

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
Cartography	Robert Altbauer
Vexillography	Robert P. Stefkov
Backer Wrangling	Rachel Tolliver
Editing	Kristine Chester, Caoimhe Ora Snow

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!

list needed

Kickstarter Backers

list needed

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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.

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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 no 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:

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

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.

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:

DIE	RESULT
D10	2
D10	3
D10	7

These total to 10, with three potential Success Points.

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:

Table 1: Difficulty Level

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 three to five Experience Points (XP), which you use to improve your player character. The cost for each improvement is shown in the following table.

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.

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 Altgr fin Bridlin von Wolkenburg and Herzog Rein B renlied, 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.

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- 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): Altgr fin (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 B renlied (Varendish; male; 34 years old): Herzog (duke) of B renlied 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.

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

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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.

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 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.

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 Altgr fin 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 crazy enough to believe that he "promised" to marry her when they were both five years old

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- 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).

Rewards

Experience 1 XP for each cavalier

Points

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

Chapter 2: 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: 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 (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.



Illustration 1: Guardian Farrazin, by Eleanor Ferron

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.

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 Elishe 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.



Illustration 2: Gabriana Secouriste, by Eleanor Ferron

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.

Illustration 3: Queen Mariana III of Gallinea, by Eleanor Ferron

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.



Illustration 4: Martine Deveaux, by Eleanor Ferron

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 Elisabeth 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: Jennevive d'Angelet is the Duchess of Scanbria 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.

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 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 6: 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

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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 7: Character improvements

CHARACTER ELEMENT	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	

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 8: 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 3: 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 9: Fighting Classes

ID8	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 10: Skilled Classes

ID8	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 11: Social Classes

ID8	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 Four: The Setting, additional classes for each of Gallinea's neighbors are described. Those are:

Table 12: Additional Classes

COUNTRY	CLASSES
Albia	Huntsman, Pilgrim
Dragosa	Hanaster, Lexicographer
Ekalia	Parrotheer, 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.

Class Descriptions

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 counteracting 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 (Do)
- **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
- **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

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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

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- **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
- **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 Courier, 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

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- **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 (D6)
- **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 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).

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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

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- **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

MECHANICAN 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 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

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- **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 (Do)
- **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,

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Constable, Dogsbody, Dragoon, Duelist, Explorer, Fusilier, Privateer, Provincial -

Suggested Passions: Country, Family, Friends, Loyalty

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

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- **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 (Do)
- **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

Variants: 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.

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 13: 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

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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 14: Parentage

DR2 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.

- **Question:** Which important personage was a patron for your parent?
- **First Social Rank:** Artisan (D8)
- **Skills:** Culture (Arts +1), Interaction (Inspire +1)

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- **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 (tricorne, doublet, craftsman's gloves, breeches, boots) (tricorne, 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)

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- **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 (D0)
- **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 (D0)
- **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)

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 15: Pivotal Event of Childhood

ID8 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)

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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 16: Education

D12 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?
- **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)

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- **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)

Mechanician'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)

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 17: 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)

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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)

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 OF 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 OF 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 5, Morgan finds two that she 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.)

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.

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 4: 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 18: 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 19: 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 Chapter 10, "Crafting."

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 20: 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 21: 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 Chapter 10, “Crafting.”

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 22: 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 Chapter 10, "Crafting."

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 Chapter 10, “Crafting.”

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 Style Points at any time.

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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 Chapter 10, "Crafting."

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 Chapter 10, "Crafting."

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 Chapter 10, "Crafting."

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.

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:

Table 23: 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 24: 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 Chapter 10, “Crafting.”

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 Chapter 10, “Crafting.”

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 +1D0 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.

Crafting: Articles of clothing, including charmwoven apparel, as described in Chapter 10, “Crafting.”

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 Chapter 10, “Crafting.”

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 Chapter 9, “Specialty Equipment”. 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 Chapter 10, “Crafting.”

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 +1D6 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 +1D6 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 25: 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 26: 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 27: 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 28: 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 Chapter 10, “Crafting.”

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 29: 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 30: 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 31: 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 32: 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 33: 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 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 the Equipment chapter 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 Chapter 10, "Crafting."

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 34: 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 Chapter 10, “Crafting.”

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.

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 Chapter 10, "Crafting."

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 Chapter 10, “Crafting.”

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 35: 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 Chapter 10, “Crafting.”

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 36: Maximum Tag Die

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

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 Chapter 10, “Crafting.”

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 37: 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 38: (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 39: Maximum Observation Opposition

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 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 40: 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 41: 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 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 42: 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 43: 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 9, "Specialty Equipment."

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 Chapter 10, "Crafting."

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.

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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, salvaging, 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:

Table 44: 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 45: 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 46: 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 47: 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 Chapter 10, "Crafting."

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 48: 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 ranks in Streetwise (Banter), as shown on the following table:

Table 49: 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 50: 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 Chapter 10, "Crafting."

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 51: 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 | Chapter 10, "Crafting."

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:

Table 52: 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 53: Maximum Observation Opposition

LARCENY RANK	ITEM DIE
1	Easy (3D6)
2	Moderate (3D8)
3	Difficult (3D10)
4	Very Difficult (3D12)
5	Very Difficult (3D12)

Crafting

As described in Chapter 4, “Skills & Specialties,” 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.

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 54: 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 55: 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

Table 56: 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 57: 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

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 58: 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.

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 59: 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 60: 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 61: 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

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 62: Success Limits

SPECIALTY RANK	ITEM DIE	CHARM DIE	BONUS DIE	STANDARD DIE	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)	

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 Chapter 7, “Wealth Rolls.”

