

The Three Musketeers and the Queen's Gambit

A Fantasy Imperium Adventure

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Adventure Synopsis

In this adventure the Musketeers are charged to escort Constance Bonacieux, Lady in Waiting to the Queen while she delivers an important personal message on behalf of the Queen to Duke Jean Louis de Nogaret de la Valette. Naturally, the Musketeers are to be found drinking and wenching. While Constance is retrieving the Musketeers a tavern brawl fight breaks out. The Musketeers eventually begin the journey. The first stop is a small way station just as the Musketeers are getting thirsty. At the way station the Musketeers find bandits plying their trade and in the act of stealing a necklace from the beautiful daughter of the innkeeper. If they intervene she (and her father) will be ever so grateful. In either event, they enjoy a night of carousing (or rest) before departing the next day. As they are assembling to leave, a patrol of the Cardinal's Men spots them and gives chase! Naturally if they aided the innkeeper's daughter the day before, they will drag a cart across the road just in time to give the Musketeers a head start. The Musketeers continue their journey which takes them through a dark wood. In the wood they encounter a sizeable patrol, but they find a cave to hide in. If they explore the cave, they will find an ugly giant living there, though if they make the attempt they can befriend him. The Cardinal's men will eventually begin to explore the cave. If the Musketeers befriended the giant, then he will fend off the Cardinal's men and tell them of a secret way to escape, otherwise they must find a way to escape on their own as any loud noise in the cave triggers a cave in, burying the Cardinal's Men and trapping the Musketeers inside to find their own way out. Eventually they escape and can make their way to the Chateau. Upon arrival at the Chateau they will find that it is under guard by Armand Chevalier and his men. They must fight their way through the block and gain entrance to the Chateau where Constance presents the Queen's message to the Duke.

Notes to the Storyteller: This adventure is intended to be run for a party of 4 – 6 players.

Assign characters as follows:

4 players: Use Athos, Porthos, Aramis, and Constance

5 players: As above and add D'Artagnon

6 players: As above and add Madeline.

NPC Initiative: Unless otherwise noted, use a modifier of 0 for NPC initiative rolls.

Firearms: Since most characters are wearing light or no armor, it is safe to ignore penetration rolls when using firearms. All damage is rolled against the target.

Teaser

A cavalier dressed in the finest of scarlet kicks a piece of still smoldering wood. He looks over the remains of the combined shop/home and at the burned corpse in the wreckage. Then turns to the woman being held by men clad in the livery of the Cardinal. Several children clutch her skirt, their faces etched with terror. The woman sobs as she gazes upon the wreckage of her life. The man turns to her, calmly, "perhaps you will remember the next time I come to call madam, for when Armand Chevalier orders a cloak there is no excuse for it not to fit perfectly the first time. Madame, I bid you a good day." He signals the others who release the woman who falls to her knees. They mount their horses and ride off.

Scenes

1. Café de Paris

Goal: Receive the Queen's letter, meet the Musketeers and leave Paris.

Opposition: Cardinal's Men.

Setting: A tavern in Paris

Tie-In: The next scene is encountered on the way to the Chateau.

2. The Way Station

Goal: Do a good deed and have a good deed returned. Escape the Cardinal's Men.

Opposition: The bandits. The Cardinal's Men. A chase.

Setting: A small way station. The wooded road leading away from the station.

Tie-In: Find The Cave after escaping.

3. The Cave

Goal: Things are not always as they seem. Escape the Cardinal's Men.

Opposition: The Cardinal's Men. A giant. A cavern.

Setting: A large cavern network.

Tie-In: Escape the cave and finally make their way to the destination.

4. Chateau de Nogaret de la Valette

Goal: Defeat the Cardinal's Men and deliver the letter to the Duke.

Opposition: The Cardinal's Men.

Setting: Chateau de Nogaret de la Valette

SCENE ONE:

Café de Paris

Summary

The Musketeers are in a Paris tavern; meanwhile Constance and Madeline are receiving instructions from the Queen to deliver an important message. The Queen wishes the message to be kept secret and urges the ladies to engage the services of the Musketeers discreetly. Once the ladies arrive at the tavern they ask the Musketeers to join them. A patron is seen listening in on the conversation. If the Musketeers confront the man a bar fight breaks out and he escapes. If they do not confront him they are confronted by several of the Cardinal's Men when they exit the Tavern.

This section can be read aloud or summarized to set the scene.

