. This is a worrisome situation with many in courtly and noble circles, especially after the brutal murder of the previous queen and the crown princess. Rumors blame everything from a ghost's curse to Carolus's status as the youngest son of the Albian king. Only time will tell if the war-ending arranged marriage will produce an heir to the throne.

Upon the death of a monarch, her eldest daughter becomes Queen. The throne never passes to the princess-consort; Gallinea is not a wedding gift. If there is no daughter, a King will take the throne, as has happened only three times in Gallinean history.

If the late queen had no children at all, then the throne passes to her next younger sister or, if lacking sisters, to the oldest brother. And if there

The Queen's Cavaliers

are no siblings? The succession moves up a generation, to the previous queen's oldest sister, or her daughters, if there are any.

Example:

Were something to – *Eserre forfend!* – happen to Queen Mariana, the next monarch of Gallinea would be chosen as follows:

- Does she have a daughter? Not currently. Continue on.
- Does she have a son? Not currently. Continue on.
- Does she have a younger sister? No, continue on.
- Does she have a brother? No, continue on.
- Does her mother have a younger sister? Yes! She does! Princess Dyann is the younger sister of Mariana's mother, Queen Elisse.
- Does Dyann have an oldest daughter? Yes! Princess Amarante is the 17-year-old daughter of Dyann and the cousin of Mariana.

Therefore, Amarante would be the successor if Mariana died.

If the new Queen is not considered adult – which means 16 years or older – then a regent is appointed. Traditionally, this is the spouse of the previous queen, the parent of the new queen, or another trusted member of the royal family.

The current order of succession for the Gallinean throne is shown in the following table.

TABLE 209: ORDER OF SUCCESSION

PLACE	NAME	CURRENT TITLE	RELATIONSHIP TO MARIANA
1	Amarante	Crown Princess	Cousin
2	Clarisse	Princess	Cousin; sister of Amarante
3	Philippe	Prince	Cousin; brother of Amarante
4	Dyann	Princess	Aunt; sister of Elisse
5	Jehan	Prince	Cousin; son of Jean-Remy
6	Jean-Remy	Prince	Uncle; brother of Elisse
7+		Prince(ss)	Distant cousins; grandchildren of Queen Amarante II

One peculiarity exists: Jean-Remy is actually older than Dyann, and was born Princess Renee. His transition to male moved him down the order of succession from 2nd to 6th. As far as is known, Jean-Remy has only one child, his 5-year-old son, Jehan.

Ministers of the Court

Each minister of the court is assigned a specific portfolio and is the Queen's primary advisor on topics related to that portfolio. Ministers are appointed by the Queen and serve at her pleasure; she can fire a minister at any time, although this is a rare occurrence.

In addition to advisory duties, each minister heads a branch of the Gallinean government bureaucracy, according to their portfolio. For example, the Minister of Justice leads the Ministry of Justice.

Unlike her mother, Mariana has been conservative in her choices, maintaining most of Elisse's ministers in lieu of choosing her own.

The current ministers of the court are shown in the following table.

TABLE 210: MINISTERS OF THE COURT

MINISTRY	CURRENT MINISTER
Agriculture	Jacquine Sud
Diplomacy	Haulduine Lachaput
Faith	Farrazin, Guardian of the Faith
Fashion	Aimery de Canard
Finance and Trade	Olyna la Savonnier
Foreigners	Toussaine Lente
Health	Collaye Deverterre
Justice	Farrazin, Guardian of the Faith
Science	Sveinn Dunord
Standards and Measures	Marque la Glaisyere
Succession	Walther Cousturiere
Teaching	Keth Blazenniere
Theater and Arts	Jeanne Antoinette Poisson
War	Symmone Dargy, Maréchal de Gallinea
Waterways	Savain Delariviere

The Parliament of Nobles

Each province associated with a noble title has one seat on the Parliament of Nobles, one of the three deliberative bodies in Gallinea. In most cases, the member of Parliament is also the reigning noble of the province, although it's not unknown to send a proxy to Parliament. Such proxies must themselves be nobles.

The Parliament of Nobles has four powers:

- They vote to recognize a baronetess rank bestowed by the queen.
- They can propose new laws related to noble titles and taxes on noble estates. Such proposals become laws only with the Queen's consent or assent.
- They serve as the trial court when any member of the nobility is accused of a crime.
- They can hold non-binding votes which are delivered as letters to the Queen, advising her of specific actions to take or avoid.

The Assembly of Guilds

There are a total of 84 guilds recognized in Gallinea, from the powerful Machinists' Guild to the oft-overlooked Union of Xylographers. Each guild with a royal charter is entitled to one seat at the Assembly, although the voting power of each seat varies based on the number of members in that guild.

The Assembly of Guilds is delegated the following authority:

- They set tariffs on goods from outside Gallinea.
- They can approve the creation of new guilds.
- They determine the amount of taxes to be paid by each artisan in Gallinea.
- They draft the standards for each profession on what is required to be considered a master within that craft. Usually these standards are assigned to a subcommittee of the Assembly with a stake in the relevant occupation.

The Convocation of Veterans

The newest of the three deliberative bodies in Gallinean government, the Convocation of Veterans was created only 150 years ago. The purpose is to allow those who have served Gallinea in battle to have a voice in the government.

Each regiment in the Queen's Armies is allowed to send two veterans to the Convocation, selected by those who have served in that regiment. (In the Queen's Navy, the regiments referred to as "fleets.") One veteran is chosen by the former enlisted soldiers in the regiment, and one is chosen by the former officers.

The 3rd, 4th, and 6th armies each have 7 regiments. The 1st has 4 regiments, and the 2nd has 6. There are 5 fleets in the navy, and 1 fleet in the sky navy. This brings the total membership of the Convocation to 74.

The powers of the Convocation are:

- They organize and institute a conscription program during times of war.
- They approve the dress and insignia of new military units.
- They can propose spending related to military strength, such as weapons, armor, or ships.
- They can bestow military honors on veterans, including posthumously.

Crime and Punishment

Crime in Gallinea isn't exactly rampant, but it's not unknown either. Especially during times of chaotic upheaval or great need, people will turn to stealing from their neighbors. In even more serious cases, passions may overwhelm someone to the point that they cause injury or death to another.

When such things occur, the criminals must be caught and society's punishments inflicted.

Asrian Principles of Justice

The foundation of the Gallinean legal system was laid in the Qartan Empire, and is based on the Nine Precepts of the Asrian faith.

The fourth, fifth, and sixth precepts – known collectively as the Three Directives – speak most directly to issues of justice, while the seventh, eighth, and ninth precepts – the Three Prohibitions – put limits on how individual Asrians as well as an Asrian-based state are allowed to act.

The Fourth Precept invites worshipers to "freely partake of only that which is has been given to you," and is applied not only in cases of literal theft but also other crimes of personal violation. The Fifth Precept says that kindness should be repaid three times and harm only once, which is taken as a directive to have the punishment fit the crime. And the Sixth Precept is the basis for the existence of court trials, with or without a jury – since the truth will "endure forever, while falsehoods wither."

The Seventh Precept is used to guarantee equality under the law, whether those on trial are women or men. The Eighth is a broad prohibition against slavery, as well as against excess usury, kidnapping, and restrictions on divorce. The Ninth, "let no one kill except to sustain life," classifies an execution as the highest possible punishment and restricts its use in most cases.

The Queen's Law

While based on Asrian precepts, the Gallinean legal system ultimately has the Queen at the center. All laws must have the support or assent of the Queen to take effect.

The laws and rulings issued by previous Queens are binding precedents on the current Queen; they must be directly and explicitly declared null

The Queen's Cavaliers

and void before a sitting Queen can ignore them.

This is not a decision taken lightly by a queen. Before the reign Queen Elissee III, the late mother of the current Queen, the average monarch only nullified an average of five of her predecessors' rulings during their reigns. Elissee, called the Reformer by some and the Mad Despot by others, nullified a total of 22 precedents in her 20 years on the Pegasus Throne. Queen Mariana II, her daughter and successor, has thus far not voided any precedents.

City Watch

The city watch started as a simple part time militia, and in many smaller towns remains just that. But in any city of decent size, being a member of the city watch is a full-time job.

Watch members are authorized to arrest anyone who they see actively committing a crime. They can also disperse crowds and the identities of suspicious individuals. During a natural disaster or time of active warfare in a city, they can direct anyone up to Artisan social rank to join in relief or defense efforts. The prisons of Gallinea are usually staffed by the nearest city watch, although there are two that are run directly by the Queen's Army.

The city watch is limited in the following ways:

- they can't arrest Nobility or Royalty
- they can only arrest people who they see committing a crime
- they don't investigate crimes
- they can't take someone's weapons unless they are arresting that person for a crime

In many larger cities, including Lutetia, certain members of the city watch are notorious for being willing to take bribes. These are usually a small percent of the watch, but the code of siblinghood among watch members prevents the more honest guards from turning in their corrupt colleagues.

Constables

The role of the constables is to investigate crimes that have occurred, and prevent future crimes from happening. They usually work hand-in-hand with the city watch, although constables have more specialized training and are treated as equal to officer-rank watch members.

Constables are expected to gather as many of the facts as possible and present them to the crown barristers for prosecution. Any constable who falsifies or even holds back evidence is considered to be abusing their authority and can themselves be charged by a crown barrister for doing so.

All active duty constables are authorized by the crown and ultimately report to Gallinea's minister of justice. This means that they have authority recognized in all Gallinean provinces and territories, including the colony of Elissia. There is no "lack of jurisdiction" for a serving constable. In addition, constables are authorized, unlike the city watch, to arrest anyone in Gallinea up to and including nobility and members of the Queen's family. The only person they cannot legally arrest is the Queen – crimes in Gallinea are considered crimes against the crown, and the wearer of the crown cannot legally commit a crime against herself.

Retired constables often become independent investigators, doing work for nobles, other private parties, or defense barristers.

Barristers

The legal profession in Gallinea is practiced by barristers, who must have an advanced *maîtresse de l'histoire* degree in law and pass an examination administered by the ministry of justice.

There are three main types of barristers:

- **Crown Barristers** represent the Queen and are responsible for making the case for a guilty verdict in a criminal case. If the crown can't prove guilt, then the charges are considered dismissed.
- **Defense Barristers** argue against the guilt of those accused of crime. Until recently, all defense barristers were privately employed; one of the Elissian Reforms mandated that those without the ability to afford a defense barrister would be assigned one at the crown's expense. Such appointed defense barristers are expected to work independent of the crown, as they are presenting arguments in direct conflict with the crown barristers.
- **Private Barristers** are those which argue in civil cases where the crown does not have an interest. For example, if one mechanician wishes to sue another for theft of their schematics, and the crown barristers have not chosen to pursue a criminal case, the mechanician can hire a private barrister to plead the case.

Judges

All court hearings are overseen by three judges to prevent corruption. The judges are ranked by seniority, with the most senior judge serving as the chairperson of the panel and leading the hearing. The second most senior judge is assigned the task of coordinating the evidence, including the calling of witnesses. The least senior judge is assigned to produce the official proceedings of the court and, if there is a jury, to interact with requests from the jury.

Each province in Gallinea has at least one panel of judges. A barony – the smallest type of province – usually has just the one panel. Viscounties and counties usually have two or three panels, and marquessates have four to six. Every duchy has nine panels of judges and Lutetia has twelve

panels. All told, Gallinea has a total of 131 such panels, for a total of 393 judges.

Similar to barristers, judges must have a *maîtrise de l'histoire* degree. A judge is appointed by the crown with advisement by the ministry of justice and serves for a term of nine years. At the end of this term, a judge can be reappointed once to the same panel, or can be appointed to a different panel within the queendom.

Juries

Anyone of at least Soldier (D6) social rank has the right to request a trial by a jury of their peers. Members of the Queen's Army who are actively serving will be tried in a court-martial by other soldiers, and others of the same social rank will be tried by a jury of veterans.

If the accused is of Artisan (D8) social rank, the jury is selected from members of the artisan guilds. Members of the Nobility (D10) social rank who are accused of crimes are only ever tried before the whole Parliament of Nobles.

Under Gallinean law, those of Commoner (D0) social rank don't have a right to a jury trial. However, common practice is to allow them to request such a trial, and if the judges and crown barristers consent, a jury of commoners will be created.

Judges have the ability to order anyone within their province, short of a member of the Nobility, to serve as member of a jury. Usually it is the least senior member of a panel of judges who decides who will be a juror. Jurors who refuse to serve can be charged with the crime of disregarding the Queen's law, which can bring up to eight years in prison.

Each jury, save for the Parliament of Nobles acting as a jury for their own peers, is comprised of nine members. At least six of the nine members must agree to a judgment of guilty; if this doesn't occur, then the court is obligated to find the accused to be innocent.

Trial Procedure

In the case of a criminal charge, this procedure is followed:

- A constable determines that a crime was committed and turns the evidence over to the crown barristers.
- The senior crown barrister for a province assigns the case to a member of the crown barristry. That barrister reviews the evidence and writes up a formal declaration of charges.
- A court hearing is called within six days of the arrest, and the senior member of the three-judge panel asks the crown barrister to read the declaration of charges. If a hearing is not held within six days, the accused is judged to be innocent and is released.
- The accused is allowed to make a statement at this time; the statement must be one of the following:
 - **Mercy:** A profession of guilt and a plea for the Queen's mercy
 - **Jury of Peers:** A declaration of innocence and a request for a jury trial
 - **Innocent:** A declaration of innocence and a request for a trial before the panel of judges

In addition, if the accused has no defense barrister and cannot afford one, they can request that one be assigned to them at the crown's expense.

- If a jury trial is requested, the judges have thirty days in which to assemble the jury and reconvene the court. If the jury is not assembled within those 30 days, the accused is judged to be innocent and is released.
- If the trial will instead take place only before the panel of judges and not a jury, there is no need for the court to reconvene at a later date and thus the panel will move on to the testimony.
- At this point, the crown barrister, the defense barrister, or the accused can request a delay of six days in order to prepare their arguments. If the accused has requested a crown-assigned defense barrister, the delay is automatically granted.
- When the court reconvenes, the crown barrister is first allowed to present their argument for the guilt of the accused. If they wish to call witnesses, they can do so at this time. Witnesses who aren't present can be issued an order to appear by the panel of judges, and if necessary, a delay of six days can be granted to compel the witnesses to answer.
- Witnesses for either side can be questioned by the opposing party, except when the alleged victim or alleged perpetrator is asked to testify. Neither is required to do so, and the victim will only testify if the crown barrister requests it, and the accused will only testify at their own request or request of their defense barrister.
- Once the crown barrister presents their case, the defense barrister can then present the case for an innocent verdict, including calling their own witnesses.
- After both sides have finished their arguments, the body trying the case – either the jury or the panel of judges – take a vote as to whether the charges should be immediately dismissed because the crown has not made its case. This requires a vote to dismiss by two of the three judges or six of the nine jurors, and the vote is a public vote taken in open court.
- Assuming that the charges are not dismissed, the jurors or panel will then retire to discuss the matter in private. They are given up to six days to arrive at a verdict; if a verdict is not given within six days, the charges are automatically dismissed.
- If a verdict is reached, the court is reconvened. The senior judge again requests the crown barrister read the charges, and the accused is allowed to either
 - Profess their guilt and plea for the Queen's mercy

The Queen's Cavaliers

- Declare their innocence and await the decision of the jury or judges
- A verdict of guilty requires a vote of guilty by two of the three judges, or by six of the nine jurors. The vote is again taken in open court.
- In a jury trial, the panel of judges can, by unanimous vote, choose to set aside a guilty verdict by the jury, and declare the accused to be innocent. They cannot set aside a verdict of innocence.
- Once a verdict has been entered, the accused will either be declared innocent and set free, or will be declared guilty and a sentence will be imposed, to begin immediately after the court adjourns. Sentences are imposed only by the panel of judges, never by the juries.
- At this point, an accused who has been found guilty has one final chance to ask for the Queen's mercy, although it requires a unanimous vote by the panel of judges to grant such a request.
- If a payment is required, a convicted party must make that payment within six days or be sentenced to prison by the panel of judges. If a flogging, banishment, or execution is required, the crown must carry it out within six days or else the accused is judged innocent and is immediately released.
- Once the trial concludes, the accused cannot be tried for these crimes again, whether they were found guilty or innocent. This also precludes a right to appeal a verdict of guilty. Once sentenced, the only way that someone can avoid the decree of the court is by a pardon from the Queen herself. Such pardons are usually only granted at the advice of the ministry of justice.

Sentencing Guidelines

Generally, Gallinean justice demands that punishments not be excessive. Execution was traditionally allowed only in the case of murder. This was changed by Elishe III, making even murderers only eligible for, at most, a lifetime imprisonment. Talk among the royal court at the time indicated she would soon reduce the penalty for treason to indefinite imprisonment as well, eliminating executions entirely – but her untimely death ironically prevented her from doing so.

The following table lists some of the most common crimes and their punishments.

TABLE 2II: CRIMES IN LUTETIA

CRIME	PUNISHMENT
Simple theft	Repayment of three times the value
Grand theft	Whipping and repayment
Assault	Imprisonment 1-10 years
Smuggling	Imprisonment 1-12 years or banishment
Attempted Murder	Banishment
Murder	Indefinite Imprisonment
Abuse of Authority	Tripling the imprisonment and/or tripling the monetary fine
Repeat Offenses	Tripling the imprisonment and/or tripling the monetary fine
Treason	Execution

Repeat offenses are punished more harshly, as are crimes by constables, judges, barristers, ministers of the court, city watch, military officers, and others who act in the Queen's name.

Pleading guilty and asking for the Queen's justice usually results in a reduced term of imprisonment compared to pleading innocent and requesting a trial.

For the MJ:

Game Rules for Trials

It's possible that your player characters – or important NPCs – might be arrested and put on trial. You can make trials as mechanically complex as you want. Here are some options, from most simple to most complex.

- You just decide that the truth wins out. Lutetian courts are meant to be fair, and so if a player is guilty, she is convicted; if she's innocent, she's exonerated.
- You can decide the system is rigged, and false conviction or false exoneration will carry the day. This is useful if you want to call the entire system into question.
- You can have the player characters present their arguments, then you make a decision by roleplaying the jury or panel of judges, based on the players' arguments.
- The result of the trial can be decided by a simple skill roll. If the players are guilty, they can roll an Interaction (Deceive) to convince the jury they're innocent, and if the players are innocent, they can use either Interaction (Inspire) or Observation (Deduce) to present a solid defense. Standard Opposition of 3D8 or 3D10 is right for most trials.
- Alternately, you can treat the trial as a debate between the two sides, and make it an opposed Interaction check against the NPC crown barrister.

- You can make the trial a complex skill check at every point along the way, using Scholarship, Deduce, Intuition, Deceive, Inspire, Negotiate, Etiquette, and other appropriate specialties.

If the player characters hire a barrister, you should allow one of the players to roll the dice pools; don't roll against yourself.

Science and Technology in Gallinea

Gallinea has a relatively advanced understanding of science and technology.

Clockworks

Most Gallinean technology is based on clockwork mechanisms. Not quite steam technology, clockwork mechanisms use gears, pulleys, levers, and other simple components to create a wide variety of effects.

Among the most common clockwork devices are pocketwatches, spring-loaded knife sheaths or pistol holsters, wing-gliders that can arrest a fall, and clockwork weapons such as gearswords.

Blackpowder

Blackpowder weapons replaced bows and crossbows a few centuries back, and the current state of the art in personal weaponry are the flintlock pistol and musket. Blackpowder guns that can fire more than one shot without reloading are still rare, although double pistols and double muskets are becoming more readily available. Grenades are also made using blackpowder charges and can lead to deadly injury.

In addition, blackpowder is used in cannons of all kind and size, from the smallest portable mortar to the huge port guns guarding Rhodope Harbor.

Phlogistone

Phlogistone was long thought a worthless byproduct of mining the ores used to create blackpowder, but in 1212, a Varendish powdersmith discovered a method for burning phlogistone. The fumes emitted when phlogistone is burned have remarkable properties – they are able to lift and hold aloft more weight than could be explained by either the heat of the fumes or the presence of light gases.

Within a few decades, phlogistone furnaces had advanced to the point that it would be practical to mount them on ships that would then rise from the water. Such “airships” had a great tactical advantage over ordinary sea-going ships, not to mention their ability to bypass mountains, fields, and entire armies.

The largest concentrations of phlogistone were found in Varendia and in West Ifran. Almost overnight, the previously ignored colonies of Elissia, New Dunon, and New Cordera became boom towns, home to prospectors and opportunists.

Conflicting claims between New Dunon and Elissia, as well as accusations of privateers with letters of marque preying on rival ships, led to increased hostility between Albia and Gallinea, ultimately resulting in the brutal Twenty Years’ War.

Medicine

The roots of Gallinean medicine run deep, originating in both the midwives of the aboriginal Brigue culture and the anatomists of the Qartan Empire. Gallinea is considered to be second only to Albia in terms of medical science.

Gallineans understand the circulation of blood, the basics of reproduction, and the treatment of most diseases. Clockwork microscopes are just barely advanced enough to see bacteria, protozoa, and larger cells. The woman-centric roots of native Gallinean medicine have led to childbirth, abortion, menstruation relief, mastectomies, hormone treatment, and genital construction surgery being safe and relatively common procedures.

Surgery remains risky, although Albian understanding of disease and infection has helped to reduce the chances of complications. Alchemical formulations such as draughts and salves have also advanced medical care in Gallinea and improved health for most Gallineans.

Magics of Gallinea

Elara is a world of relatively subtle magicks; there are no balls of fire being flung, no shapechanging, no glowing swords of light, no necromancers raising the walking dead. Instead, the primary magickal abilities are reading portents, brewing draughts with alchemy, and weaving charms into clothing.

Why Subtle Magicks?

Why did we make the design decision to limit the role of magicks? Simple: We've found that once you give someone the ability to throw bolts of lightning at their foes, they don't really want to fence with rapiers any more.

As *The Queen's Cavaliers* is a swashbuckling game, high-powered magicks don't fit well – by its very nature, it changes the game to something different. We're not saying that magick and swordfighting is always a bad match, but we're saying that it doesn't fit this game we've made.

That said, we've run a few experiments in the past with more magicks than usual. For example, we had alchemically-created vampires, zombies, and patchwork men; they were created by a mad scientist in a suit of clockwork powered armor. You're free to experiment as much as you feel like in your own game, but our recommendation is to keep the most powerful magicks either off-screen entirely or only in the hands of very special opponents.

Witchcraft

The reading of portents is popularly known as *witchcraft*, and originated in pre-Qartan Gallinea and Ekalia. It involves using any manner of

The Queen's Cavaliers

divination tools or methods, including cards, tea leaves, palmistry, horoscopes, reading natural phenomena, and so on.

The term *witchcraft* is actually a misnomer, as witches have many more practices than simply reading portents, and portent-reading is practiced by more people than just witches. However, the average Gallinean's lay misunderstanding of the ancient Old Faith of the witches has resulted in *witchcraft* becoming the general term for any kind of magickal prediction of the future.

Witchcraft can be used to do three related things:

- Answer a yes-or-no question about the future
- Cast a hex on someone
- Create a bibelot

ANSWERING QUESTIONS

The basic act of reading portents generally requires that the subject of your portents is willing – or yourself. With a successful use of portents, you receive an answer from the MJ.

Reading portents can create a Tag Die that can be used to influence events toward making the prediction come true. This expires within 24 hours, or whenever it is used. If you have more than one specialty rank in Magicks (Portents), you can increase the duration.

A given person can only have one such prediction in effect on them at a time; further attempts to do a reading on them don't actually give answers until the first prediction is either resolved or expires.

For the MJ:

Giving Answers

There are three basic approaches you can take when a player rolls a portents roll.

- You decide what seems the most likely answer and you give that answer.
- You choose the result that best fits your plans for the story.
- You let the player themselves choose what the answer is.

You don't have to announce which method you're using, either before or after the roll is made. You don't have to use the same method every time; you can switch things up.

Here are some examples of each method.

- The player asks if she can trust the cavalier she met the day before. You already know that wasn't actually a cavalier, but the notorious spy Martine Deveaux in disguise. You answer "no."
- The player asks if she'll find a missing ring. You don't know for sure if she will, but you figure it would make a fun side adventure, so you answer "yes."
- The player asks if she'll meet the woman of her dreams that night. You have no idea, and instead decide to bounce it back to the player. "I don't know, what's your answer?" She answers "yes." You make a note of this.

Please keep in mind that you aren't obligated to force any prediction to come true – reading portents is not an exact science but is an art, and there's always room for interpretation. The Tag Die that can be created with a successful Magicks (Portents) roll can be used by the player to sway the results, and so you don't need to do any more than that yourself.

CASTING HEXES

You can throw a hex on someone you dislike. This is sometimes called an *evil eye* ability, although again that's a misnomer based on misunderstanding. Instead, a so-called "hex" works to manipulate probability to the detriment of the subject.

Each hex is a drop penalty on a given skill and its specialties. For example, you could hex someone's Defense, and it would apply to Defense (Parry), Defense (Block), and Defense (Dodge) rolls. The initial penalty is Drop 1, but with higher skill ranks you can increase the penalty.

Every time the hex penalty is applied to the subject's dice pools, it decreases by one after the roll. So if you throw a Drop 2 hex on Defense, that gives a Drop 2 penalty on the first Defense roll made, and a Drop 1 penalty on the second. When a hex reaches Drop 0, it ends; otherwise, a hex lasts up to 24 hours. As with asking questions, a skilled practitioner of witchcraft can increase this duration.

CREATING BIBELOTS

A bibelot is a type of charm that provides protection against hexes and against bad luck. These are created with the Magicks (Portents) specialty, as described in the section "Crafting" on page 115. Bibelots are often crafted from glass, copper, pottery, carved gems, or leaves.

You use a bibelot by wearing it on your person, in contact with your skin, although it doesn't need to be openly displayed. You can only wear one bibelot at a time; touching a second bibelot with your bare skin causes the first one to shatter. You can carry additional bibelots as long as you don't touch them; for example, in a pocket or belt pouch. For a list of bibelots, see in chapter 9 under the section "Bibelots" on page 162.

Alchemy

Alchemy was codified during the days of the Qartan Empire, although the general principles had been known for centuries before. Each salve, poultice, or draught is brewed according to a specific recipe, using the Magicks (Brew) specialty, as described in the section "Crafting" on page 115. Ingredients are chosen more for their symbolic essence than any actual medical benefit; this is why alchemy is magick and not science.

Alchemical supplies are used to create alchemical items; once created, an item can be used by anyone.

Most Alchemy items bestow a Charm die upon the recipient. As you can only include one Charm Die in any dice pool, this means that you can't get the benefit of both charmwoven apparel and a draught or salve in the same dice pool.

DRAUGHTS

Draughts are used by drinking them, although a draught can also be given to a willing, yielded-out, unconscious, or dying character as a Drop 4 combined action.

Forcing a draught down someone's throat requires that a hold be made with Brawl, and then four success points can be used to make them drink the draught.

SALVES

Salves, balms, unguents, oils, unctions, and lotions are applied externally, usually to the hands or face. Applying one to a willing, yielded-out, unconscious, or dying character is a Drop 4 combined action.

Charmweaving

Charmweaving was invented in Lutetia in just the last century. New developments in weaving and fashion blended together to create apparel with magickal charms that improve the wearer's ability with a designated specialty.

Most nobles in Gallinea, and many people of other social ranks, will purchase and wear charmwoven clothing. Charmweavers who inspect an article of clothing may be able to discern which specialty is enhanced by a given piece of attire.

THE NINE LAWS OF FASHION

Charmwoven clothes are useful, stylish, and expensive, but they are also made according to exacting standards known as Gallinea's Nine Laws of Fashion. Flouting these laws could lead to your Charms simply failing to work at all!

While these are known as "Gallinea's" Laws, that's not because they're enforced by the Queen's decree or by some sort of "fashion police" that stalks the streets of Lutetia. Instead, these are akin to natural Laws that were first noticed and codified in Gallinea; they simply describe how things are rather than how they should be.

- The Law of Couture: "One's clothes must fit properly."
- The Law of Attunement: "Charms are unique to the wearer."
- The Law of Pertinence: "The charm must correspond to the article."
- The Law of Dissonance: "Dissonance limits the effectiveness of charms."
- The Law of Cacophony: "Unrestrained use of color creates dissonance."
- The Law of Neutrality: "Neutral colors do not generate dissonance."
- The Law of Darning: "Rips, tears, and holes produce dissonance."
- The Law of Station: "Outfits of mismatched attire produce dissonance."
- The Law of *Dernier Cri*: "Dated fashions generate dissonance."

See "Charmweaving" on page 139 for more further details on charmweaving..

Chapter 15: Lutetia

The City of Lutetia

Type of City	Capital city
Population	555,000
Government	Appointed Lady-Mayorship
Ruler	Lusienne Castenia
Languages	Gallinean
Major Religions	Asrian
Demonym	Lutetian
Adjective	Lutetian

Lutetia is a large metropolis of over 550,000 permanent residents that sprawls across both banks of the Luisante river and four islands, overlooking Lake Luisante. Sixteen wide bridges reach across the Luisante, each one giving its name to the surrounding neighborhoods.

Lutetia is known for its majestic architecture as well as its green parks. Landmarks include the Royal Palace, the Universities of Lutetia, the Grand Cathedral, and the Gallinean Library.

Lady-Mayor Lusienne Castenia, the countess of Castenia, is the current lady-mayor of Lutetia, and is renowned as much for her lavish formal parties as her political scheming.

History of Lutetia

As far as anyone knows, there has always been a settlement of some kind at what is currently Lutetia. Ancient carvings in Brigue are still visible

The Queen's Cavaliers

in the caves below the Citadel, evidence of pre-Qartan habitation on the islands of Lac Luisante.

Qartan Rule

The first Qartan settlement was built approximately 400 years before the fall of the Qartan Empire. This was a small fort on what is now Ise de Lutetia, on the hill that is now home to Palais de Lutetia.

As the Qartan control over the area grew, they expanded their control by building stone-lined roads that exist to this day. Rue de la Rivière was the first of these, connecting Lutetia to Valerienne and allowing rapid movement of the Qartan legions to central Gallinea, solidifying Imperial control over the region.

Later Qartan constructions included walls ringing all four islands – the remains of which can only be seen on the southern end of Ile de Lutetia and the older parts of La Roche – and more roads connecting Lutetia to Verterre, Scanbria, Sudeline, and Rhodope.

The Temple of the Sun was said to be the most impressive church of Eserre on the continent, a claim disputed by Ondalan historians but readily believed by the proud Lutetians. The Qartan marketplace had goods from throughout the Empire, located in the same location as the modern Les Ruelles.

Fall of Qarta

The end of the Empire came quicker than any expected, and as news arrived from Valerienne, Lutetia fell into chaos. Like the rest of the Empire, Gallinea broke apart into smaller countries centered around the old Qartan marches.

Riots broke out throughout the city when they realized that outside trade was no longer protected, that there would be no support from distant Qarta, that the island city was now alone. Lutetians fled for the countryside as renegade legions moved in to sack the city and carry off its meager wealth.

Martialla's Capital

The fires of the burning Temple of the Sun ignited a passion in one young Lutetian priestess who would later be known as Martialla Conquestus, first queen of Lutetia.

Martialla led a peasant revolt in a successful campaign to oust the squatting ex-legionnaires, offering them the choice to pledge their loyalty to her or meet the same fate as Qarta. The ranks of her army grew with the retaking of Lutetia, and set about to bring the nearby marches into fealty as well.

With the heart of Gallinea under her control, Le Conquérante turned her attention to eastern Gallinea, her forces breaking the Ekalian siege of Rhodope and moving on to take Montambre. Martialla's realm extended as far as Touriel to the west, Montambre to the north, and Berylle to the south. Lutetia's neighbors at this time included the Kingdom of Scanbria to the northwest, the queendom of Verterre to the west, and the Valerienne empire to the south.

Although she drove the legions from the city and united much of what is now modern Gallinea, Martialla's greatest desire remained unfulfilled until the reign of her great-granddaughter, Queen Elian, who rebuilt the Temple of the Sun at its original location. The foundations of Elian's Temple can still be seen at the Grand Cathedral of the Sun, despite being razed twice in the centuries since.

Capital of United Gallinea

Later centuries led to Martialla's heirs ruling all of modern Gallinea save Scanbria, through warfare, diplomacy, and intermarriage. With control over all of the Gallinean Plain, the queendom of Lutetia became the queendom of Gallinea. The productive valleys of Gallinea soon proved to be a tempting target for neighboring nations, and Gallinea faced a number of wars with Ondala, Ekalia, Ondala again, Varendia, Albia, Ondala a third time, and Varendia again.

These periods of war took a toll on Lutetia, with the capital city being sacked at least twice with deadly fires burning across all four islands. The experience led Queen Prisca, in the 7th Century, to construct sturdy walls ringing the islands and the even the nearby riverbanks.

The Priscan Wall still stands today, never having been breached, although Lutetia has long since outgrown the original boundaries. Modern Lutetians speak of locations in the city as being “within the wall” or “outside the wall,” although multiple streets, alleys, and bridges reach across the once-impregnable Mur De Prisca.

Organization

The city of Lutetia and the immediately surrounding countryside are ruled by the Queen of Gallinea as a royal province, but the day-to-day administration of the city is turned over to the Lady-Mayor of Lutetia. The Lady-Mayor (or, sometimes, Lord-Mayor) is appointed directly by the Queen herself and serves at the Queen's pleasure, although it's traditional for a term as Lady-Mayor to last for five years.

The current Lady-Mayor of Lutetia is Lusienne, countess of Castenia, who has been in office for three years now. Lady-Mayor Lusienne is skilled at playing the various nobles, guildmasters, and ambassadors of the Royal Court off each other, preserving the interests of the Queen while allowing Her Majesty to remain above much of the petty politicking.

The Bridges of Lutetia

Lutetia is divided up into 55 different *arrondissements*, or neighborhoods, named after the 16 bridges that span the Luisante. When a resident of Lutetia speaks of her location or address within the city, she talks of arrondissement of that location. Lutetian arrondissements are mostly wedge-shaped neighborhoods that reach out from the central islands to the edge of the city.

TABLE 212: BRIDGES OF LUTETIA

NUMBER	FORMAL NAME	COMMON NAME
1st	Pont Nord	The North Bridge
2nd	Pont de Scanbria	The Scanbrian Bridge
3rd	Pont à l'Ouest	The West Bridge
4th	Pont Interne	The Middle Bridge
5th	Pont Est	The East Bridge
6th	Pont de la Reine	The Queen's Bridge
7th	Pont des Universités	The University Bridge
8th	Pont du Temple	The Temple Bridge
9th	Pont de Coeur	The Heart Bridge
10th	Pont de Marché	The Market Bridge
11th	Pont Lac	The Lake Bridge
12th	Pont Roche	The Rock Bridge
13th	Pont de la Rivière	The River Bridge
14th	Pont Sud	The South Bridge
15th	Pont Grande	The High Bridge
16th	Pont Neuf	The New Bridge

The 17th Bridge

There are sixteen bridges leading across the lake to the great city of Lutetia. The saying goes, “For every person, there is a bridge” - all are welcome in Lutetia, be they nobles, commoners, Gallineans or foreigners. By the same token, if one is said to be “Seeking the Seventeenth Bridge”, that one is someone who has not found their path in life. Such outcasts should not be pitied, for it may be that they will find their path - or, failing that, forge a new one out of the stone...

There are usually four parts to an arrondissement – the portion on a central island, the bridge itself, the section on one of the banks of the Luisante but within the Old Wall, and the corresponding region outside the Wall.

These sections are referred to as *sur l'île* (“on the island”), *sur le pont* (“on the bridge”), *travers le pont* (“across the bridge”), and *delà du mur* (beyond the wall). Thus, a resident could speak of her home as being in the “8th arrondissement, *delà du mur*”, and her school in the “7th *travers le pont*”.

Some exceptions exist. Île Royale, the home of the royal palace, is always just Île Royale, its own arrondissement. The 1st Bridge spans the Luisante but not the islands, so the two sides are *rive ouest* (West Bank) and *rive est* (East bank). Because of the geography of the islands, there is no *delà du mur* for the 4th, 5th, and 12th Bridges.

Traditionally, addresses are given in Old Gallinean, although it's become increasingly common among Lutetians to simply use the modern equivalent for locations. It's understood when one says simply the ordinal name, the “arrondissement” is silent. For example, “6th *sur le pont*” is a shorter way of saying “6th arrondissement, *sur le pont* (on the bridge).”

The following table summarizes Lutetian addresses.

TABLE 213: ADDRESSES IN LUTETIA

OLD GALLINEAN SUFFIX	ABBREVIATION	MEANING	EXAMPLE
<i>sur l'île</i>	<i>sli</i> or <i>l'île</i>	“On the island”	3 ^e <i>sur l'île</i>
<i>sur le pont</i>	<i>slp</i> or <i>pont</i>	“On the bridge”	Pont de Coeur <i>sur le pont</i>
<i>travers le pont</i>	<i>tpl</i> or <i>travers</i>	“Across the bridge (inside the wall)”	15 <i>tpl</i>
<i>delà du mur</i>	<i>ddm</i> or <i>du mur</i>	“Beyond the wall”	Beyond the South Bridge

The arrondissements of Lutetia are listed in the following table.

The Queen's Cavaliers

TABLE 214: LIST OF ARRODISSEMENTS

BRIDGE	ORIGINATING SIDE	ON THE BRIDGE	ACROSS THE BRIDGE	OUTSIDE THE WALL
1st		1st <i>sur le pont</i>	1st <i>rive ouest</i> , 1st <i>rive est</i>	
2nd	Île Royale	2nd <i>sur le pont</i>	2nd <i>travers le pont</i>	2nd <i>delà du mur</i>
3rd	Île Royale	3rd <i>sur le pont</i>	3rd <i>travers le pont</i>	3rd <i>delà du mur</i>
4th	Île Royale	4th <i>sur le pont</i>	4th <i>travers le pont</i>	
5th	Île Royale	5th <i>sur le pont</i>	5th <i>travers le pont</i>	
6th	Île Royale	6th <i>sur le pont</i>	6th <i>travers le pont</i>	6th <i>delà du mur</i>
7th		7th <i>sur le pont</i>	7th <i>travers le pont</i>	7th <i>delà du mur</i>
8th	8th <i>sur l'île</i>	8th <i>sur le pont</i>	8th <i>travers le pont</i>	8th <i>delà du mur</i>
9th	9th <i>sur l'île</i>	9th <i>sur le pont</i>	9th <i>travers le pont</i>	9th <i>delà du mur</i>
10th	10th <i>sur l'île</i>	10th <i>sur le pont</i>	10th <i>travers le pont</i>	10th <i>delà du mur</i>
11th	11th <i>sur l'île</i>	11th <i>sur le pont</i>	11th <i>travers le pont</i>	11th <i>delà du mur</i>
12th	12th <i>sur l'île</i>	12th <i>sur le pont</i>	12th <i>travers le pont</i>	
13th	13th <i>sur l'île</i>	13th <i>sur le pont</i>	13th <i>travers le pont</i>	13th <i>delà du mur</i>
14th	14th <i>sur l'île</i>	14th <i>sur le pont</i>	14th <i>travers le pont</i>	14th <i>delà du mur</i>
15th	15th <i>sur l'île</i>	15th <i>sur le pont</i>	15th <i>travers le pont</i>	15th <i>delà du mur</i>
16th	16th <i>sur l'île</i>	16th <i>sur le pont</i>	16th <i>travers le pont</i>	16th <i>delà du mur</i>

Features of the City

The most notable feature of Lutetia is the Luisante River, which flows from headwaters in the northern part of Gallinea through the city, where it forms Luisante Lake. The Luisante then flows south through the country to Valerienne, where it empties into the Middle Sea.

Luisante means “sparkling” and the river mostly lives up to its name until it enters the capital, where the extensive underground Lutetian sewer system meets its waters. The sides of the river are reinforced with stone walls that form hard channels to control the Luisante until it spills into the lake to the south of the city.

Lutetian Idioms

Many Lutetian colloquialisms relate to the names of the arrondissements. As they are in Gallinean but rely on knowledge of the layout of the city, these terms can be incomprehensible to outsiders. The Lutetians tend to use these as a shibboleth to judge others’ experience in the city.

- Someone who is said to be *12 delà du mur* is someone who has escaped from La Roche Prison.
- *4 delà du mur* is a Lutetian expression meaning “from outside of Lutetia,” and is a mildly derogatory for non-Lutetians.
- Newcomers to Lutetia are often directed to the non-existent *1st Bridge, sur l'île* as a humorous snipe hunt.

The four islands at the center of the city are the oldest parts of Lutetia. The first Qartan settlements were on the largest island, Île de Lutetia, which was originally surrounded by a wooden, and later stone, wall. Only a few signs of this original wall remain today, mostly in a few random sides of old buildings overlooking the river.

The next largest island, Île Royale, is home to the royal palace. The two smaller islands, Île Citadelle and Île Rocheuse, are named for the stone castles that dominate each.

The Old Wall, also known as Prisca’s Wall, was built to surround the islands and the parts of the city on the east and west banks of the Luisante, but in recent decades Lutetia has overgrown the boundaries of the wall and expanded out further into the Gallinean countryside.

Besides the two castles on Île Citadelle and Île Rocheuse, Lutetia is defended by three stone fortresses ringing the city – **La Guette** to the northwest, **L’Arsenal** to the east, and **Le Puissant** to the southwest. The newly constructed **Airship Tower** at Le Puissant serves an important role in protecting the city from aerial assault.

Four ancient roads, dating back to the days of the Qartan Empire, meet in Lutetia on the central Île de Lutetia: Rue de la Rivière, Rue de Scanbria, Rue du Coeur, and Rue du Sud. Gardens and parks abound in Lutetia, most notably those along the entire length of the Rue du Coeur on the central island – which is the scene for many parades and festivals throughout the year.

The laws of Gallinea are enforced by the city’s constabulary, operating out of small precinct houses around Lutetia and centered in La Roche, a converted castle now used as a prison on Île Rocheuse. Those who break the law are tried in the courts of the Palais de Justice.

Lutetian Landmarks

Many of the iconic buildings of Lutetia are known far and wide throughout Gallinea, even to those who merely read about them in books without having visited the city.

Some of the most prominent landmarks are listed in the following table.

TABLE 215: LUTETIAN LANDMARKS

MAP KEY	LOCATION	ARRONDISSEMENT
A	Royal Palace	Île Royale
B	The Citadel	5th <i>travers le pont</i>
C	Palais de Justice	4th <i>sur l'île</i>
D	Grand Cathedral of the Sun	8th <i>sur l'île</i>
E	La Dame de la Victoire	15th <i>sur l'île</i>
F	Le Théâtre de la Rive	14th <i>sur l'île</i>
G	Les Ruelles	10th <i>sur l'île</i>
H	Palais de Lutetia	13th <i>sur l'île</i>
I	Library of Gallinea	6th <i>travers le pont</i>
J	Universities of Lutetia	7th <i>travers le pont</i>
K	Mechanicians' Guildhall	7th <i>travers le pont</i>
L	L'Observatoire	8th <i>delà du mur</i>
M	L'Infirmerie	8th <i>travers le pont</i>
N	L'Arsenal	9th <i>delà du mur</i>
O	Le Théâtre du Monde	10th <i>travers le pont</i>
P	Temple of the Moon	10th <i>delà du mur</i>
Q	Les Quais	11th <i>delà du mur</i>
R	La Roche Prison	12th <i>travers le pont</i>
S	Le Puissant	13th <i>delà du mur</i>
T	Airship Tower	14th <i>delà du mur</i>
U	Alchemists' Guildhall	15th <i>travers le pont</i>
V	La Chapelle de Jardin	15th <i>delà du mur</i>
W	Charmweavers' Guildhall	16th <i>travers le pont</i>
X	Les Écuries	16th <i>delà du mur</i>
Y	L'Académie d'Officiers Militaires	3rd <i>delà du mur</i>
Z	La Guette	2nd <i>delà du mur</i>

Île Royale

The Royal Island is the second-largest of the Lutetian islands and, as the name implies, is home to the Royal Palace. By laws dating back to the 10th century, only the royal family is allowed to live on the island or own property there.

While most buildings are occupied by retainers of the court or offices of the crown, the northern tip of the island is a park known as La Fruitière Royale, where all residents of Lutetia are welcome to pick from the many citrus trees that line its meandering walkways. Lutetian tradition holds that an old curse will fall on anyone who picks more than one piece of fruit in a given year, however. For this reason, the park is the busiest on the first day of the year.

On Île Royale, you may find:

- royal and noble carriages moving through the streets
- the Queen's Royal Guard
- couriers delivering messages
- visitors hoping to catch a glimpse of the queen or other royals
- museums owned by the royal family
- government functionaries
- artisans and merchants meeting with inspectors

A

Royal Palace

The Royal Palace of Gallinea is, naturally, the home of the Queen and her family. The throne of Gallinea is here, its silver pegasus wings arching protectively over the head of the current monarch.

Although Cavaliers are considered servants of the Queen, they don't have unfettered access to Her Majesty. A bureaucratic staff of hundreds stands ready to block anyone who isn't expressly summoned to the palace to approach Mariana.

1st Bridge, Pont Nord

The North Bridge arrondissement primarily caters to travelers from northern Gallinea who enter via the Luisante. The west bank is also home to the River Guard, a branch of the Queen's Army that patrols the Luisante north of the city.

On 1st *sur le pont*, you may find:

- clean inns (Soldier D6 social rank)
- The Northern Span, a decent tavern (Soldier D6 social rank)
- travelers from Scanbria and Albia

The Queen's Cavaliers

- off-duty river guards

In 1st *rive ouest*, you may find:

- river sailors
- hostels and flop houses (Commoner D6 social rank)
- many cheap bars (Commoner D6 social rank)
- pickpockets
- travelers from Scanbria and Albia
- shady individuals
- river ships for hire
- customs inspectors

In 1st *rive est*, you may find:

- comfortable inns (Artisan D8 social rank)
- two quality restaurants (Artisan D8 social rank)
- travelers from Scanbria and Albia

2nd Bridge, Pont de Scanbria

The Pont de Scanbria connects the Rue de Scanbria on either side of the Riviere Luisante. This is the main approach to the Royal Palace. It's also known as the Diplomat's Bridge.

On 2nd *sur le pont*, you may find:

- the Queen's Elite Guards on watch
- expensive inns and taverns (Nobility D10 social rank)
- foreign visitors

In 2nd *travers le pont*, you may find:

- customs inspectors
- expensive inns and taverns (Nobility D10 social rank)
- a few private residences (Nobility D10 social rank)

In 2nd *dela du mur*, you may find:

- private residences (Soldier D6 social rank)
- small marketplaces
- merchants providing metalworking services
- soldiers from La Guette
- a few inns and taverns (Soldier D6 social rank)
- Prince Jean-Remy in disguise as a commoner

ζ

La Guette

Château de la Guette was constructed in the 9th century as it became apparent that Lutetia was destined to grow beyond the borders of Prisca's Wall. Meant to counter a threat from Scanbria, Varendia, and Albia, the once-distant castle is now fully surrounded by the urban sprawl.

While the Queen's Army still staffs the castle, it's also known as Le Château Noir – not simply because of the dark Montambrean stone from which it was built, but also because it is the headquarters of the Lutetian intelligence service. Le Prince de Zibeline himself, Jean-Remy, occupies the inner keep and his operatives a full wing of the outer keep.

Jean-Remy's guards usually admit no one saved his top operatives, although it's been said that if you need to see Gallinea's spymaster, he already knows, and word will be left at the castle gates. Few wish to test this rumor.

3rd Bridge, Pont à l'Ouest

Pont à l'Ouest is just to the South and West of the Palace. It is often called the Tradesman's Bridge. This is where each tradesperson or merchant comes to be presented to the Minister of Finance and Trade. Before embarking on business in the city a person must present themselves and their goods for inspection to one of the financial officers for the Queenendom – although the shadier businesses usually find a way around these legalities.

On 3rd *sur le pont*, you may find:

- expensive apartments (Nobility D10 social rank)
- trade ministry inspectors
- tradespeople, waiting in line
- stabling for horses

In 3rd *travers le pont*, you may find:

- a pleasant waterfront park
- some private residences (Artisan D8 social rank)
- public offices for most trade guilds
- comfortable inns and taverns (Artisan D8 social rank)
- relatively inexpensive fashions

In 3rd *dela du mur*, you may find:

- cadets and teachers from l'Academie
- private residences (Artisan D8 and Soldier D6 social ranks)
- fencing schools and private fencing tutors
- gunsmiths

T

l'Academie

Officers in the Queen's Army are trained in l'Academie d'Officiers Militaires by a staff of retired military and civilian historians. Only on rare occasions will a Cavalier receive further training here, as the rank of "cavalier" is already considered equal to a military officer.

4th Bridge, Pont Interne

Pont Interne is one of two bridges that do not connect one of the islands to the mainland, but one island to another. This bridge is often called "the Traitor's Bridge" because it is the main thoroughfare for prisoners taken from the Royal Palace to the Palais de Justice.