Table 63: Supplies

ITEM	COST	USE
Alchemical ingredients	1D6	Draughts, salves, concoctions, poison, medicine
Art media	1D6	Works of art
Blackpowder charges	1D0	Blackpowder weapons, phlogistone components
Clockwork gears	1D6	Clockwork devices and components
Crucible steel	1D6	Weapons, armor, clockwork gears, casings
Fabric	1D0	Charmweaving
Foodstuffs	1D0	Cooking, eating
Medicine	1D6	Surgery, treat
Writing materials	1D0	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.

Tag Dice

As described in Chapter 4, “Skills & Specialties”, 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.

WEAPON QUALITIES

When you craft a weapon, it's assumed to be a “stock” version of that weapon as described in Chapter 8, “Equipment.” 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.

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 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.

WORKROOMS

Basic sets of handheld tools are described in Chapter 8, “Equipment,” 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 64: 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.

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 Quality
+++	Add Pistol Quality
+++	Add Musket Quality
++++	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 $+1D6$.

The Queen's Cavaliers

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 65: 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		(GRAFTING)
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, “Specialized Gear”. 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 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	Clockwork tools,
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	(GRAFTING)
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.

Table 66: 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), Throwables, 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 0, 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	(Grafting)
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, “Specialized Gear.”

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.

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. (See Chapter 9, "Specialty Gear", for details on bibelots.)

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 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), Throwaway, 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 (see Chapter 9, “Specialized Gear”).

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 5: 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

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- **Broadsides:** When firing a ship-mounted cannon, spend 1 Style Point to add Explore dice to a Blackpowder roll
- **Camouflage Mastery:** When moving though 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
- **Ifrahi 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
- **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
- **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
- **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

MJ's Toolbox: 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!

Chapter 6: 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.

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 9, "Specialty Equipment," and animals in Chapter 20, "Opponents."

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 lugging 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, 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.

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.

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 a [B] 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 Do availability in Lutetia (they're all the rage these days), for a total of 1D6.

Cost Do

An item with a cost of Do is not free; it still requires a successful Wealth roll to purchase and thus a die dropped (or a Do or higher Reward to purchase without rolling).

Likewise, a Do Reward actually is something, but it doesn't do much except let you purchase a single Do item (such as a knife).

A Do 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 Do 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.

Gallinean Currency

DIE	COST	BARTER DIE VALUE	RWARD VALUE
Do	1-12 Lunes	1 Lune	12 Lunes (1 Sol)
D6	1-6 Sols	1 Sol	6 Sols (1/4 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.

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.

- **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 Chapter 7: Wealth, 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.

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.

Uncommon Dueling Weapons

WEAPON	COST	HANDS	WEAPON	SPECIALTIES
Backsword	D6	Main	Sword +1D8	Parry, Lunge, Riposte, Feint
Bayonet	D6	--	Polearm +1D6	Lunge, Feint
Bullwhip	Do	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	Do	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	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:** *description needed*
- **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:** *description needed*
- **Glaive:** *description needed*
- **Halberd:** *description needed*
- **Hooked Net:** *description needed*

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- **Lance:** *description needed*
- **Longsword:** When used with two hands, the Weapon Die of a longsword increases to +1D10.
- **Main Gauche:** *description needed*
- **Pike:** *description needed*
- **Pollaxe:** *description needed*
- **Scourge:** *description needed*
- **Spear:** *description needed*
- **Swordbreaker:** *description needed*
- **Trident Dagger:** *description needed*
- **Truncheon:** *description needed*
- **Weighted Net:** *description needed*

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 chapters 14 and 15, and include:

- **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

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.

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.

Aimed Weapons

WEAPON	COST	HANDS	WEAPON DIE	RELOAD				CLOSE	SHORT	MEDIUM	LONG
				1	2	3	4				
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	--			
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	--			
Double Pistol	D8	Either	Pistol +1D6	Drop 4	Drop 0	Drop 0	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	D0	Either	Knife +1D6	--	Drop 0	Drop 0	--	--			
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.

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:** *description needed*
- **Yield:** *description needed*
- **Special:** *description needed*
- **Inflict 1 Yield:** *description needed*
- **Inflict 2 Wounds:** *description needed*
- **Add 1 Area:** *description needed*
- **Increase Radius:** *description needed*
- **Radius:** *description needed*
- **Maximum Range:** *description needed*
- **Naval Areas:** *description needed*
- **Supplies:** *description needed*

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Grenades

WEAPON	COST	BASE DAMAGE	YIELD	SPECIAL
Grenade	1D6	1D6 Wounds	x2	--
Grenade, alchemical	2D6	1 Wound	x4	+: Inflict 1 Yield
Grenade, canister	2D6	1D6 Wounds	x2	+++: Inflict 2 Wounds
Grenade, smoke	2D6	--	x2	++: Add 1 Area
Grenade, thunder	1D6	1 Wound	x3	++: Add 1 Area
Grenade, wildfire	2D6	1D6 Wounds	x2	+: Add 1 Area

Grenade Attacks

DELIVERY MECHANISM	WEAPON								
	COST	HANDS	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	