The Tavern

The Musketeers are in a Paris tavern. Start the players off here. Then let them ham it up while the ladies are taken aside and briefed:

Queen Anne

Constance, Lady in waiting to the Queen and her servant Madeline (if there are six players) are summoned to go to the Queen's chambers discreetly. Hand the Constance player *The Letter From the Queen* (see appendix) which must be either sealed in an envelope or tied shut in a scroll.

My dear Constance, we have a very important task for you. We implore you to take this letter to the Duke Jean Louis de Nogaret de la Valette as it is of the utmost importance to us.

The Queen blushes at this.

You must fetch D'Artagnon (use Aramis if D'Artagnon is not in play) and the others to see you discreetly and safely to the Duke to deliver my message. This letter must be kept in the strictest confidence and must arrive to Jean Louis unopened. I cannot stress enough that no one can know of this. You must instruct your escorts not to draw attention to themselves, as difficult as that may be. Now please, be on your way before anyone discovers you are here!

Meanwhile back at the Tavern...

Let the Musketeers ham it up at the tavern some more, then introduce the ladies. Once the Ladies have started explaining point out that a nearby patron who is definitely not a gentleman seems to be listening in. If confronted he will deny the accusation and apologize, though he will go no further such as to purchase drinks for the trio etc, etc. If the Musketeers push the issue, a tavern brawl breaks out, go to **The Obligatory Bar Fight**. If the Musketeers ignore him or don't press the issue, go to **The Cardinal's Men**. The purpose of either of these encounters is to introduce players to the primary antagonists as well as allow players new to the game system to get accustomed to combat.

The Obligatory Bar Fight

A bar fight breaks out. Let the fight escalate as the players desire, though they should always have at least one opponent on them at all times. Everyone will stick with fists unless the Musketeers resort to blades or other weapons. If they do this, remind the players that they are trained representatives of the King and that they would most likely be murdering 'civilians'. If they insist, then the tavern quickly empties – go to **The Cardinal's Men** using twice the number of men. Otherwise, this fight lasts until it isn't fun for the player's anymore or one of them gets knocked unconscious, at which point the fight winds down; the damage is done, and everyone sleeps it off! Go to **Moving things along...**

Typical Brawler

Size: Medium

Hits: See Injury Table

Stun: 30.

Armor: Normal Clothing 1.

Movement: Walk 2"; Jog 3"; Run 4"; Sprint 8".

Attacks: Street fighting 45%

Magick Resistance: **C:** 5% **N:** 5% **E:** 5% **B:** 5%

Description: Typical 17th Century French bar patron.

The Cardinal's Men

As our drunken friends depart The Tavern there are three (four if four Musketeers in play) of the Cardinal's finest awaiting them outside. They accuse the men of conspiring against the Cardinal and King and that they are to surrender. Even if the players do attempt to surrender, one of the Cardinal's Men will mistake this for an attack, and attack anyway!

Cardinal's Men

Size: Medium

Hits: See Injury Table

Stun: 40.

Armor: Normal Clothing 1

Movement: Walk 2"; Jog 3"; Run 4"; Sprint 8".

Attacks: Rapier 55% (Parry +20/48%, Br. 30%, 2d6).

Magick Resistance: **C:** 5% **N:** 5% **E:** 5% **B:** 5%

Description: Cardinal's Man. Morale 65%, Will roll for morale if numbers are less than opponents, each time an ally is killed in view, each time a light wound is taken. Will automatically retreat if a serious wound or worse is taken.

What If?

The Cardinal's men and bar patrons will ignore the women in the party (Constance and Madeline). If they participate in the bar fight, have one or two wenches engage them.

Moving things along...

The Musketeers should have no problems procuring horses and a carriage (for the ladies) to make the journey. Once the journey begins proceed to Scene Two.

SCENE TWO: The Way Station

Summary

The Musketeers come upon a way station to spend the night. They find that they are not far behind the arrival of bandits who are in the process of robbing the small station and his lovely daughter. If unmolested the bandits will attempt to relieve all the patrons of their belongings and then be on their way. If the Musketeers intervene, the station keeper and his daughter will be most grateful. The Cardinal's Men will arrive the next day and a chase will ensue.

Read the following to the players:

As night finally begins to overtake the lonely French countryside, a small way station comes into view along the road. The smell of cooking meats fills the chill night air and the soft yellow glow from the windows hints of a warm fire, food, and refreshment to wash the dust from parched throats.

The small party may choose to continue on in the dark, or rest at the station for the night. Remind them that at best they have some cold meat, cheese, stale bread and a bit of wine.