On 4th *sur le pont*, you may find:

- apartments for judges and crown barristers (Nobility D10 social rank)
- The Hangman's Noose, an expensive tavern (Nobility D10 social rank)
- Holy Guardsmen

In 4th *travers le pont*, you may find:

- Lutetia city watch
- housing for Lutetia city watch officers (Artisan D8 social rank)
- barristers hurrying to court
- nobles, guildmasters, or senior veterans leaving a meeting in the Central Chamber
- off-duty constables
- private petitioners seeking court judgments
- Holy Guardsmen

C

Palais de Justice

The Palais de Justice is a dual-winged building located in the heart of the city, and is the center of law in Lutetia. The courts of justice are in the east wing, and the legislature in the west. Most of the west wing is taken up by the The middle portion of the Palace of Justice is taken up by The Central Chamber, a three-layered meeting hall where Lutetia's three deliberative bodies meet – the Parliament of Nobles, the Assembly of Guilds, and the Convocation of Veterans.

The Minister of Justice usually maintains an office in this building, but Minister Farrazin prefers to spend the majority of his time in the Grand Cathedral rather than the Palace of Justice.

5th Bridge, Pont Est

Pont Est is the second of the inter-island bridges. It connects Île Royale to Île Citadelle. This is often called the Cavalier's bridge as the Citadel is the home of the Queen's Cavaliers. The Citadel was once the main castle for the Royal Family as it was thought more easily protected. In the more recent peaceful past the family was able to stay in a more central and easily accessible location.

The Queen's Cavaliers

On 5th *sur le pont*, you may find:

- apartments for senior and honorably retired Cavaliers (Artisan D8 social rank)
- off-duty Cavaliers
- the Queen's Elite Guard

In 5th *travers le pont*, you may find:

- Cavaliers
- off-Citadel housing for Cavaliers (Soldier D6 social rank)
- decent inns and taverns (Soldier D6 social rank)
- a small park
- a few shops offering weapon and armor repair

B

The Citadel

The oldest castle built in Gallinea is a grand structure, the type of architecture that isn't made any more. The towers of **The Citadel** rise nearly as high as the Cathedral to the southwest, although not nearly as tall as the spires of the Royal Palace.

Training grounds and barracks are found in the outer keep, while the inner keep contains the Cavaliers' armory, the commandant's quarters, and other specialized rooms such as workshops.

6th Bridge, Pont de la Reine

Pont de la Reine is the main parade route for royal and military processions. The 6th arrondissement is centered around the Royal Library; used bookstores, bookbinders, and printing companies abound.

On 6th *sur le pont*, you may find:

- expensive apartments (Nobility D10 social rank)
- a decent but overpriced inn (Nobility D10 social rank)

In 6th *travers le pont*, you may find:

- bookstores
- coffee houses full of would-be authors (Artisan D8 social rank)
- librarians
- scholars from the Universities

In 6th *dela du mur*, you may find:

- private homes (Artisan D8 social rank)
- decent inns and taverns (Artisan D8 social rank)
- librarians
- printing-press shops
- notaries
- calligraphers

I

Library of Gallinea

Containing thousands of books, not all of them on display, le **Bibliothèque Royale de Gallinea** is at the center of a community comprised of scholars. Bookstores and printing-press shops surround the massive library, along with quiet corner cafes.

7th Bridge, Pont des Universités

Pont des Universités is where many of the cavaliers who don't live in the Citadel can be found. The bridge is named for the Universities of Lutetia, which offer a broad education on a number of topics. Just south of the university is the mechanician district, which features a variety of small clockwork shops around the Mechanicians' Guild.

On 7th *sur le pont*, you may find:

- affordable apartments reserved for Cavaliers (Soldier D6 social rank)
- The Laughing Blade, a tavern popular with the Cavaliers (Soldier D6 social rank)

- stables for horses
- off-duty cavaliers

In 7th *travers le pont*, you may find:

- students, stressed over their exams
- University instructors
- private tutors
- mechanicians and repair shops
- bookstores
- fine dormitories (Artisan D8 social rank)
- a few private dwellings (Artisan D8 social rank)
- the *Delphine*, a chaloupe sailing ship owned by the Queen's Cavaliers
- cartographers and globemakers
- historians

In 7th *dela du mur*, you may find:

- boarding houses for students (Commoner D0 social rank)
- private residences (Artisan D8 social rank)
- small taverns and restaurants (Artisan D8 social rank)
- small marketplaces selling local produce (Commoner D0 social rank)
- students and instructors
- foreign scholars
- locksmiths
- clocksmiths

J

Universities of Lutetia

Les Universités Royales de Lutetia provides advanced education for the best and brightest – or, some say, the richest and well-connected – in Lutetia. The universities consist of:

- The Royal Gallinean Academy of Sciences
- The University of Letters and Arts
- Lutetia College of History

Among the scholars at the universities is renowned cartographer S.A. Piento, the official mapmaker of the queendom.

K

Mechanicians' Guildhall

Located across the river from Île Citadelle is the **Mechanicians' Guildhall**. The Guildhall is perhaps best known for the massive clockface on its west wall, facing toward the inner islands of Lutetia. Although the nearby residents complain about the constant clacking of the massive gears, the rest of Lutetia has grown accustomed to hearing its bells on the hour, every hour of daylight.

Madame Feline Porvore, the mistress of the Mechanicians' Guild, is often found here, her balloonship at rest in the guildhall's courtyard.

8th Bridge, Pont du Temple

Pont du Temple is the easiest route to the Grand Cathedral of the Sun. This also the home for many medical students and the religious devout.

In 8th *sur l'ile*, you may find:

- Asrian priestesses and priests
- devout Asrian worshipers
- members of the Holy Guardsmen
- street preachers

On 8th *sur le pont*, you may find:

- pricy lodging for visiting worshipers (Artisan D8 social rank)
- shops selling religious items (*Books of the Sun*, *soleils-de-essere*, etc.)

The Queen's Cavaliers

In 8th *travers le pont*, you may find:

- chirurgeons in training
- sick people on their way to the hospital
- a few inns (Artisan D8 social rank)
- apothecary shops
- hospices for the dying
- charlatans hawking cure-alls
- elderly people
- docks with ships belonging to the Holy Guardsmen

In 8th *dela du mur*, you may find:

- astronomers and astrologers
- optics shops selling spectacles or looking lenses
- simple personal dwellings (Commoner D0 social rank)
- followers of Devranism
- a few typical inns and taverns (Commoner D0 social rank)
- small marketplaces selling local produce and meats

D

Grand Cathedral of the Sun

La Grande Cathédrale de la Désesse-Impératrice du Soleil is a massive structure that dominates the northern half of Île de Lutetia, situated on a rise known as Temple Hill. Besides its tall spires, the Cathedral is also known for the large glass windows on either end of the building, shaped as *soleils-de-essere*.

Arch-Chaplain Farrazin, Guardian of the Faith of Gallinea, resides in the Grand Cathedral, and his Holy Guardsmen have barracks on the surrounding courtyards. Cavaliers who come to the Cathedral on official duty are expected to check in with the Holy Guardsmen's Duty Captain.

M

L'Infirmerie

L'Infirmerie is the largest hospital in the city, originally established to move the sick and diseased off the central island. In the four centuries since, L'Infirmerie has outgrown its buildings twice, having relocated to the current location a mere 12 years back.

Cavaliers seeking medical care may find it here, but are expected to pay for their health. Only Lutetia's poorest receive free health care here, although one of late queen Elisse's proposed reforms was to pay for the treatment of *all* Lutetians from the royal treasury.

L

L'Observatoire

While other buildings have spires and towers, **L'Observatoire** is one of only two buildings in Lutetia specifically constructed *as* towers.

Located outside the walls of the city to avoid the lantern-light of the central islands, the Observatory is a landmark that helps many Lutetians navigate to Le Grand Parc, Lutetia's largest park and home of a weekly farmer's market.

L'Observatoire itself has telescopes trained on the skies day and night, using fine glass optics imported from distant Ubar. The royal astrologer, Baron Nasir Aldin Alubar, is the son of immigrants from Ubar and is one of the few prominent Devrans in the city.

9th Bridge, Pont de Coeur

Pont de Coeur is a favorite of lovers of all ages. It offers many small tea and novelty shops as well as a thriving gondola tour. Here the Luisante river is narrowed and tamer.

Parks line the Rue du Coeur here, with monuments celebrating Lutetian and Gallinean history. The east bank of the 9th is known for selling flowers, and nearly every window has a planter with colorful blooms in the spring.

In 9th *sur l'ile*, you may find:

- a military parade
- statuary parks
- older veterans

On 9th *sur le pont*, you may find:

- tea and novelty shops
- tourists

- gondola pilots

In 9th *travers le pont*, you may find:

- above average inns and taverns (Soldier D6 social rank)
- a few personal homes (Artisan D8 social rank)
- merchants selling banners
- florists and nurseries

In 9th *dela du mur*, you may find:

- gunsmiths, powdersmiths, and blacksmiths
- private homes (Soldier D6 social rank)
- off-duty soldiers
- taverns frequented by off-duty soldiers (Soldier D6 social rank)
- shooting clubs
- mercenaries and guards for hire

N

l'Arsenal

Château de l'Arsenal, located outside the Priscan Wall, is the official armory of the Queen's Army. The damage suffered by l'Arsenal during the Twenty Years' War led to the construction of Le Puissant, Lutetia's newest fortress, built to the southeast of the city.

L'Arsenal is used for weapons testing and development in addition to its primary defensive purpose.

10th Bridge, Pont de Marché

Pont de Marché is the home of the Grand Market. This extends into Les Ruelles, where it's said you can find anything your heart desires. From there, you are an easy carriage ride over the Luisante to le Théâtre du Monde.

Beyond the Priscan Wall is mostly residential space, which in recent years has become home to a number of Ifrani immigrants. The changing character of the arrondissement doesn't sit well with some of the older residents.

In 10th *sur l'ile*, you may find:

- marketplace stalls
- people looking to buy rare goods
- shady dealers selling items of dubious provenance
- honest merchants
- pickpockets
- skilled artisans
- travelers from distant lands (Pitdah, Dragosa, Serica, ...)
- food hawkers (Common D0 social rank)
- Lutetia city watch patrols

On 10th *sur le pont*, you may find:

- tiny shops with eccentric merchants
- fortune tellers and bibelot sellers
- confectionaries
- pickpockets

In 10th *travers le pont*, you may find:

- more established merchants
- inns for travelers (Artisan D8 social rank)
- respectable restaurants employing out-of-work actors (Artisan D8 social rank)
- famous actors trying to appear incognito
- travelers from distant lands (Pitdah, Dragosa, Serica, ...)
- a few private homes (Artisan D8 social rank)
- ticket hawkers with forged tickets to the Du Monde
- crowds lining up to buy real Du Monde tickets

The Queen's Cavaliers

- haughty nobles slumming it up at the Du Monde
- Lutetia city watch patrols

In 10th *dela du mur*, you may find;

- simple homes (Commoner D6 social rank)
- small marketplaces selling Ifrani-style foods (Commoner D6 social rank)
- Devran worshipers heading to the Temple of the Moon
- a xenophobic angry mob heading to the Temple of the Moon
- empty warehouses converted to flop houses

G

Les Ruelles

The location now known as **Les Ruelles** has been a marketplace for centuries, having been first established during the Qartan age of Lutetia. The central courtyard is always packed with stalls and tents, creating a winding maze of trade goods, and the surrounding blocks consist of larger buildings subdivided into smaller shops.

The legend is that if you can't find it in Les Ruelles, it doesn't exist. While that may not be literally true, the market is still the best bet to find that special item you can't locate anywhere else.

O

Le Théâtre du Monde

The World Theater is the largest and most prolific theater in Lutetia, welcoming audiences of all social levels to its immense central chamber. Many Lutetians claim it is the greatest theater in all of Elara, although fans of the Institute of Theatrics in Volstok, the Diegan Royal Opera House, or the Thedan Forum might disagree.

The Du Monde is supported by a gift given upon the ascension of Queen Mariana I, ancestor of the current queen. There is at least one playwright and one musical conductor in residence. The Royal Minister of Theater is often a retired actor; currently that position is held by Jeanne Antoinette Poisson, a favorite of late Queen Elisse from her childhood.

P

Temple of the Moon

The Temple of the Moon is the only Devran shrine located in Lutetia, and if certain xenophobic elements of the city had their way, even it would not exist.

In contrast to the ostentatious splendor of the Grand Cathedral of the Sun, or the humble tranquility of the Garden Chapel, the Temple of the Moon is a simple, unadorned building, originally a warehouse for the nearby dock district but since converted and rebuilt over the last forty years. Devran services are held daily, with evening celebrations every new moon.

The chilly reception to Devrans since their rumored participation in the assassination of Queen Elisse has led to acts of vandalism and even minor arson at the Temple of the Moon, and the elder Speaker, Hatoon Nabataea, fears that the attacks against her shrine may be escalation. She may be skeptical of any Cavaliers who are not openly Devran.

11th Bridge, Pont Lac

The 11th Arrondissement is a study in contrasts – from the high-end jewelry district on Ile de Lutetia to the quiet neighborhood within the walls, to the sprawling dock district beside Lac Luisante.

In 11th *sur l'ile*, you may find:

- auction houses and consignment stores
- wealthy shoppers
- small shops with jewelers and gemcutters
- appraisers
- private guards

On 11th *sur le pont*, you may find:

- hookah parlors
- jewelry merchants
- Honest Jo, a fence willing to buy most anything

In 11th *travers le pont*, you may find:

- decent inns and taverns (Artisan D8 social rank)

- exclusive apartments and private homes (Artisan D8 social rank)
- private guard patrols
- drunken revelers raving about the latest show at the Du Monde

In 11th *dela du mur*, you may find:

- sailors
- boarding houses (Commoner D0 social rank)
- waterfront dives (Commoner D0 social rank)
- ships for hire
- warehouses filled with bulk cargo
- pickpockets
- travelers from the south
- lake-trout fishers selling buckets of fish on streetcorners
- shipwrights and sailmakers

2

Les Quais

Visitors to Lutetia are sometimes surprised to find **Les Quais**, the docks district, as they imagine only seaports to have such neighborhoods. However, Lutetia is a major river port that does most of its trade via the Luisante, on large riverboats that travel from as far as Valerienne.

Like most dock districts, **Les Quais** is a neighborhood of common workers, not nobility or artisans. Rumors that link the docks to organized crime are at best spurious gossip, at worst a cruel slander perpetrated by the upper classes.

12th Bridge, Pont Roche

Pont Roche is the only entry or exit to Île Rocheuse, home of La Roche Prison.

The entire island is surrounded by a wall keeping it isolated from the lake.

Pont Roche has a guard post at either end with a high gate on each.

This Southernmost bridge itself is the home for most of the guards.

This is the only bridge with no shops or public spaces.

In 12th *sur l'île*, you may find:

- the public offices of the Lutetian city watch
- constables discussing cases at a nearby bar (Soldier D6 social rank)
- bail bondsmen
- licenced bounty hunters
- defense barristers
- surly members of the Lutetian city watch
- a flophouse for paroled or released criminals (Commoner D0 social rank)
- someone looking to pass a secret note into La Roche
- Dela the Twelfth, a seedy bar where someone claims to know how to escape from La Roche (Commoner D0 social rank)

On 12th *sur le pont*, you may find:

- Lutetian city watch on guard
- barracks for Lutetian city watch
- Lutetian city watch mess hall
- imposing gates

In 12th *travers le pont*, you may find:

- constables writing reports
- Lutetian city watch interrogators
- convicted criminals who claim they're innocent
- sheltered informants
- domestic workers doing dishes, laundry
- guard armory
- visitors who have been cleared to see a prisoner
- someone looking to pass a secret note out of La Roche

The Queen's Cavaliers

R

La Roche Prison

Located on Île Rocheuse, La Roche was the second castle built in Gallinea, meant to defend it from attacks from the south and vi the lake. It no longer serves that purpose, instead being used to imprison those who break the Queen's Law.

While local legend says that no one has ever escaped The Rock, the truth is that a few have managed this deed. Most notably, Prince Andiers of Persolei, sentenced in 997 to serve the rest of his days in prison, managed to escape and made his way back to his home city, before being killed trying to escape the Cavaliers who had been sent to return him. Persoleian tall tales claim that he hid a treasure somewhere within La Roche itself but was unable to return to Lutetia to reclaim it.

13th Bridge, Pont de la Rivière

On Ile de Lutetia, the 13th is the historic arts district, centered around a park and the Palais de Lutetia.

The parts of the 13th arrondissement outside the wall was purely a residential area at first, but the land has since been bought to build the towering castle of Le Puissant.

In 13th *sur l'île*, you may find:

- Lusienne Castenia herself, the Lady-Mayor of Lutetia, and her retinue
- an overpriced inn catering to nobles (Nobility D10 social rank)
- small boutique restaurants with weeks-long reservation lists (Nobility D10 social rank)
- a few expensive, Palais-adjacent mansions (Nobility D10 social rank)
- the River Park, full of colorful blooms year-round
- domestic staff getting off work
- Lutetian city watch patrols
- art galleries and museums

On 13th *sur le pont*, you may find:

- elite apartments with a park view (Nobility D10 social rank)
- less elite apartments with a view of La Roche (Artisan D8 social rank)
- handbills advertising an upcoming performance at the Rive

In 13th *travers le pont*, you may find:

- expensive mansions (Nobility D10 social rank)
- horse-driven carriages of nobles
- Lutetian city watch patrols

In 13th *delà du mur*, you may find:

- off-duty soldiers
- farmers who came to Lutetia to sell their goods
- inns and taverns (Soldier D6 social rank)
- locals complaining about "the big gray eyesore"
- armorsmiths

H

Palais de Lutetia

Palais de Lutetia was built to be a home for the monarch of Gallinea, but Queen Jehanne III found it to be lacking, and it was never occupied. Instead, Jehanne ordered the construction of the current Royal Palace, and *Palais de Lutetia* was instead given to the city to use as they wish.

This is the home of the countess of Castenia, the current lady-mayor of Lutetia. The *Palais de Lutetia* is also home to an extravagantly decorated private theatre. Countess Lucienne Castenia fancies herself a playwright and amuses herself by arranging theatricals in the personal theatre. There's probably a reason that none of the other theatres in the city have chosen to produce one of the lady-mayor's plays, but if so, nobody has seen fit to tell her yet.

S

Le Puissant

The newest castle in Lutetia, **Le Puissant Château** is a formidable fortress of grey stone walls that looms like a stone sentinel over the 13th and 14th arrondissements, *delà du mur*. Its stark and unadorned walls are in decided contrast to the classical stylings of the Citadel and La Roche, the flying buttresses of l'Arsenal, or the dark, gothic gargoyles of La Guette. In the 25 years since it was completed, the common consensus has formed that the drab but imposing Castle Puissant is a modern eyesore compared to the lovely architecture found throughout the island city.

Le Puissant is the headquarters for the Queen's Army, and Symonne Dargy, the aging Maréchal de Gallinea, and her generals direct the movements of supplies and soldiery from within the prosaic central keep.

14th Bridge, Pont Sud

The arrondissement of Pont Sud is home to both the actors for le Théâtre de la Rive and, beyond the wall, to the rough-and-tumble airship crews of Lutetia.

In 14th *sur l'île*, you may find:

- noble carriages on their way to the Rive
- expensive riverfront homes (Nobility D10 social rank)
- actors arguing with playwrights
- small, cozy, and expensive restaurants (Nobility D10 social rank)

On 14th *sur le pont*, you may find:

- theatrical agents
- printing-press shops
- costumers
- theater-goers on their way to or from a performance
- panhandling former actors

In 14th *travers le pont*, you may find:

- comfortable apartments occupied by successful actors (Artisan D8 social rank)
- nobles' river-yachts docked at the riverfront
- expensive hotels and restaurants (Nobility D9 social rank)

In 14th *dela du mur*, you may find:

- off-duty airship crew
- mechanicians
- airships for hire
- boarding houses for airship crew (Soldier D6 social rank)
- inns and taverns (Soldier D6 social rank)
- soldiers from Le Puissant
- foreign ambassadors and their retinue leaving the airship tower
- private homes (Soldier D6 social rank)
- Asrian street preachers
- phlogistone cargo wagons

F

Le Théâtre de la Rive

While the World Theater welcomes people of all social classes, **Le Théâtre de la Rive**, the newest theater in Gallinea, caters to a more upscale audience. The theater director, Baronetess Claudana Rith, boasts that the two-decades-old venue has never had a performance of an *Alais de Neversette* play, and never will.

Instead, the River Theater offers serious dramatic fare and flawless musical performances, all original compositions on the cutting edge of the theater arts. With prices roughly four times that of the World, many Lutetians complain that La Rive is keeping art from the masses, a sentiment not keeping with Lutetia's cosmopolitan egalitarianism.

T

Airship Tower

One of the newest landmarks in Lutetia is the new Airship Tower, built just over 10 years ago. Primarily built to serve the military airships of the Queen's Sky Navy, it now also serves private airships since the end of the war with Albia.

There are three levels to the tower, each reachable via steep flights of stairs or the central clockwork elevators. The lowest has 6 skyberths and is most commonly used by cargo airships who use the attached cranes to lower their goods to the ground.

The second level has 8 berths and is usually used for passenger airships, including diplomatic envoys from other countries and the rare sky-yacht owned by the most wealthy of nobles.

The third level is reserved entirely for government airships, its 6 skyberths almost always occupied by one of the twelve Queen's Sky Navy cruisers or *The Zephyr*, the royal sky-yacht.

15th Bridge, Pont Grande

The Rue du Coeur cuts through the middle of the 15th arrondissement just as it bisects the city itself. The largest statue in Lutetia can be found on the parkside part the 15th, while the tranquility of the Garden Chapel lies beyond Prisca's Wall. Between them, one can find the hazy Alchemy District.

The bridge itself is known for the crepes sold there, both sweet and savory flavors available.

In 15th *sur l'ile*, you may find:

- a peaceful park with older Lutetians feeding pigeons or playing chess
- statues of Lutetia's heroes
- clandestine meetings down winding park paths
- grand parades on Gallinean holidays
- street vendors selling crepes (Commoner D0 social rank)
- mimes

On 15th *sur le pont*, you may find:

- creperies (Soldier D0 social rank)
- expensive apartments (Artisan D0 social rank)
- pickpockets
- hat shops with jaunty berets for sale
- so many mimes

In 15th *travers le pont*, you may find:

- people complaining about the smell of sulfur
- small shops selling alchemical supplies and draughts
- streetside hawkers enticing passers-by to come inside a shop to try a new miracle salve
- a few private homes (Artisan D8 social rank)
- officials of the Alchemists' Guild on their way to important business
- a light haze permeating the area
- shops specializing in selling firefly lamps

In 15th *dela du mur*, you may find:

- devout Asrians
- a peaceful park with lush gardens
- marketplaces where local farmers sell produce and meat
- decent inns and taverns (Artisan D8 social rank)
- boarding houses (Commoner D0 social rank)
- neighborhood taverns (Commoner D0 social rank)
- private homes (Artisan D8 social rank)
- parkside restaurant (Artisan D8 social rank)
- silent mendicants tending to the park gardens
- horticulturists

E

La Dame de la Victoire

Built in 1169 following the death of former Princess-Regent and Princess-Consort Clarisse Sudelune, *La Dame de la Victoire* commemorates the military hero's victory over Varendia. The statue depicts her atop her horse, holding her sword to the sky, her mouth open to spur her troops on to victory.

La Dame, called simply *Clarisse* by the cheekier citizens of Lutetia, is the most impressive of the many statues that line Rue du Coeur. To many Lutetians, the statue of Clarisse symbolizes the entire city, even though Sudelune was herself not native to the island city.

Starting in the reign of Queen Delphine, the daughter of Clarisse and Queen Elisabeth II, it became traditional for all parades along the Rue to pause at *La Dame* out of respect, with military units offering salutes. Failure to do so, it's said, will bring misfortune upon those who disrespect the spirit of Lutetia.

V

Alchemists' Guildhall

This is the third location of the Alchemists' Guildhall in as many decades, the last two having met unfortunate ends due to fire and explosions. It's said that one can smell the Alchemy Hall blocks before one can actually see it; the scent of chemicals, perfumes, and smoke permeates the surrounding neighborhood, which is mostly more alchemy shops. All kinds of salves, draughts, and other alchemical creations can be found in the stores bordering the guildhall.

V

La Chapelle

The second most famous Asrian church in Lutetia is **La Chapelle de Jardin**, also known as the Garden Chapel. This edifice lacks the soaring splendor of the larger Grand Cathedral, although it is held to be at least as beautiful in its own way.

Ornately carved leaves, flowers, vines, and branches adorn the stone walls inside and out, with carefully cultivated sunflowers matching the stonework that fill the ground outside. Inside the church, it's become tradition to speak softly whenever there are not services, giving the building a sense of reverent quietude.

Matriarch de la Justicia favors the Garden Chapel over the Grand Cathedral, to Guardian Farrazin's chagrin. Isabene will always stop at de Jardin on the way in to Lutetia when she visits, spending several hours in the nearby Parc de la Chapelle among the gardens, ignoring the messengers sent by Farrazin to hurry her along.

16th Bridge, Pont Neuf

Pont Neuf, the New Bridge, was a replacement for Pont des Artes. Pont des Artes was destroyed when a young tradesman attempted to carry both gun powder and manure in the same cart over the bridge.

The 16th arrondissement is primarily known for the royal stables and for Equestrienne Park, where horse jockeys race along a winding path before cheering crowds.

In 16th *sur l'ile*, you may find:

- bureaucratic offices
- a small park with off-duty government officials
- pricy restaurants and taverns (Artisan D8 social rank)
- an expensive inn with a view of the Royal Palace (Nobility D10 social rank)
- Lutetian city watch patrols

On 16th *sur le pont*, you may find:

- expensive apartments with a palace view (Nobility D10 social rank)
- affordable apartments without a palace view (Artisan D8 social rank)
- royal inspectors hassling passers-by
- small, exclusive restaurant (Nobility D10 social rank)

In 16th *travers le pont*, you may find:

- models wearing the latest fashions
- fashion designers with heavy books of their designs
- boarding houses (Artisan D8 social rank)
- a few personal homes (Artisan D8 social rank)
- tailoring shops
- the well-to-do with their noses in the air
- restaurants catering to the rich (Nobility D10 social rank)
- affordable taverns frequented by charmweavers (Artisan D8 social rank)

In 16th *dela du mur*, you may find:

- horse appraisers and breeders
- stabling
- private homes (Soldier D6 social rank)
- blacksmiths offering shoeing services
- comfortable inns (Soldier D6 social rank)
- veterinarian offices
- park-adjacent taverns and inns (Artisan D8 social rank)

The Queen's Cavaliers

- taverns frequented by jockeys (Soldier D8 social rank)
- someone offering a “slightly used” horse for sale
- Prince Carolus and Ambassador Bedyngford, badly disguised, out for a drink
- rowdy cadets from l'Academie spoiling for a fight

W

Charmweavers' Guildhall

Located in the middle of Lutetia's fashion district is the **Charmweavers' Guildhall**. From here, grandmaster charmweavers plan out the latest fashions and spin their charms into apparel of all types.

The boutiques nearest the guildhall deal with only the most *haute couture*, while those a few blocks away peddle clothing made for the masses. In addition to clothes, one can also find any manner of accessories in the shops near the guildhall, from purses and footwear to wigs and masques.

X

Les Écuries

While horses are available all through Gallinea, **Les Écuries Royales de Lutetia** are the royal stables, where horses for the **Queen's Army** are bred and raised. The adjoining Parc de l'Écuries even has a race course where the fastest equestriennes match their time against each other. The **Queen** herself rarely visits the royal stables outside of ceremonial occasions, but Prince-Consort Carolus has been known to inspect the riding horses, often in the company of his countryman Lord-Ambassador Bedyngford.

Important Personages of Lutetia

Lutetia is the center of the world, according to its residents and to some Gallineans. As such, it attracts a diverse set of visitors from around Elara and Ifran, and even points farther to the east.

Some of the more notable Gallineans are listed here.

The Royal Court

Members of the Lutetian court include:

Queen Mariana: A mere 23 years old, Mariana was never intended to be **Queen**; that was meant for her older sister, Crown Princess Jehanne. The tragic assassination of her mother, Queen Elisse, and Princess Jehanne catapulted her to the throne unexpectedly.

Prince-Consort Carolus: A princeling from Albia, Carolus was wed to Princess Mariana at a young age to cement the Treaty of Scambreille. Now the consort to the **Queen** of Gallinea, he often finds himself at odds with the matriarchal, progressive views of his bride. By tradition, the Prince-Consort is the honorary head of the **Cavaliers**.

Guardian Farrazin: The head Chaplain of Lutetia, Guardian of the Faith Farrazin is an ambitious and cunning man. The Corderan-educated cleric seeks to expand the power of Gallinea throughout the world, and increase his own personal authority as well. His own Holy Guardsmen are in an ongoing rivalry with the **Queen's Cavaliers**. In addition, he also serves as the Minister of Justice.

Prince-Father Michel Aubene: Younger brother of the Duchess of Valerienne, Michel was the husband and consort of **Queen** until her untimely death. He served for a year as prince-regent before **Queen Mariana** ascended the throne on her 18th birthday, and he often finds himself disagreeing with Prince-Consort Carolus, his Albian son-in-law.

Lord-Ambassador Bedyngford: The Duke of Bedyngford is the current ambassador to Gallinea from Albia. He delights in the fashions and pageantry of the Lutetian court, and is a frequent drinking partner of his younger countryman, Prince Carolus.

Artisans

Most of the artisans in Lutetia are members of guilds which both represent their interests and control how they do business. Some of the more powerful guilds include the **Mechanicians' Guild**, the **Charmweavers' Guild**, the **Alchemists' Guild**, the **Dockworkers Union**, and the **Winemakers Guild**.

Organized Crime

While Lutetia seems to be rather crime-free, the truth is that criminals in the city have learned to keep their heads down and work within the system.

A few notorious art thieves work the city, with one of the most famous being the **Shadow Fox**. Smugglers regularly bring goods in and out of Lutetia, usually with the tacit or direct involvement of the region's **River Guard** who are known to be easier to bribe than the Lutetian city watch or the **Holy Guardsmen**.

As the nobility are a law unto themselves, they can get away with things that most Gallineans would never be able to pull off. A few called-in favors and bribes are enough to get most charges dismissed, and most nobles are skilled at crafting plausible deniability as well. Many a hireling sits in **La Roche** prison, having taken the fall for their noble patron with promises of increased reward upon their release from incarceration.

Finally, there is the mysterious crimelord known as **The Queen of Rats**. Many in Lutetia, especially the constabulary, believe her to be an urban legend. However, those who live on the streets swear that not only is she very real, but can hear anything that is heard by Lutetia's many rats, anywhere in the city. For this reason, the common folk believe it is bad luck to kill a wild rat, and many will seek to simply catch and release the rodents if discovered, rather than kill them with traps.

Lutetian Adventures

Adventures in and around Lutetia can take several forms. With every social rank in Gallinea represented, it's easy to craft an adventure that can encompass any type of character. Some of the more common adventure types include:

Crime-Solving Adventure: The players are recruited to solve a mystery by gathering clues, following conclusions, and having a showdown with the perpetrators. Opponents can include crime bosses, low-ranking criminals, shopkeepers who are unwilling to talk, nobles who resent the players' intrusion into their business, and constables who feel put on the spot. This adventure type is a good fit for characters or players who are authority figures such as cavaliers or constables, but any group could be pressed into service if they need to clear their names.

Intrigue Adventure: An intrigue adventure is similar to a crime-solving adventure, although there is less emphasis on solving a mystery and more on gaining an upper hand over one's opponents. This is a good storyline to involve players who are nobles or chaplains, especially as arch-chaplain Farrazin has any number of schemes going at any time. Expect to use the Deceive and Etiquette specialties as much, or more than, any Dueling or Defense specialties are used.

Heist Adventure: This is the reverse of a crime-solving adventure, as the players are committing a crime instead of solving one! A heist adventure needs a simple goal, an overly complex plan, a group of experts, and some hidden twists. This is good for players who are fans of heist movies, as well characters such as visionaries or virtuosas who thrive on putting on a show. More law-abiding characters can still participate in heist adventures if the target of the heist is a corrupt noble or merchant prince who they seek to expose.

Diplomacy Adventure: As the capital of Gallinea, Lutetia is home to visitors and delegations from around Elara and Ifran, and sometimes even further away. You can play up the culture shock as cavalier player characters are called upon to escort a visiting dignitary around the city. Complications can include rival ambassadors such as Lord Bedingford trying to show up the Gallineans, unannounced side trips to lower-class neighborhoods, or even a xenophobic mob who object to the foreign influence that's creeping into Lutetia.

Revenge Adventure: In this type of adventure, someone is out for revenge. Usually, it's a past villain trying to get back at the cavaliers for foiling one of her prior plots, but sometimes it could be a relative of a player character or even someone who hires the player characters to avenge a wrong. This is the most likely kind of scenario to feature direct combat, and the opponents usually have a group of henchpeople to run interference for them.

Slice-of-Life Adventure: This adventure type is less concerned with plots and more with personalities. The archetypal slice-of-life adventure follows the cavaliers through an average day or week, with complications being thrown in along the way that they have to overcome. One of the best ways to handle this is by using the optional rules on Passions to randomly determine which player characters' passions are tested, and possibly even have an appearance by one or more of the characters' personifications of said passions.

Chapter 16: The Countries of Elara

Elara is the northern continent that borders the Middle Sea. Technically it is part of the same continent upon which much of Serica is located, but traditional Elaran cartography considers Elara proper to end just beyond Talania, at the Xhalan Steppes.

The pre-Qartan people of northwestern Elara – what is now Albia and Albingia – were a light-skinned, light-haired, light-eyed people, who came to the mainland from the Storm Islands. Gallinea's indigenous population had medium-brown skin, dark hair, dark eyes. Varendia and Talania were occupied by people with dark hair, ruddy complexions, and dark blue eyes when the Qartan legions arrived.

The rise of the Qartan Empire and its conquest of Elara resulted in resettlements of both Ifrani and Elaran people, to the extent that in a post-Qartan world, nearly all of Elara has a mix of Storm Island, Ifrani, Brigue, and Varen ancestry.

Albia

The Kingdom of Albia

Government	Patrilinear Monarchy
Ruler	King Edgar II
Capital	Dunon
Languages	Albian, Mathain
Major Religion	Dualitarian
National Symbol	Bear
Colors	Azure, Or
Flag	<i>Azure, a cross or</i>
Demonym	Albian
Adjective	Albian
Currency	arto (singular), artos (plural)
Major Exports	

Unlike Gallinea, its neighbor Albia is a patriarchal society and has been for centuries. Only a few queens have ruled Albia, fewer than the number of Kings Regnant in Gallinea.

Located on the Albian peninsula, Albia has had periodic times of isolationism and expansionism. In past centuries, Albia has controlled land in both Scanbreille and Albingia in Varendia. The latter has always been a sticking point, with both nations claiming sovereignty over the north-facing coast.

The Queen's Cavaliers

History of Albia

The earliest known kingdom in Albia was the Mathac civilization, centered around what is now known as Bear Island. The Mathains rose to rule over a peninsula that was united for the first time, although it lasted less than two centuries before falling to the Qartan Empire. Only Bear Island itself escaped being conquered by the Empire of the Sun, while the rest of Albia had its first female ruler – a regent appointed by far-off Qarta.

Despite constant, low-level guerrilla insurgency, Qarta's regents managed to keep a hold on Albia until the Empire itself fell. As the Qartan legions crumbled, the Mathains returned from their island exile, only to find an Albia they scarcely recognized. Widespread Asrian beliefs and Qartan social mores meant that the populace could never truly be Mathac again.

The Reconquest of Albia, then, was more of a prolonged period of cultural blending than an actual military campaign, eventually resulting in a society that was not fully Mathac, not fully Qartan.

With the Reconquest occupying the attention of Albians for generations, the world went on as if the peninsula didn't exist. During this time of isolationism, intermarriage between the Mathains and the Qartans worked to unite the country. Older Mathac customs, such as rule by a king regnant, fit together with worship of Ashra, the Qartan sun goddess.

Established as a single nation, the Albians emerged from their isolation to begin pushing into the rest of Elara. With Varendia in one of its own cycles of disunity, the Albians were able to claim Albingia with minimal military force, holding it against the scheming Varendish nobles for over a century.

Albia faced more resistance when expanding into Gallinea; the first Albian War led to a complete rout of the Albian armies, driven back deep into their home peninsula. This would be the first of many wars between the two nations, with the most recent ending a mere eight years ago in 1241.

Blocked from claiming more territory in Elara, the Albians began to settle the lands of western Ifran, finding mostly cold and dismal swampland huddling in the mountains of Ifran's Spine. The discovery of phlogistone on land claimed by both Gallinean and Albian colonists precipitated the start of the 20 Year's War in 1221.

With both nations feeling the weight of two decades of war and Albia suffering under the Elaran Plague, secret negotiations spearheaded by the Duke of Bedyngford on the Albian side and Chaplain Farrazin, then Gallinea's Minister of Peace, led to the Treaty of Scanbreille. The Treaty arranged a political marriage between Princess Mariana of Gallinea and Prince Carolus of Albia, the younger siblings to the heirs apparent of each country.

Diplomatic ties between Albia and Gallinea are stronger than they've ever been, as Carolus is now Prince-Consort to Queen Mariana, due to the assassinations of Mariana's mother and older sister. However, old rivalries die hard, and old war injuries even harder.

King Edgar and Queen-Consort Fionna still regret that they did not marry Prince Edmund, their eldest son and heir apparent, to Princess Mariana, as they envision a Greater Albia that stretches from the tip of the Storm Islands to the Jeweled Coast. Under Albian rule, of course.

A Uniquely Albian Heresy

Dualitarian is a religious philosophy developed in the last two centuries, holding that the Goddess-Empress and the Desert Mother are the same being. Dualitarians keep the hierarchical structure of the Asrian church while adopting the stern moralism of the Devrans. Dualitarian clergy are known as Pilgrims.

The Asrian scriptures, the *Books of the Sun*, and the Devran scriptures, *Songs of the Desert Mother*, are supplemented by a book written by Dackin Orwand – the founder of Dualitarianism – called *Orwand's Revelation*. *Revelation* purports to describe the direct equivalence between Devran and Asrian beliefs while reinterpreting both to fit the theology of the Dualitarians. Dualitarians are sometimes scornfully called Orwandans by members of the Asrian faith, but no Dualitarian would ever apply that term to herself.

Dualitarians eschew symbology save for a simple horizontal *cross-ordinary*, symbolizing the convergence of the Asrian and Devran religions in a single faith; such a cross can be seen in the Albian national flag.

ELARAN PLAGUE

ROYAL FAMILY

Prince-consort Carolus, Mariana's husband, is the youngest son of King Edgar II and Queen Fionna. Their eldest son Crown Prince Edmund (36 years old) is next in line for the throne. In between the two is Princess Anabentine (33) and Prince Rupert (32). Carolus also has 3 younger sisters, twin Princesses Mariah and Esther (25) and Princess Aurelia (21).

King Edgar has two surviving younger sisters, Princesses Elizabeth and Victoria. Princess Elizabeth has chosen to devote her life to the Dualitarian faith as has her niece Anabentine. Victoria and her wife have five children total.

Queen Fionna and her sister Lillian were the last surviving members of House Warrington, a great noble family that was plagued by daughters in the last two generations. After Fionna wed then-Prince Edgar she arranged for her sister to marry a royal-adjacent cousin, Fitzwilliam Bosevell. As Fitzwilliam and Edgar were particularly close, the formerly Warrington sisters remained close as well. Lillian had six children herself – Fitzwilliam, John, Morgan, Matthew, Margaret, and Walter.

Locations in Albia

DUNON, CAPITAL OF ALBIA

The Albian royal family resides in Cadbury Castle in Dunon. Dunon is the capital of Albia and its main entry from both Gallinea and Varendia. The surrounding villages extend to the coast of Oceanus. The city is situated on the bank of the Carlisle River, where it branches into the Sterling River on one side and continues to the Great Sea on the other. The Carlisle River makes the trade with Bear Island much more

convenient. Traders often make a day's trip from the Island to the landing at Gawain in Northern Albia. This happens so frequently that captains often hire a crew for the crossing in one direction and a new crew for the opposite direction.

BEAR ISLAND

Bear Island boasts some of the best fishers in Albia – excluding perhaps the Storm Islands, which aren't considered part of Albia proper. Bear Islanders also knit a brightly colored and tightly woven fabric that is treated with sea lion fat to keep out the cold. This fabric is in much demand in Talania and formerly in Varendia.

STORM ISLANDS

The Storm Islands are largely self sufficient and known for their fishing prowess and use of sea mammal skins for clothing. While the group of Islands trades among themselves and speak the same language, each island tends to speak a slightly different dialect and have their own traditions. One common tradition is *eilean bocadaich*, or island hopping. Young people, men in particular, often take small craft from one island to another looking for a marriage partner.

National Classes

These classes represent unique facets of life in Albia. If your character is not Albian, speak to your MJ about whether it makes sense for you to choose one.

THE HUNTSMAN

The hunters of Albia are known for their mounted hunting parties, usually with the aid of hunting dogs such as the Albian spaniel. Bows are the traditional weapons of choice for the hunt, but many in recent centuries have shifted over to using firearms.

Many huntsmen of the lower social ranks hunt for food or for a profession, while those from the nobility hunt for sport and for bragging ranks.

- **Suggested Classes:** Charlutan, Chirurgeon, Constable, Courtier, Dogsbody, Dragoon, Envoy, Fusilier, Provincial, Veteran, Virtuosa
- **Suggested Passions:** Country, Family, Friends, Pride

HUNTSMAN CLASS TRAITS

- **Skill Competency:** Dueling, Military, Nature
- **Specialties:** Dueling (Lunge), Military (Aim), Nature (Explore, Husbandry, Prowl), Observation (Perceive)
- **Weapon Prowess:** Knife, Bow, Musket
- **Armor Prowess:** None
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Albian hunting outfit (farmer's gloves, casaque, military boots, tricorne, breeches, cloak), rifled musket (Musket +1D10), riding horse, Albian hunting dog (Explore +1D6), hunting horn

HUNTSMAN MANEUVERS

- **Aggressive Attention:** Spend 2 Style Points to set the value of one Perceive die to its maximum value before rolling
- **Great White Hunter:** When attacking an animal, spend 1 Style Point to add Prowl dice to an Aim roll
- **Huntsman's Best Friend:** When traveling with a hunting dog, spend 1 Style Point to add Husbandry dice to an Explore roll
- **Practiced Sharpshooting:** Spend 2 Style Points to set the value of one Aim die to its maximum value before rolling
- **Rural Reliability:** Spend 1 Style Point to reroll a Nature roll
- **Watchful Reliability:** Spend 1 Style Point to reroll an Observation roll

THE PILGRIM

Dualitarianist clergy combine beliefs from both the Asrian and Devran faith traditions, and are known as "Pilgrims" to honor Dackin Orwand's pilgrimage to the Lost City of Aad – although none are presumed to actually want to repeat that long journey. "Orwand has already made the pilgrimage, and that is sufficient for all" is a common refrain.

Pilgrims are expected to give succor to the sick and dying, and are found in Dualitarian hospitals as well as churches.

- **Suggested Classes:** Barrister, Chirurgeon, Envoy, Explorer, Provincial, Provocateur, Veteran, Visionary
- **Suggested Passions:** Church, Country, Faith, Justice

PILGRIM CLASS TRAITS

- **Skill Competency:** Culture, Medicine, Nature
- **Specialties:** Culture (Etiquette, Scholarship), Interaction (Inspire, Negotiate), Medicine (Treat), Nature (Explore)
- **Weapon Prowess:** Knife
- **Armor Prowess:** None

The Queen's Cavaliers

- **Social Rank:** Commoner (D0)
- **Bonus Gear:** Pilgrim's outfit (capotain, cloak, buckled shoes, common doublet, craftsman's gloves,), 4 doses of medicine, chirurgeon knives (Knife, Surgery +1D6), 3 religious books (*Orwand's Revelation*, *Songs of the Desert Mother*, *Books of the Sun*)

PILGRIM MANEUVERS

- **Cunning Erudition:** Spend 2 Style Points to set the value of one Scholarship die to its maximum value before rolling
- **Orwand's Proverbs:** When dealing with someone of the Dualitarian faith, spend 1 Style Point to add Scholarship dice to a Negotiate roll
- **Practiced Remedies:** Spend 2 Style Points to set the value of one Treat die to its maximum value before rolling
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll
- **Strength in Conviction:** When unarmed and facing an armed opponent, spend 1 Style Point to add Inspire dice to a Block roll

Albian Style Maneuvers

The following style maneuvers can be taken by any character from Albia or New Dunon, or by any character who has spent an extensive amount of time in Albia studying the people and the culture.

- **Albian Cavalry:** When mounted, with a backsword or sabre in one hand and the other hand free, spend 1 Style Point to add Husbandry dice to a Lunge roll
- **Cunning Tactics:** Spend 2 Style Points to set the value of one Strategy die to its maximum value before rolling
- **Iatric Reliability:** Spend 1 Style Point to reroll a Medicine roll

Albian Names

TRADITIONALLY FEMALE NAMES

Achelyna, Adinell, Aelina, Alesone, Alianore, Alyne, Alyson, Ameis, Ancarata, Angharad, Audrey, Avis, Baterich, Beak, Beigis, Benet, Besseta, Bryget, Canny, Charity, Clemence, Collys, Deuea, Dorathia, Ede, Effym, Elinor, Elspeth, Elyn, Enhinti, Eurydil, Fillys, Florie, Frideswide, Gelis, Gelyan, Grisel, Gwallaten, Gylda, Hawyse, Henfyn, Hextilda, Honor, Imyne, Iwe, Jain, Jennet, Jonet, Josian, Kateryn, Kemma, Kirchne, Kynborow, Lettice, Leueua, Livid, Lleiki, Maisenta, Margry, Maud, Meriall, Merwenna, Morwyd, Nevyn, Orabilia, Osanna, Parnell, Quenilda, Rigantmelta, Rinalda, Rosamund, Rose, Sely, Sence, Sibilla, Swanekilda, Swannoc, Swethyna, Sydok, Syffy, Sysley, Tibbe, Violet, Wilmot, Winifred, Yedythe, Ysenda.

TRADITIONALLY MALE NAMES

Andro, Atto, Barnard, Bartram, Beorn, Burgstan, Cuthbert, Dackin, Dawy, Dovny, Dunstane, Elfric, Esmour, Folke, Gavand, Griffin, Guy, Hay, Hendrie, Herry, Hew, Hopkin, Ingram, Jakys, Jenkin, Jenlyns, Jollyn, Kenelm, Kinvrig, Leyson, Lulling, Malys, Morgan, Morys, Neyll, Niniane, Olever, Ordric, Oswald, Powle, Quinton, Rafe, Roben, Rowland, Sewel, Thames, Tulk, Tunstall, Vyncent, Warin, Wulfryd, Wyllin.

SURNAMES

Geographical: Arkdale, Attodale, Brunkirk, Clopford, Cumberbeck, Dunminster, Estwold, Goffsberg, Granford, Hammdale, Hewtoft, Norcott, Pencaster, Redgarth, Stunbury, Sudstow, Westhwaite, Whitwyck, Wickhurst

Occupational: Ackerman (ploughman), Arkwright (chestmaker), Backus (baker), Clarke (scribe), Conner (weights inspector), Dexter (cloth dyer), Franklyn (landowner), Fletcher (arrowsmith), Glover (glovesmith), Goffe (metalsmith), Hooper (barrelmaker), Joyner (carpenter), Kellogg (butcher), Norris (wetnurse), Parker (gamekeeper), Rimmer (poet), Sadler (saddlemaker), Seward (swineherd), Sherman (sheep-shearer), Snyder (tailor), Thatcher (roofer), Toller (tax collector), Waterman (boatsman), Webster (weaver), Yates (gatekeeper).

Patronymic: Androson, Besson, Griffis, Henson, Hopps, Jenkson, Kenns, Ninson, Powlls, Robenson, Thamson, Wylyon.

Albian Place Names

- **Clearings:** -field, -leigh, -thwaite
- **Farms:** -bost, -ham, -stead, -ster
- **Hills:** -berg, -don, -hurst, -law
- **Qartan settlements:** -caster, -gate, -kirk, -minster, -stow
- **Rivers and streams:** -beck, -bourne, -ford, -keld
- **Valleys:** -combe, -dale, -glen
- **Villages or homesteads:** -bury, -by, -cott, -garth, -thorpe, -toft, -ton, -worth, -wych
- **Woods:** -firth, -keth, -shaw, -wold

Albian Equipment

TABLE 216: ALBIAN EQUIPMENT

ITEM	COST	ITEM DIE	NOTES
Albian Bulldog	1D6	Brawl +1D6	—
Albian Hunting Outfit	4D6	—	Tricorne, casaque, farmer's gloves, breeches, military boots, cloak
Albian Spaniel	1D6	Explore +1D6	—
Albian War Mastiff	1D8	??	??
Frostwoven Apparel	+1D8	Special	—
Frostwoven Fabric	1D8, bulk	—	Expend 1 per item created
Greatbow	1D10	Bow +1D10	See below
Hunting horn	1D6	Arts +1D6	
<i>Orwand's Revelation</i>	1D6	Scholarship +1D8	—
Pilgrim's Outfit	1D6	—	Capotain, cloak, buckled shoes, common doublet, craftsman's gloves

- Albian Bulldog:** A breed of dog originally developed for the brutal sport of bull-baiting, most Albian bulldogs these days are rather mild in temperament except in defense of their owners. An owner can use the bulldog for a Brawl +1D6 Item Die in a fight. A purebred bulldog gives a +1D8 Item die instead, and has a cost of 1D8.
- Albian Hunting Outfit (Soldier 1D6):** The traditional hunting outfit of Albia is designed along military lines coupled with practical gloves and boots for handling dogs and riding horses.
- Albian Spaniel:** This hunting dog provides an Explore +1D6 Item Die when tracking, moving, or foraging on the ground. When tracking an animal on the ground, this Item Die is maximized. A purebred Albian spaniel gives a +1D8 Item Die instead, and has a cost of 1D8.
- Albian War Mastiff:** Albian war mastiffs are a large breed of dog that were extensively used during the Twenty Years' War between Albia and Gallinea. They are strong dogs with powerful jaws that were used as guards and trackers.
- Frostwoven Apparel:** A frostwoven item requires one bolt of frostwoven fabric in addition to the normal cost of the clothing. Frostweaving is a Charm, and thus a frostwoven item cannot have an additional Charm added; however, a frostwoven item has no Item Die. For each frostwoven item worn, the wearer can withstand sub-freezing temperatures for 1 hour before feeling the ill effects of such. In addition, each item reduces the Drop penalty for cold weather by 1.
- Greatbow:** Even larger than a standard longbow, an Albian greatbow requires more physical strength to use, but also provides a much longer effective range. It's less effective at close range, however.