Placed Bombs

BOMB TYPE	COST	SCALE	BASE			RADIUS		SPECIAL
			ITEM	DIE	DAMAGE	YIELD	STEPS	
Bomb, alchemical	4D8	Carried	Blackpowder +1D6	1D6	Wounds	x4	Close, Adjacent, Short	+: Inflict 1 Yield
Bomb, canister	3D8	Carried	Blackpowder +1D8	1D8	Wounds	x2	Adjacent, Short, Medium	+++: Inflict 2 Wounds
Bomb, heavy	3D8	Human- Scale	Blackpowder +1D12	2D6	Wounds	x2	Medium, Long	--
Bomb, mining	2D6	Carried	Blackpowder +1D10	1D6	Wounds	x2	Adjacent, Close	--
Bomb, powderhorn	--	Pocket	Blackpowder +1D0	1 Wound		x2	Close	--
Bomb, powderkeg	1D6	Handheld	Blackpowder +1D0	1D6	Wounds	x2	Close, Adjacent	--
Bomb, smoke	2D6	Carried	Blackpowder +1D6	--		x3	Short, Medium	--
Bomb, structure	2D8	Human- Scale	Blackpowder +1D8	1D8	Wounds	x2	Short, Medium, Long	--
Bomb, thunder	3D6	Carried	Blackpowder +1D8	1D6	Wounds	x3	Close, Adjacent, Short	--
Bomb, wildfire	3D8	Carried	Blackpowder +1D6	1D10	Wounds	x2	Adjacent, Short, Medium	++: Step-Up Radius

Artillery

WEAPON	COST	SCALE	DIE	WEAPON BASE				MAXIMUM			
				DAMAGE	SUPPLIES	CLOSE	SHORT	MEDIUM	LONG	RANGE	
Basilic	3D12	Room	Cannon +1D12	1D10 Wounds	2 units	Drop 0	Drop 0	Drop 1	Drop 1	12 Naval Areas	
Couleuvrine	5D10	Room	Cannon +1D10	1D10 Wounds	2 units	Drop 0	Drop 0	Drop 0	Drop 2	10 Naval Areas	
Couleuvrine, grande	4D12	Room	Cannon +1D12	1D12 Wounds	4 units	Drop 0	Drop 0	Drop 1	Drop 2	8 Naval Areas	
Couleuvrine, moyenne	4D10	Furniture	Cannon +1D10	1D8 Wounds	2 units	Drop 0	Drop 1	Drop 0	Drop 2	10 Naval Areas	
Falconet	3D8	Human-Scale	Cannon +1D6	1D6 Wounds	1 unit	Drop 0	Drop 0	Drop 2	Drop 2	6 Naval Areas	
Mortar, heavy	4D10	Room	Cannon +1D10	1D8 Wounds	2 units	Drop 2	Drop 0	Drop 0	--	4 Naval Areas	
Rabinet	2D8	Human-Scale	Cannon +1D6	1 Wound	--	Drop 0	Drop 2	Drop 2	--	4 Naval Areas	
Vouivre-mignon	3D10	Furniture	Cannon +1D8	1D8 Wounds	1 unit	Drop 0	Drop 0	Drop 1	Drop 2	6 Naval Areas	

Cannon Shot

PROJECTILE TYPE	COST	DAMAGE	YIELD	EXTRA		SPECIAL
				RADIUS	STEPS	
Cannon shot, alchemical	1D10	+1 Wound	x3	Close, Adjacent, Short		+: Inflict 1 Yield
Cannon shot, canister	1D10	+1D8 Wounds	x2	Adjacent, Short, Medium		+++: Inflict 2 Wounds
Cannon shot, blackpowder	1D8	+1D6 Wounds	x2	Adjacent, Short		--
Cannon shot, chain	1D8	+1D6 Wounds	x3	Adjacent, Short		+: Inflict 1 Yield
Cannon shot, round	2D6	+1D6	x2	Close		--
Cannon shot, smoke	1D8	--	x3	Adjacent, Short, Medium		++: Step-Up Radius
Cannon shot, thunder	2D6	+1 Wound	x3	Adjacent, Short, Medium		--
Cannon shot, wildfire	1D10	+1D8	x2	Adjacent, Short, Medium		++: Step-Up Radius

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

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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.

Common Armor

ARMOR TYPE	COST	PROWESS	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.

Uncommon Armor

ARMOR TYPE	COST	PROWESS	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 Chapter 9, "Specialty Equipment," for 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 Chapter 9, “Specialty Equipment,” for 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 Chapter 9, “Specialty Equipment,” for more information 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.

Alchemical Items

Characters with the Magicks (Brew) specialty can produce draughts, salves, and concoctions.

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.

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.

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	D6, bulk	Streetwise (Larceny)
Unction	D6, bulk	
Silence Oil	D6, bulk	Nature (Prowl)
Weaver's Lotion	D6, bulk	Magicks (Weave)

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.

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.

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.

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 equaling 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.

Clockworks

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.

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.

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).

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.

Handheld 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).

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.

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).

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

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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.

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

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.

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).

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.

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.

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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.

SPACE	COST	SUPPLIES	POWER	ARMOR DIE
0	D0	0 gears	0	D0
1	D6	1 gear	0	D6
2	D8	2 gears	0	D8
3	D10	3 gears	0	D10
4	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.

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
3	D6	1 gear	0	Drop 2
4	D6	1 gear	0	Drop 1
5	D6	1 gear	0	Drop 0
6	D8	2 gears	0	Drop 1
7	D8	2 gears	0	Drop 0
8	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).

SPACE	COST	SUPPLIES	POWER	CALCULATION COMPLEXITY
0	Do	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.

SPACE	COST	SUPPLIES	POWER	CARRYING CAPACITY
0	Do	0 gears	1	Pocket
0	Do	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.

SPACE	COST	SUPPLIES	POWER	ARM	DELAY DURATION
1	Do	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,

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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.

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%

Explorion

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).

ENVIRONMENTAL DAMAGE (1 AREA, 2				
SPACE	COST	SUPPLIES	POWER	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.

Space	Cost	Supplies	Power	Weapon Die
1	D0	o gears	o	D6
2	D0	o gears	o	D8
4	D6	1 gear	o	D10
8	D8	2 gears	o	D12

Space	Cost	Supplies	Power	Size	Casing	Weapon Prowess	Max Weapon Die
+0	D0	o gears	+0	Pocket	Knife		1D6
+0	D0	o gears	+0	Handheld	Knife		1D8
+0	D0	o gears	+0	Handheld	Sword		1D10
+0	D0	o gears	+0	Handheld	Cudgel		1D10
+1	D0	o gears	+0	Portable	Sword		1D12
+2	D0	o gears	+0	Portable	Cudgel		1D12
+0	D0	o 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.