Warm air washes over you as you enter the small room. Behind the bar is a portly man counting money out on the rough wooden surface to a man whose back is turned to you. In front of the bar a young lady of simple country beauty and innocence is removing a necklace from around her neck, tears streaming down from her face as she looks to another man that is next to her.

“Please M’Lord, this is all I have of my mother’s. I could not bear to part with it.”

A third man is halfway across the room, next to a rough wooden table with benches on either side. He is facing you. It is now that you notice all three are holding Musket Pistols and the man in the center of the room has the audacity to be pointing his right at you!

If the group decides that pointing pistols at them is rude and takes action then go to **Save the Day**. If the group wants to talk their way out of the situation then go on to **Don’t Rock the Boat**. The station keeper’s name is Henri Mazuret and his beautiful daughter is Didiane.

Save the Day

Even though the bandits have everyone covered this is an action story so go ahead and make an initiative roll giving the bandits a +5 to the initiative roll for being in a wait action. The bandits will each take a shot at anyone acting aggressive (but not at the ladies) then switch to using the rapier next round (Fast Draw). The bandits will not use the rapier fighting styles; choosing basic combat actions (usually parry, dodge, or strike). The Musketeers will notice this. The bandits do enjoy the rapier’s benefits including attack and defend each round without penalty; no movement penalties to hit, parry, or dodge; -25% to be parried by other weapons; and can only parry another rapier.

Bandit

Size: Medium

Hits: See Injury Table

Stun: 35.

Armor: Normal Clothing 1

Movement: Walk 2”; Jog 3”; Run 4”; Sprint 8”.

Attacks:

Rapier 55% (Parry +20/37%, Br. 30%, 2d6).

French Musket Pistol 45% (Misfire 91%+, 4d6)

Magick Resistance: C: 5% N: 5% E: 5% B: 5%

Description: Clad in middle-class garb, is more worried about his own skin and will run if any of his companions goes down or runs. Will also run if takes a light wound or worse.

Once the bandits are run out, the station keeper will be very grateful and offer the group their lodgings, drinks, and meals on the house (little does he know!). If the Musketeers also ensure that the maiden gets her necklace back, she will be extremely grateful, and provide the appropriate Musketeer a long evening of feminine attention, though she will stop short of going to his room, though he will probably be sleeping it off anyway!

The next morning, the group is awoken in the darkness of morning by Didiane.

“Come Quickly! The Cardinal has sent a whole army after you it seems and they are almost here.”

If the Musketeers want to stay and fight, or tarry overly long she will beg them to hurry and that her father and her could not bear to see them killed senselessly which would surely happen at the hands of so many armed men. If necessary remind players that combat is very deadly and that while the Cardinal’s Men may be clumsy oafs, given enough of them, some are bound to get lucky!

As you exit the small station you hear the sound of what must be a company of horsemen at a gallop down the road and approaching fast. You notice that your horses and carriage are prepared and in front of the station waiting for you. You see Henri leading a horse and wagon to block the road. He looks over and yells “Hurry! They are upon us!” At that moment, a large company of men round the bend, spilling over each other as they struggle to avoid hitting the wagon! It seems Henri and his daughter has bought you some time!

Go to **The Great Escape**.

Don’t Rock the Boat

If the Musketeers do nothing, the bandits will take the cash and necklace, commenting to the girl that she should be happy that the necklace is the only thing they take from her. They will look the group over, but if they are visibly armed will not molest them in any way, choosing to make their escape. The young woman will leave the room sobbing. The station keeper will offer hospitality of cold meat and cheese and when pressed for a room will pine that only one is available at this hour! If at any time the Musketeers decide to go after the bandits, they will find them along the road laughing at their good fortune. Go to **Save the Day** making adjustments as necessary. Otherwise....

You are blinded by bright sunlight streaming in through the window as your eyes snap open from the sound of loud banging coming from somewhere in the small way station. “Split up and search the entire building, they must be here somewhere!” The sounds of several dozen pairs of boots pounding the floor gets louder.

If anyone looks out the window, they will see enough horses outside to account for an entire company of soldiers! In any case, based on the rapid approach to the room, the group estimates they have just enough time to grab one weapon and make it out the window before being discovered. Any more and they will have to fight their way out! If they choose to escape now, they can make it out. Have them make awareness checks to determine that they are cut off from their horses and coach. If they tarry, have someone lean out the window and shout, “There they are!”