TABLE 217: ALBIAN GREATBOW

WEAPON	HANDS REQUIRED	PROWESSION	SPECIALTIES	RANGES
Greatbow	Two	Bow	Aim	Close (Drop 2), Short (Drop 0), Medium (Drop 0), Long (Drop 1)

- Hunting horn:** This horn is rarely used to play actual music, but instead is used for sending signals between hunters and their hunting hounds, usually in fox hunting. A skilled huntsman can communicate over a range of up to one league.
- Orwand's Revelation:** A book written by Dackin Orwand of Albia that claims Devra the Desert Mother and Ashra the Goddess-Empress are two aspects of the same deity. Along with *The Books of the Sun* and *The Songs of the Desert Mother*, it is one of the holy books of Dualitarianism, and is specifically used to interpret those two books in accordance with Dualitarian theology. It provides a Scholarship +1D8 Item Die for topics related to Dualitarianism, and gives a Drop One penalty on rolls related to Asrianism or Devranism.
- Pilgrim's Outfit:** The plain, ordinary clothes of the pilgrim are meant to convey a somber seriousness as well as humility. As such, it's almost unheard of for a pilgrim's outfit to be charmwoven, and nearly all are of neutral colors (white, brown, black, or grey).

Adventures in Albia

ALBIAN STORY SEEDS

THE ALBIAN CAMPAIGN

ALBIAN ORGANIZATIONS

Dragosa

The Principality of Dragosa

Government	Hereditary Principality
Ruler	Prince Aron Dragosa
Capital	Volstok
Languages	Ekalian, Talanian, Varendish
Major Religion	Asrianism
National Symbol	Dragon's Eye Triangle
Colors	Gules, Vert, Azure
Flag	tierced per pale, gules, vert, & azure
Demonym	Dragosan
Adjective	Dragosan, dragan
Currency	draga (singular), dragas (plural)
Major Exports	

Dragosan History

Locations in Dragosa

VOLSTOK, CAPITAL OF DRAGOSA

Talianian Refugees

Former inhabitants of Talania, fleeing from the encroachment of the Shattering Frost, have flooded the northern and central parts of Dragosa. These immigrants are seen to threaten the multicultural nature of Dragosa by lack of fluency in Ekalian and Varendish, and as such are limited in what roles they can play in Dragosan society. With the inability to return to their ancestral homelands, the Talanian refugees are at risk of becoming a permanent lower class within Dragosa.

National Classes

These classes represent unique facets of life in Dragosa. If your character is not Dragosan, speak to your MJ about whether it makes sense for you to choose one.

THE HANASTER

Dragosan merchants do a lot of trade both within and outside of Dragosa, with many willing to travel quite far in order to earn gold dragas. Serica, the Coffee Coast, Mwene Karanga, the Storm Islands – nowhere is too far to go if a profit can still be turned by the journey. The highest ranking merchants are part of the Hanaster guilds, and are effectively nobility within Dragosan cities.

Hanasters are skilled at turning a profit, knowing what is most valuable at any given location and where it can be acquired for the cheapest. Most train in the basics of self defense, if just to protect themselves from thievery.

- **Suggested Classes:** Barrister, Charlatan, Constable, Courtier, Envoy, Explorer, Privateer, Provincial, Provocateur, Visionary
- **Suggested Passions:** Family, Knowledge, Loyalty, Wealth

HANASTER CLASS TRAITS

- **Skill Competency:** Culture, Nature, Science, Streetwise
- **Specialties:** Culture (Etiquette, Scholarship), Interaction (Negotiate), Nature (Explore), Science (Calculus), Streetwise (Larceny)
- **Weapon Prowess:** Dagger (D6), Sword (D8)
- **Armor Prowess:** None
- **Social Rank:** Noble (D10)
- **Bonus Gear:** Courtly Outfit (Hair Ribbons, Bodice, Courtier's Gloves, Skirt, Chopines), Smallsword, Abacus, any one type of Supplies (4 units)

HANASTER MANEUVERS

these need to be updated to the correct names

- **A Mind for Money:** When sums of at least 1 crown are at stake, spend 1 Style Point to add Calculus dice to a Negotiate roll
- **Cunning Thievery:** Spend 2 Style Points to set the value of one Larceny die to its maximum value before rolling
- **International Trade:** When buying or selling wares that have been imported or exported, spend 1 Style Point to add Explore dice a Negotiate roll
- **Practiced Diplomacy:** Spend 2 Style Points to set the value of one Negotiate die to its maximum value before rolling
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll

- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll

THE LEXICOGRAPHER

With a diverse, multilingual nation, the people of Dragosa are often themselves amateur linguists. Some of the most respected scholars in Volstok are found in the Institute of Translation, where they catalogue words, rephrase idioms, transliterate classic works in other tongues, and decipher fragmentary texts.

Field researchers from the Institute range far and wide throughout Elara, Ifran, and beyond – seeking to capture jkkke in the wild and bind it into book form, for storage in their guild's libraries.

- **Suggested Classes:** Barrister, Chaplain, Charlatan, Courtier, Envoy, Explorer, Provocateur, Virtuosa, Visionary
- **Suggested Passions:** Artistry, Country, Knowledge, Loyalty

LEXICOGRAPHER CLASS TRAITS

- **Skill Competency:** Culture, Nature, Science
- **Specialties:** Culture (Arts, Etiquette, Scholarship), Nature (Explore), Observation (Perceive), Science (Calculus)
- **Weapon Prowess:** Knife (D6)
- **Armor Prowess:** None
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Crafter Outfit (Artisan's Beret, Smock, Craftsman's Gloves, Breeches, Buckled Shoes), Printing Press, 4 Books (two dictionaries, one atlas, one journal)
- **Special:** Lexicographers can choose two bonus languages at character creation.

LEXICOGRAPHER MANEUVERS

correct names needed

- **Maximize Scholarship:** Spend 1 Style Point to set the value of one Scholarship die to its maximum value before rolling.
- **Maximize Perceive:** Spend 1 Style Point to set the value of one Perceive die to its maximum value before rolling.
- **Reroll Culture:** Spend 1 Style Point to reroll a Culture roll.
- **Reroll Observation:** Spend 1 Style Point to reroll an Observation roll.
- **Add Explore to Scholarship:** When trying to understand something in a language in which you are not fluent, spend 1 Style Point to add Explore dice to a Scholarship roll.
- **Add Scholarship to Perceive:** When listening to spoken words, spend 1 Style Point to add Scholarship dice to a Perceive roll.

Dragosan Style Maneuvers

The following style maneuvers can be taken by any character from Dragosa, or by any character who has spent an extensive amount of time in Dragosa studying the people and the culture.

- **Dragosan Phalanx:** When using Interpose to parry for someone else while wielding a polearm, spend 1 Style Point to add Lunge dice to a Parry roll
- **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll
- **Well-Traveled:** When dealing with someone from a foreign culture, spend 1 Style Point to add Explore dice to an Etiquette roll

Dragosan Names

Dragosan names are drawn from the names of the countries surrounding Dragosa, mixing a variety of Ekalian, Talanian, and Varendish names. Each Dragosan has four names that comprise their formal name:

- a personal name, used in day to day communication
- first parental name, either parent
- second parental name, either parent
- a location name, denoting where the Dragosan either was born or currently lives, proceeded by *tol-*

Example:

Two Dragosans are named *Hille Senna Zanobia tol-Faldra* and *Flordiana Piero Stemid tol-Volstok*. They have a child born in Volstok named *Baldanca Hille Flordiana tol-Volstok*.

If the identity of either parent is unknown or hidden, then the prefix of the place-name changes to *tal-* and the parent's name is omitted.

If the location of birth is unknown and the person is Dragosan, then *tol-Dragosa* or *tal-Dragosa* is used. For foreigners, *tur-* is prefixed to the country name.

The Queen's Cavaliers

Example:

Hille's parents are *Senne Kels Caltuna tol-Dragosa* and *Zanobia Aladina tal-Faldra*. This indicates that one parent is from an unknown location – *tol-Dragosa* – and the other parent is from Faldra. The identity of one grandparent is unknown, as indicated by the *tal-* prefix.

An even more formal pattern of naming involves expanding the parents' formal names, used only in the most important ceremonies and in legal documentation.

Example:

Baldanca's legal name, going one generation back, would be *Baldanca Hille Senne Zanobia tol-Faldra Flordiana Piero Stemid tol-Volstok tol-Volstok*.

More than two generations back is considered unwieldy as it soon becomes an entire genealogy. However, this is exactly what the Institute of Ancestry, based in Faldra, uses as an official identifier, known as one's institute name.

Example:

Baldanca's institute name is *Baldanca Hille Senne Kels Caltuna tol-Dragosa Zanobia Aladina tal-Faldra tol-Faldra Flordiana Piero Warb Anzola tol-Tanna Stemid tur-Talania tol-Volstok tol-Volstok*. While she can probably breathlessly recite this from memory, she would rarely, if ever, need to share this with anyone.

Needless to say, Dragosan names can be quite confusing to people from other countries.

COMMON DRAGOSAN NAMES

When borrowed from neighboring countries, Dragosan names that were traditionally tied to a certain gender become non-gendered. All names in Dragosa are considered appropriate for any person, regardless of gender or the country of origin.

Abykan, Adaliunda, Agna, Albrecht, Alheyden, Andreola, Aron, Audisia, Augsten, Aythe, Berthildis, Birna, Breide, Bridlin, Collela, Curt, Demuth, Dierna, Diether, Domenego, Doviga, Ells, Ewa, Eydis, Fedora, Fomia, Galiana, Galiazzo, Gangloff, Gersche, Guio, Gunnarr, Hamall, Herlein, Hille, Imeldina, Ingunn, Iuga, Ixabeta, Ixepo, Jylge, Kurt, Ladislas, Latcu, Leonhart, Lunardo, Mecht, Meckil, Merlyn, Mihnea, Mirabillis, Morlyn, Musatei, Oliva, Olivio, Ottilig, Pellegrina, Perin, Perretta, Piero, Radik, Radke, Reichert, Rigo, Roleff, Rudi, Rurik, Ruxandra, Salvestro, Sas, Sassa, Sena, Seneslav, Smaranda, Stanizza, Thale, Tilmann, Tyle, Ulas, Vasica, Velmud, Veytt, Viorika, Wulff, Yrmell, Zdislava, Zherebilo, Znata.

Equipment

TABLE 218: DRAGOSAN EQUIPMENT

WEAPON	COST	HANDS	WEAPON DIE	SPECIALTIES
Dragan hammer	D8	Both (Reach)	Polearm +1D10	Parry, Lunge (+++: Unhorse), Feint

- **Dragan hammer:** A polearm developed for use by Dragosan caravan guards, the dragan hammer has a hook for dismounting enemy riders, a sharp spike for penetrating armor, and a solid, blunt head for delivering punishing blows.

Adventures in Dragosa

DRAGOSAN PLOT HOOKS

THE DRAGOSAN CAMPAIGN

DRAGOSAN ORGANIZATIONS

Ekalia

The Ekalian Republic

Formal Name	The Ekalian Republic
Government	Democratic Republic
Ruler	High Elector Andreos Grimani
Capital	Thedis
Languages	Ekalian
Major Religion	Dodekarian
National Symbol	Dodeka
Colors	Vert, Celeste
Flag	<i>celeste, a dodekabedron argent</i>
Demonym	Ekalian
Adjective	Ekalian
Currency	stater (singular), staters (plural)
Major Exports	Ships, seafood, sailors, maps

Ekalian History

Ekalia is a group of islands to the southeast of Gallinea; Thedis is the largest city-state and center of trade for the region.

The civilizations of the Ekalian isles were old when the Qartan Empire conquered them, with a history dating back millennia. Ekalians have no queen or king, but instead choose Electors from among their citizens to form a ruling council, called the Plenum. From these, the High Elector is chosen to rule over the island country.

Each island of Ekalia is its own city-state, with economics and politics within each controlled by one or more powerful merchant families. Ekalia is renowned for its shipbuilding and trading prowess; Ekalia controls the Inner Sea like no other navy has since the Qartan Empire.

Thedis, Capital of Ekalia

The High Twelve

National Classes

These classes represent unique facets of life in Ekalia. If your character is not Ekalian, speak to your MJ about whether it makes sense for you to choose one.

THE PARROTEER

Parrots play an important role in Ekalian sailing life – they're not just pets, but are trained to deliver messages between ships and even cities. A Parroteer learns not only the ability to train these intelligent, colorful birds, but also to decode the cryptography used to protect the messages from being intercepted.

- **Suggested Classes:** Dogsbody, Explorer, Fusilier, Mechanician, Privateer, Provocateur
- **Suggested Passions:** Country, Friends, Loyalty, Love

PARROTEER CLASS TRAITS

- **Skill Competency:** Culture, Military, Nature, Science
- **Specialties:** Culture (Arts), Military (Aim), Nature (Explore, Husbandry), Observation (Perceive), Science (Calculus)
- **Weapon Prowess:** Knife (D6), Pistol (D6), Net (D6)
- **Armor Prowess:** None
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Corsair Outfit (tricorne, doublet, craftsman's Gloves, breeches, boots), Pistol, Weighted Net, Spyglass (Perceive +1D6), Code Book (Calculus +1D6), Messenger Parrot

PARROTEER MANEUVERS

list needed

THE SIBYL

The High Twelve of the Dodekarian faith speak to their mortal worshipers through signs and dreams, as they have for centuries. The priestesses (and sometimes priests) of these very human-like deities are known as Sibyls – oracles who speak the words of the gods while in the grip of the powerful Kykeon brew. While highly respected by all within Ekalian society, Sibyls are prevented from participating in the Ekalian representational government structure – a Sibyl is expected to remain apart from the secular politics of the land, although they may advise on matters of faith.

- **Suggested Classes:** Alchemist, Charlatan, Charmweaver, Chirurgeon, Envoy, Explorer, Provincial, Virtuosa, Visionary
- **Suggested Passions:** Faith, Justice, Knowledge, Love

SIBYL CLASS TRAITS

- **Skill Competency:** Culture, Magicks, Nature
- **Specialties:** Culture (Etiquette), Interaction (Inspire), Magicks (Brew, Portents), Observation (Intuition)
- **Weapon Prowess:** Knife (D6)
- **Armor Prowess:** None
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Patrician Outfit (Toga, Sandals, Hair Ribbons), Divination Leaves (Portents +1D6), Kykeon (6 doses)
- **Special:** You know how to brew Kykeon in addition to the standard alchemical draughts.
- **Special:** Choose or randomly select a member of the High Twelve as a personal patron, and gain the associated specialty or prowess.

Table : Sybils and The Twelve

The Queen's Cavaliers

DEITY	AREA OF INFLUENCE	BONUS SPECIALTY OR PROWESS
Demith	The Night Sky; Justice	Weapon Prowess: Sword
Dethius	The Middle Sea; Prosperity	Nature (Explore)
Jathys	Craftsmanship; Commerce	Interaction (Negotiate)
Keanos	The Great Sea; Weather	Nature (Explore)
Koi	Exploration; Knowledge	Culture (Scholarship)
Nemosei	Memory; Artistic Inspiration	Culture (Arts)
Peryon	Vigilance; Family	Initiative (Vigilance)
Reios	Politics; The Underworld	Interaction (Deceive)
Ronu	Agriculture; Plants and Fruit	Nature (Husbandry)
Siobe	The Moon; Portents and Magicks	Observation (Perceive)
Sybrea	Motherhood; Animals	Nature (Husbandry)
Teia	The Sun; Rulership	Observation (Intuition)

SIBYL MANEUVERS

correct names needed

- **Maximize Portents:** Spend 2 Style Points to set the value of one Portents die to its maximum value before rolling.
- **Maximize Intuition:** Spend 2 Style Points to set the value of one Intuition die to its maximum value before rolling.
- **Reroll Magicks:** Spend 1 Style Point to reroll a Magicks roll.
- **Reroll Observation:** Spend 1 Style Point to reroll an Observation roll.
- **Add Portents to Inspire:** When dealing with someone of the same faith, spend 1 Style Point to add Portents dice to an Inspire roll.
- **Add Intuition to Dodge:** When unarmed and facing an armed opponent, spend 1 Style Point to add Intuition dice to a Dodge roll.

Ekalian Style Maneuvers

Ekalian Names

Most Ekarians have both a first name and surname. Originally, Ekalian surnames were based on city-state, island, or village of origin. Surnames are inherited along family lines. When a child reaches the age of 16 and is considered a voting member of Ekalian society, they can choose to take the surname of their mother, their father, or neither.

TRADITIONALLY FEMALE:

Adalina, Agnola, Alamanna, Alessandra, Alzeiza, Andreola, Anzola, Audisia, Aulina, Aymoneta, Baldanca, Betta, Bettina, Cara, Cecilia, Certa, Collela, Corsa, Dierna, Domenega, Doviga, Ducle, Eufomia, Flordiana, Fomia, Galiana, Gherarda, Gnesetta, Gniese, Imeldina, Imperaise, Ixabeta, Jema, Leni, Lise, Losaneta, Lutia, Manetta, Mirabillis, Momina, Nencia, Oliva, Orsina, Pellegrina, Perretta, Piera, Presidia, Sassa, Sena, Taddea, Ventura, Verdiana, Viga, Vinca, Ymeldina, Zanobia.

TRADITIONALLY MALE:

Adan, Agnolo, Agostino, Agustin, Albrigo, Allessandro, Ambroxo, Antuogno, Averardo, Baldassare, Barixono, Bastian, Cadere, Carlo, Cassano, Cecco, Cenzon, Ceseron, Checo, Chimento, Cosimo, Dagnano, Domenego, Fanucio, Ferigo, Florino, Fostin, Freo, Galiazzo, Gherardo, Giachemo, Giovanni, Gostin, Grigolo, Guio, Heter, Ixepo, Justasada, Lazzaro, Lionzo, Lodovigo, Lunardo, Marcuro, Marino, Menego, Olivio, Onesto, Orazio, Pagolo, Pantaleo, Perin, Piaton, Piero, Rigo, Rudi, Salvestro, Sandro, Slazaro, Strozza, Svetrulio, Tozzo, Tuogno, Umberto, Verzilio, Viatti, Zanetto, Zanobi, Zazeron, Zilio, Zuane.

SURNAMES:

Ekalian Equipment

TABLE 219: EKALIAN EQUIPMENT

ITEM	COST	ITEM DIE	NOTES
Divination Leaves	1D6	Portents +1D6	—
Kykoen	1D6, bulk	—	Portents Bonus Die +1D8
Messenger parrot	1D6	—	—
Thedan water dog	1D6	—	—

- **Divination Leaves:**
- **Kykoen:**
- **Messenger parrot:**
- **Thedan water dog:**

Adventures in Ekalia

EKALIAN STORY SEEDS

THE EKALIAN CAMPAIGN

EKALIAN ORGANIZATIONS

Ondala

Ondala

Official Name	Holy Monarchy of Ondala
Government	Matriarchal Monarchy
Ruler	Queen Ximena IV
Capital	Diega (official), Cordera (de facto)
Languages	Ondalese
Major Religion	Asrian
National Symbol	Soleil-de-essere
Colors	Sanguine, Or
Flag	<i>sanguine, on a pale or a soleil-de-essere sanguine</i>
Demonym	Ondalan
Adjective	Ondalan
Currency	sol (singular), sols (plural)

The island nation of Ondala lies off the southwest coast of Gallinea, across the Ondalan Channel. Ondala was originally settled by the old Qartan Empire, and the Ondalans view themselves as the true inheritors of the Qartan golden age.

The city of Cordera is the head of worship of the Goddess-Empress Asria (also known as Ashra and Eserre), and home to the Matriarch, the leader of the church hierarchy. Faithful Chaplains from all of Elara come to Cordera to train in the Holy College before returning to their home countries for ministry. Other religions are officially banned within Ondala.

Over the years, Ondala has been at war with Gallinea, Ekalia, and Albia, but is currently in a time of relative peace with its neighbors. Most conflicts arise over their aggressive colony, New Cordera, in West Ifran and its conflicts with its neighbors.

Like Gallinea, Ondala is a matriarchy; Queen Ximena IV has held the throne for nearly 40 years, and has been known for her many liaisons with young women and men of the court. Her power is limited by the edicts of the Church under the direction of the current Matriarch, Isabine de la Justicia.

History of Ondala

Locations in Ondala

DIEGA, SECULAR CAPITAL OF ONDALA

CORDERA, SPIRITUAL CAPITAL OF ONDALA

National Classes

These classes represent unique facets of life in Ondala. If your character is not Ondalan, speak to your MJ about whether it makes sense for you to choose one.

THE COCINERA

Intrigue and betrayal are a national pastime in Ondala, particularly in the capital city of Diega. As such, most wary nobles, wealthy merchants, and high-ranking clergy employ their own private chefs to prepare their meals. These Cocineras are held in high esteem not only for their excellent cuisine – renowned throughout Elara and beyond – but also for their loyalty to the people they serve. Who is better suited to keep poisons away from an important person's plate, after all? A Cocinera lives or dies on the trustworthiness of her reputation, and she'd really rather live than die.

- **Suggested Classes:** Alchemist, Charlatan, Courtier, Provocateur, Virtuosa, Visionary, Witch
- **Suggested Passions:** Artistry, Family, Loyalty, Pride

COCINERA CLASS TRAITS

- **Skill Competency:** Culture, Medicine, Nature, Science
- **Specialties:** Culture (Arts, Etiquette), Interaction (Negotiate), Medicine (Poison), Nature (Husbandry), Science (Calculus)
- **Weapon Prowess:** Knife (D6), Cudgel (D6)
- **Armor Prowess:** None
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Crafter outfit (artisan's beret, smock, craftsman's gloves, breeches, buckled shoes), 5 knives (kitchen cutlery), rolling pin,

The Queen's Cavaliers

foodstuffs (8 units), cookbook, choice of 6 barnyard fowl, 1 dairy animal, or 1 livestock animal

COCINERA MANEUVERS

correct names needed

- **Maximize Poison:** Spend 1 Style Point to set the value of one Poison die to its maximum value before rolling.
- **Maximize Arts:** Spend 1 Style Point to set the value of one Arts die to its maximum value before rolling.
- **Reroll Culture:** Spend 1 Style Point to reroll a Culture roll.
- **Reroll Interaction:** Spend 1 Style Point to reroll an Interaction roll.
- **Add Husbandry to Poison:** When dealing with ingested toxins, spend 1 Style Point to add Husbandry dice to a Poison roll.
- **Add Calculus to Arts:** When following a recipe to create food, spend 1 Style Point to add Calculus dice to an Arts roll.

THE THEOLOGIAN

The theologians in Cordera, center of the Asrian faith, all agree on one thing: the other theologians are wrong. Cloistered in their numerous seminaries around the holy city, the students, teachers, and scholars all believe very strongly in their faith, but argue incessantly over the finest of details, incomprehensible to even well-educated laity.

These arguments often spill over into brawling fights, but as swords and guns are not allowed on the seminary grounds, the religious scholars instead conduct ritualized duels with knives hidden within their robes. Such knife-fights are, by tradition, rarely fatal; most theologians bear numerous scars on their hands and arms.

- **Suggested Classes:** Barrister, Chaplain, Chirurgeon, Constable, Courtier, Provocateur, Visionary
- **Suggested Passions:** Church, Justice, Knowledge, Pride

THEOLOGIAN CLASS TRAITS

- **Skill Competency:** Culture, Dueling, Military, Streetwise
- **Specialties:** Culture (Arts, Scholarship), Defense (Parry), Dueling (Lunge), Military (Brawl), Streetwise (Banter)
- **Weapon Prowess:** Knife (D6)
- **Armor Prowess:** None
- **Language:** Old Qartan
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Priest outfit (clerical skullcap, vestments, courtier's gloves, breeches, pantofles), dagger, spring sheath, 6 books (2 copies of *Books Of The Sun*, 2 psalters, 1 liturgical almanac, 1 atlas)

THEOLOGIAN MANEUVERS

- **Aggressive Fisticuffs:** Spend 2 Style Points to set the value of one Brawl die to its maximum value before rolling
- **Cunning Erudition:** Spend 2 Style Points to set the value of one Scholarship die to its maximum value before rolling
- **Learned Reliability:** Spend 1 Style Point to reroll a Knowledge roll
- **Melee Reliability:** Spend 1 Style Point to reroll a Dueling roll
- **Supercilious Vituperation:** When insulting someone who is competent with the Culture skill, spend 1 Style Point to add Scholarship dice to a Banter roll
- **Twist the Knife:** When attacking with a knife that was hidden at the beginning of the fight, spend 1 Style Point to add Deceive dice to a Lunge roll

Ondalan Style Maneuvers

-
- **Cunning Erudition:** Spend 2 Style Points to set the value of one Scholarship die to its maximum value before rolling
 - **Diegan School of Fencing:** When fighting with an espada ropera in one hand and a dagger in the other hand, spend 1 Style Point to add Banter dice to a Parry roll
 - **Social Reliability:** Spend 1 Style Point to reroll an Interaction roll

Ondalan Names

TRADITIONALLY FEMALE NAMES

Ageda, Aicelina, Alatara, Alayda, Aldinicia, Alvira, Andreva, Angelina, Aularia, Beatris, Belascuza, Blanca, Camilia, Castellana, Catalana, Cetina, Chiteria, Constancza, Cosma, Damiata, Domeca, Elena, Emazteona, Engracia, Eulalia, Eyria, Felipa, Florinda, Galharda, Genisa, Gila, Gracia, Gyomar, Inez, Justa, Loreta, Lyanor, Marquesa, Mayor, Mencia, Miata, Olalla, Oneca, Ortissa, Palacesa, Pascuala, Pelejana, Quiteria, Ramira, Ricla, Rixenda, Sancia, Scolana, Tanzeda, Tareza, Tecla, Tereysa, Tonixqua, Ursola, Viana, Vicenta, Violante, Yenega,

Ysabet, Zianna.

TRADITIONALLY MALE NAMES

Almeyque, Alonso, Altar, Alvaro, Antón, Arias, Beneyto, Blasco, Blay, Brahen, Celdoni, Coli, Cosme, Diego, Dimas, Domingo, Donis, Ettor, Felip, Ferrand, Galceran, Gaspar, Gauriel, Genis, Gil, Gonçalo, Gregorio, Hortun, Jeroni, Larnaz, Lono, Melchior, Millan, Nadal, Narcis, Nicasí, Onofre, Ontañon, Pasqual, Pequi, Perico, Pero, Ramon, Remero, Rodrigo, Ruy, Suero, Tenorio, Valero, Vicencio, Ximen, Ydalla, Yñigo, Zezaro.

SURNAMES

- Geographical:
- Occupational:
- Matronymic:

ONDALAN PLACE NAMES

Ondalan Equipment

TABLE 220: ONDALAN EQUIPMENT

ITEM	COST	ITEM DIE
Cookbook	1D0	Husbandry +1D6, cooking only
Corderan Sheepdog		
Diegan Fishing Dog		
Espada ropera		
Rolling pin		Bludgeon +1D6

- Cookbook:
- Corderan Sheepdog:
- Diegan Fishing Dog:
- Espada ropera:
- Rolling pin:

Adventures in Ondala

ONDALAN STORY SEEDS

THE ONDALAN CAMPAIGN

ONDALAN ORGANIZATIONS

ONDALAN OPPONENTS

Talania

The Talanian Empire

Government	Monarchy (in exile)
Ruler	Various competing claims to the throne
Capital	formerly Zamorov
Languages	Talanian
Major Religions	Asrian, The Five Fathers
National Symbol	Sable
Colors	Sable, Gules
Flag	<i>sable, a saltire gules</i>
Demonym	Talanian
Adjective	Talanian
Currency	grivna (singular), grivni (plural)
Major Exports	Lumber, furs, iron, toys

History of Talania

The Shattering Frost

Locations in Talania

The Queen's Cavaliers

ZAMOROV, ABANDONED CAPITAL OF TALANIANA

TALANIAN VALLEY

YUZHNAIA HARBOR

National Classes

These classes represent unique facets of life in Talania. If your character is not Talanian, speak to your MJ about whether it makes sense for you to choose one.

THE SKOMOROKH

Talania, before the Shattering Frost, had a long tradition of folk dance in elaborate, colorful costumes. These “skomorokh” were more than just harlequins, more than mere performers; their parodies and satires served to represent the common people in the face of oppression by the bojarynias and tsarinias of the court. By passing themselves off as simple “clowns” or “jesters,” the skomorokhs were able to tell truths that the ruling families would not want to be spoken openly.

With the fall of Zamorov, the skomorokhs migrated with the rest of the Talanian populace to warmer climes, settling in Dragosa, Gallinea, and other lands of the Middle Sea. Unfortunately, the nobility outside of Talania lack a cultural tradition of tolerating the dancers’ antics, leading to many troubles for skomorokhs outside of their homeland.

- **Suggested Classes:** Charlatan, Charmweaver, Courtier, Dogsbody, Provincial, Provocateur, Virtuosa, Witch
- **Suggested Passions:** Country, Justice, Love, Loyalty

SKOMOROKH QUALITIES

- **Skill Competency:** Culture, Streetwise
- **Specialties:** Culture (Arts, Etiquette), Defense (Dodge), Interaction (Inspire), Streetwise (Banter, Carouse)
- **Weapon Prowess:** Knife, Cudgel
- **Armor Prowess:** None
- **Social Rank:** Commoner (D0)
- **Bonus Gear:** Mummer’s outfit (smock, pantofles, masque, hose, cape), musical instrument (Arts +1D6)

SKOMOROKH MANEUVERS

- **Aggressive Mockery:** Spend 2 Style Points to set the value of one Banter die to its maximum value before rolling
- **Beating a High Horse:** When mocking someone of higher social rank than you, spend 1 Style Point to add Etiquette dice to a Banter roll
- **Boundless Creativity:** Spend 2 Style Points to set the value of one Arts die to its maximum value before rolling
- **Combat Pantomime:** When unarmed and facing an armed opponent, spend 1 Style Point to add Arts dice to a Block roll
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll
- **Savvy Reliability:** Spend 1 Style Point to reroll a Streetwise roll

THE TOYMAKER

The craftsmen of Talania were renowned for their skill at creating lifelike dolls and other toys for children; eventually they began to incorporate both charmweaving and clockworks into their most advanced toys. Mostly unknown outside of Talania, they were curiosities only for the richest of foreigners until the Shattering Frost. Now, as the Talanian diaspora spreads throughout the Middle Sea, children of all social ranks have greater access to these entertainments.

Toymakers are some of the few Talanian refugees allowed to ply their own trade in Dragosa and in Valerienne without fear of reprisal from their neighbors, as they rarely compete with any local industries. Toymakers are usually among the richest within a given Talanian enclave, and often become leaders within their communities.

- **Suggested Classes:** Alchemist, Charlatan, Charmweaver, Envoy, Mechanician, Provincial, Visionary
- **Suggested Passions:** Artistry, Family, Friends, Love

TOYMAKER QUALITIES

- **Skill Competency:** Culture, Magicks, Science
- **Specialties:** Culture (Arts, Scholarship), Interaction (Negotiate), Magicks (Weave), Observation (Intuition), Science (Clockworks)
- **Weapon Prowess:** Knife (D6)
- **Armor Prowess:** None
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Clockworker outfit (gearspring goggles (Perceive +1D6), smock, craftsman’s gloves, breeches, pantofles), artisan tools (Arts,

Brew, Weave +1D6), repair tools (Clockworks +1D6), fabric (2 units), clockwork gears (2 units)

TOYMAKER MANEUVERS

- **Better Not Pout:** When giving or showing toys to children, spend 1 Style Point to add Intuition dice to an Inspire roll
- **Flamboyant Couture:** Spend 2 Style Points to set the value of one Weave die to its maximum value before rolling
- **Miniaturization:** When creating devices of Portable size or smaller, spend 1 Style Point to add Perceive dice to a Clockworks roll
- **Practiced Crafting:** Spend 2 Style Points to set the value of one Clockworks die to its maximum value before rolling
- **Refined Reliability:** Spend 1 Style Point to reroll a Culture roll
- **Reliable Senses:** Spend 1 Style Point to reroll an Observation roll

Talanian Style Maneuvers

The following style maneuvers can be taken by any character from Talania or descended from Talanian refugees, or by any character who has spent an extensive amount of time among Talanian refugees studying their culture.

- **Relentless Pathfinding:** Spend 2 Style Points to set the value of one Explore die to its maximum value before rolling
- **Rural Reliability:** Spend 1 Style Point to reroll a Nature roll
- **Zamorovian School of Fencing:** When fighting with a szabla in one hand, spend 1 Style Point to add Arts dice to a Parry roll

Talanian Names

TRADITIONALLY FEMALE NAMES

Adaliunda, Adla, Afaila, Agna, Anizka, Anka, Arina, Betce, Birut, Caltuna, Chava, Cneajna, Doina, Fedora, Hicela, Iadviga, Irina, Jadwiga, Kenna, Khata, Klára, Krina, Ksenia, Lenuta, Musatei, Neaga, Ografenka, Olena, Oria, Paladia, Paramona, Petsa, Radosta, Raluka, Rayna, Ruxandra, Ryska, Smaranda, Stanizza, Vasica, Viorika, Voica, Zabela, Zdislava, Zelva, Znata, Zoia.

TRADITIONALLY MALE NAMES

Abla, Abykan, Adash, Aetii, Afon, Anagast, Arkhar, Aron, Baatyr, Bakula, Balc, Baran, Basarab, Bekhin, Bel, Bogdan, Borys, Ciubar, Dragos, Ilias, Ioan, Iuga, Jaromir, Kaspar, Kulin, Ladislas, Latcu, Litovoi, Mihnea, Milos, Mircea, Ogaf, Pirvu, Pjivo, Radik, Radu, Rulav, Rurik, Ryk, Sas, Seneslav, Stemid, Tihomir, Ulas, Velmud, Vintila, Vladislav, Zabor, Zando, Zherebilo, Zyk.

SURNAMES

- **Geographical:**
- **Occupational:**
- **Patronymic:**

TALANIAN PLACE NAMES

Talanian Equipment

TABLE 221: TALANIAN EQUIPMENT

ITEM	COST	ITEM DIE	NOTES
Arcanimation Engine	Varies	—	Clockwork power supply
Charmwoven Doll	Varies	Varies	
Harmonicon	Varies	Varies	Clockwork component
Kalambur Sobaka	D6	Banter +1D6	Talanian pun dog
Mechanical Toy	Varies	Varies	
Mummer's Outfit			
Szabla			
Talanian Blue	D6	—	Purebred cat

- **Arcanimation Engine:**
- **Charmwoven Doll:**
- **Harmonicon:**
- **Kalambur Sobaka:**
- **Mechanical Toy:**
- **Mummer's Outfit:**
- **Talanian Blue:**

The Queen's Cavaliers

TALANIAN CLOCKWORKS

The toymasters of Talania have perfected the ability to work at minuscule size, producing tiny clockwork devices and components. These are highly valued by collectors in Gallinea and elsewhere – at least, if they date before the Shattering Frost. Newer devices are made with just as much skill, but the talents of contemporary refugee clockworkers are not valued in most of Elara.

ARCANIMATION ENGINE (POWER SOURCE)

Comprised of charms and clockworks woven together in a cloth-driven miniature turbine, arcanimation engines are the preferred power source for most Talanian micro-devices. (Mainsprings are a far second.)

An arcanimation engine provides just a tiny amount of power, but it's enough to run the types of lower-power clockworks found in toys and dolls. An arcanimation engine supplies power for one hour, then the charms shut down to recover that power back over the next six hours. After six hours, the arcanimation engine can provide power again.

The power supplied by an arcanimation engine can be only be used to run Articulation, Calculation, Carry, Efficiency, Harmonicon, Measurement, Miniaturization, or Movement components. In addition, the specific components powered can be no larger than 1 gear space each.

Creating an Arcanimation Engine: The Magicks (Weave) and Science (Clockworks) specialties are both required to create an arcanimation engine. You are limited by your lowest rank number of each specialty, as shown on the table below.

TABLE 222: ARCANIMATION ENGINES

SPACE	COST (GEARS, FABRIC)	MINIMUM RANKS	POWER SUPPLIED
1	D0 (1, 1)	Clockworks +1, Weave +1	1
1	D6 (1, 1)	Clockworks +2, Weave +2	2
1	D8 (1, 1)	Clockworks +3, Weave +3	3
1	D10 (1, 1)	Clockworks +4, Weave +4	4
1	D12 (1, 1)	Clockworks +5, Weave +5	5

HARMONICON (COMPONENT)

A harmonicon component plays predefined music when activated. A more complex harmonicon can play more than one composition, and a Computation component can be added for even more advanced music generation.

Instrument Types: A harmonicon can include the following types of instruments: idiophones (percussion instruments), lamellophones (jaw harps and music boxes), membranophones (drums), chordophones (string instruments and harpsichords), and aerophones (wind instruments). Harmonicons can't reproduce human voices or any kind of speech.

Creating a Harmonicon Component: The Culture (Arts) and Science (Clockworks) specialties are both required to create a harmonicon. You are limited by your lowest rank number of each specialty, as shown on the table below.

TABLE 223: HARMONICON COMPONENTS

SPACE	COST (GEARS)	MINIMUM RANKS	POWER
0	D0 (0)		1
1	D6 (1)	Clockworks +1, Arts +1	1
2	D8 (2)	Clockworks +2, Arts +2	2
4	D10 (3)	Clockworks +3, Arts +3	3
8	D12 (4)	Clockworks +4, Arts +4	4
16	2D12 (5)	Clockworks +5, Arts +5	5
32	3D12 (6)	Clockworks +5, Arts +5	6

TABLE 224: HARMONICON INSTRUMENT TYPES

SPACE	INSTRUMENTS	MUSICAL PIECES	TOTAL LENGTH	RANGE
0	1	1	1 minute	Close (0)
1	2	2	5 minutes	Short (1-2)
2	3	5	10 minutes	Short (1-2)
4	4	10	1 hour	Medium (3-4)
8	5	15	2 hours	Long (5-6)
16	6	20	3 hours	Village-wide
32	7	25	4 hours	City-wide

TALANIAN DEVICES

TABLE 225: TALANIAN DEVICES

ITEM	CONSTRUCTION COST	LIST COST	SIZE	COMPLEXITY
Action Doll			Handheld	
Automatonic Dog			Portable	
Mechanical Songbird			Pocket	
Music Box			Handheld	
Tiny Dancer			Pocket	
Wind-Up Wagon			Person	

ACTION DOLL

- **Casing Size:** Handheld (gear space 2)
- **Power Source:** Arcanimation engine (space 1, power supply 1)
- **Components:** Articulation (space 1, Drop 2), Carry (space 0, handheld, power 1), Miniaturization (gear space +1), Movement (
- **Construction Cost:** 3D0 (1)
- **List Cost:** 1D6
- **Complexity:** 4

AUTOMATONIC DOG

- **Casing Size:** Portable (gear space)
- **Power Source:** (space , power supply)
- **Components:** , Miniaturization (gear space +)
- **Construction Cost:** ()
- **List Cost:** ()
- **Complexity:**

MECHANICAL SONGBIRD

- **Casing Size:** Pocket (gear space)
- **Power Source:** (space , power supply)
- **Components:** , Miniaturization (gear space +)
- **Construction Cost:** ()
- **List Cost:** ()
- **Complexity:**

MUSIC BOX

- **Casing Size:** Handheld (gear space)
- **Power Source:** (space , power supply)
- **Components:** , Miniaturization (gear space +)
- **Construction Cost:** ()
- **List Cost:** ()
- **Complexity:**

TINY DANCER

- **Casing Size:** Pocket (gear space)
- **Power Source:** (space , power supply)
- **Components:** , Miniaturization (gear space +)
- **Construction Cost:** ()
- **List Cost:** ()
- **Complexity:**

WIND-UP WAGON

- **Casing Size:** Person (gear space)
- **Power Source:** (space , power supply)

The Queen's Cavaliers

- Components: , Miniaturization (gear space +)
- Construction Cost: ()
- List Cost: ()
- Complexity:

Adventures in Talaniana

THE TALANIAN CAMPAIGN

TALANIAN ORGANIZATIONS

TALANIAN OPPONENTS

Varendia

The High Kingdom of Varendia

Government	Disunited Feudal States
Ruler	none currently (Hochkönigin or Hochkönig)
Capital	Medtken (traditionally)
Language	Varendish
Major Religions	Asrian, The Five Fathers
National Symbol	None
Colors	Tenne, Vert
Flag	<i>chequy tenne & vert</i>
Demonym	Varend
Adjective	Varendish
Currency	marcke (singular), marcken (plural)
Major Exports	

History of Varendia

Locations in Varendia

MEDTKEN, TRADITIONAL CAPITAL OF VARENDAIA

ALBINGIA

National Classes

These classes represent unique facets of life in Varendia. If your character is not Varendish, speak to your MJ about whether it makes sense for you to choose one.

THE ENGINEER

Varendia has perfected the art of siegework: if your neighboring duchy, queendom, or grafschaft is being uncooperative and holes up in their keep, refusing to fight, well, you can just blow the walls down and walk right in.

Engineers are experts at handling blackpowder and converting into military use, as well as constructing and repairing other types of siege engines. They can usually find regular employ in Varendia or beyond, with such skills being in higher demand during a state of open warfare.

- **Suggested Classes:** Alchemist, Brigand, Constable, Explorer, Fusilier, Mechanician, Privateer, Provocateur, Veteran, Visionary
- **Suggested Passions:** Artistry, Country, Loyalty, Pride

ENGINEER CLASS TRAITS

- **Skill Competency:** Military, Science
- **Specialties:** Military (Aim, Strategy), Observation (Perceive), Science (Blackpowder, Clockworks, Calculus)
- **Weapon Prowess:** Knife (D6), Pistol (D6), Grenade (D6), Cannon (D12)
- **Armor Prowess:** Leather Jerkin (D6)
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Guard uniform (capotain, soldier's gloves, breeches, boots, tabard), leather jerkin, blackpowder supplies (4 units), clockwork gears (2 units), repair tools

ENGINEER MANEUVERS

- **Aggressive Fulmination:** Spend 2 Style Points to set the value of one Blackpowder die to its maximum value before rolling

- **Bombadier:** When attacking with a Blackpowder weapon, spend 1 Style Point to add Calculus dice to a Blackpowder roll
- **Cunning Tactics:** Spend 2 Style Points to set the value of one Strategy die to its maximum value before rolling
- **Experimental Reliability:** Spend 1 Style Point to reroll a Science roll
- **Reliable Senses:** Spend 1 Style Point to reroll an Observation roll
- **Powdersmith:** When creating a device with a blackpowder flintlock power source, a phlogistone furnace power source, or an explosion component, spend 1 Style Point to add Blackpowder dice to a Clockworks roll

THE MOUNTAINEER

Surrounded by mountains on all sides save one, the nation of Varendia has an understandable affinity for the peaks and valleys of the Lendine and Tramalvane mountains. Mountaineers are found on both ranges, engaging in lumbering or the raising of hardy goats.

Most mountaineers consider themselves to above the fray of the patchwork states that comprise the Varendian valley, not holding any particular loyalty to “Flachlanders” and their petty squabbles – although it’s not uncommon for them to hire themselves out as mercenaries when the heated politics boil over into warfare.

- **Suggested Classes:** Brigand, Chaplain, Chirurgeon, Constable, Dogsbody, Fusilier, Provincial, Veteran
- **Suggested Passions:** Country, Friends, Love, Loyalty

MOUNTAINEER CLASS TRAITS

- **Skill Competency:** Culture, Medicine, Military, Nature, Streetwise
- **Specialties:** Culture (Arts), Medicine (Treat), Military (Aim), Nature (Explore, Husbandry), Streetwise (Carouse)
- **Weapon Prowess:** Knife (D6), Cudgel (D6), Musket (D10)
- **Armor Prowess:** Leather Jerkin (D6)
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Varendish climbing outfit (soldier’s gloves, lederhosen, boots, schlappe, cloak), musket, skis, foodstuffs (3 units), medicine (3 units), Varendish mountain dog

MOUNTAINEER MANEUVERS

- **Emergency Assistance:** When treating someone who is suffering from exposure to the elements, spend 1 Style Point to add Explore dice to a Medicine roll
- **Reliable Senses:** Spend 1 Style Point to reroll an Observation roll
- **Practiced Sharpshooting:** Spend 2 Style Points to set the value of one Aim die to its maximum value before rolling
- **Practiced Remedy:** Spend 2 Style Points to set the value of one Treat die to its maximum value before rolling
- **Rural Reliability:** Spend 1 Style Point to reroll a Nature roll
- **Yodeler:** When working with domesticated animals, spend 1 Style Point to add Arts dice to a Husbandry roll

Varendish Style Maneuvers

- **Landsknecht Tactics:** When fighting with a pike, spend 1 Style Point to add Strategy dice to a Lunge roll
- **Martial Reliability:** Spend 1 Style Point to reroll a Military roll
- **Practiced Debauchery:** Spend 2 Style Points to set the value of one Carouse die to its maximum value before rolling

Varendish Names

TRADITIONALLY FEMALE NAMES

Abeleken, Adelhayt, Aennlin, Affra, Agda, Aldis, Alheyden, Alladt, Arnkatla, Asny, Asta, Aythe, Beken, Berbelin, Bereta, Berthildis, Birna, Birtika, Breide, Bridlin, Bytzel, Carstine, Claur, Dalla, Demuth, Duretta, Ells, Engell, Ewa, Eydis, Fela, Finna, Fronica, Genefe, Geras, Gersche, Geseke, Ghunwar, Greth, Hebelle, Helle, Hille, Ilsebeen, Ingunn, Irmeltrud, Irmla, Jonata, Junta, Keterlin, Keth, Kungunt, Kunlen, Libeste, Liepmayt, Lisle, Madlen, Maeva, Maretta, Marlein, Mecht, Meckil, Melkorka, Mergel, Merlyn, Metke, Neleke, Nyess, Othilia, Ottilig, Pel, Petternel, Phye, Prista, Reynse, Ro, Rychels, Susann, Svana, Thale, Thorlein, Ursula, Verena, Walpurg, Warb, Yrmell, Yrr.

TRADITIONALLY MALE NAMES

Alban, Albrecht, Arndt, Arnis, Arnsteinn, Augsten, Bantlin, Bastian, Bestlin, Betz, Brocuff, Clewin, Conlin, Crafft, Curt, Detleff, Diether, Dirck, Eberlein, Enders, Ewalt, Gangloff, Gelfrid, Gerold, Gotthart, Greger, Griss, Gunnarr, Haldorr, Halfdan, Hamall, Henrich, Herbil, Herlein, Hermann, Jecklin, Jorgen, Jost, Jylge, Kalman, Karl, Kels, Ketill, Kloss, Knorr, Kurt, Kylios, Laux, Leonhart, Linhardt, Lorentz, Manns, Mendel, Merboth, Mertlin, Morlyn, Nestler, Oli, Ormika, Osprant, Ott, Radke, Reichert, Rein, Roleff, Ruger, Sebolt, Seferin, Seytz, Steinbjorn, Stenar, Sveinn, Syxt, Tilmann, Tyle, Ullrych, Valten, Vestarr, Veytt, Vlein, Voltz, Vridel, Vtz, Walther, Wolffhart, Wulff, Zeydl, Zypolt.

The Queen's Cavaliers

SURNAMES

- geographical:
- occupational:
- Patronymic:

VARENDSH PLACE NAMES

Varendish Equipment

TABLE 226: VARENDSH EQUIPMENT

ITEM	COST	ITEM DIE	NOTES
Climbing Outfit			
Lederhosen			
Schlappe			
Skis			
Varendish Mountain Dog			
Varendish Forest Cat			

- Climbing Outfit:
- Lederhosen:
- Schlappe:
- Skis:
- Varendish Mountain Dog:
- Varendish Forest Cat:

Adventures in Varendia

VARENDSH STORY SEEDS

THE VARENDSH CAMPAIGN

VARENDSH ORGANIZATIONS

VARENDSH OPPONENTS

Chapter 17: The Countries of Ifran

Elara's neighbor to the south of the Middle Sea was the original home of the Qartan Empire.