Space	Cost	Supplies	Power
1	D6	1 gear	1
1	D8	2 gears	o

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.

Space	Cost	Supplies	Power	Item Die
1	D0	o gears	o	D6
2	D6	1 gear	o	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.

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.

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.

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.

SPACE	COST	SUPPLIES	POWER	WALK	RUN	OVERLAND SPEED
1	D0	o gears	o	o 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

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.

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.

SPACE	COST	SUPPLIES	POWER	WEAPON DIE	RELOAD
1	D0	0 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

SPACE	COST	SUPPLIES	POWER	CLOSE (0)	SHORT (1-2)	MEDIUM (3-4)	LONG (5+)
+0	D0	0 gears	+0	Drop 0	N/A		
+1	D0	0 gears	+0	Drop 0			
+0	D0	0 gears	+0	Drop 0			
+1	D0	0 gears	+0	Drop 0			
+0	D0	0 gears	+0	Drop 1			
+0	D0	0 gears	+0	Drop 2	N/A		
+2	D0	0 gears	+1	N/A	Drop 1	Drop 0	
+0	D0	0 gears	+1	N/A	Drop 1		
+0	D6	1 gear	+1	Drop 1			
+0	D0	0 gears	+0	Drop 2			

Space	Cost	Supplies	Power	Casing Size	Max Weapon Die	Skill Prowess
+o	Do	o gears	+o	Pocket	Pistol +1D6	Pistol
+o	Do	o gears	+o	Handheld	Pistol +1D8	Pistol
+o	D6	1 gear	+o	Handheld	Bow +1D8	Crossbow
+o	Do	o gears	+o	Portable	Bow +1D10	Crossbow
+o	Do	o gears	+o	Portable	Musket +1D10	Musket
+o	D6	1 gear	+o	Portable	Cannon +1D10	Cannon
+o	D6	1 gear	+o	Person	Bow +1D12	Crossbow
+o	D6	1 gear	+o	Person	Musket +1D12	Musket
+o	D6	1 gear	+o	Person	Cannon +1D12	Cannon
+o	Do	o gears	+o	Carriage	Cannon +1D12	Cannon
+o	D6	1 gear	+o	Carriage	Crossbow +1D12	Crossbow

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.

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)

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- **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)

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- **Construction Cost:** D10 (3)
- **List Cost:**
- **Complexity:**

Great Gearsword

- **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

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.

Repairing and Salvaging Clockwork Devices

explanation needed

Clothing

“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. For more details, see charmwoven attire in Chapter 9, “Specialty Equipment.”

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 the legs can’t have charms woven into them. (See chapter 9, “Specialty Equipment.”)

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.

The Queen's Cavaliers

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 Chapter 9.

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.

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.

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 1D0): 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.

Charmwoven Attire

introduction needed

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 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.

Opposition Pool for Charm Attunement Rolls

DIE	BIRTH DATE	BIRTH TIME	PLACE OF BIRTH
Do	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 "Articles of Clothing" section. The "Creating Charmwoven Clothing" section, also found in this chapter, 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

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

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

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.

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.

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***introduction needed***ARM APPAREL***introduction needed****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***introduction needed*

The Queen's Cavaliers

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

introduction needed

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.

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 neverlettes.

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, brun tre, 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 brun tre 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.

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

introduction needed

standard Outfits

ITEM	COST	SOCIAL RANK	SOCIAL
			INCLUDES
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

introduction needed

PERTINENCE

introduction needed

Culture

introduction needed

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

introduction needed

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

introduction needed

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

introduction needed

Initiative Pertinence

Category	Pertinent Articles of Clothing
Arm	--
Torso	--
Foot	--
Head	--
Shoulder	--

Interaction

introduction needed

The Queen's Cavaliers

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

introduction needed

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

introduction needed

Medicine Pertinence

CATEGORY	PERTINENT ARTICLES OF CLOTHING
Arm	Craftsman's gloves
Torso	Surgeon's gown
Foot	--
Head	Plague mask
Shoulder	--

Military

introduction needed

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

introduction needed

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*introduction needed****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*introduction needed****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.

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*introduction needed*

The Queen's Cavaliers

Neutral Colors

introduction needed Neutral Colors

COLOR	DESCRIPTION
Argent	Silver or white
Brun tre	Brown
Cendrée	Grey
Sable	Black

Verve Colors

introduction needed Verve Colors

Color	Description
Argent (only)	Silver or white
Azure	Blue
Gules	Red
Or	Yellow

Affinity Colors

introduction needed

Affinity Colors

COLOR	DESCRIPTION
Amaranth	Magenta
Bleu-Céleste	Sky blue
Brun tre (only)	Brown
Carnation	Pink
Cendrée (only)	Grey
Vert	Green

Guile Colors

introduction needed

Guile Colors

PURPURE	PURPLE
Sable (only)	Black
Sanguine	Dark red
Tenné	Orange

introduction needed

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 brun tre, 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.

Charmweaving Colors

COLOR NAME	DESCRIPTION	ATTRIBUTE
Amaranth	Violet red	Affinity
Argent	White or silver	Verve (or Neutral)
Azure	Blue	Verve
Brun tre	Dark brown	Guile (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

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.