If the group is discovered, they will have to fight their way out, with the only escape being the back door. Have one of the Cardinal’s Men join the fight each round that they are in the station. If the group goes to exit from the front, point out that there are at least a hundred men out front! Have everyone make an intuition check, with the one that makes it by the most (or gets the lowest roll if all fail) realize that if everyone is here, perhaps no one is at the back door. If they choose to go out the front door anyway, then they are facing well over a hundred

men. If they try and run go to **The Great Escape**. If they make it out the back door, they still need to deal with any guards that they may have been fighting to get out of the building. Once that is done, an awareness check will reveal that their horses and coach are in the custody of the Cardinal's Men. **Go to The Great Escape**.

Note that the players may try to steal their horses and coach back, or in some other way get out of this situation. Let them try! Use 45% for any skills required of the Cardinal's Men. The idea is that they need to get away some how. If they had helped Henri and his daughter, they are at an advantage; otherwise they are at a disadvantage. They need to get to **The Great Escape** sequence in one way or another.

The Great Escape

As the Musketeers get away they hear a shout from behind them. "They're getting away!" A chase ensues with the characters outnumbered 3 to 1. If this fails to get their attention make it 4 to 1 and explain to them just how dangerous their situation is. If the Musketeers were helped by Henri and his daughter they start at Long range, otherwise have everyone roll awareness. If any roll failed, the chase starts at Short range, otherwise start at medium range. The chase ends when one of the following occurs:

- Any character that gets further than Extreme range has escaped and is no longer pursued.
- Any character that loses all of his pursuers is no longer pursued.

Running the Chase: This section is based loosely on *Hot Pursuit* by Corey Reid and published by Adamant Entertainment; this volume is highly recommended. For each round do the following for each participant in initiative order:

1. Roll to determine obstacles. Road 8%, Woods 12%. Obstacles affect everyone that is within Close range of each other.
2. Performs an action (see appendix for action chart) and makes the appropriate roll/rolls, anyone who is attacked gets their action immediately as per normal rules. Those that are riding horses or driving a carriage may suffer a penalty if they choose to do another action such as *Shoot*. Driver's and horsemen receive a -30% penalty to attack. Passengers a -25%. Use running modifiers for those on foot.
3. If conditions of the chase change such as a participant turning from the road into the woods, then all participants are considered to be in the new conditions. Note that the chase could fragment into several mini chases.

Keep the chase lively, and once the group seems to have had enough, bring it to a merciful end.

The chase starts on the road, but can easily move into the wood. For maneuver checks use **Driving** for anyone driving the carriage, **Riding** for anyone on horseback, and **Dexterity** for participants that are on foot.

Road: Carriage has a Maneuver Modifier 20% penalty. Crash Checks receive a 50% bonus. Roll 1d6 to determine obstacles (damage if collide in parenthesis):

- 1: Broken Down wagon (8d6)
- 2-4: Fallen Tree (4d6)
- 5: Traveler on foot (4d6)
- 6: Cattle/Sheep crossing the road. (8d6/4d6)

Woods: Everyone has a Maneuver Modifier 20% penalty. Crash checks receive a 25% bonus. Roll 1d8 to determine obstacles (damage if collide in parenthesis):

- 1-5: Tree! (12d6)
- 6-7: Stream: Failing to avoid will allow everyone to close the range by two increments up to Short.

Riding skill to get horse moving again. Carriage is stuck.

- 8: Wandering cattle (8d6)

Speed Modifier Bonus/Penalty to Maneuver Check (slower is listed first and receives penalty):

- Carriage vs. Horseback: 5%
- Foot vs. Carriage: 15%

- Foot vs. Horseback: 20%

Range increments are in order of distance: Close, Short, Medium, Long, Extreme. Use these for ranged attacks, except thrown items, which are at longest range in Short. Ranged attacks cannot be made at Extreme range. Melee attacks are allowed at Close range (or maybe jumping from horseback onto the carriage!).

Moving things along...

Once everyone is away move on to scene three, The Cave.

SCENE THREE:

The Cave

Summary

This scene is optional and should be removed if time is an issue. The Musketeers are eluding the Cardinal's men in the woods and find a cave to hide in. If they explore the cave they find a giant who is willing to help them if they are friendly. Otherwise the Musketeers must fend for themselves in a hostile underground environment.

You have escaped the clutches of the Cardinal's Men, but alas, the woods are teeming with patrols looking for you. Just as you think there is no place left to turn, you spy a cave entrance.

Into the Cave

If the group does not want to go into the cave, describe what sounds like a lot of hoof beats getting closer; the sounds of men talking as they beat the bushes. Paint a scene of being surrounded and insurmountable odds if they remain exposed in the open wood. The dark cave seems a perfect hiding spot. Particularly clever players may even think to send the horses and carriage running through the woods to mislead. Describe the cave as dark with lots of rocky mounds to hide behind.