In modern times, most of northern Ifran is a vast desert, although this was not always the case. Legend says that as the Qartan Empire grew, so did the desert, until finally the desert swallowed Qarta whole and the Empire fell into ruin. There's a grain of truth to the story.

The majority of Ifran is unknown to most Elarans, who only refer to it as "The Furthest South." It's not really the furthest south. The lush forests of Mwene Karanga gave rise to an advanced civilization known as Mwene Karanga.

Pitdah

The Free City-State of Pitdah

Government	Meritocratic Oligarchy
Ruler	Khedive Tannous al Ghibr
Capital	Pitdah
Languages	Ifrahi
Major Religion	Devran
National Symbol	
Colors	
Flag	
Demonym	Pitdahn
Adjective	Pitdahr
Currency	fals (singular), fulus (plural)
Major Exports	

Locations in Pitdah

THE GREAT SUQ

Houses of the Ifrani Desert

Pitdahr Classes

THE FARIS

The nomadic riders of the Ifrani desert travel between Ubar, Pitdah, Aad, and other settlements and oases, in tribal groups. A mounted warrior from one of these tribes is known as a faris, whether they ride a horse or a camel. The nearest equivalent in Elara would be a knight or chevalier, as another type of mounted combatant.

Far from being desert savages, a Faris is a well-mannered, educated equestrian or cameleer, trained in matters of etiquette and peace as well as war. A number of Faris have settled in or nearby Pitdah where they serve as light cavalry for the khedive – himself a former Faris – and guards for caravans though the desert wastes.

- **Suggested Classes:** Brigand, Courtier, Dragoon, Duelist, Explorer, Fusilier, Provincial, Speaker, Veteran
- **Suggested Passions:**

FARIS CLASS TRAITS

- **Skill Competency:** Culture, Military, Nature
- **Specialties:** Culture (Etiquette), Dueling (Lunge), Defense (Parry), Military (Aim), Nature (Explore, Husbandry)
- **Weapon Prowess:** Knife (D6), Sword (D8), Bow (D6), Pike (D10)
- **Armor Prowess:** Buckler (D8)
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Nomad Outfit (Soldier's Gloves, Robes, Sandals, Turban), Scimitar, Bow, Camel or Riding Horse

FARIS MANEUVERS

- **Maximize Sword:** Spend 1 Style Point to set the value of one sword weapon die to its maximum value before rolling.
- **Maximize Explore:** Spend 1 Style Point to set the value of one Explore die to its maximum value before rolling.
- **Reroll Nature:** Spend 1 Style Point to reroll a Nature roll.
- **Reroll Military:** Spend 1 Style Point to reroll a Military roll.
- **Add Husbandry to Parry:** When fighting on a camel or a horse, spend 1 Style Point to add Husbandry dice to a Parry roll.
- **Add Explore to Aim:** When firing a bow outdoors, spend 1 Style Point to add Explore dice to an Aim roll.

Pitdahr Styles

Pitdahr Names

Pitdahn, being of Ifrani descent, have Ifran names as shown below.

TRADITIONALLY FEMALE NAMES

Alime, Bakht, Banjuu, Benefse, Bidili, Dedesmit, Fakhire, Firuze, Gürluh, Huma, Jamali, Khadija, Khanzada, Kumru, Mahisti, Marula, Melek, Melike, Mihri, Nar, Nergis, Nihani, Periaconcon, Pertevi, Piruz, Qaasaa, Sabûr, Shahzada, Shirin, Sitti, Tajlu, Tomyris.

TRADITIONALLY MALE NAMES

Aidere, Amet, Armagan, Dervis, Elvan, Emanguli, Idris, Ixis, Karaca, Mirize, Receb, Salmas, Saruca, Solimano, Sundiata, Tahmuras, Tarhan, Zalchan.

Pitdahr Equipment

TABLE 227: PITDAHR EQUIPMENT

ITEM	COST	ITEM DIE	NOTE
Camel, racing			
Camel, riding			
Camel, war			

PITDAHR WEAPONS

TABLE 228: PITDAHR WEAPONS

WEAPON	COST	HANDS	WEAPON DIE	SPECIALTIES
Shamshir	D6	Cavalry	Sword +1D6	Parry (+++: Unhorse), Lunge, Riposte, Feint

The Queen's Cavaliers

- Shamshir (Northern Ifran):

TABLE 229: PITDAHN AIMED WEAPONS

WEAPON	COST	HANDS	WEAPON DIE	RELOAD	CLOSE	SHORT	MEDIUM	LONG
Horsebow	D6	Cavalry	Bow 1D6	Drop 0	Drop 1	Drop 0	Drop 1	Drop 2

- Horsebow (Northern Ifran):

Adventures in Pitdah

PITDAHR STORY SEEDS

THE PITDAH CAMPAIGN

PITDAHR ORGANIZATIONS

PITDAHN OPPONENTS

Ubar

The Caliphate of Ubar

Government	Theocratic Matrilineal Monarchy
Ruler	Caliphah Aswani bint Nura
Capital	Ubar
Languages	Ifrani
Major Religion	Devran
National Symbol	
Colors	
Flag	
Demonym	Ubaran
Adjective	Ubaran
Currency	ubar (singular), ubars (plural)
Major Exports	

History of the Qartan Empire

THE FALL OF QARTA

QARTA'S LEGACY

Locations in Ubar

AZOPHI OBSERVATORY

TEMPLE OF NIGHT

THE GREAT IFRAN RAVINE

Ubaran Classes

THE STARGAZER

Worship of Devra, the Desert Mother, centers on her role as queen of the night. The goddess is represented as the moon, while the stars are said to represent the spirits of departed ancestors who have gone before into the dark. This emphasis on the night skies has led Devrans to develop skills at astronomy far surpassing those of the sun-focused Asrians.

Most of these Stargazers are found in the northern Ifran city of Ubar, whose skyline is dominated by tall observatory towers that reach into the night. Within these towers can be found Stargazers focused on astronomical science, on reading the omens in the movements of the stars, on the development of optics and lenses, on navigation in land, sea, and sky, and other heavenly pursuits.

- Common Classes: Alchemist, Chirurgeon, Explorer, Mechanician, Speaker, Visionary
- Common Passions:

STARGAZER CLASS TRAITS

- Skill Competency: Culture, Magicks, Science

- **Specialties:** Culture (Scholarship), Magicks (Portents), Observation (Perceive, Deduce), Science (Clockworks, Calculus)
- **Weapon Prowess:** Knife (D6)
- **Armor Prowess:** None
- **Social Rank:** Artisan (D8)
- **Bonus Gear:** Crafter Outfit (Artisan's Beret, Smock, Craftsman's Gloves, Breeches, Buckled Shoes), Abacus, Mariner's Astrolabe, Spyglass

STARGAZER MANEUVERS

- **Maximize Perceive:** Spend 2 Style Points to set the value of one Perceive die to its maximum value before rolling.
- **Maximize Calculus:** Spend 2 Style Points to set the value of one Calculus die to its maximum value before rolling.
- **Reroll Observation:** Spend 1 Style Point to reroll an Observation roll.
- **Reroll Science:** Spend 1 Style Point to reroll a Science roll.
- **Add Calculus to Portents:** When you know the subject's date of birth, spend 1 Style Point to add Calculus dice to a Portents roll.
- **Add Clockworks to Perceive:** When using a device to assist with seeing something, spend 1 Style Point to add Clockworks dice to a Perceive roll.

Ubaran Style Maneuvers

Ubaran Names

Ubarans, being of Ifrani descent, have Ifran names as shown below.

TRADITIONALLY FEMALE NAMES

Alime, Bakht, Banjuu, Benefse, Bidili, Dedesmit, Fakhire, Firuze, Gürluh, Huma, Jamali, Khadija, Khanzada, Kumru, Mahisti, Marula, Melek, Melike, Mihri, Nar, Nergis, Nihani, Periaconcona, Pertevi, Piruz, Qaasaa, Sabûr, Shahzada, Shirin, Sitti, Tajlu, Terevvi, Tomyris.

TRADITIONALLY MALE NAMES

Aidere, Amet, Armagan, Dervis, Elvan, Emanguli, Idris, Ixis, Karaca, Mirize, Receb, Salmas, Saruca, Solimano, Sundiata, Tahmuras, Tarhan, Zalchan.

Ubaran Equipment

TABLE 230: NUEVAN EQUIPMENT

ITEM	COST	ITEM DIE	NOTE

UBARAN WEAPONS

TABLE 231: UBARAN WEAPONS

WEAPON	COST	HANDS	WEAPON DIE	SPECIALTIES
Jambiya	D6	Either	Knife +1D6	Parry, Lunge, Riposte (+++: Inflict 1 Wound), Feint

- **Jambiya (Northern Ifran):** This curved knife is a common tool across Northern Ifran, and can inflict nasty wounds if it gets past a target's defenses.

Adventures in Ubar

UBARAN STORY SEEDS

THE UBARAN CAMPAIGN

UBARAN ORGANIZATIONS

UBARAN OPPONENTS

Qartan Empire

The Queen's Cavaliers

The Empire of Qarta

Government	Imperial Republic
Ruler	None
Capital	None; formerly, <i>Qarta</i>
Languages	Old Qartan
Major Religion	Asrian, unknown others
Demonym	Qartan
Adjective	Qartan
Currency	arto (singular), artos (plural)
Major Exports	Conquest, imperialism

Qartan Locations

QARTA

AAD

Qartan Style Maneuvers

Qartan Names

Qartan Equipment

TABLE 232: *QARTAN EQUIPMENT*

ITEM	COST	ITEM DIE	NOTE

QARTAN WEAPONS

Adventures in Qarta

QARTAN STORY SEEDS

THE QARTAN CAMPAIGN

QARTAN ORGANIZATIONS

QARTAN OPPONENTS

The Furthest South

Empire of Great Karanga

Government	Hereditary Monarchy
Ruler	Unknown
Capital	Unknown
Languages	Karangan
Major Religion	Unknown
National Symbol	Golden Lion
Colors	<i>Or</i> (apparently)
Demonym	Karangan
Adjective	Karangan
Currency	kiniun (singular), kiniums (plural)
Major Exports	Lumber, gold, clockworks

Locations in Mwene Karanga

THE KARANGAN FOREST

KAMHARA, CITY OF TRADE

OLD MABWE, CITY OF INVENTION

CHAPUNGA ISLAND

Style Maneuvers

The types of style maneuvers used among the Karangan people are unknown.

Karangan Equipment

TABLE 233: KARANGAN EQUIPMENT

ITEM	COST	ITEM DIE	NOTES
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KARANGAN WEAPONS

Adventures in Mwene Karanga

KARANGAN STORY SEEDS

KARANGAN OPPONENTS

Chapter 18: The Colonies of West Ifran

Western Ifran is mostly cold, dreary swampland, separated from the rest of the continent by a row of high mountains. Only in recent times have the Elarans taken interest in establishing colonies there, due to the discovery of phlogistone.

Elissia

The Colonial Province of Elissia

Government	Colony of Gallinea
Ruler	Lady-Governor
Capital	Nouville
Languages	Gallinean
Major Religion	Asrian
Demonym	Elissan
Adjective	Elissian
Currency	sol (singular), sols (plural)
Major Exports	Phlogistone, tobacco, cotton

Locations in Elissia

NOUVILLE

Elissian Classes

THE COLLIER

The western coast of Ifran was long thought to be a dismal, sweaty, swamp-infested strip of land devoid of any economic or military value, good only for dumping undesirables who were no longer welcome in Gallinea but who weren't quite wicked enough to execute.

At least, that was true until the discovery of phlogistone, a relative of blackpowder that, when burned, produces fumes with extreme buoyancy properties. While all nations of Elara contain scattered deposits of phlogistone, large quantities of the substance were found in the foothills all along West Ifran.

This has led to a large influx of prospectors, miners, traders, and others, flocking to Elissia in hopes of making it rich. Most return penniless after a few months in the humid hills, but some manage to cope with the sweltering heat and become professional Colliers. It may be dangerous work, but unlike most professions in Elissia, it does pay well.

- **Suggested Classes:** Dogsbody, Dragoon, Explorer, Fusilier, Mechanician, Provincial, Veteran
- **Suggested Passions:**

COLLIER CLASS TRAITS

- **Skill Competency:** Military, Nature, Science, Streetwise
- **Specialties:** Defense (Block), Military (Brawl), Nature (Explore), Science (Blackpowder), Streetwise (Carouse, Larceny)
- **Weapon Prowess:** Dagger (D6), Cudgel (D6)
- **Armor Prowess:** Leather Jerkin (D6)
- **Social Rank:** Soldier (D6)
- **Bonus Gear:** Peasant Outfit (Shift, Breeches, Buckled Shoes), Mining Tools, Firefly Lantern

The Queen's Cavaliers

COLLIER MANEUVERS

- Maximize Blackpowder: Spend 1 Style Point to set the value of one Blackpowder die to its maximum value before rolling.
- Maximize Brawl: Spend 1 Style Point to set the value of one Brawl die to its maximum value before rolling.
- Reroll Nature: Spend 1 Style Point to reroll a Nature roll.
- Reroll Streetwise: Spend 1 Style Point to reroll a Streetwise roll.
- Add Blackpowder to Explore: When exploring caves or prospecting, spend 1 Style Point to add Blackpowder dice to an Explore roll.
- Add Carouse to Brawl: When you've been drinking, spend 1 Style Point to add Carouse dice to a Brawl roll.

THE MOON-CURSER

Contrary to popular Gallinean belief, not all inhabitants of the West Ifran colony of Elissia are banished criminals ...just most of them. Some are actually daughters and sons of criminals rather than exiles themselves!

Despite that fallacy about their origins, it remains true that Elissians are known for their lack of respect for the law. Many of these become Moon-Cursers – smugglers who bring contraband in and out of the colonies by dark of night. While most travel by sea, dodging the fleets of Gallinea, Ondala, and Albia, a few take overland routes into or out of Elissia. Their name derives from the fact that a full moon is a smuggler's worst when trying to remain hidden from the authorities.

- **Suggested Classes:** Alchemist, Brigand, Charlatan, Envoy, Explorer, Privateer, Provincial, Provocateur, Veteran
- **Suggested Passions:** *description needed*

MOON-CURSER CLASS TRAITS

- **Skill Competency:** Military, Nature, Streetwise
- **Specialties:** Interaction (Negotiate, Deceive), Military (Aim), Nature (Explore, Prowl), Streetwise (Larceny)
- **Weapon Prowess:** Knife (D6), Cudgel (D6), Bow (D6), Pistol (D6)
- **Armor Prowess:** None
- **Social Rank:** Commoner (D0)
- **Bonus Gear:** Peasant Outfit (Shift, Breeches, Buckled Shoes), Crossbow, Club

MOON-CURSER MANEUVERS

need to add correct names for these style maneuvers

- **Maximize Deceive:** Spend 1 Style Point to set the value of one Deceive die to its maximum value before rolling.
- **Maximize Prowl:** Spend 1 Style Point to set the value of one Prowl die to its maximum value before rolling.
- **Reroll Interaction:** Spend 1 Style Point to reroll an Interaction roll.
- **Reroll Nature:** Spend 1 Style Point to reroll a Nature roll.
- **Add Explore to Deceive:** When trying to pass yourself off as someone of a different national origin, spend 1 Style Point to add Explore dice to a Deceive roll.
- **Add Larceny to Prowl:** When hiding at night or in darkness, spend 1 Style Point to add Larceny dice to a Prowl roll.

Elissian Names

Most Elissians have typical Gallinean names, although it's not uncommon for newly arrived settlers or exiles to adopt new names when coming to Elissia.

Elissian Equipment

TABLE 234: ELISSIAN EQUIPMENT

ITEM	COST	ITEM DIE	NOTES
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ELISSIAN WEAPONS

Adventures in Elissia

ELISSIAN STORY SEEDS

THE ELISSIAN CAMPAIGN

ELISSIAN ORGANIZATIONS

ELISSIAN OPPONENTS

New Cordera

The Holy Crown Colony of Nueva Cordera

Government	Colony of Ondala
Ruler	Governor
Capital	New Cordera City
Languages	Ondalese
Major Religion	Asrian
Demonym	Nuevan
Adjective	Nuevan
Currency	sol (singular), sols (plural)
Major Exports	Phlogistone, tobacco

Locations in New Cordera

NEW CORDERA CITY

Nuevan Style Maneuvers

- **Diegan School of Fencing:** When fighting with an espada ropera in one hand and a dagger in the other hand, spend 1 Style Point to add Banter dice to a Parry roll
-
-

Nuevan Names

Being culturally Ondalan, the people of New Cordera have ordinary Ondalan names.

Nuevan Equipment

TABLE 235: NUEVAN EQUIPMENT

ITEM	COST	ITEM DIE	NOTE

NUEVAN WEAPONS

Adventures in New Cordera

NUEVAN STORY SEEDS

THE NEW CORDERA CAMPAIGN

NUEVAN ORGANIZATIONS

NUEVAN OPPONENTS

New Dunon

The Grand Duchy of New Dunon

Government	Colony of Albia
Ruler	Grand Duchess
Capital	Mosswick
Languages	Albian
Major Religion	Dualitarian
Demonym	Dunsman
Adjective	New Dunon
Currency	arto (singular), artos (plural)
Major Exports	Phlogistone, ore

New Dunon Locations

Mosswick

New Dunan Style Maneuvers

- **Albian Cavalry:** When mounted, with a backsword or sabre in one hand and the other hand free, spend 1 Style Point to add Husbandry dice to a Lunge roll
-
-

New Dunan Names

Dunsmen use standard Albian names.

New Dunan Equipment

TABLE 236: NEW DUNAN EQUIPMENT

ITEM	COST	ITEM DIE	NOTE
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NEW DUNAN WEAPONS

Adventures in New Dunon

NEW DUNAN STORY SEEDS

THE NEW DUNAN CAMPAIGN

NEW DUNAN ORGANIZATIONS

NEW DUNAN OPPONENTS

Chapter 19: Distant Lands

While most Gallineans never leave Gallinea, let alone leave the continent of Elara, they do have some knowledge of lands to the east and the south. Such knowledge is limited and often highly exaggerated; Gallineans have a lot of misconceptions about the rest of the world.

The Coffee Coast

The Republic of Kheffika

Government	Democratic Republic
Ruler	High Minister, identity currently unknown
Capital	Unknown
Languages	Kheffikan
Major Religion	None
Colors	Tenne, murrey
Demonym	Kheffite
Adjective	Kheffikan
Currency	tohm (singular), tohmlar (plural)
Major Exports	Coffee,

The country on southern coast of the Eastern Sea is known to the people of Gallinea as "The Coffee Coast," but the correct name is actually "Kheffika." It's from Kheffika that Elarans were first exposed to coffee, and the Gallinean word "coffee" (*café* in Old Gallinean) is in fact derived from the name of the country.

Apart from being a source of imported coffee, however, the Gallineans have no idea what the Kheffites are like and what they do.

Kheffikan History

Little is known about the history of Kheffika, but linguistic similarities catalogued by the lexicographers of Dragosa's Institute of Translation indicate an ancient connection between the Kheffites and the original inhabitants of Gallinea, who spoke a language known as *Brigue*.

Locations in Kheffika

Style Maneuvers

The types of style maneuvers used among the Kheffites are unknown.

Kheffikan Equipment

TABLE 237: KHEFFIKAN EQUIPMENT

ITEM	COST	ITEM DIE	NOTES
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KHEFFIKAN WEAPONS**Adventures in the Coffee Coast****COFFEE COAST STORY SEEDS****KHEFFIKAN OPPONENTS****Serica***The Heavenly Principalities of Serica and Shan*

Government	Confederation
Ruler	Princess of Heaven, name unknown
Capital	Unknown
Languages	Serican
Major Religion	Unknown
National Symbol	Violet phoenix
Colors	Purpure, Argent
Demonym	Serican
Adjective	Serican
Currency	fang (singular), fangs (plural)
Major Exports	Cloth, spices, grains, blackpowder

Locations in Serica**SERICA****SHAN****Serican Styles**

The types of style maneuvers used among the people of Serica and Shan are unknown.

Serican Equipment

TABLE 238: SERICAN EQUIPMENT

ITEM	COST	ITEM DIE	NOTES
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SERICAN WEAPONS**Adventures in Serica****SERICAN STORY SEEDS****THE SERICAN CAMPAIGN****SERICAN ORGANIZATIONS****SERICAN OPPONENTS****Chapter 20: Personages**

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdiet mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

Homero apeirian legendos eu nam, semper gubergren democritum sea in, ut consul scaevola nec. Sed ad feugiat ancillae, in eos discere luptatum imperdiet. Et duis summo dolorum eum, ridens erroribus accommodare mei eu. Aperiri nonumes facilis duo an, sed elitr affert nominavi ei. An vix scaevola vulputate. An euismod omittam appetere vis, cu vis erant audiam. Ex docendi quaerendum pro.

An usu porro omnium nusquam, dicam philosophia sed ut, modo iuvaret ei eos. Nulla aliquip molestie mei ex, in duo alii salutatus. Id vel modus complectitur, congue ridens ex nam. Ea est bonorum maluisset definiebas, vitae efficiantur ea pro.

An causae insolens qui, cu aliquando definitiones nec, ius ex soluta fabulas abhorreant. Nec affert inimicus et, duo eu nobis dolores, qui ad

The Queen's Cavaliers

deserunt delicatissimi. Dicta nominati delicatissimi pri ne. Sale deseruisse percipitur an est, qui in illum nobis suscipit. No vel graeci constituto mnesarchum, docendi fabellas occurret et eum, eu ius tantas sensibus.

For the MJ:

In the following profiles, we offer two sets of suggestions on how you can use these personages in your campaign of *The Queen's Cavaliers* – as allies to the player characters, or as enemies. The first listed suggestion is the default assumption for a campaign with characters who are members of the Queen's Cavaliers, while the second provides an alternate way of viewing these personages – some as an outgrowth of your players' actions in the game, and others as a reimagining of the canonical character.

Arynette Aubene

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdierat mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

Homero apeirian legendos eu nam, semper gubergren democritum sea in, ut consul scaevola nec. Sed ad feugiat ancillae, in eos discere luptatum imperdierat. Et duis summo dolorum eum, ridens erroribus accommodare mei eu. Aperiri nonumes facilisis duo an, sed elitr afferit nominavi ei. An vix scaevola vulputate. An euismod omittam appetere vis, cu vis erant audiam. Ex docendi quaerendum pro.

An usu porro omnium nusquam, dicam philosophia sed ut, modo iuvaret ei eos. Nulla aliquip molestie mei ex, in duo alii salutatus. Id vel modus complectitur, congue ridens ex nam. Ea est bonorum maluisset definiebas, vitae efficiantur ea pro.

An causae insolens qui, cu aliquando definitiones nec, ius ex soluta fabulas abhorreant. Nec afferit inimicus et, duo eu nobis dolores, qui ad deserunt delicatissimi. Dicta nominati delicatissimi pri ne. Sale deseruisse percipitur an est, qui in illum nobis suscipit. No vel graeci constituto mnesarchum, docendi fabellas occurret et eum, eu ius tantas sensibus.

As an Ally:

As the older sister of the prince-father, a former Cavalier himself, Duchess Aubene is likely to regard members of the Queen's Cavaliers well and offer aid and shelter in Valerienne. She may ask the Cavaliers to do favors on behalf of her city or its Talianian refugees.

As an Enemy:

If the player characters are not acting in the best interests of Valerienne or Gallinea, they may find that Arynne has banned them from Valerienne. Anyone actively harming Valerienne – or Aubene's younger brother, Michel – could have a price placed on their head. Valerienne gold can buy a lot of mercenaries and bounty hunters.

Duchess Arynne Aubene

Major Character

- **Competency Die:** D10 (50 XP)
- **Attributes:** Verve D6, Affinity D10, Guile D8
- **Social Rank:** Nobility (D10)
 - *Personal Wealth:* 3D10
- **Yield Limit:** 16
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Vigilance 2D10
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Medicine, Military, Nature, Observation, Science
 - *Culture:* Etiquette +3, 6D10; Scholarship +3, 1D10 + 4D8
 - *Defense:* Parry 1D10 + 1D8 + 1D6; Block +1, 3D10; Dodge +3, 1D10 + 4D8
 - *Dueling:* Lunge +1, 1D10 + 1D8 + 2D6; Riposte +1, 3D10 + 1D8; Feint 1D10 + 2D8
 - *Interaction:* Inspire +3, 2D10 + 4D6; Negotiate +3, 6D10
 - *Medicine:* Treat +3, 5D10
 - *Military:* Strategy +3, 1D10 + 4D8
 - *Nature:* Explore +3, 1D10 + 4D6
 - *Observation:* Intuition +1, 3D10; Deduce +3, 1D10 + 4D8
 - *Science:* Clockworks +1, 3D10; Calculus +3, 1D10 + 4D8
- **Weapon Prowess:** knife, sword
- **Armor Prowess:** none
- **Languages:** Gallinean, Ekalian, Varendish, Talianian
- **Equipment:** ceremonial rapier (Sword +1D8)
 - *Courtly Outfit:* black and gules bodice (Inspire +1D10), white and amaranth courtier's gloves (Negotiate +1D10), gules skirt, black and amaranth chopines (Etiquette +1D10)
- **Passions:** Loyalty to Valerienne (D12), Country (D10), Family (D8), Wealth (D6)
- **Style Maneuvers:**
 - *Epidemiology:* When diagnosing or treating an unknown illness, spend 1 Style Point to add Deduce dice to a Treat roll
 - *Into the Rigging:* When on a ship or a boat, spend 1 Style Point to add Explore dice to a Dodge roll

- *Second Opinion*: Spend 1 Style Point to reroll a Medicine roll
- *Style Points*: 3 (maximum 6)

Bedyngford

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdiet mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

Homero apeirian legendos eu nam, semper gubergren democratum sea in, ut consul scaevola nec. Sed ad feugiat ancillae, in eos discere luptatum imperdiet. Et duis summo dolorum eum, ridens erroribus accommodare mei eu. Aperiri nonumes facilisis duo an, sed elitr afferit nominavi ei. An vix scaevola vulputate. An euismod omittam appetere vis, cu vis erant audiam. Ex docendi quaerendum pro.

An usu porro omnium nusquam, dicam philosophia sed ut, modo iuvaret ei eos. Nulla aliquip molestie mei ex, in duo alii salutatus. Id vel modus complectitur, congue ridens ex nam. Ea est bonorum maluisset definiebas, vitae efficiantur ea pro.

An causae insolens qui, cu aliquando definitiones nec, ius ex soluta fabulas abhorreant. Nec afferit inimicus et, duo eu nobis dolores, qui ad deserunt delicatissimi. Dicta nominati delicatissimi pri ne. Sale deseruisse percipitur an est, qui in illum nobis suscipit. No vel graci constituto mnesarchum, docendi fabellas occurret et eum, eu ius tantas sensibus.

As an Enemy:

Bedyngford is loyal to Albia, not to Gallinea. As such, he could be either a persistent rival or a deadly enemy. The fact that he has the ear of the Prince-Consort makes him all that much more dangerous. He may play the role of a foppish dandy, but is actually a shrewd manipulator.

As an Ally:

Player characters who are from Albia will find Bedyngford to be an affable, agreeable drinking companion. He may ask them to undertake harmless tasks, nothing important, that just happen to benefit him or Albia. He can also be a good source of gossip within the Gallinean and Albian royal courts.

Lord-Ambassador Bedyngford

Major Character

- **Competency Die:** D10 (70 XP)
- **Attributes:** Verve D6, Affinity D8, Guile D10
- **Social Rank:** Nobility (D10)
 - *Wealth*: 3D10
- **Yield Limit:** 16
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Timing 5D10
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Military, Nature, Observation, Streetwise
 - *Culture*: Etiquette +4, 1D10 + 5D8; Scholarship +1, 3D10
 - *Defense*: Parry +1, 2D10 + 1D8 + 2D6; Block 1D10 + 1D8; Dodge +4, 6D10
 - *Dueling*: Lunge 1D10 + 1D8 + 1D6; Riposte +3, 1D10 + 5D8; Feint +4, 6D10 + 1D8
 - *Initiative*: Timing +3, 5D10
 - *Interaction*: Negotiate +1, 1D10 + 2D8; Deceive +4, 6D10
 - *Military*: Aim +3, 1D10 + 4D8 + 1D6
 - *Nature*: Explore +1, 1D10 + 2D6
 - *Streetwise*: Banter +3, 1D10 + 4D6; Carouse +4, 1D10 + 5D8; Larceny +1, 3D10
- **Weapon Prowess:** knife, sword, polearm, pistol, bow
- **Armor Prowess:** flexible armor
- **Equipment:** ornate tuck (Sword +1D8)
 - *Courtly Outfit*: azure fine doublet (Parry +1D10), courtier's gloves, breeches, cendree chopines (Negotiate +1D10)
- **Passions:** Pride (D12), Country (D10), Lust (D8), Friends (D6)
- **Languages:** Albian, Gallinean, Varendish
- **Style Maneuvers:**
 - *Comfortable Debauchery*: Spend 2 Style Points to set the value of one Carouse die to its maximum value before rolling
 - *Diplomatic Immunity*: When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
 - *Don't You Know Who I Am?*: When speaking with someone of Artisan social rank or lower, spend 1 Style Point to add Social Rank dice to a Negotiate roll
 - *Style Points*: 3 (maximum 6)

Carolus

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdiet mea, vim augue accusata te. Mea at

The Queen's Cavaliers

diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

Homero apeirian legendos eu nam, semper gubergren democritum sea in, ut consul scaevola nec. Sed ad feugiat ancillae, in eos discere luptatum imperdier. Et duis summo dolorum eum, ridens erroribus accommodare mei eu. Aperiri nonumes facilisis duo an, sed elitr afferit nominavi ei. An vix scaevola vulputate. An euismod omittam appetere vis, cu vis erant audiam. Ex docendi quaerendum pro.

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An causae insolens qui, cu aliquando definitiones nec, ius ex soluta fabulas abhorreant. Nec afferit inimicus et, duo eu nobis dolores, qui ad deserunt delicatissimi. Dicta nominati delicatissimi pri ne. Sale deseruisse percipitur an est, qui in illum nobis suscipit. No vel graeci constituto mnesarchum, docendi fabellas occurret et eum, eu ius tantas sensibus.

As an Ally:

Carolus means well, really he does. He may stumble through Gallinean social graces like a bull in a porcelain shop, but his heart is in the right place. As the ceremonial head of the Queen's Cavaliers, he is a natural ally for any members of the Cavaliers, and may need them to help with anything from important matters of state to going on a fox hunt (with imported foxes).

As an Enemy:

Ambassador Bedyngford's sway over the young Albian prince means that Carolus could easily be convinced that the player characters are enemies of Gallinea, Albia, or his dear Mariana. For Cavaliers, this could mean they are stripped of their position and expelled from the group. For others, they may find themselves hunted by the Queen's Cavaliers themselves.

Prince-Consort Carolus

Major Character

- **Competency Die:** D8 (20 XP)
- **Attributes:** Verve D8, Affinity D10, Guile D6
- **Social Rank:** Royalty (D12)
 - *Wealth:* 2D12 + 1D8
- **Yield Limit:** 14
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Impulse Vigilance Timing
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Medicine, Military, Nature, Observation, Streetwise
 - *Culture:* Arts +2, 4D8; Etiquette +2, 3D10 + 2D8; Scholarship +2, 1D8 + 3D6
 - *Defense:* Parry +1, 4D8; Block +1, 1D10 + 3D8; Dodge 1D8 + 1D6
 - *Dueling:* Lunge +1, 4D8; Riposte +1, 1D10 + 3D8; Feint 2D8 + 1D6
 - *Interaction:* Inspire +2, 4D8; Negotiate +2, 1D10 + 4D8; Deceive 1D8 + 1D6
 - *Medicine:* Treat +1, 2D10 + 1D8
 - *Military:* Brawl 2D8; Aim +2, 4D10 + 3D8
 - *Nature:* Explore +2, 5D8; Husbandry +2, 1D8 + 4D8
 - *Streetwise:* Carouse +2, 3D10 + 1D8
- **Weapon Prowess:** knife, sword, bow, musket
- **Armor Prowess:** flexible armor, shields
- **Languages:** Albian, Gallinean, Old Qartan, Varendish
- **Equipment:** tuck (Sword +1D8, +1D10 two-handed), rifled musket (Musket +1D10), Sir Fluffington (Albian spaniel), riding horse
 - *Courtly Outfit:* celeste doublet (Negotiate +1D8), celeste breeches, celeste courtier's gloves (Etiquette +1D8), chopines
 - *Hunting Outfit:* Or tricorne (Explore +1D8), celeste casaque (Aim +1D8), brown craftsman's gloves, black breeches, celeste military boots (Husbandry +1D8), celeste cloak (Block +1D8)
- **Passions:** Country (D12), Love (D10), Friends (D8), Family (D6)
- **Style Maneuvers:**
 - *Great White Hunter:* When attacking an animal, spend 1 Style Point to add Prowl dice to an Aim roll
 - *Huntsman's Best Friend:* When traveling with a hunting dog, spend 1 Style Point to add Husbandry dice to an Explore roll
 - *Practiced Sharpshooting:* Spend 2 Style Points to set the value of one Aim die to its maximum value before rolling
 - *Style Points:* 3 (maximum 6)

Duthas

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdier mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

Homero apeirian legendos eu nam, semper gubergren democritum sea in, ut consul scaevola nec. Sed ad feugiat ancillae, in eos discere luptatum

imperdierit. Et duis summo dolorum eum, ridens erroribus accommodare mei eu. Aperiri nonumes facilisis duo an, sed elitr afferit nominavi ei. An vix scaevola vulputate. An euismod omittam appetere vis, cu vis erant audiam. Ex docendi quaerendum pro.

An usu porro omnium nusquam, dicam philosophia sed ut, modo iuvaret ei eos. Nulla aliquip molestie mei ex, in duo alii salutatus. Id vel modus complectitur, congue ridens ex nam. Ea est bonorum maluisset definiebas, vitae efficiantur ea pro.

An causae insolens qui, cu aliquando definitiones nec, ius ex soluta fabulas abhorreant. Nec afferit inimicus et, duo eu nobis dolores, qui ad deserunt delicatissimi. Dicta nominati delicatissimi pri ne. Sale deseruisse percipitur an est, qui in illum nobis suscipit. No vel graeci constituto mnesarchum, docendi fabellas occurret et eum, eu ius tantas sensibus.

As an Enemy:

The Brothers Duthas are usually, but not always, found working for the renegade member of the Queen's Cavaliers, Martine Deveaux.

Usually only one will be involved with any given scheme at a time. There are several of them – however many you need as MJ – in case you have bloodthirsty players who kill them off. The Brothers can also be used to represent any none-too-bright but all-too-strong henchmen or members of the brute squad.

As an Ally:

Whichever Duthas this might be, it turns out he's not as bad as the others. Maybe he had one of his brothers die in an earlier fight with the player characters and he fears the same fate, or maybe he's shocked by Martine's current plan. This single Duthas, then, might help the players by revealing that scheme and helping them put a stop to it.

The Brothers Duthas

Minor Character(s)

- **Competency Die:** D8
- **Attributes:** Verve D10, Affinity D8, Guile D8
- **Social Rank:** Commoner D6 / Soldier D6
 - *Wealth:* 1D8 + 1D6 + 1D6
- **Yield Limit:** 11
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Impulse 1D10 + 1D8
- **Skill Competency:** Defense, Dueling, Interaction, Military, Nature, Observation, Streetwise
 - *Defense:* Parry 1D10 + 2D8; Block +1, 3D8 + 1D6; Dodge 1D8 + 1D6
 - *Dueling:* Lunge +1, 2D10 + 2D8; Riposte 3D8; Feint 2D8 + 1D6
 - *Interaction:* Inspire +1, 2D10 + 1D8
 - *Military:* Brawl +2, 3D10 + 1D8; Aim +1, 1D10 + 3D8
 - *Nature:* Prowl +2, 1D8 + 3D6
 - *Observation:* Perceive 1D10 + 1D8
 - *Streetwise:* Carouse +1, 3D8; Larceny +2, 1D8 + 3D6
- **Weapon Prowess:** knife, sword, cudgel, musket
- **Equipment:** peasant outfit, leather jerkin (Armor +1D6), backsword (Sword +1D8), flintlock musket (Musket +1D8)
- **Passions:** Wealth (D10), Family (D8), Loyalty to Martine (D6)
- **Languages:** Gallinean
- **Style Maneuvers:**
 - *Style Points:* 1 (maximum 3)
 - *Down-n-Dirty Fighting:* When making a riposte while you have one hand free, spend 1 Style Point to add Brawl dice to a Riposte roll
 - *Trained Endurance:* Spend 2 Style Points to set the value of one Block die to its maximum value before rolling

Farrazin

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdierit mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

Homero apeirian legendos eu nam, semper gubergren democritum sea in, ut consul scaevola nec. Sed ad feugiat ancillae, in eos discere luptatum imperdierit. Et duis summo dolorum eum, ridens erroribus accommodare mei eu. Aperiri nonumes facilisis duo an, sed elitr afferit nominavi ei. An vix scaevola vulputate. An euismod omittam appetere vis, cu vis erant audiam. Ex docendi quaerendum pro.

An usu porro omnium nusquam, dicam philosophia sed ut, modo iuvaret ei eos. Nulla aliquip molestie mei ex, in duo alii salutatus. Id vel modus complectitur, congue ridens ex nam. Ea est bonorum maluisset definiebas, vitae efficiantur ea pro.

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As an Enemy:

The Queen's Cavaliers

With a network of spies that rivals that of Prince Jean-Remy, his own personal army in the form of the Holy Guardsmen, and direct access to the cavalier-turned-assassin Martine Deveaux, Farrazin can be deadly enemy. His own combat abilities are limited so he works better as a master planner, working behind the scenes to discredit and destroy the Cavaliers.

As an Ally:

While he may have his own agenda, Farrazin is still a patriotic Gallinean and doesn't wish to see harm come to Mariana. He would oppose any attempt to harm the country or its queen, and would gladly work with Cavaliers on matters of national defense or national pride. He may also provide the Cavaliers with information that they can't get through other means.

Farrazin, Guardian of the Faith

Major Character

- **Competency Die:** D12 (100 XP)
- **Attributes:** Verve D6, Affinity D10, Guile D8
- **Social Rank:** Nobility (D10)/Artisan (D8)
 - *Personal Wealth:* 1D12 + 1D10 + 1D8
- **Yield Limit:** 18
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Impulse Vigilance Timing
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Magicks, Medicine, Military, Observation, Science, Streetwise
 - *Culture:* Arts +4, 1D12 + 5D6; Etiquette +4, 1D12 + 5D10; Scholarship +4, 1D12 + 5D8
 - *Defense:* Parry 1D12 + 2D6; Block 1D12 + 1D10; Dodge +2, 2D12 + 3D8
 - *Dueling:* Lunge 1D12 + 2D6; Riposte 1D12 + 1D10 + 1D6; Feint +2, 1D12 + 3D8 + 1D6
 - *Initiative:* Vigilance +4, 1D12 + 5D10
 - *Interaction:* Inspire +4, 2D12 + 5D6; Negotiate +4, 1D12 + 5D10; Deceive +4, 1D12 + 5D8
 - *Magicks:* Portents +2, 1D12 + 3D8
 - *Military:* Strategy +4, 1D12 + 5D8
 - *Observation:* Intuition +4, 1D12 + 5D10
 - *Science:* Calculus +4, 1D12 + 5D8
 - *Streetwise:* Banter +2, 2D12 + 3D6
- **Weapon Prowess:** knife, cudgel
- **Armor Prowess:** none
- **Languages:** Gallinean, Ondalese, Ifrani, Old Qartan
- **Equipment:** *Books of the Sun* (Knowledge +1D6, related to Asrianism), false book of hymns, trident dagger hidden in hymnal (Knife +1D6; Parry +++; disarm; Parry, Feint only)
 - *Priest Outfit:* Or clerical skullcap (Arts +1D12), Or vestments (Inspire +1D12), Or courtier's gloves (Banter +1D12), breeches, sable pantofles (Dodge +1D12)
- **Passions:** Church (D12), Pride (D10), Country (D8), Justice (D6)
- **Style Maneuvers:**
 - *Apologetics:* When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
 - *Books of the Sun:* When dealing with someone of the Asrian faith, spend 1 Style Point to add Scholarship dice to an Inspire roll
 - *Legal Precedents:* When speaking in court, spend 1 Style Point to add Scholarship dice to an Inspire roll
 - *Twist the Knife:* When attacking with a knife that was hidden at the beginning of the fight, spend 1 Style Point to add Deceive dice to a Lunge roll
 - *Style Points:* 3 (maximum 6)

Gabriana Secouriste

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdiet mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

Homero apeirian legendos eu nam, semper gubergren democritum sea in, ut consul scaevola nec. Sed ad feugiat ancillae, in eos discere luptatum imperdiet. Et duis summo dolorum eum, ridens erroribus accommodare mei eu. Aperiri nonumes facilisis duo an, sed elitr afferit nominavi ei. An vix scaevola vulputate. An euismod omittam appetere vis, cu vis erant audiam. Ex docendi quaerendum pro.

An usu porro omnium nusquam, dicam philosophia sed ut, modo iuvaret ei eos. Nulla aliquip molestie mei ex, in duo alii salutatus. Id vel modus complectitur, congue ridens ex nam. Ea est bonorum maluisset definiebas, vitae efficiantur ea pro.

An causae insolens qui, cu aliquando definitiones nec, ius ex soluta fabulas abhorreant. Nec afferit inimicus et, duo eu nobis dolores, qui ad deserunt delicatissimi. Dicta nominati delicatissimi pri ne. Sale deseruisse percipitur an est, qui in illum nobis suscipit. No vel graeci constituto mnesarchum, docendi fabellas occurret et eum, eu ius tantas sensibus.

As an Ally:

As a cheerful and eager young member of the cavaliers, Gabriana will easily befriend any player characters who are members of the Queen's Cavaliers. Her stats can be used to represent any rank-and-file member of the Cavaliers.

As an Enemy:

Gabriana works best as a rival rather than an outright enemy. Switch her D10 passion from Friends to Pride, and you have a character who would love to show up any player character members of the Cavaliers, especially those who don't fit her standards of what a true Cavalier should be.

Cavalier Gabriana Secouriste

Minor Character

- **Competency Die:** D6
- **Attributes:** Verve D10, Affinity D8, Guile D6
- **Social Rank:** Soldier (D6)
 - *Wealth:* 3D6
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Impulse 1D10 + 1D6
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Military, Observation
 - *Culture:* Arts +2, 3D10 + 1D6
 - *Defense:* Parry +1, 2D10 + 1D8 + 1D6; Block +1, 3D8 + 1D6; Dodge +1, 3D6
 - *Dueling:* Lunge +2, 3D10 + 1D8 + 1D6; Riposte +2, 4D8 + 1D6; Feint 1D8 + 2D6
 - *Military:* Brawl +1, 2D10 + 1D6; Aim +1, 2D8 + 2D6
 - *Observation:* Perceive +1, 2D10 + 1D6
- **Weapon Prowess:** knife, sword, pistol
- **Armor Prowess:** flexible armor, shields
- **Languages:** Gallinean, Ifrani
- **Equipment:** rapier (Sword +1D8), flintlock pistol (Pistol +1D6), main-gauche (Knife +1D6; Parry +: Execute a riposte; Riposte +: Decrease advantage; Parry, Riposte, Feint only)
- **Passions:** Friends (D10), Justice (D8), Loyalty to the Cavaliers (D6)
- **Style Maneuvers:**
 - *Lutetian School of Fencing:* When fighting with a rapier or colichemarde in one hand and other hand empty, spend 1 Style Point to add Arts dice to a Parry roll
 - *Precise Swordplay:* Spend 2 Style Points to set the value of one Sword weapon die to its maximum value before rolling
 - *Style Points:* 1 (maximum 3)

Ginevra de Hiedra

Comodora Ginevra de Hiedra y Obispo is the fleet captain of the New Corderan Colonial Fleet. She is the youngest fleet captain in the Holy Navy of Ondala and is a loyal supporter of Queen Ximena.

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdier mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

Homero apeirian legendos eu nam, semper gubergren democritum sea in, ut consul scaevola nec. Sed ad feugiat ancillae, in eos discere luptatum imperdier. Et duis summo dolorum eum, ridens erroribus accommodare mei eu. Aperiri nonumes facilisis duo an, sed elitr afferit nominavi ei. An vix scaevola vulputate. An euismod omittam appetere vis, cu vis erant audiam. Ex docendi quaerendum pro.

An usu porro omnium nusquam, dicam philosophia sed ut, modo iuvaret ei eos. Nulla aliquip molestie mei ex, in duo alii salutatus. Id vel modus complectitur, congue ridens ex nam. Ea est bonorum maluisset definiebas, vitae efficiantur ea pro.

An causae insolens qui, cu aliquando definitiones nec, ius ex soluta fabulas abhorreant. Nec afferit inimicus et, duo eu nobis dolores, qui ad deserunt delicatissimi. Dicta nominati delicatissimi pri ne. Sale deseruisse percipitur an est, qui in illum nobis suscipit. No vel graeci constituto mnesarchum, docendi fabellas occurreret et eum, eu ius tantas sensibus.

As an Enemy:

Gallinea and Ondala aren't at war. At least, not right now. That doesn't stop the Comodora from demanding that ships passing through the Ondalan Channel or near New Cordera submit for inspection or be fired upon. She could be either a dangerous enemy out to capture or kill the player characters, or a prideful representative of a rival country who wants humiliate the players for some perceived or actual sleight.

As an Ally:

Even if the player characters aren't Ondalan, Ginevra might be willing to work with them. Smugglers and pirates are common threats to the colonies of both Elissia and New Cordera, and the comodora might suggest a joint mission undertaken by the Queen's Cavaliers and some of her Ondalan marines.

The Queen's Cavaliers

Comodora Ginevra de Hiedra y Obispo

Major Character

- **Competency Die:** D8 (35 XP)
- **Attributes:** Verve D10, Affinity D6, Guile D8
- **Social Rank:** Soldier (D6)
 - *Wealth:* D8 + 2d6
- **Yield Limit:** 14
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Impulse 1D10 + 1D8
- **Skill Competency:** Defense, Dueling, Interaction, Military, Nature, Observation, Science, Streetwise
 - *Defense:* Parry +2, 3D10 + 3D8; Block 1D8 + 1D6; Dodge +2, 5D8
 - *Dueling:* Lunge +2, 3D10 + 2D8; Riposte +3, 2D8 + 4D6; Feint +1, 4D8
 - *Interaction:* Inspire +3, 4D10 + 1D8
 - *Military:* Brawl +2, 3D10 + 1D8; Aim +1, 1D8 + 3D6; Strategy +3, 5D8
 - *Nature:* Explore +3, 4D10 + 1D8
 - *Observation:* Perceive 1D10 + 1D8, 1D10 + 1D8 + 1D6 at range
 - *Science:* Blackpowder +2, 3D10 + 1D8; Clockworks +1, 1D8 + 2D6; Calculus +1, 3D8
 - *Streetwise:* Banter +3, 4D10 + 1D8; Carouse +1, 1D8 + 2D6
- **Weapon Prowess:** knife, sword, cannon, musket, pistol
- **Armor Prowess:** none
- **Languages:** Ondalese, Ekalian, Gallinean, Albian
- **Equipment:** espada ropera (Sword +1D8, Lunge +++: Inflict 4 yield), dagger (Knife +1D6) double pistol (Pistol +1D6; two shots before reload Drop 4); spyglass (Observation +1D6, more than 2 areas away), mariner's astrolabe (Calculus, Explore +1D6, navigation only)
 - *Commodore's Uniform:* tricorne, gules casaque (Parry +1D8), pantaloons, black and sanguine boots (Dodge +1D8), sanguine cloth cape
- **Passions:** Pride (D12), Loyalty to her Crew (D10), Country (D8), Lust (D6)
- **Style Maneuvers:**
 - *Broadsides:* When firing a ship-mounted cannon, spend 1 Style Point to add Explore dice to a Blackpowder roll
 - *Diegan School of Fencing:* When fighting with a rapier or espada ropera in one hand and a dagger in the other hand, spend 1 Style Point to add Banter dice to a Parry roll
 - *Unorthodox Tactics:* Spend 2 Style Points to set the value of one Strategy die to its maximum value before rolling
 - *Style Points:* 3 (maximum 6)

Isabene de la Justicia

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdiet mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

Homero apeirian legendos eu nam, semper gubergren democritum sea in, ut consul scaevola nec. Sed ad feugiat ancillae, in eos discere luptatum imperdiet. Et duis summo dolorum eum, ridens erroribus accommodare mei eu. Aperiri nonumes facilis duo an, sed elitr afferit nominavi ei. An vix scaevola vulputate. An euismod omittam appetere vis, cu vis erant audiam. Ex docendi quaerendum pro.

An usu porro omnium nusquam, dicam philosophia sed ut, modo iuvaret ei eos. Nulla aliquip molestie mei ex, in duo alii salutatus. Id vel modus complectitur, congue ridens ex nam. Ea est bonorum maluisset definiebas, vitae efficiantur ea pro.

An causae insolens qui, cu aliquando definitiones nec, ius ex soluta fabulas abhorreant. Nec afferit inimicus et, duo eu nobis dolores, qui ad deserunt delicatissimi. Dicta nominati delicatissimi pri ne. Sale deseruisse percipitur an est, qui in illum nobis suscipit. No vel graeci constituto mnesarchum, docendi fabellas occurreret et eum, eu ius tantas sensibus.