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: *description needed*

Drinks, private reserve: *description needed*

Drinks, watered down: *description needed*

Lodging, cheap: *description needed*

Lodging, good: *description needed*

Lodging, sumptuous: *description needed*

Meals, bland: *description needed*

Meals, good: *description needed*

Meals, gourmet: *description needed*

Round on the house: *description needed*

Stabling: *description needed*

Miscellaneous Gear

introduction needed

Transportation and Animals

introduction needed

Each Gallinean league is equal to approximately 2 miles. An average person on foot can walk 1 to 2 leagues per hour.

Vehicles

introduction needed

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	1D0	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: *description needed* Actual speed will vary depending on wind and weather conditions.

Carriage: *description needed* Carriage and wagon speed is limited by the speed of the horses, and is reduced if going off of roads.

Cart: *description needed*

Gondola: *description needed* river

Narrowboat: *description needed* river

River Barge: *description needed* river

Rowboat: *description needed* river

Sailing Ship: *descripton needed* Actual speed will vary depending on wind and weather conditions.

Velocipede: *description needed*

Wagon: *description needed* Carriage and wagon speed is limited by the speed of the horses, and is reduced if going off of roads.

Mounts

introduction needed

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: *description needed*

Riding Horse: *description needed*

Warhorse: *description needed*

HORSE ACCESSORIES

introduction needed

Pets and Farm Animals

introduction needed

The Queen's Cavaliers

Domesticated: *description needed*

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): *description needed*

Bird, Song: *description needed*

Cat, Common: *description needed*

Cat, Purebred: *description needed*

Dog, Companion (Domesticated): *description needed*

Dog, Guard (Domesticated): *description needed*

Dog, Herding (Domesticated): *description needed*

Dog, Mongrel (Domesticated): *description needed*

Fowl, Barnyard: *description needed*

Livestock, Dairy: *description needed*

Livestock, Meat: *description needed*

Livestock, Wool: *description needed*

Raptor, Trained (Domesticated): *description needed*

Raptor, Untrained: *description needed*

Reptile: *description needed*

Rodents and Rabbits: *description needed*

Chapter 7: 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 later in this chapter 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 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.

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: 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: 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: 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: 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: 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: 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: 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: 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 67: 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: 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

introduction needed

Organization Traits

introduction needed

SCOPE

explanation needed

TYPE

explanation needed

LEADERSHIP

explanation needed

GOALS

explanation needed

REPUTATION

explanation needed

IDEALS

explanation needed

ATTRIBUTES

introduction needed

Prestige

description needed

Resources

description needed

Secrets

description needed

ASSETS

introduction needed

Alliances

description needed

Command

description needed

Intrigue

description needed

Authority

description needed

Holdings

description needed

Mysteries

description needed

Popularity

description needed

Revenue

description needed

Technology

description needed

GXP & ADVANCEMENT

explanation needed

Table 68: 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

introduction needed

Table 69: 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

Sample Organizations

introduction needed

SMALL ORGANIZATIONS

introduction needed

Cavalier Companions

description needed

- **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

The Queen's Cavaliers

Gallinean Naval Airship Crew

description needed

- **Scope:** Do (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

description needed

- **Scope:** Do (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

description needed

- **Scope:** Do (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

description needed

- **Scope:** Do (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

description needed

- **Scope:** Do (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

description needed

- **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

description needed

- **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

introduction needed

example(s) needed

PROVINCIAL ORGANIZATIONS

introduction needed

Rhodope

description needed

- **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

introduction needed

The Queen's Cavaliers

description needed

- **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

introduction needed

The Asrian Church

description needed

- **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

description needed

- **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 8: Gallinean Culture

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.

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.

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.

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.

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 or a royal bailiff or a provincial prév^t. 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.

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/ielfself”, 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.

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.
- **Perybrean:** 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 Sybreia who are to be reflections of each other or possibly the same god.
- **Woman:** Someone who is female.

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.

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 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 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.”

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 Elessian Reforms establishes full legal equality, including inheritance rights, to people who are asexual.

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.

Gallinean Holidays

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.

6 Niv *se* 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 winter solstice occurs on 6 Pluvi *se*, 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 Vent *se* 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'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.

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.

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.

The New Hunger Moon, 16 Niv *se*, is a time for giving food to those in need in the chill of winter. 16 Pluvi *se*, the New Wolf Moon, is marked by the exchange of furs and warm clothing. New Snow Moon, on 16 Vent *se*, 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.

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 Elissee II, used to be celebrated on 21 Floréal but is no longer an official holiday. Some members of the nobility, who strongly opposed Elissee'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 Niv^{re} and 1 Pluvi^{re}, 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.

Chapter 9: The Nations of Elara

Introduction needed

i About Elara

description needed

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.

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 Scambreille. 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

description needed

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.



Illustration 5: King Edgar II of Albia, by Eleanor Ferron



Illustration 6: Queen Fionna of Albia, by Eleanor Ferron

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:** Charlatan, 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

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

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
- **Social Rank:** Commoner (Do)
- **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

introduction needed

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, Kirchine, 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, Wimar, 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, Wylyson.

ALBIAN PLACE NAMES

introduction needed

- **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, -wyd
- **Woods:** -firth, -keth, -shaw, -wold

Albian Equipment

introduction needed

Table 70: 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	1D0	Arts +1D0	
Orwand's Revelation	1D0	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.