If anyone starts to explore:

As you explore you find that the cave narrows to the back, but there is a narrow cavern that winds its way from the back of the cave wide enough to pass in single file.

If they press on:

As you press on, you notice a soft orange glow up ahead. Continuing on, the passage widens into a cavern, sitting in the center by a small fire is a giant! The giant quickly stands up and reaches for a really big menacing club shouting quite loudly "Who dares to trespass into my home!!!"

Hunfrid the Giant

Size: Large
Hits: 300
Hits *Severity*
1-12 Minor
13-24 Light
25-36 Serious
37-49 Critical
50+ Terminal
Attacks do: x2 damage x2 blood loss
Armor: Various
Movement: 16" /r
Attacks:
Club **75%**
I: -3 F: 3 Br%: 20% D: 5d6L
Magick Resistance:
C: 25% N: 35% E: 50% B: 65%
Special: ST +10 damage
Thrown Boulders: Range: 300 yards. 5d6L damage.

Description: Giants are the surviving descendents of the Nephilim (Fallen Angels). They live in caves, mountains and deserted forests in the wilderness. They are common foes of valiant heroes and knights.

Hunfrid is a peaceful giant more interested in a brief chat and sharing a meal by the fire than fighting. When the cavern is first entered he will look threatening, but if anyone, especially a lady, shows any kind of manners, he will quickly warm up and invite them to share his fire, some beer, cheese, bread and hot stew. If attacked he will defend himself (see below if there is any gunfire). He is particularly shy around the ladies, but will also enjoy tales of derring-do, heroism and bravado. He lives alone in the cave, and while he is quite happy to hunt in the woods and keep to himself, he doesn't mind a little company from time to time.

Eventually, there will be sounds coming from the front of the cave, the sound of many voices and getting closer! If the group has befriended Hunfrid and explained that they are in trouble, he will tell them how to escape the cave through a secret path and that he will stop the Cardinal's Men. If they show concern for his safety he will assure them that he can mislead them in the caves with no danger to himself! He will urge them on then disappear down a passage! The group will easily find their way out and to the road leading to the Chateau.

If they have not befriended Hunfrid, they are either all dead or have run into the caverns and may be lost, or are now enjoying Hunfrid's campfire themselves. As the voices get closer and louder have the Musketeers make Awareness checks. On any success explain that as they hear the shouting, they also hear subtle rumbling around them and notice pebbles falling from the ceiling. If the group remains, let them see it get gradually worse. If they attempt to ambush the Cardinal's Men, the men will eventually arrive, 3 per round into the cavern. Eventually, the Musketeers will attempt to escape the cave and get away; when they do go to "Lost". You may play up the cardinal's men following them in this case, but there will be no battles as they find their own way out.

Gunfire: If there is any gunfire, a brief collapse will be triggered hitting a random person in the area for 2d6 damage. The cavern will then begin rumbling, and small debris will begin falling. Further shots will increase the damage by 1d6 each time until a full 10d6. After that, the entire thing will cave in killing everyone. Game over.

Lost in the caverns

The group has been rude to the giant, and for some reason they are now lost in the caverns. They may try various ways to find their way out. Have them roll appropriate skill checks until they escape. Most methods will usually involve:

Geology/Mineralogy/Mountaineering: The players escape when 5 checks cumulative are passed. Only one success is counted for each roll, so that if everyone rolls, only one success counts. If no one passes a roll, reduce the count though not below 0. As the count increments describe how they feel they are getting closer to the surface, how the signs are changing, etc. If it decrements, describe how they seem to be descending again.

Luck: If 5 luck points are spent by one or more players at the same time, they find their way out. Do not offer this method; if they ask if they can use luck, just ask who is contributing points and how many. If the total is 5 or more, they escape. Do not tell them they only need 5. If they fail, they may try again, but the luck spent in the previous attempt does not count.

Reconnaissance: Same as "Geology" though the count only needs to get to 3 and failure does not decrement the count. This method needs a light source, or subtract -25% from the skill.

Tracking: They may attempt to find tracks to get out. They must have a light source to do this. A successful tracking check must be made for three consecutive rounds to find the way out. If five checks are failed from any source combined, then they have disturbed the trail too much and tracks can no longer be found.

Each round everyone must also pass a *mountaineering* check or somehow damage a random part of the body for 1d6 trauma. If there is no light check at half the skill value.

Moving things along...

Go to scene four.