As an Ally:

The Matriarch is best kept mostly out of the picture, as she doesn't care to meddle too much in the affairs of her own church. However, if the players manage to befriend her, she can use her authority to have them released from church imprisonment, or pardon crimes against the church. In return, she would ask the player characters to help the impoverished people of Elara and Ifran.

As an Enemy:

The Church itself makes for a good opponent for Cavaliers, as they have a variety of ways to challenge player characters, from the rivalry between the Queen's Cavaliers and the Holy Guardsmen, to the clandestine schemes of Farrazin and Martine. And the Matriarch is the Church, for all intents and purposes. She could be an easily manipulated fool whose arch-chaplains are manipulating her, or she could be a dastardly schemer at the middle of a web of intrigue from her palatial Holy See in Cordera.

Matriarch Isabene de la Justicia

Major Character

- **Competency Die:** D10 (90 XP)
- **Attributes:** Verve D10, Affinity D8, Guile D6
- **Social Rank:** Royalty (D12) / Commoner (D6)
 - *Personal Wealth:* 1D12 + 1D10 + 1D6
- **Yield Limit:** 16
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Impulse 2D10
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Magicks, Medicine, Military, Nature, Observation
 - *Culture:* Arts +4, 1D12 + 6D10; Etiquette +4, 1D10 + 5D8; Scholarship +4, 1D10 + 5D6
 - *Defense:* Parry +1, 3D10 + 1D6; Block 1D10 + 1D8; Dodge 1D10 + 1D6
 - *Dueling:* Lunge +1, 3D10 + 1D6; Riposte 1D10 + 1D8 + 1D6; Feint 1D6 + 2D6
 - *Interaction:* Inspire +4, 1D12 + 6D10; Negotiate +4, 1D10 + 5D8
 - *Magicks:* Portents +1, 1D6 + 2D6
 - *Medicine:* Treat +4, 1D10 + 5D8
 - *Military:* Brawl +1, 3D10
 - *Nature:* Explore +4, 6D10; Husbandry +4, 1D10 + 5D8
 - *Observation:* Perceive +1, 3D10; Intuition +4, 1D10 + 5D8
- **Weapon Prowess:** knife, cudgel
- **Armor Prowess:** none
- **Languages:** Ondalese, Ifrani, Old Qartan
- **Equipment:** *Books of the Sun* (Knowledge +1D6, Asrianism only), ceremonial shepherd's crook (Cudgel +1D6), farmworking tools (Husbandry +1D6)
 - *Matriarch ceremonial outfit:* *Or* matriarch's headdress (Inspire +1D12), *Or* vestments, brown breeches, brown pantofles, *Or* liturgical stole (Arts +1D12)
 - *Comfortable outfit:* *Or* grey shift, brown breeches, brown buckled shoes
- **Passions:** Faith (D12), Justice (D10), Church (D8), Love (D6)
- **Style Maneuvers:**
 - *Folk Remedies:* When you have access to a garden, forest, or herb collection, spend 1 Style Point to add Husbandry dice to a Treat roll
 - *Practiced Diplomacy:* Spend 2 Style Points to set the value of one Negotiate die to its maximum value before rolling
 - *There's No Need for Violence:* When unarmed and facing an armed opponent, spend 1 Style Point to add Inspire dice to a Dodge roll
 - *Style Points:* 3 (maximum 6)

Jean-Remy

Prince Jean-Remy of Gallinea was born Princess Renee, younger sibling of Queen Elissee, but from an early age was ill-suited for the princess role. Instead, he took the name of his paternal grandfather and eschewed the pageantry of the royal court for the study of military history. An accomplished fencer and shrewd negotiator, he was appointed as the Gallinean ambassador to Ondala where he built a sizable espionage operation. Upon the unexpected death of his sister Elissee and his beloved niece Jehanne six years ago, Jean-Remy returned to Lutetia and is the head of Gallinea's spy network as well as one of Queen Mariana's trusted advisors.

Jean-Remy is a handsome man in his late 40s with a neatly trimmed mustache and a slight build, although he is rarely seen out and about around the palace or capital. Some say he's simply very good at hiding, while others claim the spymaster is also an expert disguise artist. Jean-Remy speaks calmly and quietly, rarely if ever raising his voice, but he is far from passive when it comes to defending his country and family. Those who have underestimated the Prince often pay for that mistake with their lives, as he is more than willing to kill for Mariana.

The relationship between Prince Jean-Remy and his brother-in-law Prince-Father Michel is one of mutual respect, as both know the other has the Queen's interests at heart. Jean-Remy does not care for Prince-Consort Carolus, although he is not above subtly manipulating him to hear the latest secrets of Albia's ambassador, the Duke of Bedyngford. Guardian Farrazin and Prince Jean-Remy despise each other, as they have competing intelligence-gathering operations within the same nation.

As an Ally:

Gallinea's spymaster has his fingers in everything that happens in the country and beyond, and is always looking to recruit more clandestine agents to his cause. Even if players don't work directly for him, he could still provide information or ask them to undertake missions for the good of Gallinea and its queen. Be careful about overusing him as a *deus ex machina*, however, unless your player characters have no espionage or information-gathering abilities at all.

As an Enemy:

You *don't* want to make an enemy of Prince Jean-Remy. The easiest way to do so is to threaten the Queen or her authority in any way. He won't hesitate to have enemies killed, or kill them himself, if they pose a danger to the Crown.

Prince Jean-Remy

Major Character

The Queen's Cavaliers

- **Competency Die:** D10 (90 XP)
- **Attributes:** Verve D6, Affinity D8, Guile D10
- **Social Rank:** Royalty (D12) / Soldier (D6)
 - *Personal Wealth:* 1D12 + 1D10 + 1D6
- **Yield Limit:** 16
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Timing 4D10
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Medicine, Military, Nature, Observation, Science, Streetwise
 - *Culture:* Etiquette +4, 1D10 + 5D8; Scholarship +4, 6D10
 - *Defense:* Parry +1, 1D6 + 3D6; Block 1D10 + 1D8; Dodge +4, 6D10
 - *Dueling:* Lunge 1D10 + 2D6; Riposte +1, 2D10 + 2D8 + 1D6; Feint +4, 6D10 + 1D6
 - *Initiative:* Timing +2, 4D10
 - *Interaction:* Deceive +4, 7D10
 - *Medicine:* Poison +1, 3D10
 - *Military:* Brawl 1D10 + 1D6; Aim 1D10 + 1D8 + 1D6; Strategy +4, 6D10
 - *Nature:* Explore +4, 1D10 + 5D6; Prowl +4, 6D10
 - *Observation:* Perceive 1D10 + 1D6; Deduce +4, 6D10
 - *Science:* Calculate +1, 3D10
 - *Streetwise:* Carouse +4, 1D10 + 5D8; Larceny +1, 3D10
- **Weapon Prowess:** knife, sword, cudgel, bow, pistol, musket
- **Armor Prowess:** flexible armor
- **Equipment:** custom designed swordbreaker (Knife +1D6; Parry +++++: Break weapon; Parry, Riposte, Feint only), various disguises
 - *Spymaster outfit:* black cavalier hat with carnation plume (Riposte +1D10), black doublet, brown soldier's gloves, black breeches, brown boots, sable cape (Deceive +1D10)
 - *Helpless old granny outfit:* gray shift, brown breeches, brown sandals
 - *Ekalian pirate outfit:* sanguine headscarf, celeste doublet, sanguine soldier gloves (Prowl +1D10), sanguine pantaloons, brown and celeste boots
 - *Streetside cheesemonger:* raspberry beret (the kind you find in a secondhand store), white smock, brown breeches, brown and amaranth buckled shoes (Streetwise +1D10)
- **Passions:** Family (D12), Country (D10), Knowledge (D8), Pride (D6)
- **Languages:** Gallinean, Albian, Ekalian, Ondalese, Serican, Varendish
- **Style Maneuvers:**
 - *Social Reliability:* Spend 1 Style Point to reroll an Interaction roll
 - *Student of Accents:* When trying to pass yourself off as someone from another nation, spend 1 Style Point to add Explore dice to a Deceive roll
 - *Trained Ear:* When listening to other people speaking, spend 1 Style Point to add Scholarship dice to a Perceive roll
 - *Style Points:* 3 (maximum 6)

Jennevive d'Angelet

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdiet mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

Homero apeirian legendos eu nam, semper gubergren democratum sea in, ut consul scaevola nec. Sed ad feugiat ancillae, in eos discere luptatum imperdier. Et quis summo dolorum eum, ridens erroribus accommodare mei eu. Aperiri nonumes facilisis duo an, sed elitr affert nominavi ei. An vix scaevola vulputate. An euismod omittam appetere vis, cu vis erant audiam. Ex docendi querendum pro.

An usu porro omnium nusquam, dicam philosophia sed ut, modo iuvaret ei eos. Nulla aliquip molestie mei ex, in duo alii salutatus. Id vel modus complectitur, congue ridens ex nam. Ea est bonorum maluisset definiebas, vitae efficiantur ea pro.

An causae insolens qui, cu aliquando definitiones nec, ius ex soluta fabulas abhorreant. Nec affert inimicus et, duo eu nobis dolores, qui ad deserunt delicatissimi. Dicta nominati delicatissimi pri ne. Sale deseruisse percipitur an est, qui in illum nobis suscipit. No vel graeci constituto mnesarchum, docendi fabellas occurreret et eum, eu ius tantas sensibus.

As an Enemy:

Scanbria is not known for its loyalty to the Crown. As the most notable member of the Traditionalists, Duchess d'Angelet's words just barely fall short of outright disrespect of the Queen. Considered by many in Lutetia to be more Varendish than Gallinean, she can be used as the planner behind a variety of schemes that undermine respect for the Queen without veering into outright rebellion. Players who try to march into her fortress outside of Scanbria may be met with an unpleasant surprise, as she is quite skilled with her Varendish greatsword.

As an Ally:

If the player characters end up on the outs with the Queen and the other Gallinean authorities, Scanbria could provide refuge and sanctuary.

D'Angelet is more than willing to work with any player characters who seek a return to more traditional values in Gallinean society. After all, who doesn't want to make Gallinea great again?

Duchess Jennevive d'Angelet of Scanbreille

Major Character

- **Competency Die:** D8 (35 XP)
- **Attributes:** Verve D10, Affinity D6, Guile D8
- **Social Rank:** Nobility (D10)
 - *Personal Wealth:* 2D10 + 1D8
- **Yield Limit:** 14
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Impulse 4D10 + 1D8
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Magics, Military, Nature, Observation, Science, Streetwise
 - *Culture:* Arts +3, 4D10 + 1D8; Etiquette +2, 1D8 + 3D6; Scholarship +3, 5D8
 - *Defense:* Parry +1, 3D10 + 2D8; Block +2, 1D10 + 2D8 + 3D6; Dodge 2D8
 - *Dueling:* Lunge +2, 4D10 + 1D8; Riposte 1D10 + 1D8 + 1D6; Feint 1D10 + 2D8
 - *Initiative:* Impulse +3, 4D10 + 1D8
 - *Interaction:* Inspire +1, 2D10 + 2D8; Negotiate +2, 1D8 + 3D6; Deceive +3, 5D8
 - *Magics:* Weave +2, 3D10 + 3D8; Portents +1, 4D8
 - *Military:* Brawl +1, 2D10 + 1D8; Strategy +1, 3D8
 - *Streetwise:* Banter +3, 4D10 + 1D8
- **Weapon Prowess:** knife, sword, polearm
- **Armor Prowess:** flexible armor, rigid armor
- **Languages:** Gallinean, Albian, Varendish, Talanian
- **Equipment:** Varendish-make zweihander (Sword +1D10, two hands, Lunge 6+: Inflict 2 wounds; Parry, Lunge only), superior tailoring tools (Weave +1D8), superior divination cards (Portents +1D8)
 - *Courtesy Outfit:* grey and argent fine bodice (Inspire +1D8), grey and argent breeches, brunâtre fur cape (Block +1D8), craftsman's gloves (Weave +1D8), brown fur-lined, argent-trimmed military boots (Parry +1D8)
- **Passions:** Wealth (D12), Loyalty to Scanbria (D10), Pride (D8), Country (D6)
- **Style Maneuvers:**
 - *Enhanced Enchantments:* Spend 2 Style points to set the value of one Charm die to its maximum value before rolling
 - *Supercilious Vituperation:* When insulting someone who is competent with the Culture skill, spend 1 Style Point to add Scholarship dice to a Banter roll
 - *Precise Swordplay:* Spend 2 Style Points to set the value of one Sword weapon die to its maximum value before rolling
 - *Style Points:* 3 (maximum 6)

Lusienne Castenia

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdier mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

Homero apeirian legendos eu nam, semper gubergren democritum sea in, ut consul scaevola nec. Sed ad feugiat ancillae, in eos discere luptatum imperdier. Et duis summo dolorum eum, ridens erroribus accommodare mei eu. Aperiri nonumes facilisis duo an, sed elitr afferit nominavi ei. An vix scaevola vulputate. An euismod omittam appetere vis, cu vis erant audiam. Ex docendi quaerendum pro.

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As an Ally:

Lusienne makes for a good ally for Lutetia-based adventures. She's accessible enough to be able to meet with the players, unlike most of the royals, but is involved in enough events to provide adventure hooks and assistance as needed. If you need to give your Cavaliers something to do, simply have the Lady-Mayor invite them to one of her many parties! She also makes a good matron for charmweavers or other artistic characters.

As an Enemy:

Lusienne Castenia can be jealous and spiteful. Any Cavalier who insults her might themselves not just banned from the next big party, but also generally shunned by the people of Lutetia. As loud and as obnoxious as she might be, the Lutetians still love their big, flamboyant Lady-Mayor, and would believe her over nearly anyone save the Queen. While Castenia won't try to have anyone killed, she can still make them

The Queen's Cavaliers

social outcasts within the capital city.

Lady-Mayor Lusienne Castenia

Major Character

- **Competency Die:** D8 (20 XP)
- **Attributes:** Verve D10, Affinity D8, Guile D6
- **Social Rank:** Nobility (D10)
 - *Personal Wealth:* 2D10 + 1D8
- **Yield Limit:** 14
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Impulse 1D10 + 1D8
- **Skill Competency:** Culture, Defense, Initiative, Interaction, Magicks, Observation, Streetwise
 - *Culture:* Arts +1, 2D10 + 1D8; Etiquette +2, 4D8; Scholarship +1, 1D8 + 2D6
 - *Defense:* Parry 1D10 + 1D8; Block 2D8; Dodge +1, 1D8 + 2D6
 - *Interaction:* Inspire +1, 2D10 + 1D8; Negotiate +2, 4D8; Deceive +2, 1D8 + 3D6
 - *Magicks:* Weave +2, 3D10 + 1D8; Brew +2, 4D8
 - *Observation:* Perceive +2, 3D10 + 1D8; Intuition +2, 4D8
 - *Streetwise:* Banter +3, 4D10 + 1D8; Carouse +3, 5D8; Larceny +1, 1D8 + 2D6
- **Weapon Prowess:** knife
- **Armor Prowess:** none
- **Languages:** Gallinean, Ondalese
- **Equipment:** tailoring tools (Weave +1D6), 4 doses of superior teetotaler's tea in a flask (Carouse +1D8)
 - *Party outfit one:* fine azure bodice (Inspire +1D8), purpure skirt, purpure chopines (Scholarship +1D8), orate white and azure stole (Arts +1D8), azure courtier's gloves (Banter +1D8)
 - *Party outfit two:* fine white and *Or* doublet (Inspire +1D8), murrey leggings, *Or* hair ribbons (Weave +1D8), fine white and murrey cape (Negotiate +1D8), white and *Or* courtier's gloves
 - *Party outfit three:* gules courtly gown (Inspire +1D8), white and sanguine courtier's gloves (Scholarship +1D8), black and gules chopines (Arts +1D8), ornate white and sanguine stole (Banter +1D8)
 - ...
- **Passions:** Artistry (D12), Pride (D10), Lust (D8), Country (D6)
- **Style Maneuvers:**
 - *Fashion! Dodge to the Left:* When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
 - *Manners Count:* When speaking to someone of at least Artisan rank, spend 1 Style Point to add Etiquette dice to a Negotiate roll.
 - *Practiced Diplomacy:* Spend 2 Style Points to set the value of one Negotiate die to its maximum value before rolling
 - *Style Points:* 3 (maximum 6)

Mariana

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdiet mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

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As an Ally:

Mariana is, of course, the titular queen of *The Queen's Cavaliers*. With the pressures of running a major country thrust into her lap unexpectedly, Mariana doesn't have time to oversee whatever player characters get up to, but she has a good memory and will remember any Cavalier who distinguishes herself. Mariana's father is a former Cavalier, and if they can get access to her – which may be an adventure in and of itself – she tends to treat Cavalier characters kindly and respectfully.

As an Enemy:

Maybe the worst predictions of the Traditionalists have come true – Elisse's younger daughter is fully unprepared for the role she's taken on, and is going to drive the entire country of Gallinea into ruin. Easily manipulated by everyone from her scoundrel uncle to the Albian ambassador, she's an incompetent puppet who needs to be removed and replaced. Who will step forward and be a true Gallinean patriot?

Queen Mariana II

Major Character

- **Competency Die:** D8 (35 XP)
- **Attributes:** Verve D6, Affinity D8, Guile D10
- **Social Rank:** Royalty (D12)
 - *Personal Wealth:* 2D12 + 1D8
- **Yield Limit:** 14
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Timing 2D10 + 1D8
- **Skill Competency:** Culture, Defense, Initiative, Interaction, Military, Observation, Science
 - *Culture:* Arts +2, 1D8 + 3D6; Etiquette +3, 5D8; Scholarship +3, 4D10
 - *Defense:* Dodge +1, 2D10 + 1D8
 - *Initiative:* Timing +1, 2D10 + 1D8
 - *Interaction:* Inspire +2, 1D10 + 1D8 + 3D6; Negotiate +2, 4D8 + 1D10
 - *Military:* Strategy +2, 3D10 + 1D8
 - *Observation:* Perceive +1, 1D8 + 2D6; Intuition +3, 5D8; Deduce +2, 3D10 + 1D8
 - *Science:* Blackpowder +1, 1D8 + 2D6; Clockworks +3, 6D8; Calculus +3, 4D10 + 1D8
- **Weapon Prowess:** knife, bow
- **Armor Prowess:** flexible armor
- **Languages:** Gallinean, Albian, Ekalian, Old Qartan, Varendish
- **Equipment:** superior repair tools (Clockworks +1D8)
 - *Royal Outfit:* white and carnation courtly gown (Negotiate +1D10), argent hair ribbons (Inspire +1D10), carnation chopines
 - *Comfortable clothes:* carnation gearspring goggles (Clockworks +1D8), white smock, carnation breeches, brown and purpure craftsman's gloves (Calculus +1D8), brown pantofles
- **Passions:** Knowledge (D12), Family (D10), Country (D8), Artistry (D6)
- **Style Maneuvers:**
 - *Standing on the Shoulders of Giants:* When inventing a device in a well-equipped workshop, spend 1 Style Point to add Scholarship dice to a Clockworks roll
 - *Diplomatic Immunity:* When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
 - *Practiced Diplomacy:* Spend 2 Style Points to set the value of one Negotiate die to its maximum value before rolling
 - *Style Points:* 3 (maximum 6)

Martine Deveaux

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdiet mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

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As an Enemy:

Martine can be either a master schemer or a deadly combatant. With her brutal henchmen, her clandestine ties to Farrazin, and her inside knowledge of the Queen's Cavaliers, she can present any number of challenges to player characters. If you want to keep Martine alive in the face of determinedly murderous Cavaliers, borrow a trick from old movie serials by having her fall off a cliff into a waterfall, her body never found.

As an Ally:

We don't actually tell you why Martine left the Queen's Cavaliers. That's for each individual MJ to fill in, or not fill in, as she wishes. What if rather than being a villain, Martine has a point about the Cavaliers? What if they're corrupt from the inside and are, in fact, a danger to Gallinea? What if Martine is the only true patriot and the last, secret defense of Queen Mariana against her real enemies?

Martine Deveaux

Major Character

The Queen's Cavaliers

- **Competency Die:** D10 (70 XP)
- **Attributes:** Verve D8, Affinity D6, Guile D10
- **Social Rank:** Artisan (D8)
 - *Wealth:* 1D10 + 2D8
- **Yield Limit:** 16
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Timing 5D10
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Medicine, Military, Nature, Observation, Streetwise
 - *Defense:* Parry +2, 2D10 + 4D8; Block 1D10 + 1D6; Dodge +4, 6D10
 - *Dueling:* Lunge +4, 1D10 + 6D8; Riposte +1, 1D8 + 1D8 + 2D6; Feint +4, 6D10 + 1D8
 - *Initiative:* Timing +3, 5D10
 - *Interaction:* Inspire +1, 2D10 + 2D8; Deceive +4, 6D10
 - *Medicine:* Poison +4, 6D10
 - *Military:* Brawl +1, 1D10 + 2D8; Aim +3, 1D10 + 5D6
 - *Nature:* Prowl +1, 3D10
 - *Observation:* Deduce 2D10
 - *Streetwise:* Banter +3, 1D10 + 4D8; Carouse +1, 1D10 + 2D6; Larceny +3, 5D10
- **Weapon Prowess:** knife, bow, sword, pistol
- **Armor Prowess:** flexible armor, shields
- **Languages:** Gallinean, Varendish, Ekalian
- **Equipment:** rapier (Sword +1D8), main gauche (Knife +1D6, Parry +: Execute a riposte, Riposte +: Decrease advantage; Parry, Riposte, Feint only), flintlock pistol (Pistol +1D6), 6 vials of poison, 4 vials of antidote, pocketwatch
 - *Red dress outfit:* sanguine courtly gown (Deceive +1D10), grey and gules pantofles (Parry +1D10), gules hair ribbons (Inspire +1D10)
- **Passions:** Loyalty, inverted, against the Cavaliers (D12), Wealth (D10), Pride (D8), Country, inverted (D6)
- **Style Maneuvers:**
 - *Buccaneer Style:* When fighting with a smallsword, cutlass, or rapier in one hand and a pistol in the other hand, spend 1 Style Point to add Feint dice to an Aim roll
 - *Do You Expect Me To Talk?:* When conversing with other spies, spend 1 Style Point to add Banter dice to a Deceive roll
 - *Envenomed Blade:* When using a poisoned knife, spend 1 Style Point to add Poison dice to a Lunge roll
 - *Precise Swordplay:* Spend 2 Style Points to set the value of one Sword weapon die to its maximum value before rolling
 - *Style Points:* 3 (maximum 6)

Michel

Eu nostrud reformidans eos, no sed prima theophrastus, ius te novum possit euripidis. Ne dolore imperdiet mea, vim augue accusata te. Mea at diam erant, soleat dissentias complectitur in eam, in vel quod autem molestiae. Brute inani eos no, vel cu nonumy forensibus. Sea mutat ridens perfecto ad, nam et persius diceret euismod.

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As an Ally:

Michel is level-headed and competent, qualities lacking in his son-in-law, the current Prince-Consort. However, the Prince-Father is reluctant to interfere in either the ruling of Gallinea or the management of the Queen's Cavaliers, leaving that up to Mariana and Carolus. Cavaliers are likely to encounter him on the training grounds of the Citadel, where he might give them advice during a fencing lesson, or he could speak to a group of Cavaliers before they leave Lutetia on a mission, offering a suggestion as to what their *real* assignment should be.

As an Enemy:

The deaths of his wife and eldest daughter have left former Cavalier-Captain Michel Aubene as a shattered husk of a man who spends most of his days and all of his nights in the taverns closest to the Citadel. The old days were better, he says, and this new crop of Cavaliers is an embarrassment to those who have gone before. A bitter and broken Prince Michel could be an antagonist of the player characters, never fighting them directly nor engaging in a rivalry, but always making their lives a living hell. To match the hellish nightmare of his own life.

Prince-Father Michel

Major Character

- **Competency Die:** D12 (100 XP)
- **Attributes:** Verve D10, Affinity D8, Guile D6
- **Social Rank:** Royalty (D12) / Nobility (D10)
 - *Personal Wealth:* 2D12 + 1D10
- **Yield Limit:** 18
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Impulse 1D12 + 2D10
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Military, Nature, Observation
 - *Culture:* Etiquette +4, 1D12 + 1D10 + 5D8; Scholarship +4, 1D12 + 5D8
 - *Defense:* Parry +4, 1D12 + 5D10 + 1D8; Block +4, 1D12 + 1D10 + 6D8; Dodge +1, 1D12 + 2D6
 - *Dueling:* Lunge +4, 1D12 + 5D10 + 1D8; Riposte +4, 1D12 + 6D8; Feint 1D12 + 1D8 + 1D6
 - *Initiative:* Impulse +1, 1D12 + 2D10
 - *Interaction:* Inspire +4, 1D12 + 5D10
 - *Military:* Brawl +1, 1D12 + 2D10; Aim +4, 1D2 + 5D8 + 1D6; Strategy +4, 1D12 + 5D6
 - *Nature:* Explore +4, 1D12 + 5D10; Husbandry +1, 1D12 + 2D8
 - *Observation:* Perceive +1, 1D12 + 2D10
- **Weapon Prowess:** knife, sword, pistol
- **Armor Prowess:** flexible armor, shields
- **Languages:** Gallinean, Albian, Ekalian, Ifrani, Talanian
- **Equipment:** ornate rapier (Sword +1D8), ornate flintlock pistol (Pistol +1D6), buckler (Shield +1D8), Queen's Cavaliers pin
 - *Ceremonial uniform:* murrey casaque (Block +1D10), murrey breeches, cendree courtier's gloves (Etiquette +1D10), black and cendree military boots
- **Passions:** Love (D12), Family (D10), Country (D8), Loyalty to the Cavaliers (D6)
- **Style Maneuvers:**
 - *Confident Fencing:* Spend 1 Style Point to reroll a Dueling roll
 - *Never Again:* When attacking someone who has already damaged one of your allies in the current combat, spend 1 Style Point to add Inspire dice to a Lunge roll
 - *Parrying Shield:* When using a buckler to block, spend 1 Style Point to add Parry dice to a Block roll
 - *Style Points:* 3 (maximum 6)

Chapter 21: Opponents

Types of Opponents

There are several types of opponents that can present challenges, both in combat and out of combat, for player characters. These opponents are rated in terms of how important they are to the story: rabble are at best extras, while minor opponents take supporting roles. Major opponents, of course, can challenge a group of cavaliers as major villains or powerful allies!

For the MJ:

Using Opponents

Don't assume that all opponents are there to fight! A corrupt noble, scheming artisan, angry soldier, or even hapless rabble could complicate the heroes' lives without even lifting a finger.

Use opposed rolls, such as a duplicitous politician's Deception vs. a player's Negotiation, to represent a duel of words – trying to convince a court of one's guilt or innocence.

Don't make rolls against Standard Opposition for opponents, though – you shouldn't ever be rolling against yourself! Either find a way for the player to oppose the roll, or just decide via fiat whether the opponent succeeds or not.

Similarly, if an opponent is actually friendly and wishes to help the cavaliers, use the rule for assisting to have them grant additional dice to the players' rolls.

Rabble

Usually appearing in groups, rabble are faceless opposition who don't present a major challenge to the player characters. Rabble have the following characteristics:

- D0 or D6 Competency die
- Wealth pool based on 1 Social Rank die
- Yield Limit of 3
- Wound Limit of 1 (after taking 1 wound, they are Dying)
- Attributes of D6/D6/D6, D8/D8/D8, or D6/D8/D10

The Queen's Cavaliers

- Maximum of +1 Specialty Ranks
- Two Passions (D8, D6)
- No Style Maneuvers
- Start with 0 Style Points, with a maximum of 1 Style Point
- Usually appear in groups (up to twice the number of PCs)

Stock Character

A stock character is one that has a tangible role in the game but probably doesn't need a name; instead, they are identified by their profession or story role. Characteristics of stock characters include:

- Competency die usually D6 (D8 or higher for elite characters)
- Wealth pool based on 1 Social Rank die plus Competency die
- Yield Limit equal to 3 plus half the maximum value of their Competency die
- Wound Limit of 2 (Drop 1, Dying)
- Attributes of D8/D8/D8 or D6/D8/D10
- Maximum of +2 Specialty Ranks in three Specialties (or higher for elite characters)
- Three Passions (D10, D8, D6)
- One or Two Style Maneuvers
- Start with 0 Style Points, with a maximum of 1 Style Point
- Sometimes appear in groups (one per PC), or sometimes lead groups of rabble

Minor Character

A minor character usually has a name, and has more of a background (and usually more skills) than a stock character or rabble. Minor characters have the following characteristics:

- Competency die usually D6 or D8 (D10 or higher for elite characters)
- Wealth pool based on 2 Social Rank dice plus Competency die
- Yield Limit equal to 3 plus the maximum value of their Competency die
- Wound Limit of 4 (Drop 1, Drop 2, Drop 4, Dying)
- Attributes of D6/D8/D10
- Maximum of +2 Specialty Ranks in three Specialties
- Three Passions (D10, D8, D6)
- Two Style Maneuvers
- Start with 1 Style Point, with a maximum of 3 Style Points
- Usually appear singly although often found in groups of minor characters or stock characters as leaders, or as henchpersons of major characters

Major Character

Major characters always have names, and play a key role as opponents (or allies) for the player characters. All should have complex motivations and are built as player characters are built, with just a few exceptions. Characteristics of major characters include:

- Competency die of D8 or higher, and corresponding experience points spent
- Wealth pool based on 2 Social Rank dice plus Competency die
- Yield limit equal to 6 plus the maximum value of their Competency die
- Wound limit of 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- Attributes of D6/D8/D10
- Maximum of +3 Specialty Ranks (higher for elite characters); built as per player characters with experience points
- Four Passions (D12, D10, D8, D6)
- Three Style Maneuvers, plus additional if bought with experience points
- Start with 3 Style Points, with a maximum of 6 Style Points
- Are unique individuals in the world
- Have full character sheets as do player characters

Customizing Opponents

You can adjust opponents to represent other types of characters in the world; for example, a Pirate Crewmember could be used as the basis for an Ekalian Navy Sailor by changing her Passions.

Some of the ways you can customize the opponents listed in this chapter include:

- Increasing the size of the Competency die (from D6 to D8, for example)
- Adding or removing specialty ranks (up to the maximum value)
- Changing equipment
- Upping the Yield Limit or Wound Limit
- Altering the character's Passions
- Adding, removing, or changing a Style Maneuver
- Adding, removing, or changing a Language

Rabble

The following characters could be used as opponents for typical starting cavaliers (D6 or D8 Competency dice), or can be used as allies, rivals, assistants, or supporting characters.

Angry Mob Member

Rabble

From time to time, even the tolerant and accepting people of Gallinea can get roused into an angry horde looking for blood, especially if the right balance of rhetoric and wine is maintained. These rabble can represent any mob that gathers for some specific purpose.

- **Competency Die:** D6
- **Attributes:** Verve D6, Affinity D6, Guile D6
- **Wealth Pool:** 1D6 (Commoner)
- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)
- **Initiative:** Impulse (1D6)
- **Defense:** Parry (2D6), Block (1D6), Dodge (1D6)
- **Dueling:** Lunge +1 (3D6), Riposte (2D6), Feint (2D6)
- **Military:** Brawl +1 (2D6), Aim (2D6)
- **Streetwise:** Carouse +1 (2D6)
- **Equipment:** Club (D6) or Knife (D6), Peasant Outfit
- **Passions:** Country (D8), Justice (D6)

Bedraggled Urchin

Rabble

Charity food, housing, and education are all available to the poor in Gallinea, but not all choose to partake of such hospitality for reasons of their own. Peasant children found on the street may be legitimately hungry, or they might just be looking to score a handout from kind-hearted rubes visiting from out of town.

- **Competency Die:** D6
- **Attributes:** Verve D6, Affinity D8, Guile D10
- **Wealth Pool:** 1D6 (Commoner)
- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)
- **Initiative:** Timing (1D10)
- **Defense:** Parry (2D6), Block (1D8), Dodge +1 (2D10)
- **Dueling:** Lunge (2D6), Riposte (1D8+1D6), Feint +1 (2D10+1D6)
- **Interaction:** Negotiate +1 (2D8), Deceive +1 (2D10)
- **Military:** Brawl +1 (2D6)
- **Nature:** Prowl +1 (2D10)
- **Observation:** Intuition +1 (2D8)
- **Streetwise:** Banter +1 (2D8), Carouse +1 (2D8), Larceny +1 (2D10)
- **Equipment:** Club (D6) or Dagger (D6), Peasant Outfit
- **Passions:** Wealth (D8), Friends (D6)

Bloodthirsty Buccaneer

Rabble

While these can be used to represent nearly any adequately trained sailor, they are most commonly encountered as part of a pirate ship's crew, climbing the rigging or swinging on ropes.

The Queen's Cavaliers

- Competency Die: D₀
- Attributes: Verve D8, Affinity D8, Guile D8
- Wealth Pool: 1D6 (Soldier)
- Yield Limit: 3
- Wound Limit: 1 (Dying)
- Initiative: Timing (1D8)
- Defense: Parry +1 (3D8), Block (1D8), Dodge +1 (2D8)
- Dueling: Lunge +1 (3D8), Riposte +1 (3D8), Feint +1 (3D8)
- Military: Brawl +1 (2D8), Aim +1 (2D8+1D6)
- Nature: Explore +1 (2D8)
- Streetwise: Banter +1 (2D8), Carouse +1 (2D8), Larceny +1 (2D8)
- Equipment: Cutlass (D8), Pistol x2 (D6), Corsair Outfit
- Passions: Wealth (D8), Loyalty (D6)

Lutetian Watch Grunt

Rabble

The lowest ranks of the city watch in Lutetia are assigned to patrol the streets, usually at night. They're competent enough to keep random citizens from committing crimes, but aren't really a match for a well-trained duelist.

- Competency Die: D6
- Attributes: Verve D8, Affinity D10, Guile D6
- Wealth Pool: 1D6 (Soldier)
- Yield Limit: 3
- Wound Limit: 1 (Dying)
- Initiative: Vigilance (1D10+1D6)
- Defense: Parry +1 (3D8+1D6), Block +1 (3D10+1D6), Dodge (2D6)
- Dueling: Lunge +1 (1D10+2D8+1D6, pike; 3D8+1D6, sword), Riposte (2D10+1D8+D6, sword), Feint (1D8+2D6, sword)
- Military: Brawl +1 (2D8+1D6), Aim +1 (3D10+1D6, musket)
- Observation: Perceive +1 (2D8)
- Equipment: Pike (D10), Sword (D8), Musket (D10), Steel Breastplate (D10), Guard Uniform
- Passions: Loyalty (D8), Justice (D6)

Desperate Convict

Rabble

Women or men who commit crimes in Gallinea and surrounding countries are sentenced to prison stays that only grow longer as the criminals continue to repeat their crimes. This makes some of them desperate to find any way to escape.

- Competency Die: D₀
- Attributes: Verve D8, Affinity D8, Guile D8
- Wealth Pool: 1D6 (Commoner)
- Yield Limit: 3
- Wound Limit: 1 (Dying)
- Initiative: (1D6)
- Defense: Parry (1D8+1D6), Block (1D8), Dodge +1 (2D8)
- Dueling: Lunge +1 (2D8+1D6), Riposte (2D8), Feint +1 (2D8+1D6)
- Interaction: Deceive +1 (2D8)
- Military: Brawl +1 (2D8)
- Streetwise: Larceny +1 (2D8)
- Equipment: Crude Shiv (D6), Peasant Outfit
- Passions: Wealth (D8), Family (D6)

Drunken Brawler

Rabble

When a bar fight breaks out, these besotted fools are often in the thick of it, usually fighting for no particular reason than just because there's a fight to be had. Those who are particularly intoxicated take a Drop 1 penalty on all rolls.

- Competency Die: D₀

- **Attributes:** Verve D10, Affinity D8, Guile D6
- **Wealth Pool:** 1D0 (Commoner)
- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)
- **Initiative:** Impulse (1D10)
- **Defense:** Parry (1D10+1D6), Block (1D8), Dodge (1D6)
- **Dueling:** Lunge +1 (2D10+1D6), Riposte (1D8+1D6), Feint (2D6)
- **Military:** Brawl +1 (2D10), Aim (1D8+1D6)
- **Streetwise:** Banter +1 (2D10), Carouse +1 (2D8)
- **Equipment:** Improvised weapon (chair, bottle, fork) (D6), Peasant Outfit
- **Passions:** Friends (D8), Lust (D6)

Elissian Colonist

Rabble

The far southern land of Elissia is home to colonists from Gallinea who have sought a new start in a new land. They are often unfairly stereotyped as all criminals; this is untrue, as only about half of them are known lawbreakers.

- **Competency Die:** D0
- **Attributes:** Verve D6, Affinity D6, Guile D6
- **Wealth Pool:** 1D0 (Commoner)
- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)
- **Initiative:** Vigilance (1D6)
- **Defense:** Parry (2D6), Block +1 (2D6), Dodge (1D6)
- **Dueling:** Lunge +1 (3D6), Riposte (2D6), Feint (2D6)
- **Military:** Brawl +1 (2D6), Aim +1 (1D10+2D6)
- **Nature:** Explore +1 (2D6), Husbandry +1 (2D6)
- **Streetwise:** Banter +1 (2D6), Carouse +1 (2D6), Larceny +1 (2D6)
- **Equipment:** Quarterstaff (D6), Musket (D10), Commoner Outfit
- **Passions:** Friends (D8), Country (D6)

Gossiping Courtier

Rabble

The various hangers-on of the Lutetian court – and other noble estates – love nothing better than a good rumor, especially a scandalous one. If one's pride is insulted, she may even draw steel – although usually those rapiers are just for decoration's sake.

- **Competency Die:** D0
- **Attributes:** Verve D8, Affinity D6, Guile D10
- **Wealth Pool:** 1D10 (Noble)
- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)
- **Initiative:** Timing (1D10)
- **Culture:** Arts +1 (2D8), Etiquette +1 (2D6)
- **Defense:** Parry (1D8+1D6), Block (1D6), Dodge +1 (2D10)
- **Dueling:** Lunge (2D8), Riposte (1D8+1D6), Feint +1 (2D10+1D6)
- **Streetwise:** Banter +1 (2D8), Carouse +1 (2D6)
- **Equipment:** Rapier (D8)
- **Passions:** Pride (D8), Knowledge (D6), Courtly Outfit

Greedy Bandit

Rabble

While the roads of Gallinea are regularly patrolled, bandit enclaves still exist especially further out in the Provinces. This bandit was probably a farmer at one time and turned to banditry when her crops failed.

- **Competency Die:** D0
- **Attributes:** Verve D8, Affinity D10, Guile D6
- **Wealth Pool:** 1D0 (Commoner)

The Queen's Cavaliers

- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)
- **Initiative:** Vigilance (1D10)
- **Defense:** Parry (2D8), Block (1D10+1D6), Dodge +1 (2D6)
- **Dueling:** Lunge +1 (3D8), Riposte (1D10+1D8), Feint (1D8+1D6)
- **Military:** Brawl +1 (2D8), Aim +1 (2D10+1D6)
- **Nature:** Husbandry +1 (2D10), Prowl +1 (2D6)
- **Equipment:** Sword (D8), Bow (D6), Leather Jerkin (D6), Horse, Peasant Outfit
- **Passions:** Wealth (D8), Loyalty (D6)

Infantry Recruit

Rabble

The armies of Gallinea and neighboring countries are filled with soldiers from all walks of life who join for promise of a steady paycheck, to see the world, or to get out serving time.

- **Competency Die:** D0
- **Attributes:** Verve D8, Affinity D8, Guile D8
- **Wealth Pool:** 1D6 (Soldier)
- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)
- **Initiative:** Vigilance (1D8)
- **Defense:** Parry (2D8), Block +1 (1D10+2D8), Dodge (1D8)
- **Dueling:** Lunge +1 (1D10+2D8), Riposte (2D8), Feint (2D8)
- **Military:** Brawl (1D8), Aim +1 (1D10+2D8)
- **Nature:** Explore +1 (2D8)
- **Observation:** Perceive +1 (2D8)
- **Equipment:** Pike (D10), Musket (D10), Steel Breastplate (D10), Guard Uniform
- **Passions:** Country (D8), Loyalty (D6)

Laconic Farmer

Rabble

This is a farmer. That'll do.

- **Competency Die:** D0
- **Attributes:** Verve D6, Affinity D10, Guile D8
- **Wealth Pool:** 1D0 (Commoner)
- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)
- **Initiative:** Vigilance (1D10)
- **Defense:** Parry (2D6), Block (1D10), Dodge (1D6)
- **(Dueling):** Lunge (2D6), Riposte (1D10+1D6), Feint (1D8+1D6)
- **Interaction:** Negotiate +1 (2D10)
- **(Military):** Brawl (1D6), Aim (1D10+1D6)
- **Nature:** Husbandry +1 (2D10)
- **Observation:** Perceive +1 (2D8)
- **Equipment:** Quarterstaff (D8), Musket (D10), Pig, Commoner Outfit
- **Passions:** Family (D8), Country (D6)

Street Tough

Rabble

Even in Lutetia, criminal elements can be found lurking in the back alleys and side streets. These toughs aren't usually murderous, only trying to mug someone for their Sols.

- **Competency Die:** D0
- **Attributes:** Verve D8, Affinity D6, Guile D10
- **Wealth Pool:** 1D0 (Commoner)
- **Yield Limit:** 3

- **Wound Limit:** 1 (Dying)
- **Initiative:** Timing (1D10)
- **Defense:** Parry +1 (2D8+1D6), Block (1D6), Dodge +1 (2D10)
- **Dueling:** Lunge +1 (2D8+1D6), Riposte (2D6), Feint +1 (2D10+1D6)
- **Military:** Brawl +1 (2D8)
- **Streetwise:** Larceny +1 (2D10)
- **Equipment:** Knife (D6), Commoner Outfit
- **Passions:** Wealth (D8), Friends (D6)

Unemployed Thespian

Rabble

Although the best actors of the age are well-known to most Lutetians, there are vast numbers of less successful thespians who eke out a meager living at menial jobs in-between auditions. Most of them carry around a sword just so they look the part, whatever part that may be.

- **Competency Die:** D0
- **Attributes:** Verve D10, Affinity D6, Guile D8
- **Wealth Pool:** 1D0 (Commoner)
- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)
- **Initiative:** Impulse (1D10)
- **Culture:** Arts +1 (2D10), Etiquette +1 (2D6)
- **Defense:** Parry (1D10+1D8), Block (1D6), Dodge +1 (2D8)
- **Dueling:** Lunge (1D10+1D8), Riposte (1D8+1D6), Feint +1 (3D8)
- **Streetwise:** Banter +1 (2D8), Carouse +1 (2D6)
- **Equipment:** Rapier (D8), Swashbuckler Outfit
- **Passions:** Pride (D8), Knowledge (D6)

Stock Characters

Stock characters might appear several times, but rarely get named. Consider upgrading any which see frequent use to minor character status.

Boorish Fop

Stock Character

All bluster and fashion sense with little else to offer, fops can be found anywhere from the courts of the royal palace to the bars down by the docks. They can be easily angered if called out on their self-aggrandizing half-truths.

- **Competency Die:** D6
- **Attributes:** Verve D6, Affinity D10, Guile D8
- **Wealth Pool:** 1D10+1D6 (Noble)
- **Yield Limit:** 6
- **Wound Limit:** 2 (Drop 1, Dying)
- **Initiative:** Vigilance (1D10+1D6)
- **Culture:** Arts +1 (3D6), Etiquette +1 (2D10+1D6), Scholarship +1 (2D8+1D6)
- **Defense:** Parry (1D8+1D6), Block (1D10+1D6), Dodge +2 (3D8+1D6)
- **Dueling:** Lunge (1D8+1D6), Riposte +1 (2D10+1D8+1D6), Feint +1 (3D8+1D6)
- **Interaction:** Negotiate +1 (2D10+1D6), Deceive +2 (3D8+1D6)
- **Military:** Brawl (3D6), Aim (1D10+2D6)
- **Streetwise:** Banter +1 (3D6), Carouse +2 (3D10+1D6)
- **Equipment:** Sword (D8), Pistol (D6), the latest fashion of Courtly Outfit
- **Passions:** Lust (D10), Pride (D8), Friends (D6)
- **Style Maneuvers:** Drunken Stagger (spend 1 to add Carouse to Lunge)

Brash Fencer

Stock Character

Many young bravos come to the big city hoping to make names for themselves, and attempt to do so by challenging multiple people to duels. (Sometimes they accidentally schedule three for the same time and place; time management is not their forte.)

- **Competency Die:** D6

The Queen's Cavaliers

- **Attributes:** Verve D10, Affinity D6, Guile D8
- **Wealth Pool:** 2D6 (Soldier)
- **Yield Limit:** 6
- **Wound Limit:** 2 (Drop 1, Dying)
- **Initiative:** Impulse (1D10+1D6)
- **Defense:** Parry +1 (2D10+1D8+1D6), Block (1D8+2D6), Dodge (1D8+1D6)
- **Dueling:** Lunge +1 (2D10+1D8+1D6), Riposte +2 (4D8+1D6), Feint +1 (1D8+3D6)
- **Interaction:** Inspire +1 (2D10+1D6)
- **Military:** Brawl +1 (2D10+1D6), Aim +1 (2D8+2D6)
- **Nature:** Husbandry +1 (2D6)
- **Streetwise:** Banter +2 (3D10+1D6), Carouse +1 (2D8+1D6)
- **Equipment:** Sword (D8), Pistol (D6), Buckler (D8), Draft Horse, Swashbuckler Outfit
- **Passions:** Pride (D10), Artistry (D8), Family (D6)
- **Style Maneuvers:** Precise Swordplay (spend 2 to maximize Sword Weapon Die)

Cavalry Officer

Stock Character

Officers in the cavalry are usually chosen from among the lower nobility, and are often groomed to be the next generals of the armies.

- **Competency Die:** D6
- **Attributes:** Verve D10, Affinity D8, Guile D6
- **Wealth Pool:** 1D10+1D6 (Noble)
- **Yield Limit:** 6
- **Wound Limit:** 2 (Drop 1, Dying)
- **Initiative:** Impulse (1D10+1D6)
- **Culture:** Etiquette +1 (2D8+1D6)
- **Defense:** Parry +1 (2D10+1D8+1D6), Block +1 (2D10+1D8+1D6), Dodge (2D6)
- **Dueling:** Lunge +2 (3D10+1D8+1D6), Riposte (2D8+1D6), Feint (1D8+2D6)
- **Interaction:** Inspire +1 (2D10+1D6)
- **Nature:** Husbandry +1 (2D8+1D6)
- **Military:** Brawl (1D10+1D6), Aim +1 (2D8+2D6), Strategy +1 (3D6)
- **Equipment:** Sword (D8), Pistol (D10), Steel Breastplate (D10), Warhorse, Guard Uniform
- **Passions:** Country (D10), Pride (D8), Family (D6)
- **Style Maneuvers:** Mounted Combatant (when charging while mounted, spend 1 to add Husbandry to Lunge), Protective Reliability (spend 1 to reroll Defense)

Lutetian Watch Officer

Stock Character

The more experienced members of the watch are promoted to officer ranks and have more training. An officer could be found as the head of a group of grunts, or working with a squad of other officers against more experienced player characters.

- **Competency Die:** D6
- **Attributes:** Verve D8, Affinity D10, Guile D6
- **Wealth Pool:** 2D6 (Soldier)
- **Yield Limit:** 6
- **Wound Limit:** 2 (Drop 1, Dying)
- **Initiative:** Vigilance (1D10+1D6)
- **Culture:** Etiquette +1 (2D10+1D6)
- **Defense:** Parry +1 (3D8+1D6), Block +1 (3D10+1D6), Dodge (2D6)
- **Dueling:** Lunge +2 (4D8+1D6), Riposte +1 (2D10+1D8+1D6), Feint (1D8+2D6)
- **Interaction:** Inspire +1 (2D8+1D6)
- **Military:** Brawl +1 (2D8+1D6), Aim +2 (4D10+1D6)
- **Observation:** Perceive +1 (2D8+1D6), Deduce +1 (3D6)
- **Equipment:** Sword (D8), Musket (D10), Steel Breastplate (D6), Guard Uniform
- **Passions:** Loyalty (D10), Justice (D8), Country (D6)
- **Style Maneuvers:** Practiced Sharpshooting (spend 2 to maximize Aim), Reliable Protection (spend 1 to reroll Defense)

Dangerous Revolutionary

Stock Character

Not everyone in Gallinea owes allegiance to Queen Mariana. This revolutionary can represent any conspirator who is plotting against the Queen and country.

- Competency Die: D6
- Attributes: Verve D8, Affinity D8, Guile D8
- Wealth Pool: 2D6 (Soldier)
- Yield Limit: 6
- Wound Limit: 2 (Drop 1, Dying)
- Initiative: Impulse (1D8+1D6)
- Defense: Parry (3D8+1D6), Block (1D8+1D6), Dodge +1 (2D8+1D6)
- Dueling: Lunge +2 (4D8+1D6), Riposte (2D8+1D6), Feint +2 (4D8+1D6)
- Interaction: Deceive +1 (2D8+1D6)
- Military: Brawl +1 (2D8+1D6), Aim +1 (1D10+2D8+1D6)
- Science: Blackpowder +1 (2D8+1D6)
- Equipment: Sword (D8), Musket (D10), Leather Jerkin (D6), Peasant Outfit
- Passions: Loyalty (D10), Pride (D8), Justice (D6)
- Style Maneuvers: Cunning Misdirection (spend 2 to maximize Feint)

Devious Smuggler

Stock Character

Smugglers and other criminals can be found at the edges of civilized Gallinean society, trading in information as much as they do their contraband goods. This is a typical smuggler who might be encountered in Gallinea or abroad.