Illustration 7: Albian bulldog and owner

Table 7I: Albian Greatbow

HANDS				
WEAPON	REQUIRED	PROWESS	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

description needed

ALBIAN STORY SEEDS

description needed

THE ALBIAN CAMPAIGN

description needed

ALBIAN ORGANIZATIONS

description needed

Albian Opponents

ANABENTINE

Major character

- **Competency Die:** D8
- **Attributes:** Verve D8, Affinity D10, Guile D6
- **Wealth:** 1D12+1D8 (royalty)
- **Yield Limit:** 14
- **Wound Limit:** 5 (Drop 0, Drop 1, Drop 2, Drop 4, Dying)
- **Initiative:** Vigilance (1D10+1D8)
- **Culture:** Arts +1 (3D8), Etiquette +3 (4D10+1D8), Scholarship (1D8+4D6)
- **Defense:** Parry +2 (5D8), Block (1D10+1D8), Dodge (1D6+1D8)
- **Dueling:** Lunge (3D8), Riposte (2D10+2D8)
- **Interaction:** Inspire +2 (4D8), Negotiate +2 (3D10+1D8)
- **Medicine:** Surgery +1 (3D8+1D8+1D6), Treat +3 (4D10+1D8+1D6), Poison +1 (1D8+2D6)
- **Military:** Brawl +2 (4D8)
- **Nature:** Explore +3 (6D8), Husbandry +2 (3D10+1D8)
- **Observation:** Intuition +3 (4D10+1D8)
- **Streetwise:** Banter +1 (3D8)
- **Equipment:** Priest outfit, surgeon's outfit, chirurgeon's knives, sabre (Sword +1D8). *Orwand's Revelation*, *Songs of the Desert Mother*, *Books of the Sun*, medicine (8 doses), riding horse, purebred Albian spaniel "Lady Barkyngsdale" (Explore +1D8)
- **Passions:** Faith (D12), Loyalty (D10), Church (D8), Family (D6)
- **Languages:** Asrian, Gallinean, Ifrani, Ondalese
- **Style Maneuvers:** Albian Cavalry (when mounted and using a sabre, spend 1 to add Husbandry to Lunge), Huntsman's Best Friend (when traveling with a hunting dog, spend 1 to add Husbandry to Explore), Practiced Remedies (spend 2 to maximize Treat)
- **Style Points:** 3 (maximum 6)

The 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).

Carolan 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.

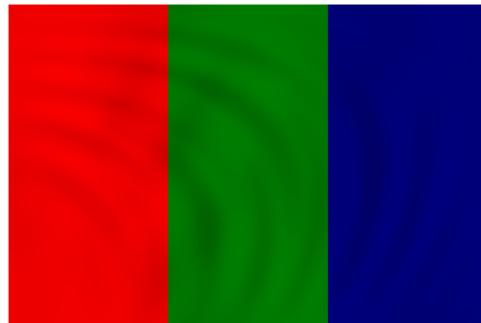
Queen Fionna and her sister Lillian were the last surviving members of House Warrington, a great noble family that was plagued by daughters in the last two generations. After Fionna wed then-Prince Edgar she arranged for her sister to marry a royal-adjacent cousin, Fitzwilliam Bosevell. As Fitzwilliam 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.

YEOMAN

description needed

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	

introduction needed

Dragosan History

introduction needed

Locations in Dragosa

VOLSTOK, CAPITAL OF DRAGOSA

description needed

TALANIAN 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.

Example: Hille's parents are *Senne Kels Caltuna tol-Dragosa* and *Zanobia Aladina tol-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 tol-Faldra tol-Faldra Flordiana Piero Warb Anzola tol-Tanna Stemid tur-Taliana 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 NAMESA

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, Zelva, Zhrebilo, Znata.

Equipment

Table 72: Dragosan Equipment

WEAPON	WEAPON	COST	HANDS	DIE	SPECIALTIES
Dragan hammer	Polearm	D8	Both (Reach)	+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

introcution needed

DRAGOSAN PLOT HOOKS

description needed

THE DRAGOSAN CAMPAIGN

description needed

DRAGOSAN ORGANIZATIONS

description needed

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 dodekahedron 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

description needed

THE HIGH TWELVE

sidebar blurb

ANOTHER LOCATION

description needed

YET ANOTHER LOCATION

another description

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

The Queen's Cavaliers

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

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

list needed

Ekalian Names

Most Ekilians 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, Mirabilis, 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, Hetor, 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:

list needed

Ekalian Equipment

Table 73: 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:** *description needed*
- **Kykoen:** *description needed*
- **Messenger parrot:** *description needed*
- **Thedan water dog:** *description needed*

Adventures in Ekalia

description needed

EKALIAN STORY SEEDS

description needed

THE EKALIAN CAMPAIGN

description needed

EKALIAN ORGANIZATIONS

description needed

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

description needed

Locations in Ondala

DIEGA, SECULAR CAPITAL OF ONDALA

description needed

CORDERA, SPIRITUAL CAPITAL OF ONDALA

description needed

GENERIC SWAMP

description needed

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, 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

description needed

- **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

Generic Names

description needed

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, Nicasi, Onofre, Onta on, Pasqual, Pequi, Perico, Pero, Ramon, Remero, Rodrigo, Ruy, Suero, Tenorio, Valero, Vicencio, Ximen, Ydalla, Y igo, Zezaro.

SURNAMES

- **Geographical:** *description needed*
- **Occupational:** *description needed*
- **Patronymic:**** *description needed*

GENERIC PLACE NAMES

description needed

Ondalan Equipment

description needed

Table 74: Ondalan Equipment

- **Cookbook:** *description needed*
- **Corderan Sheepdog:** *description needed*
- **Diegan Fishing Dog:** *description needed*
- **Espada ropera:** *description needed*
- **Rolling pin:** *description needed*
- **Thedan Water Dog:** *description needed*

Adventures in Ondala

description needed blurb

ONDALAN STORY SEEDS

description needed random hooks

THE ONDALAN CAMPAIGN

description needed blurb

ONDALAN ORGANIZATIONS

description needed

ONDALAN OPPONENTS

description needed

ONDALAN RABBLE

description needed

CHARACTER

description needed

Major Character

description needed background

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

introduction needed

History of Talania

description needed

The Shattering Frost

description needed

Locations in Talania

introduction needed

ZAMOROV, ABANDONED CAPITAL OF TALANIANA

description needed

TALANIAN VALLEY

description needed

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 (Do)
- **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

The Queen's Cavaliers

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

description needed

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, Ografena, 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, Pjvo, Radik, Radu, Rulav, Rurik, Ryk, Sas, Seneslav, Stemid, Tihomir, Ulas, Velmud, Vintila, Vladislav, Zabor, Zando, Zherebilo, Zyk.