SCENE FOUR:

Chateau de Nogaret de la Valette

Summary

The Musketeers have arrived only to find that their way is blocked by the Cardinal's men led by the evil Armand Chevalier. They must fight their way through to the entrance, then deliver the message. The Duke will welcome the travelers and have them read the letter from the queen, ending the adventure.

Battle at the Gate

The Musketeers arrive at the Chateau to find that the gate is blocked by the Cardinal's Men and Armand Chevalier. There will be one Cardinal's Man per Musketeer and addition to Armand. Each round another of the Cardinal's Men will arrive until they get into the house or defeat Armand. Once Armand is defeated or retreats, the rest of the men will run. Armand and the Cardinal's Men will not follow anyone into the Chateau.

Armand Chevalier

Size: Medium

Hits: See Injury Table

Stun: 60.

Armor: Normal Clothing 1

Movement: Walk 2"; Jog 3"; Run 4"; Sprint 8".

Attacks: Rapier 75% (Parry +20/65%, Br. 10%, 2d6).

Magick Resistance: **C:** 10% **N:** 10% **E:** 10% **B:** 10%

Description: One of the Cardinal's main men, he is evil through and through. This dandy is dressed in the highest fashion, or all scarlet. He is meticulous, meaning that everything is in its place. He speaks with authority and is not a dandy that hides behind his men. He knows he is in the right, and he knows he is the superior swordsman. He is not stupid however, and will attempt to retreat if he suffers a serious wound or worse.

Cardinal's Men

Size: Medium

Hits: See Injury Table

Stun: 40.

Armor: Normal Clothing 1

Movement: Walk 2"; Jog 3"; Run 4"; Sprint 8".

Attacks: Rapier 55% (Parry +20/48%, Br. 30%, 2d6).

Magick Resistance: **C:** 5% **N:** 5% **E:** 5% **B:** 5%

Description: Cardinal's Man. Morale 65%, Will roll for morale each time an ally is killed in view and each time a light wound is taken. Will automatically retreat if a serious wound or worse is taken.

Into the Chateau

Once everyone is inside:

The Chateau is wondrous by any stretch of the imagination. There are many portraits of the queen adorning the beautifully decorated rooms and halls as you are escorted by one of the servants to the drawing room of the Duke. It has not escaped your notice that the Duke has his own men who look fit and able to fight, and are certainly fresh and ready for battle should it come to that! At last you arrive. The Duke is comfortably seated, sipping from a glass of wine. A fire crackles in the fireplace. "Ah my visitors at last! Welcome! Welcome! So, what news do you bring? News of the Queen? She is well I trust?"

At this point introductions are in order. Let the players introduce themselves to Duke Jean Louis de Nogaret de la Valette. Eventually they will mention the letter. The Duke will insist that they read it. This should be Constance. The reading of the letter concludes The Three Musketeers and the Queen's Gambit.

Appendix

The following sections contain game props, maps and other items mentioned in the text.

June 1628

My Dear Jean Louis,

Please extend to the carriers of this letter your generous hospitality, though We know that We have no need to ask. We pen this letter with heavy heart, for We know the great pain that these words shall bring you, and for that We can find no words to express the anguish that these words are sure to bring.

We sincerely wish that We could ask your forgiveness, but alas, We cannot. We almost feel as if We are a horrible monster from the pit, yet know in our heart that We truly did not desire to hurt you.

When We look deep into our own heart We find that We are actually giddy with joy to be writing this letter to you. Yes, it makes us quite happy and We must admit, We wanted to hurt you and We have finally found the words with which to do it. Therefore We write these fateful words of joy and anguish...

Knight to Bishop Three.

Mate.

Anne.

Chase Actions

Challenge: Roll 1d100 and add skill.

Crash Check: Maneuver check with 25% skill bonus in woods and 50% skill bonus on the road.

Lose Control: If Carriage all avoid obstacle rolls failed and +20% for obstacles; If mount fall off. Maneuver check to regain control.

Maneuver Check: Use Riding on Horseback; Driving on Carriage; Dexterity if on foot.

Maneuver Modifier: Carriage on Road -20% penalty; Everyone in woods -20% penalty.

Speed Modifier Bonus/Penalty to Maneuver Check (slower is listed first and receives penalty):

Carriage vs. Horseback: 5%; Foot vs. Carriage: 15%; Foot vs. Horseback: 20%

Close/Lengthen: Pull away or get closer. Driver makes a *Maneuver check challenge* modified by *Maneuver Modifier* against everyone the driver wants to get farther from or closer to. For everyone the driver beats he changes the range by one increment closer or farther.