- Competency Die: D6
- Attributes: Verve D6, Affinity D8, Guile D10
- Wealth Pool: 1D6+1D0 (Commoner)
- Yield Limit: 6
- Wound Limit: 2 (Drop 1, Dying)
- Initiative: Timing (1D10+1D6)
- Defense: Parry (3D6), Block (1D8+1D6), Dodge +2 (3D10+1D6)
- Dueling: Lunge (3D6), Riposte +1 (2D8+2D6), Feint +1 (2D10+2D6)
- Interaction: Deceive +1 (2D8+1D6)
- Military: Aim +2 (2D8+2D6)
- Observation: Intuition +1 (2D8+1D6)
- Nature: Explore +1 (3D6), Prowl +2 (3D10+1D6)
- Streetwise: Carouse +1 (2D8+1D6), Larceny +1 (2D10+1D6)
- Equipment: Pistol (D6), Daggers x3 (D6), Peasant Outfit
- Passions: Wealth (D10), Friends (D8), Pride (D6)
- Style Maneuvers: Cunning Camouflage (spend 2 to maximize Prowl)

Fastidious Physicker

Stock Character

This doctor may not have much when it comes to bedside manner, but she's a brilliant surgeon and diagnostician, despite her addiction issues and her limp. Cavaliers can seek out a doctor like this if they are in need of healing.

- Competency Die: D6
- Attributes: Verve D8, Affinity D8, Guile 8
- Wealth Pool: 1D8+1D6 (Artisan)
- Yield Limit: 6
- Wound Limit: 2 (Drop 1, Dying)
- Initiative: Vigilance (1D8+1D6)
- Culture: Scholarship +1 (3D8)
- Defense: Parry (1D8+1D6), Block (1D8+1D6), Dodge (1D8+1D6)
- Dueling: Lunge +1 (3D8+1D6), Riposte (1D8+2D6), Feint (1D8+1D6)
- Medicine: Surgery +2 (3D8+2D6), Treat +2 (3D8+2D6), Poison +1 (2D8+1D6)

The Queen's Cavaliers

- **(Military):** Brawl (1D8), Aim (1D8)
- **Observation:** Perception +1 (2D8+1D6), Intuition +1 (2D8+1D6), Deduce +2 (3D8+1D6)
- **Science:** Calculus +1 (2D8+1D6)
- **Equipment:** Chirurgeon's Knives (D6), Medicine x8, Physician Outfit
- **Passions:** Artistry (D10), Pride (D8), Wealth (D6)
- **Style Maneuvers:** Reliable Physicking (spend 1 to reroll Medicine)

Gregarious Barkeep

Stock Character

The barkeep is more than willing to lend an ear when you need one, and keep the drinks coming – but if trouble breaks out in her bar, she's ready to lay a beatdown on drunken customers.

- **Competency Die:** D6
- **Attributes:** Verve D8, Affinity D10, Guile D6
- **Wealth Pool:** 1D8+1D6 (Artisan)
- **Yield Limit:** 6
- **Wound Limit:** 2 (Drop 1, Dying)
- **Initiative:** Vigilance (1D10+1D6)
- **Defense:** Parry +1 (2D8+2D6), Block +1 (2D10+2D6), Dodge (2D6)
- **Dueling:** Lunge +1 (2D8+2D6), Riposte (1D10+2D6), Feint (2D6)
- **Interaction:** Negotiate +2 (2D10+1D6)
- **Military:** Brawl +2 (3D8+1D6), Aim +1 (2D10+2D6)
- **Observation:** Perception +1 (2D8+1D6), Intuition +2 (2D10+1D6)
- **Streetwise:** Banter +1 (2D8+1D6), Carouse +2 (2D10+1D6)
- **Equipment:** Club (D6), Heavy Ale Stein (D6), Leather Apron (D6), Crafter Outfit
- **Passions:** Friends (D10), Artistry (D8), Pride (D6)
- **Style Maneuvers:** Aggressive Fisticuffs (spend 2 to maximize Brawl)

Grizzled Veteran

Stock Character

The last war with Albia ended just a few years ago, but lasted for decades. There are a number of former soldiers who live their lives as hired mercenaries, guardsmen, members of the militia, or drunken sots.

- **Competency Die:** D6
- **Attributes:** Verve D8, Affinity D8, Guile D8
- **Wealth Pool:** 2D6 (Soldier)
- **Yield Limit:** 6
- **Wound Limit:** 2 (Drop 1, Dying)
- **Initiative:** Vigilance (1D8+1D6)
- **Defense:** Parry +1 (3D8+1D6), Block +2 (3D8+2D6), Dodge (1D8+1D6)
- **Dueling:** Lunge +1 (3D8+1D6), Riposte +1 (3D8+1D6), Feint (1D8+1D6)
- **Military:** Brawl +2 (3D8+1D6), Aim +2 (1D10+3D8+1D6), Strategy +1 (2D8+1D6)
- **Streetwise:** Carouse +1 (2D8+1D6)
- **Equipment:** Sword (D8), Musket (D10), Leather Jerkin (D6), Guard Uniform
- **Passions:** Loyalty (D10), Wealth (D8), Country (D6)
- **Style Maneuvers:** Reliable Protection (spend 1 to reroll Defense)

Long-Suffering Tutor

Stock Character

Often found in the employ of nobles or rich merchants to teach their children, the tutor is an educated person whose skills aren't as practical as most. A few can train someone in the basics of swordplay.

- **Competency Die:** D6
- **Attributes:** Verve D6, Affinity D10, Guile D8
- **Wealth Pool:** 1D8+1D6 (Artisan)
- **Yield Limit:** 6
- **Wound Limit:** 2 (Drop 1, Dying)

- **(Initiative):** Vigilance (1D10)
- **Culture:** Arts +1 (3D6), Etiquette +2 (3D10+1D6), Scholarship +2 (3D8+1D6)
- **Defense:** Parry +1 (1D8+2D6), Block (1D10+1D6), Dodge (1D8+1D6)
- **Dueling:** Lunge (1D8+2D6), Riposte +1 (2D10+1D8+1D6), Feint (2D8+1D6)
- **Interaction:** Negotiate +1 (2D10+1D6)
- **Observation:** Deduce +1 (2D8+1D6)
- **Science:** Calculus +2 (3D8+1D6)
- **Equipment:** Sword (D8), books on a variety of subjects (four, D6 each), Courtly Outfit
- **Passions:** Knowledge (D10), Artistry (D8), Family (D6)
- **Languages:** Gallinean and two others
- **Style Maneuvers:** Refined Reliability (spend 1 to reroll Culture), Cunning Erudition (spend 2 to maximize Scholarship)

Wary Shopkeep

Stock Character

This merchant has dealt with shoplifters before – as well as arrogant cavaliers, who think they can come into her shop and boss her around – and isn't in the mood for any funny business. Her business could be any of the kind found in Lutetia and surrounding areas.

- **Competency Die:** D6
- **Attributes:** Verve D6, Affinity D10, Guile D8
- **Wealth Pool:** 1D8+1D6 (Artisan)
- **Yield Limit:** 6
- **Wound Limit:** 2 (Drop 1, Dying)
- **Initiative:** Vigilance (1D10+1D6)
- **Culture:** Etiquette +1 (2D10+1D6)
- **Defense:** Parry (3D6), Block (1D10+1D6), Dodge (1D8+1D6)
- **(Dueling):** Lunge (2D6), Riposte (1D10+D6), Feint (1D8+1D6)
- **Interaction:** Negotiate +2 (3D10+1D6), Deceive +1 (2D8+1D6)
- **Observation:** Intuition +2 (3D10+1D6)
- **Equipment:** Knife (D6) or Club (D6), Crafter Outfit
- **Passions:** Artistry (D10), Wealth (D8), Family (D6)
- **Style Maneuvers:** Social Reliability (spend 1 to reroll Interaction)

Minor Characters

You should name each minor character that figures into your game, although you don't need to have them directly introduce themselves to the cavaliers. You'll probably also want to choose their appearances and give them one or more personality quirks.

Beleaguered Speaker

Minor Character

Even with guaranteed freedom of religion in Gallinea, many who follow the Devran faith find themselves subject to harassment and scorn. This speaker is one who has to watch her back while engaging in religious rabble-rousing.

- **Competency Die:** D8
- **Attributes:** Verve D6, Affinity D10, Guile D8
- **Wealth Pool:** 1D8+2D6 (Commoner)
- **Yield Limit:** 11
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Vigilance +1 (2D10+1D8)
- **Culture:** Arts +1 (1D8+2D6), Etiquette +1 (2D10+1D6), Scholarship +1 (3D8)
- **Defense:** Parry +1 (4D6), Block +1 (2D10+1D6), Dodge (2D8)
- **Dueling:** Lunge (1D8+2D6), Riposte +1 (2D10+1D8+1D6), Feint +1 (3D8+1D6)
- **Interaction:** Inspire +1 (1D8+2D6), Negotiate +1 (2D10+1D6), Deceive +1 (2D8+1D6)
- **Military:** Brawl +1 (1D8+1D6), Aim +1 (2D10+2D6)
- **Nature:** Explore +1 (1D8+2D6), Husbandry +1 (2D10+1D8), Prowl +1 (3D8)
- **Observation:** Intuition +1 (2D10+1D6), Deduce +1 (3D8)
- **Science:** Calculus +1 (3D8)
- **Equipment:** Dagger (D6), Desert Hunting Bow (D6), Commoner Outfit
- **Passions:** Faith (D10), Justice (D8), Pride (D6)

The Queen's Cavaliers

- **Languages:** Gallinean, Ifrani
- **Style Maneuvers:** Rural Reliability (spend 1 to reroll Nature), Rites of the Moon (when speaking to Devrans, spend 1 to add Etiquette to Inspire)
- **Style Points:** 1 (maximum 3)

Devout Asrian Priestess

Minor Character

The goddess-empress Eserre, worshiped as “Ashra” in some parts of the world, is the deity of the sun – she who gives light and warmth to the world each day. This is a typical priestess of Eserre.

- **Competency Die:** D6
- **Attributes:** Verve D8, Affinity D10, Guile D6
- **Wealth Pool:** 1D8+1D6+1D0 (Commoner, Artisan)
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Vigilance (1D10+1D6)
- **Culture:** Arts +2 (3D8+1D6), Etiquette +2 (3D10+1D6), Scholarship +2 (4D6)
- **Defense:** Parry +1 (2D8+2D6), Block (1D10+1D6), Dodge (2D6)
- **Dueling:** Lunge (1D8+2D6), Riposte +1 (2D10+2D6), Feint (2D6)
- **Interaction:** Inspire +2 (3D8+1D6), Negotiate +2 (3D10+1D6)
- **(Military):** Brawl (1D8), Aim (1D10)
- **Magick:** Portents +1 (3D6)
- **Observation:** Intuition +2 (3D10+1D6)
- **Equipment:** Quarterstaff (D6), Prayer Books x2 (D8), Priest Outfit
- **Passions:** Church(D10), Faith (D8), Family (D6)
- **Languages:** Gallinean, Ondalan, Old Qartan
- **Style Maneuvers:** Refined Reliability (spend 1 to reroll Culture), Books of the Sun (when speaking to Asrians, spend 1 to add Scholarship to Inspire)
- **Style Points:** 1 (maximum 3)

Dishonest Mechanician

Minor Character

This is an example of a mechanician who was accused of stealing plans from another inventor (which she did do) and then went underground to avoid censure from her peers. She can be used as a henchperson for a primary villain, or as an independent agent.

- **Competency Die:** D6
- **Attributes:** Verve D6, Affinity D8, Guile D10
- **Wealth Pool:** 2D8+1D6 (Artisan)
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Timing (1D10+1D6)
- **Culture:** Scholarship +2 (3D10+1D6)
- **Defense:** Parry (2D6), Block (1D10+2D6), Dodge +1 (2D10+1D6)
- **Dueling:** Lunge (1D8+2D6), Riposte +1 (1D8+2D6), Feint +1 (2D10+2D6)
- **Interaction:** Deceive +1 (2D10+1D6)
- **Military:** Brawl (2D6), Aim +2 (2D8+3D6)
- **Observation:** Deduce +1 (2D10+1D6)
- **Science:** Blackpowder +1 (3D6), Clockworks +2 (3D8+1D6), Calculus +1 (2D10+1D6)
- **Streetwise:** Larceny +1 (2D10+1D6)
- **Equipment:** Clockwork Pistol (D6), Dagger (D6), Leather Jerkin (D6), Tools (D6), miscellaneous clockwork devices, Clockworker Outfit
- **Passions:** Wealth(D10), Pride (D8), Artistry (D6)
- **Languages:** Gallinean, Talianian
- **Style Maneuvers:** Precise Mechanics (spend 2 to maximize Clockwork Weapon Die), Automatic Fire (when using a clockwork weapon, spend 1 to add Clockworks to Aim)
- **Style Points:** 1 (maximum 3)

Modern Sergents-Majors Généraux

Minor Character

She is the very model of a sergeant-major general: she has information on vegetables, animals and minerals. She knows the kings of Albia and can quote historical battles. She's well acquainted, too, with mathematical matters.

Her practical experience on the battlefield, however, may be very limited.

She can make a great foil for cavaliers in a city-based adventure, or could be leading any military unit in the field.

- Competency Die: D6
- Attributes: Verve D8, Affinity D6, Guile D10
- Wealth Pool: 1D10+2D6 (Soldier, Noble)
- Yield Limit: 9
- Wound Limit: 4 (Drop 1, Drop 2, Drop 4, Dying)
- Initiative: Timing (1D10+1D6)
- Culture: Arts +2 (3D8+1D6), Etiquette +2 (4D6), Scholarship +2 (3D10+1D6)
- Defense: Parry +1 (3D8+1D6), Block (1D10+2D6), Dodge (1D10+1D6)
- Dueling: Lunge +1 (3D8+1D6), Riposte +1 (1D8+3D6), Feint +1 (2D10+1D8+1D6)
- Interaction: Negotiate +1 (3D6)
- Military: Brawl (1D8+1D6), Aim +1 (1D10+3D6), Strategy +2 (3D10+1D6)
- Science: Blackpowder +1 (2D8+1D6), Clockworks +1 (3D6), Calculus +2 (3D10+1D6)
- Equipment: Cavalry Saber (D8), Musket (D10), Steel Breastplate (D10), Guard Uniform
- Passions: Country (D10), Pride (D8), Knowledge (D6)
- Style Maneuvers: Incoming Fire (when avoiding a ranged attack, spend 1 to add Aim to Dodge), Refined Reliability (spend 1 to reroll Culture)
- Style Points: 1 (maximum 3)

Petty Noble

Minor Character

This is a minor noblewoman (or nobleman) from somewhere in Gallinea; there are hundreds of such people in the nation. They all think they're uniquely special.

- Competency Die: D6
- Attributes: Verve D6, Affinity D10, Guile D8
- Wealth Pool: 2D10+1D6 (Noble)
- Yield Limit: 9
- Wound Limit: 4 (Drop 1, Drop 2, Drop 4, Dying)
- Initiative: Vigilance (1D10+1D6)
- Culture: Arts +1 (3D6), Etiquette +2 (3D10+1D6), Scholarship +1 (2D8+1D6)
- Defense: Parry +1 (1D8+3D6), Block +1 (2D10+1D8+1D6), Dodge +1 (2D8+1D6)
- Dueling: Lunge +1 (1D8+3D6), Riposte +1 (2D10+1D8+1D6), Feint +1 (3D8+1D6)
- Interaction: Inspire +1 (2D8+1D6), Negotiate +2 (3D10+1D6)
- Military: Brawl (2D6), Aim +1 (2D10+2D6), Strategy +1 (2D8+1D6)
- Equipment: Fancy Rapier (D8), Buckler (D8), Pistol (D6), Courly Outfit
- Passions: Family (D10), Pride (D8), Wealth (D6)
- Style Maneuvers: Social Reliability (spend 1 to reroll Interaction), Manners Count (when speaking to someone of at least Artisan rank, spend 1 to add Etiquette to Negotiate)
- Style Points: 1 (maximum 3)

Privateer Captain

Minor Character

These dread pirates sail the seas, plundering boats and leading crews of bloodthirsty buccaneers. Some actually have letters of marque and are thus authorized by a given country's government – as long as they don't start preying on the ships of that nation.

- Competency Die: D8
- Attributes: Verve D10, Affinity D6, Guile D8
- Wealth Pool: 1D8+2D6 (Soldier)
- Yield Limit: 11
- Wound Limit: 4 (Drop 1, Drop 2, Drop 4, Dying)

The Queen's Cavaliers

- **Initiative:** Impulse +1 (2D10+1D8)
- **Defense:** Parry +2 (3D10+2D8), Block (1D8+1D6), Dodge +2 (4D8)
- **Dueling:** Lunge +2 (3D10+2D8), Riposte +2 (2D8+3D6), Feint +2 (5D8)
- **Interaction:** Inspire +2 (3D10+1D8), Negotiate +1 (1D8+2D6), Deceive +1 (3D8)
- **Military:** Brawl +1 (2D10+1D8), Aim +2 (1D8+4D6), Strategy +1 (3D8)
- **Nature:** Explore +2 (3D10+1D8), Prowl +1 (3D8)
- **Observation:** Perceive +1 (2D10+1D8)
- **Science:** Blackpowder +2 (3D10+1D8), Calculus +1 (3D8)
- **Streetwise:** Banter +2 (3D10+1D8), Carouse +2 (1D8+3D6), Larceny +1 (3D8)
- **Equipment:** Cutlass (D8), Dagger x2(D6), Brace of 4 Pistols (D6), Spyglass (D8), Sextant (D8), Swashbuckler Outfit, Sailing Ship or Airship
- **Passions:** Pride(D10), Loyalty (D8), Wealth (D6)
- **Languages:** Gallinean, Ekalian
- **Style Maneuvers:** Aggressive Fulmination (spend 2 to maximize Blackpowder), Into the Rigging (when on a ship, spend 1 to add Explore to Dodge)
- **Style Points:** 1 (maximum 3)

Rogue Highwayman

Minor Character

The rogue highwayman is encountered on the country roads of Gallinea, and makes a living by stealing from others at gunpoint. Often she's the leader of a group of greedy bandits.

- **Competency Die:** D6
- **Attributes:** Verve D8, Affinity D6, Guile D10
- **Wealth Pool:** 2D6+1D0 (Commoner, Soldier)
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Timing (1D10+1D6)
- **Defense:** Parry +1 (3D8+1D6), Block (3D6), Dodge +2 (3D10+1D6)
- **Dueling:** Lunge +2 (4D8+1D6), Riposte (1D8+2D6), Feint +1 (2D10+1D8+1D6)
- **Military:** Brawl +1 (2D8+1D6), Aim +2 (5D6)
- **Nature:** Explore +1 (2D8+1D6), Husbandry +2 (4D6), Prowl +2 (3D10+1D6)
- **Streetwise:** Banter +1 (2D8+1D6), Carouse +1 (3D6), Larceny +2 (3D10+1D6)
- **Equipment:** Sword (D8), Dagger (D6), Pistol (D6), Mask, Horse, Swashbuckler Outfit
- **Passions:** Wealth(D10), Family (D8), Pride (D6)
- **Style Maneuvers:** Cunning Camouflage (spend 2 to maximize Prowl), Reliable Protection (spend 1 to reroll Defense)
- **Style Points:** 1 (maximum 3)

Secretive Soothsayer

Minor Character

A witch and fortune reader, the soothsayer makes her living by dispensing sage advice mixed with magickal readings of the portents. She affects an air of mystery and tries to appear older than she really is.

- **Competency Die:** D8
- **Attributes:** Verve D8, Affinity D6, Guile D10
- **Wealth Pool:** 2D8+1D0 (Commoner, Artisan)
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Timing +1 (2D10+1D8)
- **Culture:** Arts +2 (4D8)
- **Defense:** Parry (2D8+1D6), Block (2D6), Dodge +1 (2D10+1D8)
- **Dueling:** Lunge (2D8+1D6), Riposte (3D6), Feint +1 (2D10+1D8+1D6)
- **Interaction:** Negotiate +2 (1D8+3D6), Deceive +1 (2D10+1D6)
- **Magicks:** Brew +2 (1D8+3D6), Portents +2 (3D10+2D8)
- **Observation:** Perception +2 (4D8), Deduce +2 (3D10+1D8)
- **Equipment:** Knife (D6), Divination Cards (D8), Peasant Outfit
- **Passions:** Knowledge (D10), Family (D8), Love (D6)

- **Languages:** French, Russian
- **Style Maneuvers:** Cunning Premonition (spend 2 to maximize Portents), Saw That Coming (when unarmed, spend 1 to add Portents to Dodge)
- **Style Points:** 1 (maximum 3)

Secretive Soothsayer

Minor Character

A witch and fortune reader, the soothsayer makes her living by dispensing sage advice mixed with magickal readings of the portents. She affects an air of mystery and tries to appear older than she really is.

- **Competency Die:** D8
- **Attributes:** Verve D8, Affinity D6, Guile D10
- **Wealth Pool:** 2D8+1D0 (Commoner, Artisan)
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Timing +1 (2D10+1D8)
- **Culture:** Arts +2 (4D8)
- **Defense:** Parry (2D8+1D6), Block (2D6), Dodge +1 (2D10+1D8)
- **Dueling:** Lunge (2D8+1D6), Riposte (3D6), Feint +1 (2D10+1D8+1D6)
- **Interaction:** Negotiate +2 (1D8+3D6), Deceive +1 (2D10+1D6)
- **Magicks:** Brew +2 (1D8+3D6), Portents +2 (3D10+2D8)
- **Observation:** Perception +2 (4D8), Deduce +2 (3D10+1D8)
- **Equipment:** Knife (D6), Divination Cards (D8), Peasant Outfit
- **Passions:** Knowledge (D10), Family (D8), Love (D6)
- **Languages:** Gallinean, Talian
- **Style Maneuvers:** Cunning Premonition (spend 2 to maximize Portents), Saw That Coming (when unarmed, spend 1 to add Portents to Dodge)
- **Style Points:** 1 (maximum 3)

Creating Major Characters

As key opponents in a game of *The Queen's Cavaliers*, major characters should be created to serve specific roles in your game, such as a master villain, a major foil, a powerful ally, or a respected mentor. The recommended method is to build a major opponent in the same way that you'd create a player character, choosing two classes and so on, and then adding extra experience.

But sometimes you don't have the time to do it that way, and you just need to create one simply. Here's how that works.

- First, come up with an idea of what this character is like, and what kind of role she'll play in the campaign.
- Pick five specialties which she'll use the most; perhaps Lunge for a duelist or Inspire for a chaplain. These are her primary specialties.
- Choose another five specialties which are important, but not the focus of her activity. These are secondary specialties.
- Finally, pick another five tertiary specialties, which are things she can do, but aren't central to her character.
- Assign a D10, D8, and D6 to her attributes in a way that makes sense to you, based on her concept.
- Choose how much of a challenge you want to present to your cavaliers; this will determine approximately how many experience points she'll have. Generally speaking, you'll want a major opponent to have about as many experience points as the sum of all your cavaliers, with a minimum of around 20 XP and a maximum around 200.
- Consult the table, Opponent Creation, and choose one line representing how many experience points your major character will have.
- She will have the listed number of ranks in each of her primary, secondary, and tertiary specialties, as well as competency in the associated skills – plus Defense, Initiative, Interaction, and Interaction.
- Assign prowess in two to four types of weapons, zero to two types of armor, and two to four languages, based on your concept.
- Pick her social class rank, assign one or more outfits, and equip her with whatever weapons, armor, and other equipment makes the most sense.
- Most major characters will have two to four pieces of charmwoven apparel, with a charm die equal to their competency die. These charm dice usually assigned to one of the primary specialties or one of the tertiary ones.
- Choose four Passions, assigning them in order from D12 to D6.

The Queen's Cavaliers

- Pick three Style Maneuvers.
- Finally, if she has any additional XP as shown on the table, spend those on whatever else you think might be fun. Extra style maneuvers or specialty ranks in Initiative are always good choices !

TABLE 239: OPPONENT CREATION

XP SPENT	COMPETENCY DIE	MAXIMUM	PRIMARY	SECONDARY	TERtiARY	ADDITIONAL XP
0 XP	D6	+2	+2	+1	+0	0 XP
10 XP	D6	+2	+2	+2	+0	0 XP
20 XP	D8	+3	+2	+2	+1	5 XP
35 XP	D8	+3	+3	+2	+1	5 XP
50 XP	D10	+4	+3	+3	+1	5 XP
70 XP	D10	+4	+4	+3	+1	5 XP
90 XP	D10	+4	+4	+4	+1	5 XP
100 XP	D12	+5	+4	+4	+2	5 XP
125 XP	D12	+5	+5	+4	+2	5 XP
150 XP	D12	+5	+5	+5	+2	5 XP
175 XP	D12	+5	+5	+5	+3	15 XP
225 XP	D12	+5	+5	+5	+5	20 XP

Example:

Example of Major Character Creation

Let's say you've decided you're going to make a major character who is an important baroness from Varendia; in addition to her political position, she's also an accomplished combatant, skilled with sword and pistol.

Looking over the list of specialties, we come up with the following primary specialties: Block, Parry, Riposte, Vigilance, and Aim. For secondary specialties, Lunge, Scholarship, Negotiate, Brawl, and Etiquette make sense. And as tertiary specialties, Intuition, Inspire, Strategy, Explore, and Carouse.

With a number of Affinity specialties, it makes sense for her to have a D10 for Affinity, with a D8 for Verve and a D6 for Guile.

The cavaliers in your game are pretty experienced; most have a D8 competency die and have spent around 25 XP each. With four players, that means that 100 XP is a good starting place for this major character's abilities. However, checking the chart above, that would place her at a D12 competency die; we don't want her to be too powerful, since she'll have backup in the form of her loyal guards, so we'll go with 80 XP instead.

This gives her a D10 Competency Die, +4 ranks in her primary specialties, +3 ranks in her secondary specialties, and +1 rank in her tertiary specialties. If she's going to use Riposte, which is one of her primary specialties, she has a +4 ranks. With Strategy, she only has +1 rank.

Picking a name for our baroness, we come up with Ingunn von Sicherheim, and then fill in the rest of her stats as follows:

Ingunn von Sicherheim

Major Character

- Competency Die: D10
- Attributes: Verve D8, Affinity D10, Guile D6
- Wealth: 3D10 (noble)
- Yield Limit: 16
- Wound Limit: 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- Initiative: Vigilance +4 (6D10)
- Culture: Etiquette +3 (5D10), Scholarship +3 (4D6+1D10)
- Defense: Parry +4 (6D8+1D10), Block +4 (7D10)
- Dueling: Lunge +3 (5D8+1D10), Riposte +4 (6D10+1D8)
- Interaction: Inspire +1 (2D8+2D10), Negotiate +3 (6D10)
- Military: Brawl +3 (4D8+1D10), Aim +4 (6D10+1D6, pistol), Strategy +1 (2D6+1D10)
- Nature: Explore +1 (3D10)
- Observation: Intuition +1 (3D10)
- Streetwise: Carouse +1 (3D10) Equipment: Rapier (1D8 sword), courtly outfit, courtier gloves (Inspire 1D10 charm), bodice (Block 1D10 charm), chopines (Negotiate 1D10 charm), "Murr" (purebred cat)
- Passions: Pride (D12), Country (D10), Family (D8), Wealth (D6)
- Languages: Varendish, Gallinean
- Style Maneuvers: Social Reliability (spend 1 to reroll Interaction), Aggressive Deflection (spend 2 to maximize Parry), Down 'n' Dirty Fighting (when you have one hand free, spend 1 to add Brawl to Riposte)
- Style Points: 3 (maximum 6)

Ingunn, a Varendish noble, is a patriot first and foremost – at least when her pride doesn't get in the way. Ambitious and thoughtful, she is a planner who involves herself in a wide variety of schemes and plots. While most are practical nature, some are more personal and are aimed at avenging a perceived or actual slight.

She will particularly try to humble any cavalier who dares to show her up in public, be that by turning down an offer employment, thwarting her plans, or simply knowing or achieving more than her.

Von Sicherheim is a tall, 35-year-old Varendian of pale complexion and a long mane of red hair. She has a large scar from a rifle wound on her left shoulder, but has no qualms about displaying this trophy of war even at formal occasions.

Opponent Groups

Certain types of opponents are usually encountered in mixed groups. Here are several that you can use or adapt when you need them.

In the listings that follow, *P* means one of these for every player character in your group, and *P/2* means one for every two player characters. Listed Ideals can be used once each per group, in addition to the Passions of each member; remember that Passions and Ideals can reflect either an inclination toward a value or against one.

For more information using on scope, attributes, and assets, see the section on Organizations.

Bandit Gang

Encountered primarily on the open road, these bandits are often, but not always, mounted on horses.

- *P* Greedy Bandits
- 2 Grizzled Veterans
- 1 Rogue Highwayman
- **Ideals:** Wealth (D8), Justice (D6)
- **Scope:** Immediate (D0); **Attributes:** Prestige D6, Resources D8, Secrets D10; **Assets:** Command +1, Authority +1, Revenue +1
- **Rewards:** 1D0 Reward (bounty) per Bandit, 1D6 Reward (bounty) per Veteran, 1D8 Reward (bounty) per Rogue Highwayman

Lutetian Watch Patrol

This can be any city watch or group of guards. Double their numbers if you want them to be more than an inconvenience for your cavaliers.

- *P* Lutetian Watch Grunts
- 1 Lutetian Watch Officer
- **Ideals:** Loyalty (D8), Country (D6)
- **Scope:** Local (D6); **Attributes:** Prestige D10, Resources D8, Secrets D6; **Assets:** Alliances +2, Command +1, Authority +2

Den of Thieves

A loose assortment of ne'er-do-wells and cutthroats who would sell out their own grandmothers if there were profit in it.

- *P* Street Toughs
- *P* Desperate Convicts
- *P/2* Devious Smugglers
- 1 Dishonest Mechanician
- **Ideals:** Wealth (D10), Justice (D8), Pride (D6)
- **Scope:** Immediate (D0); **Attributes:** Prestige D6, Resources D10, Secrets D8; **Assets:** Alliances +1, Intrigue +1, Holdings +1, Revenue +1, Technology +1
- **Rewards:** 3D6 Barter Dice per Smuggler, 6 Clockwork Gears per Mechanician

Military Unit

These will most commonly be soldiers in the Gallinean army, if your cavaliers are in Gallinea. Sometimes they're encountered in a bar.

- *P* Infantry Recruits
- *P/2* Cavalry Officers
- 1 Grizzled Veteran (sergeant)
- 1 Modern Sergents-Majors Généraux
- **Ideals:** Country (D8), Loyalty (D6)
- **Scope:** Provincial (D8); **Attributes:** Prestige D10, Resources D8, Secrets D6; **Assets:** Alliances +2, Command +2, Authority +2, Holdings +1

Moralistic Mob

Using the pretext of righteous indignation, a mob of angry commoners has been stirred up and are looking for victims. And there's an immigrant couple straight ahead – carrying a small baby! Oh no!

The Queen's Cavaliers

- $2P$ Angry Mob Members
- 1 Dangerous Revolutionary, Grizzled Veteran, Asrian Priestess, or Petty Noble
- **Ideals:** Church (D8), Justice (D6)
- **Scope:** Immediate (D0); **Attributes:** Prestige D6, Resources D8, Secrets D10; **Assets:** Mysteries +1, Popularity +2

Noble's Entourage

Traveling in style in one or more carriages, nobles may sometimes find themselves at the mercy of a bandit group – requiring the cavaliers to take sides.

- $P/2$ Gossiping Courtiers
- $P/2$ Grizzled Veterans
- 2 Boorish Fops
- 1 Fastidious Physicker or Longsuffering Tutor
- 1 Petty Noble
- **Ideals:** Family (D10), Pride (D8), Wealth (D6)
- **Scope:** Provincial (D8); **Attributes:** Prestige D8, Resources D10, Secrets D6; **Assets:** Alliances +1, Intrigue +1, Holdings +2, Revenue +1
- **Rewards:** 1D6 Reward (coins) per Veteran, 1D8 Reward (coins) per Fop, Courtier, Physicker, or Tutor, 1D10 Reward (coins) per Noble; or, 1D10 Reward (gratitude for rescue) per player character, delivered 2 days later

Pirate Crew

These are the crew of a small sailing ship. For larger ships, add more Privateer Captains as officers, and create a major character as the captain.

- P Bloodthirsty Buccaneers
- 1 Privateer Captain
- **Ideals:** Wealth (D8), Loyalty (D6)
- **Scope:** Immediate (D0); **Attributes:** Prestige D6, Resources D8, Secrets D10; **Assets:** Command +1, Intrigue +2, Holdings +1, Revenue +1
- **Rewards:** 1D10 Reward (bounty) for Captain, 1D6 Stolen Cargo per Buccaneer

Rival Cavaliers

This group may be other members of the Queen's Cavaliers, or their equivalents in a parallel organization such as the Holy Guardsmen.

- P Brash Fencers, Cavalry Officers, Grizzled Veterans, or Petty Nobles
- **Ideals:** Pride (D10), Loyalty (D8), Country (D6)
- **Scope:** Immediate (D0); **Attributes:** Prestige D10, Resources D6, Secrets D8; **Assets:** Alliances +1, Intrigue +1, Authority +1, Popularity +1

Small Marketplace

Throughout both large cities and tiny villages, small marketplaces are centers of commerce featuring goods for sale. These are the kinds of people usually found in a smaller marketplace; double or triple the number for larger bazaars.

- P Laconic Farmers
- $P/2$ Bedraggled Urchins
- $P/2$ Wary Shopkeepers
- 2 Lutetian Watch Grunts
- 2 Street Toughs
- 1 Fastidious Physicker, Dishonest Mechanician, or Secretive Soothsayer
- **Ideals:** Wealth (D6)
- **Scope:** Immediate (D0); **Attributes:** Prestige D8, Resources D10, Secrets D6; **Assets:** Holdings +1, Popularity +1, Revenue +2, Technology +1
- **Rewards:** 2D6 Barter (goods) per Shopkeeper, 1D8 Reward (coins) per Physicker, Mechanician, or Soothsayer

Smuggling Ring

Operating in the shadows to avoid taxes or other legal entanglements, these secretive smugglers look to optimize profits.

- P Elessian Colonists
- $P/2$ Street Toughs
- $P/2$ Devious Smugglers
- $P/2$ Wary Shopkeepers
- **Ideals:** Wealth (D8), Loyalty (D6)

- **Scope:** Local (D6); **Attributes:** Prestige D6, Resources D8, Secrets D10; **Assets:** Alliances +1, Intrigue +2, Revenue +2, Technology +1
- **Rewards:** 1D6 Barter (contraband) per member of the smuggling ring

Tavern Brawl

Barroom fights break out quite often due to the presence of alcohol and surly people. Here are the typical opponents you might find in such a drunken melee.

- *P* Drunken Brawlers
- *P/2* Boorish Fops
- *P/2* Grizzled Veterans
- 1 Gossiping Courtier
- 1 Brash Fencer
- 1 Gregarious Barkeep
- **Ideals:** Pride (D8), Lust (D6)
- **Scope:** Immediate (D6); **Attributes:** Prestige D8, Resources D6, Secrets D10; **Assets:** Intrigue +1, Holdings +1, Popularity +2, Revenue +1
- **Rewards:** 2D6 Reward (coins) per Barkeep, 6D6 Barter (alcohol) behind the bar

Treasonous Conspiracy

Those who plot against the crown can be a very mixed lot of opponents.

- *P/2* Angry Mob Members
- *P/2* Street Thugs
- *P* Dangerous Revolutionaries
- *P/2* Gossiping Courtiers or Boorish Fops
- 1 Petty Noble
- **Ideals:** Justice (D8), Pride (D6)
- **Scope:** Local (D6); **Attributes:** Prestige D6, Resources D8, Secrets D10; **Attributes:** Alliances +1, Intrigue +2, Authority +1, Popularity +1
- **Rewards:** 1D6 Reward (bounty) per Revolutionary, Courtier, or Fop; 4D6 Rewards (coins) per Noble; 1D12 Reward (bounty) for list of conspirators

Animals

The Queen's Cavaliers isn't really a game about fighting wolves, crocodiles, or housecats – but just in case, here's how animals work in the game.

Animal Attributes and Specialties

While humans have Verve, Affinity, and Guile as attributes, animals are defined by the attributes Instinct, Ferocity, and Training. These can range from D0 to D12, and aren't assigned as D10/D8/D6 as for human characters.

Animals don't have skills, but each specialty is grouped under an appropriate attribute. There is one specialty, Perceive, that is classified as any attribute, and the Initiative skill has three new Specialties that don't apply to humans.

INSTINCT

Instinctive specialties are those related to the survival of the animal, such as self-preservation or locating food.

Dodge: This is used by most animals to avoid attacks.

Explore: The Explore specialty is used for tracking, finding shelter, locating edible plants, or finding water.

Feint: An animal will use Feint primarily to distract, although there are some faster animals which use it for attack.

Flee (Initiative specialty): For 1 Initiative Point, the animal can Walk to an unoccupied area, and for 2 Initiative Points, it can Run to an unoccupied area. None of the human options for Initiative are available, such as Interpose, Reprise, or Seize the Initiative.

Perceive: This can fall under any animal Attribute. Animals use the skill just as humans do, but they often have senses that can be added on as an Item Die.

Prowl: Animals that sneak up on targets, or hide from predators, are using the Prowl specialty.

FERO CITY SPECIALTIES

The Ferocity attribute is a measure of an animal's aggression, determination, and fortitude. They're primarily used offensively.

Brawl: Animals use the Brawl specialty to grab hold of things, knock them down, or pin them to the ground.

Fight (Initiative specialty): For 1 Initiative Point, the animal can Seize the Initiative and immediately make a Lunge attack. For 2 Initiative Points, it can Seize the Initiative and make a Brawl or Riposte attack. It can't use Initiative Points for any other purpose.

Inspire: Pack alphas often are able to Inspire bravery in their packmates, but most commonly this specialty is used to Inspire fear and scare off other creatures.

Lunge: This is an aggressive attack using the natural weapons possessed by the animal, such as claws, sharp teeth, or horns. Those natural

The Queen's Cavaliers

weapons add their Weapon die to Lunge attacks.

Perceive: This can fall under any animal Attribute. Animals use the skill just as humans do, but they often have senses that can be added on as an Item Die.

Riposte: Animals don't Parry attacks, but they might be able to Riposte on a good Dodge roll or by using Initiative Points.

TRAINING SPECIALTIES

Training specialties are things that animals must be taught or trained to do. This usually means being taught by humans, but sometimes wild animals are taught by other animals of the same type.

Arts: While very few animals actually create works of art, many birds will use the Art specialty to sing.

Block: Sometimes an animal will have a tough enough hide or shell to be able to use the Block specialty. This can also be used by animals that are actually wearing some kind of armor, from horse barding to spiked collars. The animal can add the shell or armor's Armor Die to its Block pool.

Guard (Initiative): For 1 Initiative Point, the animal can Interpose itself to prevent a creature from entering its area. For 2 Initiative Points, the animal can make a Lunge, Brawl, or Feint attack against a creature that enters its area. The animal can't spend its Initiative Points on anything else.

Husbandry: This specialty is primarily possessed by working animals, such as dogs that herd sheep or oxen that pull plows.

Larceny: Only a very few animals, such as ravens, can actually use Larceny to steal objects. Naturally, animals can't make use of the black market.

Perceive: This can fall under any animal Attribute. Animals use the skill just as humans do, but they often have senses that can be added on as an Item Die.

SCALE

Instead of a Competency Die, animals have a Scale Die that relates to how large they are. Scale also determines the yield limit and wound limit for the animal. For yield limits, "half Ferocity" means "half of the die size", and "Ferocity" means "the die size."

TABLE 240: SCALE OF ANIMALS

SCALE	SCALE DIE	YIELD LIMIT	WOUND LIMIT
Pocket	—	1	1 (Dead)
Pet	1D0	2 + half Ferocity	1 (Dying)
Companion	1D6	3 + half Ferocity	2 (Drop 1, Dying)
Human	1D8	4 + half Ferocity	3 (Drop 1, Drop 2, Dying)
Mount	1D10	5 + Ferocity	4 (Drop 1, Drop 2, Drop 4, Dying)
Mammoth	1D12	6 + Ferocity	5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
Behemoth	2D12	7 + twice Ferocity	6 (Drop 0, Drop 0, Drop 1, Drop 2, Drop 4, Dying)

Pocket scale: This is the smallest category of animal – one that could be carried in a pocket. Examples include a rat, a songbird, or a tarantula.

Pet scale: A pet-scale animal is around the size of a housecat or a small dog. Too big for a pocket, it can still be carried in one hand. Some examples are a trained parrot, a rooster, or a rabbit.

Companion scale: A companion-scale animal isn't quite as large as a human, but rather about the size of a medium to large dog. It takes both hands or arms to carry a companion-scale animal. Examples include a goat, a hunting dog, or a venomous snake.

Human scale: Human-scale animals are approximately the size and weight of an adult human being. Some examples are a war dog, a ram, or a constrictor snake.

Mount scale: Animals that are large enough to be ridden by a single human, or perhaps two or three with a tight squeeze, are mount scale. Examples include a warhorse, a bear, or a cow.

Mammoth scale: Even larger than mount scale, mammoth-scale animals include orca, hordes, and elephants. They take up pretty much a normal-sized room.

Behemoth scale: The largest of animals are behemoth scale. There are few of these left since the days of dragons (or dinosaurs; nobody's quite sure which it is). The most notable examples of behemoth-scale animals are found in the oceans – such as a great whale or a giant squid.

HORDES

A horde is a swarm or pack of similar animals that work as one unit for game purposes. If 300 rats flood out into the sewers, you don't really want to make individual rolls for all of them whenever they attack or defend.

A horde has an additional Attribute, called Horde. This is a measure of the horde's consistency and cooperation. All Horde attributes start at D12.

The horde uses its Horde attribute as a Bonus Die in all of its die pools. However, when the horde takes wounds, the Horde die decreases to a D10, a D8, a D6, a D4, and then disperses. This replaces the normal Drop/Dying/Dead effects of wounds.

Most hordes are mammoth scale, although hordes of larger animals (such as sharks) might be behemoth scale, and smaller hordes such as a swarm of honeybees could be merely mount scale.

Other Animal Qualities

Many of the game qualities of animals are similar to those of human characters. These are some of the ways they differ.

MOVEMENT

A human can Walk 1 area, or Run 2 areas. Some animals are faster than this, and some are slower. The Walk and Run qualities tell you how many areas the animal can move using each type of action.

Some animals have special types of movement that humans can't do, such as flying, swimming, or climbing. These allow an animal to move between Areas in ways that most humans can't.

SENSES

Many animals have superior senses to humans; these are shown by the Senses quality. When using the specific type of sense, the animal can add that die on as an Item Die to Perceive rolls.

In addition, animals can use their best Attribute for calculating their Perceive pools, as Perceive is associated with Instinct, Ferocity, and Training.

WEAPONS AND ARMOR

Whether an animal has built-in weapons or armor – such as sharp teeth or a hard carapace – or is wearing an actual weapon or armor – barding, a spiked collar, and so on – it works the same way: the Item Die can be added to whatever skills are specified.

MANEUVERS

Animals don't gain style points. They don't need them, so don't spend any of their success points to buy style points. They don't even know any style maneuvers anyway.

Instead they have conditional maneuvers that just happen whenever the condition is fulfilled.

For example, a great shark has the following maneuver: Blood in the Water (when attacking a target with at least 1 wound, add Perceive +1D12 to Lunge). This happens whenever it attacks a wounded target. No style points, no limited uses – just whenever the condition applies, it comes into play.

IMPETUS

Animals don't have passions. They're just animals, and concepts like Justice or Faith don't really mean much to them. Instead, they have an Impetus – or maybe more than one Impetus.

These are the urges that drive an animal to action, much as passions do, but on a much more primal level.

Impetus types include:

- **Curiosity:** The animal just wants to know what's going on over there, or across the way, or what's behind the door. And it's not like Curiosity ever killed any animals, right?
- **Hunger:** All animals are concerned with eating, but those with a Hunger Impetus will prioritize food and eating over nearly every other activity.
- **Loyalty:** An animal with a Loyalty Impetus is a faithful companion to a human, usually its trainer or owner. They're a human's best friend.
- **Obedience:** A domesticated animal with the Obedience Impetus follows commands given to it. Not because it even likes the person giving the commands, but rather because it's that well trained.
- **Pack:** The Pack Impetus represents those animals that stick together as a group, usually in some kind of hierarchy or family units.
- **Predatory:** A Predatory animal loves to hunt. Not just because it needs food, but because it's actually a vicious hunter that likes to track down its prey.
- **Survival:** This is the most basic Impetus: the animal wants to stay alive. It will take any action necessary to do so, with the only exception being if it has a higher rated Impetus of another kind.
- **Territory:** A territorial animal will likely attack, or at least attempt to frighten off, other creatures that come within its territory.

You can use Impetus as you would use Passions – an animal can use each Impetus it possesses once in a story, and then it loses that specific Impetus. You can only use an Impetus if the animal's actions are directly related to that Impetus.

For example, if an animal has a Survival (D6) Impetus, you can add that Bonus Die once to a Dodge pool or other defensive roll. A Predatory Impetus could be used for tracking or spotting something, an Obedience Impetus for staying alert, or a Curiosity Impetus for staying hidden while investigating some shiny new thing.

Common Animals

These are some of the animals that players in *The Queen's Cavaliers* are most likely to encounter.

Cat

Pet-scale animal

The Queen's Cavaliers

- **Attributes:** Instinct D8, Ferocity D6, Training D0
- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)
- **Initiative:** Fight +1 (2D6)
- **Walk:** 1 Area, Climb 1 Area
- **Run:** 2 Areas, Climb 2 Areas
- **Instinct:** Dodge +1 (2D8), Explore +1 (2D8), Feint +1 (2D8), Perceive (1D8+1D6), Prowl +1 (2D8)
- **Ferocity:** Brawl (1D6), Inspire (1D6), Lunge (1D6), Riposte +1 (2D6)
- **Senses:** Smell +1D6, Hearing +1D6
- **Impetus:** Curiosity (D8), Territory (D6)

This is your standard housecat or alleycat. It purrs when it's happy.

Dog, common

Companion-scale animal

- **Attributes:** Instinct D6, Ferocity D6, Training D0
- **Yield Limit:** 3
- **Wound Limit:** 2 (Drop 1, Dying)
- **Initiative:** Flee +1 (2D6)
- **Walk:** Walk 1 Area
- **Run:** 2 Areas
- **Instinct:** Dodge +1 (2D6), Explore +1 (2D6), Perceive (2D6), Prowl +1 (2D6)
- **Ferocity:** Lunge (2D6)
- **Senses:** Smell +1D6, Hearing +1D6
- **Bite:** Lunge +1D6
- **Impetus:** Loyalty (D6)

This is a typical, average dog. Not too big, not too small; they make decent watchdogs or hunting dogs. Its bark is probably worse than its bite.

Dog, companion

Pet-scale animal

- **Attributes:** Instinct D6, Ferocity D0, Training D8
- **Yield Limit:** 2
- **Wound Limit:** 1 (Dying)
- **Initiative:** Protect (1D8)
- **Walk:** 1 Area
- **Run:** 2 Areas
- **Instinct:** Dodge +1 (2D6), Explore +1 (2D6)
- **Ferocity:** Lunge (1D6)
- **Training:** Perceive (1D8+1D6)
- **Senses:** Smell +1D6
- **Bite:** Lunge +1D6
- **Impetus:** Loyalty (D6)

A companion dog is one that's been bred to be small and cute, rather than big and fierce. These are most popular among nobles.

Dog, guard

Companion-scale animal

- **Attributes:** Instinct D6, Ferocity D8, Training D10
- **Yield Limit:** 4
- **Wound Limit:** 2 (Drop 1, Dying)
- **Initiative:** Protect +1 (2D10)
- **Walk:** 1 Area
- **Run:** 2 Areas
- **Instinct:** Dodge (1D6), Explore +2 (3D8)
- **Ferocity:** Brawl +1 (2D8), Inspire +1 (2D8), Lunge+ +1 (2D8)

- **Training:** Block (1D10+1D6), Perceive +2 (3D10+1D8)
- **Senses:** Smell +1D8, Hearing +1D8
- **Bite:** Lunge +1D6, +++; Knockdown
- **Spiked Collar:** Block +1D6, +++++: Inflict 1 Wound
- **Impetus:** Obedience (D6)

A guard dog is a larger canine that's been trained not just to make noise, but to attack those who come near the territory it guards.