SURNAMES

- **Geographical:** *examples needed*
- **Occupational:** *examples needed*
- **Patronymic:** *examples needed*

TALANIAN PLACE NAMES

list needed

Talanian Equipment

introduction needed

Table 75: *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:** *description needed*
- **Charmwoven Doll:** *description needed*
- **Harmonicon:** *description needed*
- **Kalambur Sobaka:** *description needed*
- **Mechanical Toy:** *description needed*
- **Mummer's Outfit:** *description needed*
- **Talanian Blue:** *description needed*

TALANIAN CLOCKWORKS

The toymsmiths 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 Talian 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 76: 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 77: 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 78: 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

introduction needed

Table 79: 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

description needed

Automatonic Dog

- **Casing Size:** Portable (gear space *details needed*)
- **Power Source:** *details needed* (space *details needed*, power supply *details needed*)
- **Components:** *details needed*, Miniaturization (gear space +*details needed*)
- **Construction Cost:** *details needed* (*details needed*)
- **List Cost:** *details needed* (*details needed*)
- **Complexity:** *details needed*

description needed

Mechanical Songbird

- **Casing Size:** Pocket (gear space *details needed*)
- **Power Source:** *details needed* (space *details needed*, power supply *details needed*)
- **Components:** *details needed*, Miniaturization (gear space +*details needed*)
- **Construction Cost:** *details needed* (*details needed*)
- **List Cost:** *details needed* (*details needed*)
- **Complexity:** *details needed*

description needed

Music Box

- **Casing Size:** Handheld (gear space *details needed*)
- **Power Source:** *details needed* (space *details needed*, power supply *details needed*)
- **Components:** *details needed*, Miniaturization (gear space +*details needed*)
- **Construction Cost:** *details needed* (*details needed*)
- **List Cost:** *details needed* (*details needed*)
- **Complexity:** *details needed*

description needed

Tiny Dancer

- **Casing Size:** Pocket (gear space *details needed*)
- **Power Source:** *details needed* (space *details needed*, power supply *details needed*)
- **Components:** *details needed*, Miniaturization (gear space +*details needed*)
- **Construction Cost:** *details needed* (*details needed*)
- **List Cost:** *details needed* (*details needed*)
- **Complexity:** *details needed*

description needed

Wind-Up Wagon

- **Casing Size:** Person (gear space *details needed*)
- **Power Source:** *details needed* (space *details needed*, power supply *details needed*)
- **Components:** *details needed*, Miniaturization (gear space +*details needed*)
- **Construction Cost:** *details needed* (*details needed*)
- **List Cost:** *details needed* (*details needed*)
- **Complexity:** *details needed*

description needed

Adventures in Talaniana

introduction needed blurb

THE TALANIAN CAMPAIGN

introduction needed

TALANIAN ORGANIZATIONS

introduction needed

TALANIAN OPPONENTS

introduction needed

Talanian Rabble

stats needed

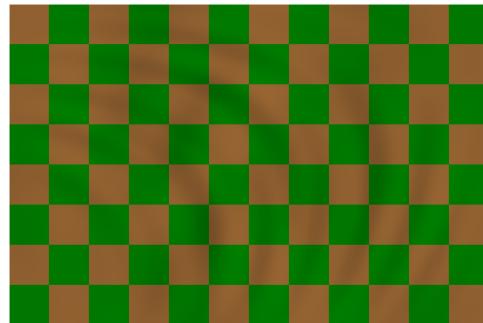
Talanian Character

Major Character

statblock needed

Varendia

The High Kingdom of Varendia



Government	Disunited Feudal States
Ruler	none currently (Hochk nigin or Hochk nig)
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	

description needed

History of Varendia

description needed

Locations in Varendia

introduction needed

MEDTKEN, TRADITIONAL CAPITAL OF VARENDAIA

description needed

ALBINGIA

description needed

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 be 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

introduction needed

- **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

introduction needed

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, Hedel, 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.

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, Kylion, Lauxe, 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.

TRADITIONALLY MALE NAMES

list needed

SURNAMES

- **geographical:** *list needed*
- **occupational:** *list needed*
- **Patronymic:** *list needed*

VARENDSH PLACE NAMES

list needed

Varendish Equipment

Table 80: Varendish Equipment

ITEM	COST	ITEM DIE	NOTES
Lederhosen			
Schlappe			
Skis			
Varendish Climbing Outfit			
Varendish Mountain Dog			
Varendish Forest Cat			

Adventures in Varendia

introduction needed

VARENDSH STORY SEEDS

description needed

THE VARENDSH CAMPAIGN

description needed

VARENDSH ORGANIZATIONS

description needed

VARENDSH OPPONENTS

description needed

Varendish Rabble

description needed

Character

description needed

Major Character

statblock needed

Chapter 10: 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!

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:

- Do 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
- 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

The Queen's Cavaliers

- 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:** D₀
- **Attributes:** Verve D6, Affinity D6, Guile D6
- **Wealth Pool:** 1D₀ (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:** D₀
- **Attributes:** Verve D6, Affinity D8, Guile D₁₀
- **Wealth Pool:** 1D₀ (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.