Crowd (close range Only): Force another driver to crash. Both Drivers take a *maneuver check challenge* modified by the *maneuver modifier*; if the target loses the roll he takes 4d6 collision damage and must pass a *crash check* or lose control. The targeted driver may opt to forego the check at which point the maneuver is resolved as a successful Ram (sideswipe) against the target.

Escape (Extreme range Only): Get away! All opposing drivers must be at extreme range. Make a *Maneuver Check* modified by *Speed Modifier challenge* versus the opponents *Awareness* (50% for NPC's). Each opponent that is beaten is no longer in the chase with the driver. If the driver has no more opponents then he is out of the chase.

Evasive Maneuvers: Make yourself harder to hit. Pass a *maneuver check* modified by *maneuver modifier* and +25% to make your vehicle harder to hit and life more difficult for any passengers. If successful make a *crash check* with any penalty to force that same penalty to any attacks against the driver until the driver's next action. If unsuccessful lose control. Passengers must pass a Dexterity Check +25% of fall. Anyone on top of the carriage or a passenger on horseback (not the rider) falls off.

Into the Woods / Back onto the road: Maneuver the chase into the woods or back onto the road. Make a *maneuver check* modified by *speed modifier* to change terrain. If the check is failed the chase does not move to the new terrain and a *crash check* must be passed or lose control of the vehicle. Others must make a *maneuver check* modified by range to make the change or they are out of the chase with the acting driver and must make a *crash check* to stay in control. Range modifiers are: short +10%, medium +20%, long +40%, extreme +60%.

Multi-task: Keep control of the vehicle and take a passenger-only maneuver too! Pass a *maneuver check* with a +50% skill bonus on the road and a +25% skill bonus in the woods. If the check is passed take a passenger-only maneuver with a skill penalty of 20%. If the maneuver check is failed the driver may choose to perform the passenger-only maneuver and lose control or maintain control and not perform the passenger-only maneuver.

Plow Through: Plow into obstacles to shake off pursuer! Take 4d6 damage to vehicle and make a *crash check* to stay in control. Anyone at close range must fall back to short range or take 4d6 from colliding and make a *crash check* to stay in control.

Punch It!: Plow ahead despite the obstacles! Succeed in a *crash check* to maintain control and get to choose another maneuver immediately with the *maneuver penalty* reduced by 20% (no bonus if no penalty) for that maneuver.

Ram! (close range only): Ram the opposition, ouch. Pass a *maneuver check* (use *unarmed combat* skill if on foot) modified by *maneuver and speed modifiers* to hit an opponent's vehicle. Hitting with the carriage causes 6d6, horse 4d6, human 2d6 damage; so that if the carriage hits a horse, the carriage takes 4d6 damage and the horse takes 6d6 damage. The target may make a *maneuver check* modified by *maneuver and speed modifiers* to avoid the collision. If a collision occurs both drivers must pass a *crash check* to remain in control, the acting driver receives a +10% bonus because he was expecting the impact. Maneuver check to ram is modified by the type of ram (Rear-End/Sideswipe is the default): T-Bone 25% *maneuver penalty* but double damage to both, Head-On 50% *maneuver penalty* by quadruple damage to both.

Shadow: Keep identical speed and direction to another vehicle so that passengers have an easier time attacking. Make a *maneuver check challenge* modified by *maneuver and speed modifiers*. If successful all movement penalty modifiers for moving vehicle and target vehicle are ignored for passengers in both vehicles until one of the vehicles performs a maneuver other than Shadow or one of the vehicle becomes out of control. The target vehicle may choose to allow this to automatically succeed.

STOP!: Hard stop to make pursuers overshoot. Everyone make a *Maneuver Check challenge* modified by *Maneuver modifier* against anyone at close range. For everyone beaten they extend to the short range increment. Pursuers at all other range increments reduce their range by one increment.

Passenger-Only Maneuvers

Jump Clear: Jump from a moving vehicle. Use *Jump* to escape the vehicle. A successful check results in 2d6 damage from the fall; a failed check results in 4d6 damage. A successful *Acrobatics* skill check reduces the damage by 2d6.

Leap Aboard (Close Range): Get on board the carriage or back of someone's horse. Jumping skill check. If using the shadow maneuver there is a 25% skill bonus.

Melee Attack (Close Range): Make a melee attack using all appropriate modifiers; -20% to attack/parry/dodge on foot, -30% to attack while mounted/on-carriage and moving, -25% to dodge while mounted/on-carriage. +25% to hit horse/carriage.