Falcon, trained

Pet-scale animal

- **Attributes:** Instinct D8, Ferocity D6, Training D8
- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)
- **Initiative:** Protect +1 (2D8)
- **Walk:** 0 Areas, Fly 2 Areas
- **Run:** 1 Area, Fly 4 Areas
- **Instinct:** Dodge +1 (2D8), Explore +1 (2D8), Prowl +1 (2D8)
- **Ferocity:** Lunge +1 (3D6)
- **Training:** Perceive +2 (4D8)
- **Senses:** Vision +1D8
- **Beak:** Lunge +1D6
- **Impetus:** Obedience (D8), Predatory (D6)

Falconers train these birds to hunt, and it's become quite the hobby of the well-to-do in Gallinea.

Horde of Rats

Mammoth-scale horde

- **Attributes:** Instinct D8, Ferocity D8, Training D0, Horde D12
- **Yield Limit:** 14
- **Wound Limit:** 5 (Horde D10, D8, D6, D0, Dispersed)
- **Initiative:** Flee (Horde + 1D8)
- **Walk:** 0 Areas
- **Run:** 1 Area, Climb 1 Area
- **Instinct:** Dodge (Horde + 1D8), Perceive (Horde + 2D8), Prowl +1 (Horde + 2D8)
- **Ferocity:** Brawl (Horde + 1D8), Lunge (Horde + 2D8)
- **Training:** Block (Horde)
- **Senses:** Smell +1D8
- **Bites:** Lunge +1D8
- **Impetus:** Hunger (D8), Pack (D6)

A single rat isn't a big threat. A horde of rats that can fill an entire room? That's a different story. Usually rats will flee at the first sign of danger, but if they get hungry enough they can tear a person to shreds. Urban myths speak of someone known as the Queen of Rats who lives in the sewers beneath Lutetia, but that's just an old tale meant to scare children, isn't it...?

Horse, Draft

Mount-scale animal

- **Attributes:** Instinct D0, Ferocity D0, Training D6
- **Yield Limit:** 6
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Protect (1D6)
- **Walk:** 1 Area
- **Run:** 2 Areas
- **Instinct:** Dodge (0)
- **Ferocity:** Lunge (1D8)
- **Training:** Block (1D6), Husbandry +1 (2D6), Perceive (1D6)
- **Hooves:** Lunge +1D8

The Queen's Cavaliers

Draft horses are used on farms to pull plows or wagons. They are large and not very fast, but can be quite sturdy. Some of them even look vaguely yellow.

Horse, Riding

Mount-scale animal

- **Attributes:** Instinct D6, Ferocity D6, Training D8
- **Yield Limit:** 9
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Protect (1D8)
- **Walk:** 2 Areas
- **Run:** 3 Areas
- **Instinct:** Dodge (1D6)
- **Ferocity:** Lunge (2D6)
- **Training:** Block (1D8), Perceive (1D8)
- **Hooves:** Lunge +1D6
- **Impetus:** Obedience (D6)

This is a standard, fast horse favored by city folk. It's not particularly good in a fight, but it can usually get you somewhere quickly.

Horse, Warhorse

Mount-scale animal

- **Attributes:** Instinct D6, Ferocity D8, Training D10
- **Yield Limit:** 10
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Protect +1 (2D10)
- **Walk:** 1 Area
- **Run:** 3 Areas
- **Instinct:** Dodge (1D6), Explore (1D6)
- **Ferocity:** Inspire +1 (2D8), Lunge +1 (2D8+1D6)
- **Training:** Block +1 (2D10+1D8), Husbandry (1D10), Perceive (1D10)
- **Barding:** Block +1d8
- **Hooves:** Lunge +1D6, +++: Knockdown
- **Maneuver:** Trample (when attacking a smaller scale creature with hooves, add Scale +1D10 to Lunge)
- **Impetus:** Obedience (D6)

A warhorse is specifically trained for battle. It usually will wear bardings (horse armor) and is popular among all soldiers, but primarily used by the cavalry or by officers.

Parrot, trained

Pet-scale animal

- **Attributes:** Instinct D6, Ferocity D0, Training D6
- **Yield Limit:** 2
- **Wound Limit:** 1 (Dying)
- **Initiative:** Protect +1 (2D6)
- **Walk:** 0 Areas, Fly 1 Area
- **Run:** 1 Area, Fly 2 Areas
- **Instinct:** Dodge +1 (2D6), Feint +1 (2D6), Perceive +1 (3D6)
- **Training:** Arts +1 (2D6), Larceny +1 (2D6)
- **Senses:** Vision +1D6
- **Maneuver:** Distraction (when mimicking a sound, add Arts +1D6 to Feint)
- **Impetus:** Loyalty (D6)

Pirates love these things. Originally from the jungles of the Farthest South, they can be trained to imitate human voices.

Rat

Pocket-scale animal

- **Attributes:** Instinct D8, Ferocity D6, Training D0
- **Yield Limit:** 1
- **Wound Limit:** 1 (Dead)
- **Initiative:** Fight (1D6)
- **Walk:** 1 Area, Climb 1 Area, Swim 1 Area
- **Run:** 2 Areas, Climb 2 Areas, Swim 2 Areas
- **Instinct:** Dodge +1 (2D8), Perceive (1D8+1D6), Prowl +1 (2D8)
- **Senses:** Smell +1D6, Hearing +1D6
- **Bite:** Feint +1D6, ++++: Inflict 1 Wound
- **Impetus:** Hunger (D8), Survival (D6)

Here's that single rat by itself. You probably won't get hurt by it. Just pray to Eserre it's not carrying some dreadful plague...

Shark, great

Mount-scale animal

- **Attributes:** Instinct D8, Ferocity D12, Training D0
- **Yield Limit:** 12
- **Wound Limit:** 4 (Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Fight +1 (2D12)
- **Walk:** 0 Areas, Swim 1 Area
- **Run:** 0 Areas, Swim 3 Areas
- **Instinct:** Dodge +1 (2D8), Prowl +1 (2D8)
- **Ferocity:** Inspire +1 (2D12), Lunge (2D12+1D10), Perceive (1D12+1D10)
- **Training:** Block (2D8)
- **Senses:** Smell +1D10
- **Teeth:** Lunge +1D10
- **Rough Hide:** Block +2D8
- **Maneuver:** Blood in the Water (when attacking a target with at least 1 wound, add Perceive +1D12 to Lunge)
- **Impetus:** Predatory (D8), Hunger (D6)

Huge, hungry sharks are a great reason to stay out of the ocean. Many sailors have met a grisly fate when falling overboard, especially if they're already wounded.

Snake, venomous

Companion-scale animal

- **Attributes:** Instinct D6, Ferocity D8, Training D0
- **Yield Limit:** 4
- **Wound Limit:** 2 (Drop 1, Dying)
- **Initiative:** Fight +1 (2D8)
- **Walk:** 1 Area
- **Run:** 2 Areas
- **Instinct:** Dodge +1 (2D6), Feint +1 (3D6), Prowl +1 (2D6)
- **Ferocity:** Lunge +1 (2D8+1D6), Perceive +1 (3D8), Riposte +2 (3D8+1D6)
- **Senses:** Smell +1D8
- **Fangs:** Lunge, Feint, Riposte +1D6, +++: Inflict 1 Wound
- **Impetus:** Territory (D6)

This is a pretty scary snake. You really don't want to be bit by it.

Chapter 22: Adventures

Secret of the Iron Vault

Introduction

This is an introductory adventure for three to six beginning *TQC* characters with D6 Competency Dice.

BACKSTORY

The Iron Vault is located below the Citadel of the Queen's Cavaliers, in a secure sub-basement level known only to a few. This is where the

The Queen's Cavaliers

Cavaliers have stored important documents, trophies of past adventures, and valuable curiosities for nearly a century.

Last year, a group of Cavaliers defeated a smuggler captain and took her ship as a prize – her ship in a bottle, that is. The ship, a model of the pirate ship Peregrine, is stored in the Iron Vault.

Tucked inside the miniature hold of the Peregrine is an encoded document that MACGUFFIN MACGUFFIN MACGUFFIN MACGUFFIN. Only a few know of the existence of this letter, and only one – the Duke of Bedyngford – is aware of its location within the Iron Vault.

Bedyngford learned of the Peregrine when Prince-Consort Carolus, honorary head of the Queen's Cavaliers, mentioned it to his countryman while out on one of their regular drinking nights. Bedyngford is determined to gain access to the Peregrine and the secret it contains, and he has concocted an intricate plan to not only allow him to seize it, but also discredit the Queen's Cavaliers.

Running the Adventure

Player Introduction

Read or paraphrase the following information to the players:

Anticipation has been building for the last month. As new recruits to the Queen's Cavaliers, you're officially being inducted into the organization tomorrow. This honor is bestowed for your heroic service to the crown.

You can change the background to fit the circumstances of your player characters' backgrounds. Maybe they're not new recruits, but they're members of the Cavaliers already, and are being recognized with an award or medal – the Cavaliers like giving out medals. Maybe one of the player characters is a new recruit and the rest are veteran members.

The general idea is that there's something important happening the next day that involves the player characters at the Citadel, the home base for the Queen's Cavaliers. You should adapt this to fit the players.

Scene: At the The Laughing Blade

Read or paraphrase the following information to the players:

What happens here: Andre du Corbier, a member of the Cavaliers, has brought the players to a bar to celebrate the next day's induction into the Cavaliers. Bedyngford and his goons enter, and his lieutenant Cawdrey starts a brawl with the PC Cavaliers.

Scene: Outside the Citadel

Read or paraphrase the following information to the players:

What happens here: The Citadel is locked up and there are signs posted, "Closed by order of the Guardian of the Faith." The players are met by Marguerite, handmaiden to the Queen, who tells them what's going on, including that Sir Gerard has been captured.

Scene: Meeting the Guardian

What happens here: The players can choose to talk to Ferrazan, Guardian of the Faith. He's not in on the plot but probably will come off as the primary bad guy. He has possession of the forged documents that incriminate the Cavaliers.

Scene: Infiltrating the Prison

What happens here: The players enter the prison somehow. They can fight their way in, sneak in, or even get thrown in jail for some minor offense. In any case, they speak with Gerard and learn that the ring is with Andre and the key is with Edine du Chevalier in Touriel.

Scene: Andre's Fate

What happens here: Martine kills Andre and probably gains the ring.

Scene: Additional Investigation

What happens here: The players investigate in other ways. This is a catch-all to allow for player creativity.

Scene: Side Trip to Touriel

What happens here: The players meet Edine, an older member of the Queen's Cavaliers, and gain the key from her.

Scene: Return to Lutetia

What happens here: The players may get ambushed along the way by Martine and hired bandits.

Scene: Breaking Into the Vault

What happens here: The players have to sneak past or fight the Guardian's soldiers in order to break into the Vault and open it up.

Scene: Bedyngford's Entrance

What happens here: The Duke of Bedyngford shows up with his men and enters the Citadel and fights with the players. At the end, Bedyngford tries to escape.

Scene: The Cavaliers Restored

What happens here: The Queen lifts the edict against the Cavaliers because they are exonerated, and the players are officially inducted into the Queen's Cavaliers.

Chapter 23: On Charmwoven Sails

Bonus Content by Berin Kinsman

The Role of Seafaring in Gallinea

Seafaring can be a part of any type of game, especially if the characters do a great deal of traveling outside of Gallinea. It can even be the focus of the game, if the MJ decides that those are types of stories she would like to tell. While most seafaring adventures can be achieved through roleplaying and the existing rules, there are a few special considerations necessary to accommodate shipboard combat and intrigue.

Trade

Sailing ships are the most economical manner of transporting trade good from one place to another, and most nations are dependent upon trade to some degree. Vessels range from single privately-owned ships that may be chartered by a merchant for a single voyage, to large fleets owned by wealthy families or mercantile guilds. Most merchant ships fly under the flag of their port of origin, making them targets for enemy navies and pirates.

TABLE 24I: TRADE GOODS

COUNTRY	EXPORTS
Gallinea	wine, perfume, textiles
Albia	medicinal herbs, alchemical draughts
Ekalia	olives, oils, minerals
Ondala	spices, rubber, religious goods
Talania	clockworks, tools, furs
Varendia	clockworks, minerals, weapons
Northern Ifran	spices, minerals, cocoa
West Ifran	tobacco, cotton, tea

Military

Naval warfare has been a reality since before the days of the Qartan Empire. Even the most peaceful of nations maintains a strong navy for self-defense and the protection of its trade vessels. The shipyards of the traditionally warlike nations are scrutinized carefully by their neighbors, as an increase in shipbuilding could indicate hostile intentions.

Gallinea is a major power in part because of her powerful fleet. Past wars have taught the matriarchy that a free and open society requires strong security to survive. Occasional displays of that métier have helped to maintain the nation's position of peace and inclusiveness.

Albia's navy is substantially smaller than it was during the war, chiefly due to the ongoing threat of Ekalia. With the exception of merchant escorts and a few vessels tasked for exploration, the majority of Albia's fleet patrols its own shores. There are rumors, however, that King Edgar II is raising funds to build more ships in order to revive the nation's old policy of expansionism.

While the navy of Ekalia is in theory a unified force, and the largest and most powerful in the world, each squadron within the fleet is owned and controlled by one of the merchant houses. Each squadron therefore places the financial and political interests of their sponsoring house above those of the homeland. This is why merchant vessels of other nations particularly fear the sight of Ekalian naval ships, and consider them to be no better than pirates.

Ondala's relatively small navy is tied up dealing New Cordera. In addition to its own small fleet, Ondala hires private vessels to supplement its maritime power. They pose little threat to other nations, simply because they have no resources to dedicate to war. This leaves them vulnerable, and reliant upon foreign trade agreements to aid in their defense.

Talania has no official navy, but employs mercenaries and pirates to act in its defense as needed. These ships often fly the Talian flag and colors even when not acting in an official capacity for the nation, which has led to many embarrassing diplomatic incidents. Young Talanians often sign on to such ships simply for the prospect of traveling to somewhere warmer.

Each of the coastal duchies and kingdoms of Varendia has its own navy, habitually utilized against each other during internal conflicts. This characteristically involves acts of piracy committed against political rivals. The Varendians do possess some of the most advanced ships on the seas, however, and if they were able to unite could pose a substantial military threat.

The Ifran nations maintain no navies of their own. The city-states of North Ifran rely upon trade agreements for their own coastal defenses, and the Caliph of Ubar has expressly stated that she will not trade with any nation that makes war in her waters. West Ifran is under the protection of the Gallinean navy, due to the presence of its colonies there.

Exploration

The world is larger than the lands shown on the map, and the brave and adventurous are always on the hunt for new opportunities for adventure. Merchants eternally seek both new markets to sell to, and novel goods to import, and often sponsor expeditions. Expansionist nations like Albia simply desire new lands to conquer and colonize. If your MJ wants to tell stories of exploration, it's also a way for her to make her own contributions to the world of Gallinea.

The Queen's Cavaliers

Piracy

Plays and popular fiction have left the general public with the impression that pirates are disgruntled men seeking a chance to prove themselves equal, or even superior, to women, and evil, greedy women pursuing banditry at sea. The reality is that better than half of all piracy is state-sponsored, a means for nations to strike at each other while maintaining diplomatic deniability. In times of peace, it is a way to harm rivals economically by interfering with commerce, and militarily by damaging their navies.

Many pirates, though, are independent operators, seeking their own fortune by preying upon weaker, and wealthier, vessels. Piracy is largely democratic, with Capitaines and officers elected to their positions by the crew based on their experience and leadership qualities. Treasures from captured ships are divided fairly and equitably among the crew. The decision to become a pirate is often a political one, drawing both commoners and nobility who are tired of the oppression that exists in even the most liberal monarchies.

The Queen's Cavaliers at Sea

Members of the Queen's Cavaliers may be involved with any of the above activities. They may book passage on any of the above types of vessels while traveling on a mission. They may be assigned by the Queen to sail with a merchant ship carrying important cargo, or on a naval vessel to assist in a military operation. They might be sent on a mission of exploration as the Queen's personal agents. They could either be sent to battle dread pirates, or called upon to as pirates against a rival nation. Any of these could be done as a single story, or as the primary focus of the game.

Seafaring Roles

Each person aboard a ship has a clear set of responsibilities. Discipline is essential to safe passage and survival, and those who shirk their duties put everyone's lives at risk. If your game places a heavy emphasis on seafaring, the MJ should let you know at character creation, and direct you to the appropriate character roles listed here. In most cases, at least one Character Class should probably be Privateer. Non-seafaring characters can theoretically fulfill one of the roles below, based on their Attributes and Skills even if their Classes do not seem to directly align.

Capitaine (Captain)

The Capitaine is the person in command of the vessel, no matter its size or crew compliment. Everyone aboard ship is under the Capitaine's authority, regardless of their rank or social status on land. While all Capitaines have a large degree of autonomy, naval Capitaines are expected to comply with and enforce their nation's regulations, while merchant Capitaine must abide by the laws and rules of whoever controls the waters they are sailing in. Pirate Capitaines are often elected by their crew, who follow voluntarily so long as their leadership is fair and prizes are shared fairly and equitably.

In combat, the Capitaine makes all of the decisions and issues orders for other crew members to carry out. If there is no other helmsman, the Capitaine often takes the wheel.

Suggested Classes for a Capitaine include Courtier, Duelist, Envoy, Fusilier, Privateer, and Veteran.

Specialties on Ships

Blackpowder is used by the maîtresse d'armes à feu to fire the ship's cannons. **Clockworks** is used by the charpentier to repair Wound taken by the ship. **Calculate** is used by the navigateur to locate the ship's position and chart a course to their destination. **Explore** is used by any member of the crew to do the basic job of manning the ship. **Strategy** is used by the capitaine during combat to gain and bestow advantage on crew members. **Treat** and **Surgery** are used by the chirurgeon to care for injured crewmembers. **Weave** is used by the Maitresse de Voiles to repair Yield taken by the ship.

Charpentier (Carpenter)

The ship's Charpentier is responsible for maintenance and repairs to the ship, including patching the hull, replacing broken masts, and scraping barnacles off the sides of the ship. She supervises all crew members tasked with related duties. She is also in charge of the creation of all things that need to be crafted aboard ship, from furniture to crests to wooden legs. The Charpentier is often a low-ranking sailor with no authority or role in the chain of command, but is excused from combat operations because like the Chirurgeon her expertise will be needed later.

Suggested Classes for a ship's Charpentier include Dogsbody, Mechanician, Privateer, Provincial, and Veteran.

Ship Repair

Fixing a ship requires the Clockworks specialty.

Competency Optional: You can make a Clockworks roll to repair a ship even if you aren't competent in Science.

Base Time: Repairing a ship takes 1 hour.

Item Die: Add the Item Die of your shipwright's tools or drydock to your dice pool.

Supplies: Units of shipbuilding supplies are required for repairing a ship.

Extra Time: You can spend extra time on repair to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Science (Clockworks), with a minimum of 1D6.

Rushing: You can reduce the time to repair a ship by taking a Drop penalty on your die roll. You can't rush a repair that you're taking extra time on. The size of the drop penalty depends on how much you rush the crafting. For example, if you make repairs in one minute, you have a Drop 4 penalty.

CLOCKWORKS	SHIPBOARD
Base Time	1 hour
Opposition	Automatic success, unless rushing
Item Die	Shipwright's tools, drydock
Supplies	Shipbuilding supplies
Bonus Die	Extra time
+	Repair 1 wound to a ship

Repair 1 wound to a ship (at least 1 unit of shipbuilding supplies): You remove one wound from the ship. For every three wounds removed, or fraction thereof, you spend 1 quantity of shipbuilding supplies.

Chirurgeon

The role of Chirurgeon is an important one aboard ship. Not only is she responsible for stitching together wounded sailors following battles or rigging accidents, she must treat and manage all illnesses from diseases to nutritional ailments like scurvy. Most large naval vessels, and more affluent merchant and pirate ships, fill the role of Chirurgeon with an actual trained physician. Smaller, poorer vessels often delegate various duties to either those with some medical experience. In the absence of training, tasks fall to those who have the tools. Often, the Maîtresse de Voiles will be responsible for sewing up wounds, and the Charpentier or Maîtresse d'Équipage will be called upon to perform life-saving amputations.

At least one of the Chirurgeon's Classes should be Chirurgeon. Any other Class is possible, but Alchemist, Chaplain, Courtier, Envoy, Virtuosa, and Witch all pair nicely for a ship's Chirurgeon.

Maîtresse d'Armes à Feu (Mistress of Guns)

The Maîtresse d'Armes à Feu is responsible for all gunpowder weapons aboard ship, from cannons to personal longarms and pistols. She is responsible for the maintenance and upkeep of those weapons, and the training of crew members in their use. Her duties also include stowing of heavy shot in a manner that does not affect the ship's ballast, and keeping powder dry and safely stores in order to prevent fires and explosions.

In combat, the Maîtresse d'Armes à Feu supervises the cannon crews aboard deck. She carries out the Capitaine's orders, but can also make decisions to fire or not based on opportunities that arise and fall away as the ships move into and out of firing position.

Suggested Classes for a ship's Maîtresse d'Armes à Feu include Alchemist, Fusilier, Mechanician, Privateer, and Veteran.

Maîtresse d'équipage (Boatswain or Bosun)

The Maîtresse d'Équipage is the ship's supply officer, in charge of procuring and securing necessary items such as food, fresh water, medicines, and gunpowder. She also supervises ordinary, day-to-day operations performed by the crew both above and below decks. On most ships, the Maîtresse d'Équipage is the senior crew member, but not an officer. Aboard merchant and pirate ships, the Maîtresse d'Équipage is responsible for keeping track of all cargo inventories. On pirate ships, she is responsible for tracking shares of treasure awarded to all crew members, and the distribution of those shares.

Suggested Classes for a Maîtresse d'Équipage include Constable, Courtier, Duelist, Envoy, Fusilier, Privateer, and Veteran.

Maîtresse de Voiles (Mistress of Sails)

The Maîtresse de Voiles is in charge of all of the ship's rigging, including both operations, repairs, and all crew members responsible for those tasks. She is also in charge of all ropes, and the ship's anchor. On naval vessels, the Maîtresse de Voiles is often the highest ranking warrant officer.

Suggested Classes for a ship's Maîtresse de Voiles include Charmweaver, Courtier, Duelist, Fusilier, Privateer, and Veteran.

Sail and Rigging Repair

Fixing a ship's sails and rigging uses the Weave specialty.

Competency Optional: You can make a Weave roll to repair a ship even if you aren't competent in Magicks.

Base Time: Repairing a ship's sails takes 1 minute.

Fully Repaired after 1 Hour: If you spend at least one hour repairing sails and rigging, all yield is removed from the ship.

Item Die: Add the Item Die of your sailmaker's tools or drydock to your dice pool.

Supplies: Units of sailmaking supplies are required for repairing a ship.

Extra Time: You can spend extra time on repair to add a Bonus Die to your dice pool. The size of that die is limited by your number of ranks in Magicks (Weave), with a minimum of 1D6.

Rushing: You can reduce the time to repair a ship by taking a Drop penalty on your die roll. You can't rush a repair that you're taking extra time on. The size of the drop penalty depends on how much you rush the repairs. For example, if you make repairs as one action, have a Drop 4 penalty.

WEAVE	SHIPBOARD
Base Time	1 minute
Opposition	Automatic success, unless rushing
Item Die	Tailoring tools
Supplies	Sailmaking supplies
Bonus Die	Extra time
+	Remove 1 yield from a ship

Remove 1 yield from a ship (at least 1 unit of shipmaking supplies): You remove one yield from the ship. For every 9 yield removed in this way, you spend 1 unit of shipmaking supplies.

Navigateur (Navigateur)

The Navigateur is charged with plotting the ship's course, based upon the Capitaine's orders. This means being able to read the position of the sun during the day, and the stars at night, as well as reading a map, preparing charts, and calculating longitude and latitude.

On military vessels, the Navigateur is known by the title of Quartier-maîtresse. Their role and duties should not be confused with the separate position of Quartier-maîtresse aboard merchant and pirate vessels.

Suggested Classes for a ship's Navigateur include Alchemist, Explorer, Mechanician, Privateer, Visionary, and Witch.

Quartier-maîtresse (Quartermistress)

On merchant and pirate vessels the Quartier-maîtresse is the second-in-command, and responsible for enforcing discipline and ensuring that the Capitaine's orders are carried out. The Quartier-maîtresse is also in charge of ship's supplies, assignment of crew and quest quarters, and often acts as helmsman during battle.

On naval vessels title of Quartier-maîtresse is used to refer to the Navigateur. The duties described above, include discipline and supply responsibilities, are carried out by the highest-ranking officer below the Capitaine, known as the first mate.

Suggested Classes for a ship's Quartier-maîtresse include Barrister, Constable, Courtier, Envoy, Privateer, and Veteran.

Marin (Sailor)

Marins are the ordinary crew members charged with the mundane tasks of keeping the ship operational. Naval Marins may be volunteers or conscripts and are generally from the lower social classes. Merchant Marins are almost always hired hands with some level of experience. Pirate Marins are by and large aboard of their own free will and often ex-naval Marins, with a few involuntary conscripts aboard if the crew is understaffed or in need to special skills.

In combat, Marins may operate cannon, fire weapons, participate in boarding actions, or aid in putting out fires.

Suggested Classes for a Marins include Brigand, Charlatan, Dogsbody, Duelist, Fusilier, Privateer, Provincial, and Veteran.

Optional Rule:

Injured or Killed Crewmembers

A ship functioning with less than the necessary amount of crew can still function, but takes a Drop penalty on all actions. This is addition to any penalty imposed by damage to the ship itself.

The amount of the Drop penalty depends on the base crew of the ship, as shown below.

TABLE 242: CREW CASUALTIES AND DROP PENALTIES

CREW SIZE	DROP 1	DROP 2	DROP 4	DISABLED
1 to 3				1 down
4 to 7			1 down	2 down
8 to 15		1 down	2 down	4 down
16 to 31	1 down	2 down	4 down	8 down
32 to 63	2 down	4 down	8 down	12 down
64 or more	4 down	8 down	12 down	16 down

In this context, a *casualty* refers to any crewmember who isn't present, is dying or dead, or has at least 1 wound. Thus, if 11 people try to sail a schooner, which has a normal crew size of 16, they have 5 casualties due to the 5 "missing" crewmembers. This gives a Drop 4 penalty on all actions. If 3 of those 11 get wounded, the ship now has 8 casualties, which means it can't function.

Seafaring Personalities

There are a number of legendary figures who made their names on the high seas. These can be enemies or allies to the *Queen's Cavaliers*, or more neutral, recurring supporting characters. They serve as an example of the variety of seafaring characters possible in the world of Gallinea.

Jossete Laffite

The notorious Gallinea-born Jossete Laffite began her career as a smuggler, moving contraband, other pirates' goods, and even legal merchandise for merchants seeking to avoid taxation. Her sister Plourette handled the dry land end of the operation, moving merchandise through a network of warehouses and shops, while Jossete handled the movement of cargo by ship, initially using hired vessels.

Over time, Jossete became wealthy enough to buy her own ship, and decided to consolidate her operations by taking to piracy directly. She continued to fence merchandise for other pirates as well, and her operation grew quite large. This was made possible by the war with Albia, and the Gallinean navy being too tied up to deal with piracy. Her crimes were further mitigated by the fact that Jossete never preyed upon Gallinean ships. Toward the end of the war, she even assisted the Gallinean navy in fleet actions against Albia.

Since the end of the war, Jossete has aided the Queen's Cavaliers on a number of occasions, offering aid and transport. She has also run afoul of the Cavaliers as well, smuggling and fencing items of importance to the Queen. Jossete is rumored to currently be in the employ of Ondala, acting as a spy for them against Albia, and possibly against Gallinea as well. Only time will tell if she is truly friend or foe.

Admiral Hopkin, Viscount Norfolk

Admiral Norfolk is a flag officer of the Albian Navy, noted for his rousing leadership, his mastery of strategy and tactics, and his unconventional maneuvers which have led to an astonishing number of naval victories. He is respected by other Capitaines, rather than feared, although no one wants to go up against him in battle.

Of noble birth, Norfolk is extremely charming and has been offered numerous diplomatic posts, all of which he has declined. When the war between Albia and Gallinea ended, Norfolk was one of the official envoys sent to sign the peace treaty. He has sworn that he will command a ship until he is no longer able, and that he would prefer to die at sea, in combat.

Norfolk is missing his right arm, lost in a battle against Ondala during which he managed to remain conscious and command his crew to victory. The arm has been replaced with a crude clockwork, which contains a compass, sextant, and spyglass. He is also missing his left eye, a casualty of a battle with Gallinea during the war, which is covered with a patch embroidered to resemble the Albian flag.

Pero de Cordera y Ramos

Born into a long line of sailors, de Cordera first took to the seas at the age of 13 on an Ondalan naval vessel. He worked his way up to Capitaine of his own ship, then to the rank of *teniente general*, equivalent to commodore in the Gallinean navy. He became known for the care and concern he shows to his crew, who see him as a beloved father figure and are extremely loyal to him.

More recently, de Cordera went rogue and led a portion of the Ondalan fleet against the Gallinean navy. His forces were soundly defeated, and he was summoned home to face a military tribunal. He did not return, nor did his flagship, two other ships under his command, and a significant portion of their crews. He remains on the run, under a death sentence from the Ondalan government, and has turned to piracy as a means of survival.

It is rumored that de Cordera is seeking to become an explorer, taking his crew to new lands, perhaps to establish a colony far from the reach of his government and his enemies. In order to fund this, the boldness and frequency of his pirate raids have increased, bringing him into conflict with the Gallinean navy, and the Queen's Cavaliers.

Salina of Talania

The pirate queen Salina is a witch, and claims to be the reincarnation of the legendary warrior Salina, who held off the Qartan Empire's attempted invasion of Talania centuries ago. She has attracted a crew, whom some say is actually a cult, primarily of young Talanians who see her as the fulfillment of various ancient prophecies. Sailors of other nations, including Varendians and Ifrani, have also begun to follow her as her power and influence has increased.

Salina's ships, for she has many, ply the waters of the Middle Sea, from Talania to Qarta, along the Dragon Coast to the shoreline of Northern Ifran. She claims the entirety of the Middle Sea as her kingdom, and demands that all ships large and small pay tribute to her. She fears no navy, and with each conquest she gains more ships, and her cult seems to grow proportionately to provide her with crews for those ships.

It is rumored that Salina has incredible magical powers, and that she is obsessed with all manner of occult objects and ancient artifacts. This has brought her and her agents into conflict with the Queen's Cavaliers on a number of occasions, as she has attempted to steal both Gallinean cultural artifacts dating from the Qartan Empire and more recent military innovations.

Ship Qualities

Like characters, ships have qualities and stats, and can take both wounds and yield.

Crew: The minimum number of crew members required to operate the rigging, sails, and helm. If there is less than this number of crew members, the ship cannot operate.

Cargo: The amount of space devoted to cargo, in the abstract. Rather than try to keep track of each crate and barrel aboard ship, cargo space is determined by the value of the cargo, multiplied the cargo space times the cost of goods. If 20 cargo areas are filled with Uncommon goods (d8), the value is 20d8; if 30 cargo areas are filled with Common (d6) cargo, the value is 30d6.

Speed: This is the number of leagues a ship can travel per day with typical winds. A league is approximately 2 miles.

Maneuverability: This is the Bonus Die the ship gets for Combat actions based on how well it handles.

Guns: The total number of cannon aboard the ship. On any given round, only up to half of a ship's cannon can fire at one time.

Yield: This is the amount of damage that the ship's rigging can sustain before the ship is rendered inoperable and no longer moves in any

The Queen's Cavaliers

controlled fashion. Assuming that the ship has the materials to do so, Yield can be cleared with an hour spent effecting repairs.

Wounds: This is how much damage the ship's hull can sustain before sinking. Wounds to a ship add Drop penalties at the rate of 100 Wounds per point of penalty.

The following table shows the damage results for a typical 400-wound ship such as a brigantine. Smaller or larger ships will have different wound tracks as listed below; each step represents 100 points of wound taken.

TABLE 243: DAMAGE TO SHIPS

WOUNDS	DROP PENALTY	YIELD LIMIT
None	Drop 0	
100	Drop 1	-25 Yield
200	Drop 2	-50 Yield
300	Drop 4	-100 Yield
400	Sinking	-200 Yield

At the end of ship-to-ship combat, any Sinking NPC ship goes under unless player characters with a Charpentier are ready to board and make a Clockworks repair roll.

A player character ship that is Sinking can either be allowed to go under, or a Clockworks roll can be made immediately to try to initiate emergency maintenance to keep the ship afloat for one minute per success point spent.

Ship Types

There are several broad categories of ships, each designed for specific purposes, and varying in terms of necessary crew, cargo space, and firepower. Individual ships may vary, based on the builder and customization performed by the owner, but the majority of the ships encountered by the Queen's Cavaliers will be of these common types.

Brigantine

A brigantine is a two-masted ship, the front mast with square-rigged sails and the rear mast with a fore-and-aft configuration and possibly a topsail. It is larger than a chaloupe or schooner, but smaller than a frigate or warship. Brigantines are often used as cargo ships by merchants. In military use, they are often part of a fleet and used to protect larger ships.

Brigantine

- **Crew:** 16
- **Cargo:** 10
- **Speed:** 75 leagues
- **Maneuverability:** D8
- **Guns:** 12
- **Yield:** 300
- **Wounds:** 400 (Drop 1, Drop 2, Drop 4, Sinking)

Chaloupe

A *chaloupe*, or sloop, is a sailboat with a single mast and triangular fore-and-aft sails (a mainsail and a jib). They are used mainly as pleasure craft, but due to their size, speed, and maneuverability are also used as couriers and reconnaissance vessels. Groups of chaloupe are also used against larger ships in boarding actions, due to their ability to quickly get inside a ship's cannonade.

Chaloupe

- **Crew:** 4
- **Cargo:** 40
- **Speed:** 125 leagues
- **Maneuverability:** D6
- **Guns:** 6
- **Yield:** 100
- **Wounds:** 100 (Sinking)

Crommesteven

A *crommesteven*, or crumster, is an armed houy developed by the Varendish, essentially a barge with cannons on it. It is used by navies to attack enemy positions on land, rather than for ship-to-ship combat. Like the houy, the crommesteven is not seaworthy and is limited to operating on lakes, rivers, along the shorelines of oceans.

Crommesteven

- **Crew:** 8
- **Cargo:** 10
- **Speed:** 75 leagues
- **Maneuverability:** D8
- **Guns:** 10
- **Yield:** 300
- **Wounds:** 400 (Drop 1, Drop 2, Drop 4, Sinking)

Dame de la Guerre

A *dame de la guerre*, or simply “dame”, is a powerful warship. Larger than a frigate, but built along the same lines, dame has three masts, each with three or four sails. It was designed to be tough and carry a lot of cannon, and has such has little cargo room and often cramped crew quarters as well. It has separate gun deck, and can have as many as 56 cannon per side. The sole purpose of a dame is to destroy other ships.

Dame de la Guerre

- **Crew:** 100
- **Cargo:** 100
- **Speed:** 150 leagues
- **Maneuverability:** D0
- **Guns:** 28
- **Yield:** 500
- **Wounds:** 500 (Drop 1, Drop 1, Drop 2, Drop 4, Sinking)

Fregate

A *fregate* is a three-masted, square-rigged fighting ship, designed for speed and maneuverability and typically carrying lighter armaments. Fregates are among the first ocean-going military vessels developed. They are used for naval patrols, as well as to protect larger military and merchant ships. They have a separate gun deck, where cannon are operated and powder and shot are stored.

Fregate

- **Crew:** 26
- **Cargo:** 100
- **Speed:** 150 leagues
- **Maneuverability:** D6
- **Guns:** 16
- **Yield:** 400
- **Wounds:** 300 (Drop 1, Drop 2, Sinking)

Galion

Galion means “little ship” in Gallinean, which is ironic, because they are huge, multi-decked vessels weighing as much as 1,000 tons. A galion has three or four masts, depending upon its size. Originally designed as cargo ships, they have vast holds and are incredibly tough, capable of withstanding violent storms at sea. For this reason they are valued by privateers and pirates, because they can hold up in a fight, and some carrying capacity can be given over to more heavy cannon without losing room for plunder and salvage.

Galion

- **Crew:** 26
- **Cargo:** 100
- **Speed:** 150 leagues
- **Maneuverability:** D0
- **Guns:** 16
- **Yield:** 400
- **Wounds:** 500 (Drop 1, Drop 1, Drop 2, Drop 4, Sinking)

Galley

A *galley* is a larger ship propelled mainly by rowing. They are the earliest form of warships, originally developed by the Ekilians. Galleys have 15 or 25 rows of oars, operated by soldiers or slaves seated on long benches. While no longer used by any of the world’s navies, galleys are still

The Queen's Cavaliers

occasionally employed by pirates and slavers, who put their prisoners to work pulling the oars. Some galleys have also been modified to operate using clockwork oars, mechanically pulling the ship through the water.

Galley

- **Crew:** 30
- **Cargo:** 40
- **Speed:** 100 leagues
- **Maneuverability:** D0
- **Guns:** 6
- **Yield:** 200
- **Wounds:** 500 (Drop 1, Drop 1, Drop 2, Drop 4, Sinking)

Houy

A *houy* is a heavy barge with a single mast, typically used for hauling heavy freight or passengers. They are used on lakes, rivers and shallow channels where larger ships cannot go. Houys are not open sea worthy, but are used by navies as supply ships to carry fresh water, gunpowder, and other supplies when fleets are traveling along coastlines.

Houy

- **Crew:** 8
- **Cargo:** 40
- **Speed:** 50 leagues
- **Maneuverability:** D6
- **Guns:** 6
- **Yield:** 200
- **Wounds:** 200 (Drop 1, Sinking)

Schiff

A *schiff*, or skiff, derived from the old Varendish word for ship, is a double-ended rowboat. They have no sails, and their bottoms may be flat or rounded depending upon the depth of the waters in which they are used. Schiffs are found everywhere, as simple vessels used to cross lakes and rivers, or aboard larger ships as lifeboats and ship-to-shore transportation.

Schiff

- **Crew:** 1
- **Cargo:** 10
- **Speed:** 12.5 leagues
- **Maneuverability:** D8
- **Guns:** 2
- **Yield:** 50
- **Wounds:** 50 (Sinking)

Schooner

A *schooner* is a ship with two or more masts, and two or more triangular sails per mast. They were originally developed by the Varendish as fishing vessels. Schooners have since been adopted as pleasure yachts by wealthy merchant families, as well as by those who find speed essential, including slavers, blockade runners, and privateers.

Schooner

- **Crew:** 16
- **Cargo:** 10
- **Speed:** 50 leagues
- **Maneuverability:** D10
- **Guns:** 12
- **Yield:** 300
- **Wounds:** 200 (Drop 1, Sinking)

Ship Costs

The following table shows the price of buying a sailing ship.

TABLE 244: SAILING SHIPS

SHIP TYPE	COST	CREW	CARGO	FUNCTION
Brigantine	3d12	16	10	cargo, fleet support
Chaloupe	1d12	4	8	pleasure, courier, spying
Crommesteven	3d12	8	10	ship-to-shore combat
Dame de la Guerre	10d12	100	100	heavy warship
Fregate	2d12	26	100	warship
Galion	8d12	26	100	cargo, warship
Galley	2d12	30	40	piracy, slaving
Houy	1d12	8	40	shoreline cargo
Schiff	1d10	1	10	rivers, lakes, lifeboats
Schooner	2d12	16	10	fishing, cargo

Ship Operating Costs

Operating a sailing ship costs money. Unless they have been conscripted against their will, crew members expect to be paid. The cost of employing a crew for a week is shown on the table below. In addition, the provisions consumed by the crew takes up space; the amount of cargo space taken up by one week of provisions is shown on the table as well.

If a ship wishes to carry an extra set of sails, they can purchase those at the prices shown on the table.

TABLE 245: SHIP OPERATING COSTS

SHIP TYPE	SAILS COST	CREW PAY	PROVISIONS SPACE
Brigantine	2D6	2D10	4
Chaloupe	1D6	2D8	1
Crommesteven	1D6	2D8	2
Dame	5D6	3D12	25
Fregate	3D6	2D12	7
Galion	4D6	2D12	7
Galley	1D6	2D12	8
Houy	1D6	2D10	2
Schiff	—	1D6	—
Schooner	2D6	2D10	4

For the MJ:

Free Ship?

Depending on the kind of campaign you're running, you may want to give your cavaliers access to a ship without paying the costs listed above. Here are the suggested ship types for various types of campaigns:

TABLE 246: FREE SHIP BY CAMPAIGN TYPE

CAMPAIGN TYPE	SUGGESTED SHIP TYPE
Cavalier	Chaloupe, Brigantine
Trade	Schooner
Military	Fregate, Brigantine, Dame de la Guerre
Exploration	Galion
Piracy	Schooner

Cavalier campaigns are the typical scenario for the *The Queen's Cavaliers* where the player characters are not sea-based, although a few characters might be. The chaloupe is a ship directly owned by the Queen's Cavaliers organization that can be loaned to the players, while the brigantine would be a ship from the Queen's Navy that can be requisitioned for specific missions. The players wouldn't need to pay the operation costs listed above.

Trade campaigns are described earlier in this chapter. If the players own their own ship, they have to pay the operational costs, but if they are employed by matron, such as an Ekalian merchant princess or a Gallinean duchess, then the matron pays for the operating costs.

Military campaigns are likewise described earlier; the ship would of course be owned by the Queen's Navy, who also pay the maintenance costs. The size of the ship depends on the military ranks of the players and whether there is a player-character captain.

Exploration campaigns may be away from civilization for an extended period of time, and thus the galion's additional size and speed make for an excellent combination. Because of the operating costs, exploration campaigns usually have a sponsor such as a queendom or the Asrian

The Queen's Cavaliers

church.

Piracy campaigns assume the player characters own their own ship, and thus raiding for booty becomes necessary for paying for provisions. A piracy campaign should start with a schooner and the players should be given the opportunity to trade up by capturing a larger ship such as a brigantine, fregate, or galion.

Ship Equipment

Some of the equipment of most use on a ship are shown below.

TABLE 247: SHIP EQUIPMENT

ITEM	COST	ITEM DIE
Drydock	2D12	Clockworks +1D10, repairing ships only
Floatweave apparel	+1D6 or more	
Sailmaking supplies	1D8, bulk	
Shipbuilding supplies	1D8, bulk	
Shipwright's tools	1D8	Clockworks +1D6, repairing ships only

- Drydock:** A drydock is the shipwright's tools version of a workshop. Even less portable than more workshops, the drydock requires the ship to be out of the water while being repaired.
- Floatweave Apparel:** A specialized form of charmwoven material that gives a Charm Die bonus on attempts to stay afloat. Only tricornes, doublets, soldier's gloves, or boots can take a floatweave charm, and no other charm can be placed on such an item of apparel.
- Sailmaking Supplies:** Units of sailmaking supplies are used when a ship's sails and rigging are repaired. Sailmaking supplies can be created from normal fabric supplies; it takes 9 units of fabric to create 1 unit of sailmaking supplies.
- Shipbuilding Supplies:** Units of shipbuilding supplies are used when hulls, rudders, masts, and other parts of a ship are repaired. Each unit of shipbuilding supplies takes up one cargo space on a ship.
- Shipwright's Tools:** These tools are used to repair a ship, and give an Item Die for repairing a ship.

Ship-to-Ship Combat

Combat aboard ship runs the same way as regular combat, with two exceptions. Different players may be making roles for separate actions of the ship, and the ship itself may automatically provide Advantages based in its various qualities.

Initiative

Initiative is rolled by each ship's Capitaine, who can apply any Specialty or other personal Advantages to the roll.

Actions Before Combat

Any character with the Strategy Skill can roll to try and gain an Advantage. This can be used once during the coming battle.

Actions in Combat

During ship-to-ship combat, each ship gets one action. The Capitaine of that ship determines what that action will be, and the player or players whose characters are responsible for that action make the rolls. All characters aboard the ship are assumed to be taking their actions simultaneously, unless they are acting in opposition and individual Initiative needs to be determined.

ATTACK

Players who are manning cannons all make rolls against their Aim Skill. As this happens simultaneously, the MJ can ask for results from each player from left to right.

ASSIST

If more than one character is involved in a "Use a Skill" Action other than normal Combat actions, but only one roll is required, they may assist each other.

FLOURISH

Flourish can be used in Ship-to-Ship Combat to pull off impressive sailing maneuvers and trick shots with the cannon. It cannot be used to target individual opponent characters to do additional damage, can be used for dramatic effect. For example, a Flourish can be used with a cannon attack to knock the opposing Capitaine's hat off, but not to shoot her directly.

FOCUS

If more than two ships are involved in a Combat, a Capitaine can use Focus to reroll Initiative and change her ship's turn order.

MOVE OR RUN

Ships use a larger scale of areas than characters do. Each naval area is roughly equal to 81 normal areas, in a 9 x 9 grid.

While some ships are faster than others on open water, in combat it is assumed that all ships are moving at similar speeds in order to be able to attack. As with characters, a ship may Move to an adjacent naval area, or Run two naval areas away. The only exception is the schiff, which can't Run.

When two ships are within the same naval area, the character at the helm of each ship must make a simple Explore specialty roll to avoid a collision. If even one ship fails the roll, both ships suffer $3d12$ Wounds.

PREPARE

Prepare actions are declared by the Capitaine, and often involved waiting for other ships to move into position before firing.

RELOAD

Reloading cannon is a Drop 4 penalty, and is the only thing that can be done by those characters that round. Cannon crews typically alternate for this reason, with half the cannon firing while the other half reloads.

BOARDING ACTIONS

If two ships are side-by-side at the end of a combat round, any Capitaine can declare a boarding action. The player assuming the role of Maîtresse de Voiles must make a simple Explore roll for the boarding crew to attach the two ships together using ropes, opposed by the Explore roll of the character at the opposing ship's helm. If the latter wins, then the boarding action isn't successful.

Once the ships are attached and the boarding action is under way, ship-to-ship combat ends and individual combat between characters begins.

Seafaring Hazards

There are many hazards that characters will face aboard ship.

Drowning

Should a character fall overboard into the open ocean, make a simple Explore roll. The MJ will make an opposed roll with a difficulty determined by the water's conditions. A calm sea in warm weather might be an easy roll, while falling in during a roiling sea in the black of night will prove far more challenging.

For each round that a drowning character remains in the water, she takes a point of Yield. When she reaches her Yield Limit, the character is unconscious and begins taking Wounds. When she reaches her Wound limit, the character has been claimed by the sea.

Falling Overboard

Ships are thrown about at the mercy of the ocean, and may pitch wildly. If standing close to the rail, there is a danger of a character falling overboard. Make a Defense or Explore roll, with a difficulty determined by the MJ based on the violence with which the vessel is being tossed. The MJ makes an opposed roll. Use the Non-Combat Skills table to determine the specific outcome, but a character who fails falls into the water and may risk Drowning (above).

Fire

Any time a ship has been hit with cannon during battle, there is a chance of fire breaking out. Roll a $d12$, and on a roll of 1 or 2 a fire has started. These always begin small, doing $d4$ damage to the vessel. For each round the fire is unattended and not dealt with, the damage spreads to one additional area and increases by 1 die ($d6$ to $d8$, $d8$ to $d10$, $d10$ to $d12$). Each area of fire will spread, and each must be put out separately.

Navigation

Staying the course can be a difficult task. At the start of each sea voyage, the player character filling the roll of the Navigateur should make a Calculus roll to determine whether the ship will arrive at the desired destination in the expected amount of time. This roll can then be made daily to insure the ship is still on course, and so that course corrections can be made as needed.

Additional navigation rolls should be made whenever an event occurs that could throw the ship off course. This includes extreme weather, combat, and encounters with sea monster.

Clouds, Fog, and Mist

Impaired visibility can mean the sun cannot be seen by day, nor the stars by night. This makes checking your position next to impossible, and navigation a matter of the best guess. Make a check for each day or partial day that the ship is sailing through conditions of poor visibility.

Combat

In the open ocean, when you're concerned with either coming along side your opponent or fleeing from them, it's easy to lose track of where you are and what direction you're headed. A navigation roll should be made following any ship-to-ship combat action to plot the course anew.

Doldrums

The doldrums are low-pressure areas where the prevailing winds are not particularly strong. This makes sails effectively useless, and leaves the ship to the mercy of any currents. Doldrums can last for several days. For each day spent without benefit of sails, make a navigation roll.

Storms

A violent storm can toss a ship about and throw it wildly off course. Often the Capitaine and crew are preoccupied with keeping the ship from

The Queen's Cavaliers

being torn apart and lose awareness of their position and heading. Following an encounter with a storm, make a navigation roll to reestablish the course.

Visible Shoreline

Navigation theoretically becomes easier when you can see the shore and utilize known landmarks. The tradeoff is that waters become more shallow and the possibility of running aground increases. When sailing along a shoreline make a navigation roll with a +1D8 bonus die to determine the course, but also make an Explore roll at a Drop 2 penalty to avoid shallows, hidden reefs, and sand bars.

Reefs, Sandbars, and Sargassum

On a failed navigation roll in shallow waters, the vessel may run aground on reefs or sandbars. In all sorts of waters, a ship might also run afoul of sargassum, a free-floating seaweed that can ensnare a ship and foul her rudders. To free a grounded ship will take 10 crew members working full-time a total of 10 days. For each additional 10 crew members working on the problem, reduce the time by a day. No roll is needed to achieve this.

Storms

One consequence of a failed navigation roll may be that the ship sails into a storm. It's also possible that your MJ may introduce a storm simply to add drama to your seafaring adventure. As a force of nature, a storm requires no attack rolls, and simply does damage to a ship for each hour it remains in the storm. This is measured in a number of d12s. A navigation roll can be made to get the ship free after the first hour.