- **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)

The Queen's Cavaliers

- **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:** 1D0 (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)
- **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
- **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)

The Queen's Cavaliers

- **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)
- **(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

The Queen's Cavaliers

- **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+3D6), 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)

The Queen's Cavaliers

- **(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+2D0 (Commoner)
- **Yield Limit:** II
- **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)
- **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, Talanian
- **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), Courtly 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)
- **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, Talianian
- **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.
- 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 81: Opponent Creation

XP	COMPETENCY	MAXIMUM	PRIMARY	SECONDARY	TERtiARY	ADDITIONAL XP
SPENT	DIE					
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 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 +2 (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.

- 1. 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.

- 1. 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.

- 1. Street Toughs
- 1. 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.

- - I. 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!

- 2 (P) 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.

- - I. Bloodthirsty Buccaneers
 - 1 Privateer Captain

The Queen's Cavaliers

- **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.

- 1. 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.

- 1. 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.

- 1. Elissian 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.

- I. 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
 - I. 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.

FEROCITY 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 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 82: 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 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

- **Attributes:** Instinct D8, Ferocity D6, Training D0
- **Yield Limit:** 3
- **Wound Limit:** 1 (Dying)

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- **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...?

DRAFT HORSE

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

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.

RIDING HORSE

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.

WARHORSE

Mount-scale animal

- **Attributes:** Instinct D₆, Ferocity D₈, Training D₁₀

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- **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 barding (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 Essere 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)

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- **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 11: Bonus Material

This is from various denos, special events, etc.

The Queen's Cavaliers Librarians: Character Creation

1. Classes: One of your classes is **Bibliothecary**. Choose your second class from the following list, or roll 1D12:

1	Alchemist
2	Barrister
3	Chaplain
4	Chirurgeon
5	Constable
6	Courtier
7	Dogsbody
8	Explorer
9	Mechanician
10	Veteran
11	Virtuosa
12	Visionary

2. Skill Competency: You are automatically competent with Culture, Defense, Initiative, Interaction, Observation, and Science, and also any skills listed for your second class.

3. Specialty Ranks: You have +1 specialty rank in Culture (Arts +1, Etiquette +1, Scholarship +1), Interaction (Negotiate +1), Observation (Deduce +1), and Science (Calculus +1), as well as +1 for each specialty for from your second class.

4. Languages: You know Gallinean. For each rank you have in Culture (Scholarship), you know another language.

5. Weapon & Armor Prowess: Your second class may give you prowess in weapons or armor.

6. Social Rank: Your social rank is Artisan (1D8).

7. Equipment: You have a scholar's outfit, four books on topics of your choice, and the gear listed for your second class. You also get a free weapon of your choice: Cutlass, Dagger, Flintlock Pistol, Rapier, Sabre, or Smallsword.

8. Attributes: Your attributes are Verve, Affinity, and Guile. The one you like best gets 1D10, the one you like least gets 1D6, and the other gets 1D8.

9. Passions: You have a Passion of Knowledge (1D12). Choose two more Passions from Artistry, Church, Country, Faith, Family, Friends, Justice, Love, Loyalty, Lust, Pride, and Wealth. Assign 1D10 to one passion, and 1D8 to another.

10. Style Maneuvers: Choose one from your second class, and two from the Bibliothecary list:

- **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.

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- **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.
- **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.
- **Reference Desk:** When you're in a library, spend 1 Style Point to add Scholarship dice to a Knowledge roll.
- **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.
- **Trained Ear:** When listening to other people speaking, spend 1 Style Point to add Scholarship dice to a Perceive roll.

ii. **Competency and Yield:** Your Competency Die is 1D6, and your Yield Limit is 6.

12. **Customizations:** Choose six from the following list: a language, a weapon prowess, an armor prowess, a skill competency, +1 specialty rank (maximum +1), a style maneuver from either class, or +1 Yield Limit.

The Queen's Cavaliers: Classes

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.

Alchemist Qualities

Skill Competency: Magicks, Medicine

Specialties: Culture (Scholarship +1), Interaction (Negotiate +1), Magicks (Brew +1), Medicine (Treat +1), Poison +1), Science (Calculus +1)

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.

Barrister Qualities

Skill Competency: Streetwise

Specialties: Culture (Etiquette +1, Scholarship +1), Interaction (Negotiate +1, Deceive +1), Observation (Deduce +1), Streetwise (Banter +1)

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 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.

Chaplain Qualities

Skill Competency: Magicks, Medicine, Streetwise

Specialties: Culture (Arts +1, Scholarship +1), Interaction (Inspire +1, Negotiate +1), Observation (Perceive +1, Intuition +1)

Weapon Prowess: Knife, Cudgel

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 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 averse to using magicks when appropriate, including alchemical remedies.

Chirurgeon Qualities

Skill Competency: Medicine

Specialties: Culture (Scholarship +1), Medicine (Surgery +1, Treat +1, Poison +1), Observation (Intuition +1, Deduce +1)

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
- **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.

Constable Qualities

Skill Competency: Dueling, 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

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 Courier, as well as some martial pursuits; nobles often have time to develop such skills at their leisure.

Courtier Qualities

Skill Competency: Dueling, Military

Specialties: Culture (Arts +1, Etiquette +1), Defense (Parry +1), Interaction (Negotiate +1, Deceive +1), Observation (Intuition +1)

Weapon Prowess: Knife, Sword, Pistol

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.

Dogsbody Qualities

Skill Competency: Nature, Streetwise

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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

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 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.

Explorer Qualities

Skill Competency: Military, Nature

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

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 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.

Mechanician Qualities

Skill Competency: 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

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 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.

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

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

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- **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
- **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.

Virtuosa Qualities

Skill Competency: 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.

Visionary Qualities

Skill Competency: Medicine, Military, Nature

Specialties: Culture (Scholarship +1), Military (Strategy +1), Nature (Explore +1), Observation (Deduce +1), Science (Clockworks +1, Calculus +1)

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