TABLE 248: STORM CATEGORIES

WINDS	WIND SPEED	WAVES	DAMAGE
Minimal	80 mph	5 ft.	1d12
Moderate	100 mph	10 ft.	2d12
Extensive	120 mph	15 ft.	2d12
Extreme	140 mph	20 ft.	4d12
Catastrophic	160 mph	+25 ft.	+5d12

Storms do not do damage to characters, but anyone above deck runs the risk of Falling Overboard and Drowning (see above).

Seafaring Creatures

Pirates and enemy navies aren't the only opponents that seafaring adventurers may encounter. The following creatures are large enough to threaten ships, and are these presented with statistics as if they were ships.

Ghost Ships

There are legends of ships whose crew have been claimed by the sea, yet denied the eternal rest of death. These ships sail only at night, descending back into the depths by day. They glow with an eerie light, and both vessel and crew are unexpectedly tangible, and prey upon unwary ships with no seeming rhyme or reason.

For a ghost ship, use statistics of the appropriate ship type. Double the crew in order to reflect additional lost souls taken aboard her. Add the Yield to the ship's Wounds, and reduce Yield to 0 as it is impossible to foul a ghost ship's rigging.

Ghost Galion

- **Crew:** 52
- **Cargo:** 100
- **Speed:** 300 leagues
- **Maneuverability:** D0
- **Guns:** 16
- **Yield:** 0
- **Wounds:** 900

Kraken

The kraken is a type of giant squid, found mainly in the colder waters of the Sea of Albia and around the Northern Storm Islands. They reach their tentacles up out of the ocean and wrap them around a ship, attempting to pull it down into the depths as their tremendous beaks rend holes in the hull.

The tentacles of a kraken can attack characters in deck independently, and indeed this has saved many a ship from destruction. So long as the tentacles are engaged, they cannot be attaching to the ship and pull her down. If a kraken manages to get all 8 tentacles wound around the ship, over her decks and through her rigging, the ship will sink the following round. The other saving grace is that once a kraken has the ship, it loses interest in the crew, who may swim, or grab onto debris, or fall back to any life boats, with no further threat from the horrid beast.

Kraken

- **Speed:** 100 leagues
- **Maneuverability:** D6
- **Attacks:** D8 per tentacle, d12 beak
- **Yield:** 300
- **Wounds:** 200

Sea Serpent

These gargantuan water snakes are found everywhere, from open seas to large, freshwater lakes. They seem attracted by movement, and will attack any vessel that draws their interest. Their typical mode is to rear their head up out of the water and strike at any motion on the deck they see, whether it be sailors, flapping sails, or the rigging.

Sea Serpent

- **Speed:** 100 leagues
- **Maneuverability:** D8
- **Attack:** D10
- **Yield:** 100
- **Wounds:** 200

Schurke

The word *schurke* in Varendish means a villain or scoundrel, and was applied to human beings before this great fish was first encountered. The first thing spotted will be their great dorsal fin, rising out of the water and marking their approach. They will then ram a ship, trying to knock its crew into the water. Failing that, they will then attempt to take bites out of the hull, and swallow any humans or livestock aboard.

Schurke

- **Speed:** 300 leagues
- **Maneuverability:** D10
- **Attack:** D10 ram, d10 bite
- **Yield:** 100
- **Wounds:** 300

Whales

Great, white, square-headed mammals, these animals are peaceful, and travel in groups of up to 10. They are sometimes hunted for their meat, while their fat makes excellent oil and their bones are utilized in a variety of decorative arts. Whales can become fearsomely defensive when hunted. An injured whale will often go mad, ramming ships without provocation and creating a grim hazard.

Whale

- **Speed:** 200 leagues
- **Maneuverability:** D8
- **Attack:** D10 ram
- **Yield:** 300
- **Wounds:** 400

Seafaring Charms

Charms are not the exclusive domain of land-dwellers. Craftsmen often instill a ship's accoutrements with charms that aid in her operation and protection. These magicks are often attuned to the Capitaine, but may also be aligned with members of the crew to aid them in the performance of their duties.

Charmwoven Flags

Like apparel, Charmwoven Flags are attuned to only one person, the ship's Capitaine. A naval officer may fly the flag of her nation, but each will have subtle differences, and she will take that banner with her when she changes ships. Pirate Capitaines have individual flags, typically depicting skulls or skeletons, but unique to them. The colors of the flag limit the types of charms. To have Guile charms, for example, the flag must contain cendree, purpure, sable, or sanguine.

Each flag provides the Capitaine a bonus to one Specialty, which must be related to their operation of the ship. Common charms are for Aim, Intuition, Perceive, and Strategy.

The Queen's Cavaliers

Charmwoven Sails

Sails may be charmwoven, and are attuned to the Capitaine or, more often, the Maîtresse de Voiles. The difference between Charmwoven Sails and Charmwoven apparel is that the bonuses apply not just to the individual they are attuned to, but to anyone acting under orders of or on behalf of that person. This means that any crew member operating the rigging under orders from the Maîtresse de Voiles can apply that bonus to their Specialty.

Charmwoven sails may be dyed in accordance with the nature of their charms, or embroidered with an appropriately colored thread. This makes their appearance distinct, leading to some ships to adopt colored sails simply to present the appearance that they may be charmwoven. They do not all need to be the same color, simply in alignment. Affinity charms on a 2-masted ship may have one set of sails that are carnation, and another murrey.

All the sails of a ship must be imbued with the same charm; a 3-masted ship cannot have three separate charms in play. Typical charms include Dodge, Inspire, Strategy, and Timing. Base cost for sails and rigging is 1D6 per mast. Charm costs are the same as those listed for Charmwoven Apparel.

Charmforged Cannon

Being made of iron, cannons are not so much charmwoven as charmforged. They are cast with precious and semi-precious stones embedded in them, and with symbols cast into their bodies. Cannon are attuned to one person, often the Maîtresse d'Armes à Feu if not the Capitaine herself. As with charmwoven sails, the bonuses of charmed cannon are conferred to those who are acting under orders of those to whom they are attuned. These bonuses only extend to that specific cannon, not a battery of cannon, unless all of the cannon in that battery have been charmforged.

Cannon are almost exclusively charmed with one Specialty: Blackpowder. While it does not affect the magic, charmforged cannon are often painted, lacquered, or enameled in the colors of Affinity Charms, carnation, celeste, murrey, tenne, and vert, to distinguish them from ordinary cannon.

Charmcarved Figureheads

It would be expensive and tedious work to try to charm the entire hull of a ship. For that reason, figureheads on the prow of the ship were created, to provide protection as well as ornamentation. These figureheads are often carved into the likenesses of legendary persons or mythical creatures.

Unlike other charms, figureheads are attuned to the ship itself and the bonuses may be used by any member of the crew. The figure is typically portrayed as clothed in the color most appropriate to the charm. Birthstones used correspond to the date the ship was first launched. Common specialties include Deceive, Dodge, Inspire, Intuition, Negotiate, Perceive, and Vigilance.

Clockwork Chandlery

While the operation of a ship is largely the result of wind, water, and human endeavor, there are a select number of clockworks commonly employed to assist in those tasks.

TABLE 249: CLOCKWORK CHANDLERY

ITEM	COST	ITEM DIE
Chronometer	d12	Calculus +1D10, navigation only
Clockwork Oars	d10	
Compass	d6	Calculus +1D6, navigation only
Sextant	d8	Calculus +1D8, navigation only
Screws	d12	

Chronometer

A chronometer is a device used to help determine longitude, a ship's east-to-west location on a nautical chart or map. The information from a sextant aids in navigation rolls to determine precise location and plot courses.

Clockwork Oars

Some galleys have been refitted with clockwork devices that operate the oars. The oars are attached to a long metal bar, which in turn is mounted to a flywheel at the front of the rowing deck. The motion of the flywheel moves the bars back and forth, pulling the oars without the need for human labor.

Compass

A compass is a device that can determine directions, its needle always pointing north. It is used as an aid in navigation as well as by those at the helm of the ship.

Sextant

A sextant is a measuring device used to determine latitude, the north-to-south location of a vessel on a nautical chart or map. It measures the

angle between a celestial object, such as the sun or a star, and the horizon. It is used to help perform celestial navigation, determine current location, and plot courses.

Screws

A ship's screws are a clockwork device used to propel the ship without sails. They are used primarily on smaller, riverbound vessels, although some larger vessels have them as an emergency measure to avoid being stuck in the doldrums. Screws consist of two or more circular metal blades mounted aft of the ship below the waterline. They are attached to a clockwork mechanism on the inside of the ship, which causes the screws to turn. The motion of the screws displaces the water, forcing the vessel to move forward.

Chapter 24: The Life of a Cavalier

Bonus Content by Sam Chupp

These two storylines are designed to be dropped in to any existing campaign of *The Queen's Cavaliers*.

Introduction

What Players Want

Regardless of whether your players choose their characters abilities or randomly generate them, most players want to contribute to the story and to have their character take their share of action. Because of the wide range of skills and abilities that *Queen's Cavaliers* may have, it is important that you, as the MJ, choose to "play to their strengths," to involve them and their character's skills in the planning of your story. You would do well to examine who has chosen what Specialty under each Competency, maybe even make a note for yourself so that you may better tailor the story to match the Cavaliers' skills.

A Note About Multidirectional versus Linear Plots

It is not the goal for this adventure to be linear, starttofinish. The players should have the last word as to what their characters will do. The beauty of this approach, however, is that in your mind the story that is written down in these pages will continue to flow as they do other things. It is important that you insert sections of this story into the events of the daily lives of the Cavaliers.

For example, let's say they refuse to go search the scene of the first theft. That's fine. Just have them "overhear" two NPCs discussing the amazing nature of that scene within their earshot.

Whatever you do, don't force them into anything. There are always duties the Cavaliers may be doing, and if they don't want to follow along with the story you have prepared, you can keep them interested and engaged by rolling with the punches and making sure you know what your storyline is doing when they aren't around!

When In Doubt, Swashbuckle

The Queen's Cavaliers is a game about swashbuckling. Action. Intrigue. Romance. So whenever possible, insert these elements into your storylines. Keeping the action moving and keeping the energy up will fulfill the promise of the game and make things easier on you, the MJ.

If the Cavalier who is a Mechanician wants to spend 4 hours working on a new device, let her, but then turn to the Courtier and say, "Well, what are you doing with those hours?" In this scenario, a Courtier could go and find out gossip from a noble friend, enjoy a cup of wine in her favorite wineshop (where a belligerent soldier is bothering a newly minted Chaplain) and your Courtier may have to step in to deal with it. Or manipulate another Cavalier into doing it! The point is the focus should always be Action, Intrigue, and Romance.

Storyline: To Catch a Thief

The theme of the first story, "To Catch a Thief", is "things are not always what they seem" as well as "there's always someone sneakier than you." The *Queen's Cavaliers* will meet their match and a worthy foe. The Viscountess Magdalene LaBeau, who is secretly the extremely accomplished jewel thief called "La Chatte Noir," the Shadow Cat. La Chatte Noir could be a long term antagonist for your Cavaliers. The Viscountess has so many options available to her, and her base is sufficiently large that she can continue to challenge your Cavaliers as they gain in ability.

A Brief Overview Of The Truth

La Chatte Noir is actually the Viscountess Magdalene LaBeau. A very wealthy woman who got that way through investing her inheritance, Viscountess LaBeau is what is known as a "Mother of Delight," that is to say, she is wedded to her parties and her fetes, rather than to any other person. As a result, although many wish invitations to her parties, most do not take her seriously. Of course, this is just exactly how she likes it! If they knew the cunning mind behind those sultry, hedonistic eyes, the Cat of Shadows may soon be dwelling in LaRoche, not given the run of the streets of Lutetia!

Another protection for Viscountess LaBeau is that she is a regular patron of jewelers in Gallinea. She has made a reputation for herself buying jewels at auction, commissioning grand jewelry, rings, bracelets, and other items as gifts for her friends and the *Queen*. Not long ago she made a very big splash in local gossip when she purchased a beautiful Ondalan Ruby pendant. In fact, the average observer would believe she has more to fear from the Cat of Shadows than anyone!

No one knows why the Cat of Shadows does what she does. The City Watch believes that she must have a fence out of town where she sells her famous jewelry. Little do they know that all of the stolen jewels are currently on display in a deep, cavetlike room she calls her Petite Gallery. She steals not for the money, but for the sheer artistry of it, the thrill of it, and the challenge. And that is the greatest reason why she has not yet been

The Queen's Cavaliers

discovered.

La Chatte Noire, The Shadow-Cat

Major Character

- **Classes:** Courtier / Provocateur
- **Competency Die:** D10 (70 XP)
- **Attributes:** Verve D6, Affinity D8, Guile D10
- **Social Rank:** Noble (D10) / Noble (D10)
 - *Wealth Pool:* 3D10
- **Yield Limit:** 16
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Timing 3D10
- **Skill Competency:** Culture, Defense, Dueling, Initiative, Interaction, Medicine, Military, Nature, Observation, Streetwise
 - *Culture:* Arts +3, 1D10 + 4D6; Etiquette +4, 1D10 + 6D8 (1D10 + 5D8 as Shadow Cat)
 - *Defense:* Parry 1D10 + 2D6; Block 1D10 + 1D8; Dodge +3, 5D10
 - *Dueling:* Lunge 1D10 + 2D6; Riposte +1, 1D10 + 2D8 + 1D6; Feint +1, 3D10 + 1D8 + 1D6 (3D10 + 1D6 as Viscountess)
 - *Initiative:* Timing +1, 3D10
 - *Interaction:* Inspire +3, 1D10 + 4D6; Negotiate +3, 1D10 + 5D8 (1D10 + 4D10 as Shadow Cat); Deceive +4, 1D10 + 6D8
 - *Medicine:* Poison +3, 5D10
 - *Military:* Brawl 1D10 + 1D6; Aim 1D10 + 1D8 + 1D6; Strategy +1, 3D10
 - *Nature:* Prowl +4, 6D10 + 1D8
 - *Observation:* Intuition +4, 1D10 + 6D8 (1D10 + 5D8 as Shadow Cat)
 - *Streetwise:* Banter +1, 1D10 + 2D6; Larceny +4, 6D10 + 1D8
- **Style Points:** 3 (maximum 6)
- **Style Maneuvers:**
 - *Cunning Thievery:* Spend 2 Style Points to set the value of one Larceny die to its maximum value before rolling
 - *Diplomatic Immunity:* When unarmed and facing an armed opponent, spend 1 Style Point to add Negotiate dice to a Dodge roll
 - *Social Reliability:* Spend 1 Style Point to reroll an Interaction roll
- **Passions:** Artistry (D12), Pride (D10), Lust (D8), Friends (D6)
- **Languages:** Gallinean, Albian, Ifrani
- **Equipment:** dagger (Knife +1D6), flintlock pistol (Pistol +1D6), Cat's Claws x2 (Dagger +1D6), climbing gears, lockpicks (Larceny +1D6)
 - *Apparel (as the Viscountess):* Purpure dazzler (Deceive +1D8), Carnation bodice (Intuition +1D8), Purpure sleeves (Prowl +1D8), Carnation stockings, Carnation buckled shoes (Etiquette +1D8), Carnation silk cloak (Negotiate +1D8)
 - *Apparel (as Shadow Cat):* Sable cloak (Prowl +1D8), Sable thigh-high boots (Strategy +1D8), Sable sleeves (Larceny +1D8), Sable doublet (Feint +1D8), Sable breeches, Sable hood (Deceive +1D8)

Description: 5'6", 160, scarlet hair laden with natural curls, emerald eyes, milky complexion with freckles.

As Shadow Cat, she is never far from a loyal Cat's Paw, who will have similar characteristics as a "Grizzled Veteran" Stock Character, and she has been known to manipulate rabble into attacking pursuers so she can make good her escape.

Cat's Paws

Shadow Cat has made it a point as she's gone on through her life to secure for herself allies that are extremely well disposed to her. These are people whose life she has saved, or who owe her a debt of honor that can never be repaid. These people are invariably loyal to her, and she calls them her Cat's Paws. She is fiercely protective of them, and has gone far to spring them from prison, rescue them from those who wished them harm, and defend them.

It is, however, not a coincidence that these Cat's Paws are in positions that are very useful to her. This is how she stays one step ahead of the Watch, and how she stays out of LaRoche.

Special Rule: If the Shadow Cat is ever found without a Cat's Paw nearby, she can make an Inspiration roll and for every two success points she spends, a Cat's Paw will arrive in 5 rounds. Each additional success point she spends reduces this time by 1 round (minimum of 1 round).

Rumors and Innuendo

To begin this storyline, you can seed the following rumors and innuendo into the everyday lives of your Cavaliers. Get them to roll Streetwise (Carouse) checks and see if they can "Learn Common Rumor" or "Learn Rare Rumor".

- The City Watch is very upset because of a series of very daring burglaries that have taken place ever since the winter weather broke. Expensive jewelry and priceless heirlooms have been taken and the Watch seems powerless to stop it! (Common rumor, true)
- Household guards of the Comtesse Gurlois Balmains were found asleep on the grounds the morning after her famous Lirien Rose pendant

was stolen one of three Lirien Roses ever created. (Rare rumor, true)

- A black chalk outline of a pouncing cat was found at every burglary scene people believe that this is the mark of La Chatte Noir, the Cat of the Shadows. This thief seems unstoppable. Where will she strike next? (Rare rumor, true)
- Prince-Consort Carolus is starting to regret sending back to Albia for his favorite jewels, which are due to arrive any day before Midsummer. Will La Chatte Noir attack and steal the Albian Sapphires which have been in the consort's family for centuries? (Rare rumor, true)

The Plot Thickens

Here are some scenes to point out the nature of the character called The Shadow Cat:

DON'T LEAVE ME HANGING

The Cavaliers come upon a member of the Lutetia Town Watch, tied up and suspended in an alleyway. Apparently she was chasing La Chatte Noir, and was captured by a snare the Cat had set up ahead of time just for that purpose. The Town Watch will be most likely grateful to be rescued and might tell the Cavaliers more about what she saw.

- Observation (Deduce) in this case can reveal a powder residue of black chalk from the Shadow's special sigil, or some small red silk fibers from her famous velvet cloak lining.
- Science (Clockworks) or Science (Calculate) will be needed to get the watchwoman safely to the ground. If the watchwoman makes it to the ground without taking harm, then make sure the players receive a rumor for their trouble.

THE CAT'S OUT OF THE BAG

Shadow Cat is (supposedly) apprehended by a clever ruse on the part of Captain Chivan of the Town Watch, and the Cavaliers have the job of transporting her to La Roche Prison. When they open the door to the prison cart, instead of the notorious burglar they find a drunken old sailor, asleep in the vermillionlined cloak reputed to be favored by the Shadow Cat. The sailor is innocent, just a hapless drunkard who'd fallen asleep after a night of drinking.

- An Interaction (Negotiate) skill might get the players off the hook, otherwise they will lose some valuable hours being "debriefed" by the Watch Captain.
- Streetwise (Carouse) can be used to confirm the sailor's identity.
- Magicks (Weave) can confirm the cloak only appears to be charmwoven, and is not attuned to the drunken sailor or anyone else.

CLIMBING THE WALLS

One of the hallmarks of the Chatte Noir is that she never kills unless absolutely forced to do so. The Cavaliers discover a big, brawny guard splayed out on the street, completely unconscious. Apparently she took in a noseful of some kind of sleeping powder, and passed out. When the guard rushes to the door she should have been guarding, she discovers a priceless painting missing, a discolored spot on the wall where it once hung. The truly amazing thing about this, however, is that she had to climb over a nearly priceless golden cupid figurine to get to it! Clearly, the Cat of Shadows does not steal just for money!

- Observation (Perceive) and Observation (Deduce) are very useful here, as is Medicine (Poison), to clear the name of the guard, or at the very least induce her to assisting the Cavaliers.

And So On...

The Chatte Noir wishes to keep poking at the players' characters, but doing so in a way that does not specifically incriminate her. The players may decide that this whole Shadow Cat plotline is not that important, and focus on other things. Do not be dismayed! Simply keep the Cat in the background, popping out from behind corners, showing up where the players least expect her. Sooner or later, one of them will decide to turn the tables and seek her arrest. When this happens, go to "Catch Me If You Can."

Catch Me If You Can

If the Cavaliers decide to take on the quest of finding La Chatte Noir, they will discover a most puissant opponent. More importantly, she is more than a little arrogant. She will do all that she may to pique the Cavaliers, poke and prod at them to throw them off their game. This is perhaps her most dangerous aspect, because she finds the risks so delightful. If the Shadow Cat is to ever truly be caught, it will most likely be because of her overwhelming confidence. Of course, such audacity serves her in good stead as well. Few have a bright enough mind to understand her game.

Here's a list of the sort of things she might try in order to goad the Cavaliers into chasing her. Note that each example has a suggested skill check, but these are not specifically required. We want the Cavaliers to discover the clues they're receiving. The skill checks are to help engage the players and give you an opportunity to provide them with either further complications or a special leap of logic that will benefit them. - Writing them a perfumed note congratulating them on their efforts thus far. The perfume will be something exotic and hard to obtain in Gallinea. Magicks (Brew) to understand this.

The Queen's Cavaliers

- Sending a street vendor to deliver a present of a small pie, fruit, or other thoughtful comestible, telling them it is from Madame Noir. Streetwise (Larceny) or Streetwise (Larceny) to try and gain a description of the one who paid for it. The description is one of the Cat's Paws, not le Chatte Noir herself.
- Leaving a glass of their favorite vintage wine at the scene of a crime they're investigating. Streetwise (Carouse) to notice, and then Observation (Deduce) to try and figure out where the wine was obtained. Most likely, it will be from the Cavalier's favorite wine shop.
- Having a box of catnip delivered to the Cavalier's barracks "for encouragement in your endeavor." Streetwise (Larceny) or Culture (Etiquette) to try and find out who delivered the box.
- The Cavaliers meet a fortuneteller who offers to speak their fortune. A fairly accurate reading is given, but at the very end the fortuneteller turns over a handpainted card that shows a black cat escaping not part of the standard set of cards! Magicks (Portents) can confirm this to be true. The fortuneteller denies all knowledge of how that card got into the deck. Observation (Deduce) will reveal the deck contains 13 such "escaping cat" cards. Practicalminded sorts might find the fortuneteller's original deck discarded in an adjacent alleyway with an Observation (Deduce).

All of these are ways that tension can be added to the story and the Cavaliers may learn more about their quarry.

Meanwhile: The Tears of the Sky

Prince-Consort Carolus, for his own reasons (though the rumor is that he's concerned that Crown Prince Edmund might gamble them away) has decided to bring The Tears of the Sky, priceless sapphire jewels, from their home in Albia. These are beautiful sapphire jewels that have been passed down to the second born of each family for over a century, and they are priceless to him. In order to get the jewels to Lutetia safely, the Prince-Consort has conceived of a plan that is as devious as it is complicated.

Three identical coaches carrying three identical chests will be dispatched from the port city. Each will have an armed guard of Cavaliers, soldiers, and at least one Fusilier who will sit second on the drover's bench.

He has hired a soothsayer to cast the portents before they set out, to predict which of the three may be attacked. These predictions are sealed in an envelope and delivered to the hand of the Captain of each detail.

Carolus has sent Captain Morgan Bosevell, his cousin, to oversee this process. Captain Morgan is also the only one who will know which of the three chests will actually contain the jewels, and she has obtained use of a fast airship, the Zephyr, to zip back and forth along the courses of all three coaches. You can refer to the three coaches as Gold, Ebon, and Crimson, after the hair color of its drover.

Captain Bosevell's strategy session with the PCs will invite them to participate in the final planning. Do the players wish to go with Gold, Ebon, or Crimson, or would they rather ride in the airship with Morgan? What problems do they anticipate occurring, and how will they plan on countering them? What if their coach is attacked? Allow them to discuss the entire operation, although if the planning seems to bog down or reach an impasse, have Morgan call the question.

THE PURPOSE OF TEARS OF THE SKY

This part of the story is not just for the action, but it is also to demonstrate the depth and breadth of the Shadow Cat's network. She is not just a power in Lutetia. It's also to provide them with the clue that will lead them to chasing the Shadow Cat into the Scarlet Party.

How It Plays Out

Here are some suggestions as to how you might navigate through this story from this point.

- **Predestination:** Before the players strategize, write down on a slip of paper where the jewels are, and write down all the portents ahead of time. Stick to this no matter what the players decide to do. In this scenario, the Shadow Cat is actually in play, she'll have hired some brigands to help her track the coaches and manipulate others to create delays for them.
- **Star Power:** Allow the players' planning to inform what's actually happening. The players are told where the jewels are. Give them a chance to protect them from direct action. In this method, you can tailor the portents to what the players have decided. Shadow Cat and some Cat's Paws are in play.
- **The Big Lie:** Decide from the beginning that this whole setup is a charade, a complicated trap designed to smoke the Shadow Cat out of hiding and capture her. The portents are blank. The players will be well placed to attempt capture. There are no jewels, there never were any jewels. Shadow Cat is not an idiot, but she will not be able to resist hiring some Cat's Paws to do her dirty work.

ENCOUNTER IDEAS FOR "TEARS OF THE SKY"

- An Ambush by some Cat's Paws who start with pistols to stop the coach and then wade in with swords. A hidden obstacle of some kind along the road would be needed to truly stop the transport. The Shadow Cat may attempt to steal the chest during the distraction.
- Church Guardsmen reporting to Arch-Chaplain Farrazin are encountered along the road. They have no idea what the coach is, but they want to stop and inspect it. This could result in a fight, and if that happens it might be a good time to have some Cat's Paws or Shadow Cat take advantage to potentially steal the chest.
- The coach is mired down, or blocked, or broken. This is a good time to have someone with Science (Clockworks) with you. It is also a time when Shadow Cat or a Cat's Paw may attempt a theft.

- A chase. The coach is obviously not at an advantage here. If a Cavalier has to drive the coach, she may use Nature (Husbandry) or if not that, an Initiative specialty. Nature (Explore) or Science (Clockworks) is the skill for flying an airship, if indeed they are staying with the Zephyr. Remember that Cavaliers do not have to roll for maintaining their balance, leaping, or climbing, so in theory a Cavalier could leap from the back of one carriage to the front of another.
- A coach stops for the night at an inn, and a tavern brawl ensues when Cat's Paws stir up trouble for them. Treat the tavern patrons as "Drunken Brawler" Rabble.
- Ferry crossing. A coach is fired upon as it is slowly being ferried across a river. Do the Cavaliers return to the other side, or forge ahead? What happens when some Cat's Paws come down the river in punts with muskets, or throwing daggers?
- Some Cat's Paws drop down from the tree canopy onto the rushing coach, and there is a fight as the carriage careens along a dusty road. Cavaliers can demonstrate their prowess brawling on the running board, or performing swordplay as tree branches attempt to sweep them off.

WRAPUP OF "TEARS OF THE SKY"

Depending on what you decide in "How It Plays Out," to wrap up this part of the story you will need to send a strong signal that more information can be discovered at the Scarlet Party, an event coming up soon. One of the Cat's Paws will have a wine knife with a scarlet mask painted on it hidden on his person, or an invitation for a previous party will be found on one of them, or a red velvet bag with a small flask of wine in it – one of the party favors for a previous Scarlet Party. Or interrogation yields this information, perhaps that they were supposed to meet the Shadow Cat at the party.

Captain Bosevell will reward the Cavaliers if they are successful in fighting off the brigands, Cat's Paws, Church troops, and other obstacles and if the coaches reach Lutetia relatively unharmed. The each of players may choose a Minor Favor from Carolus (forgiveness of a minor slight, special leave from duty, an introduction to a third party), or a monetary reward worth 1D6. If you are playing "Predestination" or "Star Power," you can even offer a 1D8 reward, for the PrinceConsort is truly happy to have his jewels back in hand. If they fail to protect the jewels, however, they may be put on a punishment duty, like guarding Carolus's pampered puppies.

The Scarlet Party

Shortly after returning to the barracks (perhaps the next day or the next evening), the Cavaliers receive an invitation to the Scarlet Party. It is known that the Viscountess is impressed by their bravery in the affair of the Tears of the Sky, and wishes to reward them with an evening of pleasure.

The truth is that the Viscountess wishes to convince others of her public persona's innocence and is planning on using the Queen's Cavaliers for just that purpose! A Cat's Paw has agreed to smash the case for the Ruby and make her "escape."

EVENTS AT THE PARTY

The Scarlet Party is a prime location for you as a MJ to add some complexity to our Cavaliers' lives. Romances may blossom, slights perceived, intrigues begun, wagers proposed. Most of these opportunities have to do with characters who are there. The Viscountess does a great deal of work to make sure interesting persons turn up.

- **The Comtesse Gurlois Balmains**, who recently had a Lirien Rose stolen and is here to complain and receive sympathy.
- **Rossignol**, a chanteur with a very beautiful voice and **Lord Moineau**, who are meeting here for the first time in a romantic way (Moineau has adored Rossignol's voice for years).
- **Ariadne Sul**, a charlatan who claims to be a Speaker heretic, but spends much of her time "researching" recreational substances. (And happens to be the Shadow Cat's source for her sleep powder!)
- **Herbert Georges**, the handsome owner of the first airship shipping company in Lutetia, looking for investors, enjoying the Viscountess' deep wine cellar.
- **Baroness Marjorie Lemain**, a widow who seems to have a neverending series of young, strong, and athletic companions, and is always looking for more (and has a fondness for Cavaliers in particular).

GLASS SHATTERS AFTER MIDNIGHT

In the midst of the party, there is the sound, upstairs, of breaking glass. Upon investigation, the Viscountess reports that one of her jewels, the priceless Ondalan Ruby pendant she had on display upstairs in her study, has been stolen! The jewel was in an expensive glass case and locked down. It was clear that the thief was a secondstory operator, who climbed up a rope attached to a grapnel. This is where the Viscountess does her best to convince all around her of her distress and sadness at having lost the jewel, and it is also a place where the Cavaliers may pick up on the fact that she's not entirely honest about her feelings.

Investigation around the grounds outside finds that a black silk glove with a cat's paw embroidered on it was draped over a bush near the abandoned rope: a sure sign that the Shadow Cat had struck again.

The party starts up again in full speed when the Viscountess orders a cask of Albian whiskey be opened and shared "to assist in the recovery from such a shock." The whiskey is extremely intoxicating so it may be that the night gets a little befuddled after that.

The Queen's Cavaliers

DEBRIEFING

Captain Morgan wants to speak with the Cavaliers the next day (even if they have a hangover) and question them about what happened at the Scarlet Party. The Crown is considering forming a special investigations team to hunt down the Shadow Cat, and it's very possible the players may be chosen for it.

Storyline: The Veiled Lady

The theme for this story is "Church versus State." In this case it is Guardian of the Faith Farrazin working behind the scenes to thwart the will of the Crown in the guise of her Cavaliers. But, we also come to understand that there is strife within the church, and difficulty interacting with those of other religions.

Overview: The Story So Far

The Cavaliers are rivals with the Church Guardsmen, this is known; but it's possible that Cavaliers do not quite know the origin of this rivalry. The Church in Lutetia is run by Farrazin, the Guardian of the Faith. Farrazin is an ambitious, highly political chaplain. Born in Lutetia but educated in Cordera, Farrazin privately believes that Gallinea would be a much better country were it to become like the Matriarchy of Ondala, which is ruled by a Queen whose powers are limited by the Asrian Church.

Ever since the end of the last war with Ondala the Church of Asria has maintained a private military force. These Church Guardsmen are trained, outfitted, and disciplined by the Church, and are answerable only to Church Law and Church Hierarchy. Although Farrazin has been very vocal about supporting the monarchy, the fact remains that he is in charge of a small to mediumsized army that is quartered in the capital city; one that is not under the control of Queen Mariana II.

The Queen's Cavaliers occupy a very specific niche in the power structure of Gallinea and especially of Lutetia: they are the Queen's own agents, and they are there to further her goals. Since Farrazin and his Church Guardsmen are frequently opposed to these goals, Cavaliers find themselves engaging in thoughtful debates with them. These discussions usually take place at a comfortable distance, usually as long as a rapier's length, and are energetic and somewhat dangerous.

Of course the Queen cannot afford to offend the Church of Asria, as it is extremely popular in Gallinea. It is the religion of her birth and of her mother, so she walks a fine line between outright antagonism and genteel hypocrisy. On the other hand, Farrazin knows that if the Matriarch of the Church, Isabene de la Justicia, got word that he was actively opposing a duly consecrated Asrian Faithful Queen, she might just have his guts for garters. The peace after the war with Ondala was hardwon and largely based on this shared religious heritage.

With all the scheming that Farrazin is doing, however, he has not been extremely good about policing his own ranks. When he first came into power, he sent a lot of older chaplains packing and installed his own creatures; younger Chaplains who owed him loyalty, or those with whom he held leverage. Not a terribly trusting soul, is Farrazin, and he has even gone so far as to hire agents of his own in secret, including duelists such as the Lady in Red, Martine Deveaux, an exCavalier.

As a result of Farrazin's lack of focus on his own house, a secret heretical sect has begun meeting in the very walls of the Grand Cathedral. This sect reveres the Queen as the avatar of Asria herself. This goes back to the origins of Asria, as it was said she was an Empress in Old Qarta. The Queen was consecrated on her coronation by the holy oil of Asitra, an early Prophetess of Asria and the Asiran heretics hold the belief that the Queen is the manifestation of the Goddess in the world. This has been backed up by secret, sacred writings and prophetic visionary dreams.

This heresy is secret, of course, but it is run by the Maiden Chaplain Kilara, a bright, charismatic woman who came to Asrianism though her family was Devran. As Maiden Chaplain she is the junior most of three Chaplains under Farrazin. Kilara met Her Majesty the Queen at a Harvest ritual gathering, and the two became fast friends. Queen Mariana II then made a formal request that Kilara become her household Chaplain, to minister to her family specifically, a request that could not be denied without a serious problem. At first Farrazin attempted to cajole Kilara into reporting on the goings on in the Royal Household, but when she steadfastly refused him, Farrazin suborned the Maiden Chaplain's personal guards, two Church Guardsmen newly promoted for the purpose.

The reports from these spies have made Farrazin somewhat suspicious of the closeness that Kilara has with the Queen. Her star is on the rise, and Kilara has managed to convince the Queen to become a more observant Asrian than she has been in the past.

That brings us to the present time, and the start of things.

Farrazin has made sure that Chaplain Kilara will be dealt a black eye and lose favor in the sight of the Queen by hiring saboteurs to ruin the ritual she is running. In order to do this, he has hired Martine Deveaux, an exCavalier, to recruit the saboteurs. Thus, this story could introduce Martine to the players as a future antagonist.

Five days ago, Martine hired some vagabonds to sabotage the dancing platform, and provided them with a mechanician who has a stolen airship, who trained one of the vagabonds to fly it reasonably well.

Part One: The Dance Among the Clouds

It is the late Spring. Our brave Cavaliers have been tapped to attend to a most exclusive party: the Dance Among the Clouds, in honor of the day many years ago when the Queen became a woman and was confirmed in the faith of the Goddess. Artisans have spent the last four months preparing the spectacle of the actual dance platform, which is a large wooden decking designed to float atop 14 separate balloon envelopes, all lashed together. The Queen's Own Chaplain, Kilara, has agreed to perform the ceremony of blessing for the Queen, and it is hoped that this ceremony will ensure her fertility and good health for the year to come.

The Party actually begins on the ground to the north of Lutetia. As the late Spring dawn rises, the envelopes begin to inflate and the dancing platform lifts gently off the ground, flying with the wind majestically, slowly, as the cool wind from the North nudges the cloud platform along South, toward the city. Many musicians play, providing music for pavannes, allemandes, galliards, and sarabandas. Several structures in Lutetia have been set to prepare for the procession of the dance platform, and will catch it and anchor it tight, allowing it to fly higher over the city and

closer to the sun.

When the sun is directly overhead, the ritual will begin. In addition to her own blessing, the Queen has found other girls who have had their first flowering and who would like to be confirmed in the faith of the Goddess. Kilara will conduct these rituals as well. Finally, at the end of the ritual, everyone will be invited to come forward and receive a token of omen from the Chaplain, to give them guidance in the year to come. These omen tokens are kept in a special sacred box, and anyone may draw one forth from within.

The dancing platform is the brainchild of Madame Felina Porvore, Mistress of the Royal Mechanists and foremost ballooneer in Gallinea. She and her crew of highly trained ballooneers will be in charge of flying the platform and ensuring that it remains aloft for the duration of the party.

The Cavaliers must keep safe the Queen and her honored guests, but it is not required that they stand like dour sentries: they may circulate amongst the crowd and mingle, using their wit, charm, and intellect to guard the royal person. Baronetta Giavanna Morel is the chief Cavalier in charge of security for the day; she will be watching with eagle eyes for potential sabotage and continuously inspecting the work of the mechanists.

Church Guardsmen will be on the platform as well. Baronetta Giavanna has let her Cavaliers know that any brawling will be punished most severely unless it can be proved that it was not begun by them. She does not wish her Cavaliers to fail to defend themselves or their charges, but she doesn't want any violence to mar the day for the Queen.

The day progresses fairly well at first, the ritual goes off without any trouble. It goes so well, in fact, that the Cavaliers are given the option to go to the altar and receive an Omen Token if they wish. It's not until the last people filter past to receive their benison from the Chaplain that trouble truly starts.

The Omen Token

The Omen Token is part of the ceremony that celebrates the first flowering of a woman. It is supposed to give the person who receives it an idea of what to expect from their life to come. Here are the thirteen Omen Tokens and what they mean.

- **The Sign of Youth:** You will always have a youthful aspect, and young people will be important to you.
- **The Sign of Strength:** You will be strong of mind and heart, and must avoid the curse of obstinacy.
- **The Sign of Travel:** You will travel far, if only inside your own mind.
- **The Sign of Motherhood:** You will be a caregiver and a nurturer, as you, yourself have been nurtured.
- **The Sign of Beauty:** Your beauty will be both without and within.
- **The Sign of Purity:** You will overcome efforts to taint your spirit, and you will purify others.
- **The Sign of Justice:** You will receive justice, but also be judged by it.
- **The Sign of Forgiveness:** You will be forgiven of your wrongdoings, but must also learn to forgive.
- **The Sign of SelfKnowledge:** You will receive the gift of knowing the truth of who you really are.
- **The Sign of Prosperity:** Through hard work you will gain fortune.
- **The Sign of Friendship:** Your friendship will be both burden and blessing.
- **The Sign of Renewal:** You will make yourself anew, again and again.
- **The Sign of the All:** Your fate is unwritten: only the Goddess knows it.

As a suggestion, allow players to choose which Token they receive. At some point during play, let them invoke that Sign to influence the course of the story or gain a Bonus Die +1D8 on any roll.

THINGS FLY APART

Several of the balloons holding up the platform begin to slowly separate. The Cavaliers will be among the first to notice this, as they are paying close attention to the platform and the happenings around it.

ACTS OF DERRINGDO

There are plenty of opportunities for the Cavaliers to help stranded guests, save people, assist the Queen or her family, and help them all get to safety. There are no rolls for this! The Cavaliers are professional swashbucklers, they could make magnificent leaps and bounds all day if they needed to, and look good whilst doing it. Ask them who they're rescuing and in what order.

Dame Porvore will beg Baronetta Giavanna to assist her with chasing down “a pack of sableclad saboteurs” sighted in the underrigging of the dance platform. Porvore has a mechanism which begins to slowly lower the platform to the ground, but the emphasis on this is *slow*. The saboteurs must surely still be on the platform as they could not have jumped from such a great height!

Before they run after the saboteurs, Giavanna warns them that these evildoers should be rendered unto the Crown still alive, so that their secrets may be taken from them.

THE CHASE IN THE SKY

Finding the saboteurs is not difficult. Even though there are spindly catwalks, rope ladders and rigging, the Cavaliers traverse these as easily as crossing the street.

Use the “Dangerous Revolutionary” Stock Character for these saboteurs. The number of opponents is equal to the number of player Cavaliers plus one. One of them (the airship pilot among them) is trying to lasso a small airship that has slipped its moorings to make their getaway while the others fight off the Cavaliers.

The Queen's Cavaliers

As the MJ, perform an Aim check versus Moderate difficulty (3d8) for this ropethrower each round of combat until the Cavaliers reach her, or she makes it. It will then take a round or two before the saboteur can pull the airship close enough for her coconspirators to hop aboard. If the Aim check is failed three rounds in a row, then the airship is unrecoverable as it floats off on the afternoon breeze. Three rounds after this unrecoverable failure, the small airship floats too far away for even a Cavalier to swing out on some rope and secure it.

The saboteurs are afraid of being delivered into the hands of the government, so they will fight fiercely to stay free. Their Loyalty and Pride are such that they would not willingly hand themselves over to agents of the Queen.

IF THE SABOTEURS BEGIN TO ESCAPE

Remember that, even if the saboteurs manage to board the airship and begin to fly off, the Cavaliers can still reach the airship by swinging out on ropes and catching on to the railing or otherwise climbing aboard. The ship, while under way, is only near enough to the dance platform undercarriage to allow two Cavaliers to do this.

If these two Cavaliers manage to defeat the remaining saboteurs on the airship, they will soon discover that the airship, overloaded with weight from so many extra crew, is slowly headed for the ground. This slow crash will be lessened if a Cavalier will leap off once they reach the rooftops of Lutetia and secure the airship using one of its dangling moorings.

IF THE SABOTEURS DO ESCAPE

There is a chance that the saboteurs may defeat the Cavaliers. The airship pilot saboteur will adjust the envelope on the airship for the extra weight, and fly off to the South. They will not kill the Cavaliers, but will bind them and leave them unconscious. They will come awake later, at night, in the gondola of the deflated airship, to the south of Lutetia not far from the Riverbreeze Baths (a helpful road sign announces). When they awaken they will untie themselves and begin the long walk back to the city, no doubt stopping in a few traveler's inns on the way for a cup of wine and a bit of dinner. A suggestion: do not delay them getting back into the city. Perhaps they meet other Cavaliers returning from a patrol, or can get a ride from a kindly merchant.

Aftermath if the Saboteurs Do Not Escape

Once captured and subdued, the saboteurs will be delivered to La Roche Prison and turned over to Prince JeanRemy's Whisperers for interrogation, with thanks given by Baronetta Giavanna. No reward is offered, but Giavanna hints that the Queen is pleased with them.

Part Two: A Ride in the Country

Prince JeanRemy will have his lieutenant, Baron Vichy, summon the Cavaliers for an interview at the palace. They will discuss the facts of the intervention with the saboteurs and, if the saboteurs were apprehended, the facts gained through questioning them.

Baron Vichy explains that the prisoners were branded with thiefmarks and were illegal returnees from Elissia. They were recruited by a mysterious figure wearing a Devran robe and sandhood who had no discernable gender. They were to be paid 8 Crowns apiece, with 1 Crown earnest money already being given. This meeting took place on the road near Sandtown, a village to the South of the city, and they were transported to the North of the city, where a rogue mechanician provided them with transportation to the platform. This mechanician is being hunted down by another group of Cavaliers.

Vichy gives them orders written out and countersigned by Baronetta Giavanna. They are to ride to Sandtown and attempt to discover who may have hired these traitors.

Transportation

Whenever the Cavaliers need it, they may visit the stables of the Queen's Barracks, where they sign out a mount with all the needed tack. The Mistress of the Queen's Stables is Lady Pruneau, and she takes a very dim view of Cavaliers who mistreat or do not return their mounts. Of course, some Cavaliers are wealthy enough to afford their own horses, and do not have to suffer the watchful eye of Lady Pruneau. A missing mount will be charged to the Cavalier, who must pay 1D8 to replace it.

SANDTOWN

Located on the banks of the Luisante River to the south of Lutetia, Sandtown was once a thriving glassblowing artisanal community, but it has since become a haven community for Devranism.

Glassblowing artisans still work here, and they still collect the silt from the river to dry it and use it to create glass. The Devran faithful who live here keep to themselves and do not treat well with outsiders, they have Factors in the city who buy and sell their glassware.

Needless to say, it is likely that the Cavaliers are not welcome here. Here is a list of information which you may either give out or have them obtain through uses of Interaction and Streetwise.

- There is no tavern, nor is there an inn for travelers here. The nearest such is a place called the Riverbreeze Baths.
- The holy robes of a Speaker for the Desert Mother are not for sale to anyone.
- The robes of a Speaker are ritually beaten and cleansed every three days. During this time the Speaker wears sacred undergarments and stays behind closed doors.
- A set of robes went missing from the line five days ago, and have not been located.
- The Riverbreeze Baths are a hedonistic place of loose morals that should be shut down immediately!

The Devran believers accept all people who come with an open heart and a willingness to open their minds to the worship of the Desert Mother. They occasionally give safe harbor to refugees and vagabonds who profess an interest in the faith and they do not ask questions of these wayward souls as to the nature of their distress. The Devrans will not reveal which of their number is in this status, though it may be obvious to a Perceive

or Deduce roll.

Interrogating other vagabonds may give this information:

- The saboteurs were all friends. They bragged about the money they were going to make. The plan was to purchase a flophouse in the city and get work there, although she knew that they would most likely waste the money on cards and wine. One of the saboteurs noticed that the priestess who hired them smelled very strongly of sandalwood oil, which is an expensive perfume. (This is a clue that points right to the Riverbreeze Baths.)

THE AMBUSH

The Cavaliers' investigation of Sandtown plays into the hands of Farrazin, who wants to cover his tracks. As a result he has sent a small group of Church Guardsmen to follow them when they leave the city, and ambush them when the time seems right. The fact that they've just come from the Devran community gives them a chance to accuse them of suspicious dealings taking place among the Devrans.

There are two more Guardsmen than there are Cavaliers. Use the Rogue Highwayman Minor Character stat block for the leader of the Guardsmen and use Grizzled Veterans for the others. The ambush will start with pistol fire and proceed immediately to swordplay and brawling.

The purpose of this ambush is to just inflict pain on the Cavaliers whilst Martine has a chance to make her escape. A rider has gone ahead to warn her of the Cavaliers' appearance at SandTown. Farrazin has provided this protection to his agent.

If the Cavaliers are defeated their valuables are taken as "penance" and a "donation to the Church" and left beside the road. Their mounts can be found with a little judicious searching in the nearby woods.

If the Cavaliers defeat the Church Guardsmen they will find a Riverbreeze Baths token in the pocket of the leader.

The Cavaliers could, at this point, return to the city to report what happened and the information they found, and that would satisfy Vichy well enough, although the Baths token might be particularly compelling.

THE RIVERBREEZE BATHS

If the Cavaliers discover the Riverbreeze Baths prior to the Ambush, they will find the Baths open for business. A number of welltodo and hedonistic nobles regularly take a river barge down to the Baths for a delightful Old Qartanstyle bath experience: water heated in large cisterns and poured into large baths that can accommodate many people at once. Massage sessions and delicious food served on a veranda which is cooled by river breezes also attract a wealthy following.

Opulent bedrooms are provided for those guests who are wishing privacy or who would like to sleep the night away and renew themselves yet again in the morning. They may even meet the Viscountess Magdalene LaBeau, who adores this place. They will certainly meet Martine Deveaux in one of her many disguises, who uses this place as a safehouse (one of many). The staff at the Riverbreeze will request they pay d8 to receive services there, or leave. If one of them Prowls around, they may find Martine's room while she is away enjoying a massage.

The Ambush will happen right after they arrive, however, and Martine will also leave quietly and quickly. If they discover it after the Ambush, the Riverbreeze will be empty and abandoned. Searching through the place they will find Martine's room, which has a number of interesting items in amongst the normal living accoutrements of a noble lady:

- A red fox cloissone pin. This is a clue to Martine's identity, for her sigil is the red fox.
- A complete and authentic Devran Speaker robe and sandhood.
- A fine sword with a ruby pommel worth d8 which is clearly a wooing gift from a prospective lover.
- A gold medallion with the Holy Seal of the Grand Cathedral stamped into it. This was meant as a bonafide for Martine should she ever be apprehended by Church Guardsmen or Chaplains, although it is also valuable and could be misconstrued as a mere treasure. As treasure, it's worth a 1D6 Reward.
- A small box in which is a vial of Sandalwood oil worth a 1D6 Reward.

DEBRIEFING

Baron Vichy will not give much feedback to the Cavaliers once they return and report what they learned, he will thank them for their report. He will confiscate the medallion if it is revealed, but allow the Cavaliers to keep the other items they found. This information just confirms what Prince JeanRemy already knows about Martine Deveaux and adds to his mounting case of information against Farrazin.

The saboteurs are to be forcibly repatriated to Elissia, with the promise that they will be killed if they return to Gallinea. The rogue mechanician who supplied the small airship was not found. The airship was collected by the Queen's Air Navy and will be rehabilitated for its use.

Afterward, any valuables the Cavaliers may have lost will be replaced (if possible) mysteriously through packages left for them. In each package is a card that says, "With love, from a Sister." It is Kilara trying to make up for the excesses of Farrazin. This particular clue may one day be used to further reveal the Astrian Heresy.

There is no doubt that Martine Deveaux will have learned the Cavalier's names and will be constantly on the lookout for them. She may decide in the future to even the score with them and take the initiative to do so: this is definitely not the last time the Cavaliers will hear from the Lady in Red.