Ranged Attack (Long Range or less): Make a ranged attack using all appropriate modifiers; -30% to fire while moving; -15% chance to hit a running/riding man; +10% chance to hit a moving horse/carriage. Close & short range no penalty, medium range -25% penalty, long range -50% penalty.

Regain Control (Out of Control): Take control of the vehicle. A successful Maneuver Check modified by the maneuver Modifier results in regaining control of the vehicle. Failure means the vehicle is still out of control.

Take Control: Take control of the vehicle (or mount) that you are on. Make an opposed *Strength Check* with the person currently in control gaining a +10% bonus. The winner has control. Unarmed Combat may be used instead of Strength.

Obstacle Maneuvers: Use to deal with obstacles.

Jump!: Jump over the obstacle. Pass a *maneuver check* to sail over the obstacle. If on foot use *Jumping* skill. Note you can't jump trees and other really tall things.

Hard Stop!: Use this to come to a stop very quickly. A successful *maneuver check* modified by *maneuver modifier* and 25% bonus results in half damage from the obstacle. Everyone at close range increases range to short (and must still pass a check themselves), everyone at close range or greater decreases range increment by one.

Swerve!: Steer out of the way just in time. Pass a successful *maneuver check* modified by *maneuver modifier* to avoid the obstacle. Failure results in a collision.

Aramis

A Musketeer

Characteristics		Combat		Saving Throws																			
Strength	52	Shock Role	41%	Ceremonial	19%																		
Endurance	72	Morale Role	55%	Natural	13%																		
Dexterity	83	Hits	124	Extrasensory	14%																		
Intuition	93	Winded	72	Black Magic	13%																		
Self Discipline	97	Exhausted	144	Movement & Penalties																			
Reasoning	60	Burnout	216	<table border="1"> <thead> <tr> <th></th> <th>melee</th> <th>shooting</th> </tr> <tr> <th></th> <th>Attack & Parry</th> <th>Attack/Target</th> </tr> </thead> <tbody> <tr> <td>Walk</td> <td>2</td> <td>-10%/-5%</td> </tr> <tr> <td>Jog</td> <td>3</td> <td>-10%</td> </tr> <tr> <td>Run</td> <td>5</td> <td>-20%</td> </tr> <tr> <td>Sprint</td> <td>10</td> <td>-30%</td> </tr> </tbody> </table>			melee	shooting		Attack & Parry	Attack/Target	Walk	2	-10%/-5%	Jog	3	-10%	Run	5	-20%	Sprint	10	-30%
	melee	shooting																					
	Attack & Parry	Attack/Target																					
Walk	2	-10%/-5%																					
Jog	3	-10%																					
Run	5	-20%																					
Sprint	10	-30%																					
Ego	69	Power Points	0																				
Awareness	59	Luck Points	18	Walk	2																		
Presence	82	Piety	30%	Jog	3																		
Attractiveness	75	Spirit Points	75	Run	5																		
		Base Initiative	+2	Sprint	10																		

Combat

Melee Weapon	Initiative	Skill	Parry	Breakage	Damage	Type	Sharp
Rapier	+2	67%	55%	10% ⇒ 10%	2d6	Pierce/Edged	

Shooting Weapon	Initiative	Skill	Ammo	Pull	Load	Short	Medium	Long	Extreme	Damage
French Musket Pistol	+2	60%			8	6	18	40	70	4d6
French Musket	+0	60%			8	15	45	80	140	5d6

Skills

Acrobatics	67%	Intrigue	62%
Administration	42%	Latin (spoken/written)	fluent
Ambush	62%	Mythology	62%
Close Combat	40%	Religion	69%
Eloquence	66%	Riding (Horse)	69%
English (spoken/written)	fluent	Street Fighting	40%
Etiquette	66%	Stealth	70%
First Aid	42%	Streetwise	64%
French (spoken/written)	native	Survival (forest)	42%
Heraldry	62%	Swimming	44%
Herbology	32%		

Stuff

Rapier (Attack and Defend without penalty; no movement penalty to-hit, parry, or dodge; -25% to be parried by non-rapiers; can only parry a rapier)

French Musket (on horse)

French Musket Pistol x2

Fine Clothing

Horse appropriately equipped

Powder and Ball

A small number of coins

Two small new testaments, one to read, and the other for 'pupils' to study from.

Crucifix worn around the neck (hidden under clothing).

Backstory

Christened René, Aramis loves intrigues and women, which fits well with the opinions of the time regarding Jesuits and abbots. As a musketeer, his great ambition was to become an abbé; as an abbé he wishes for the life of the soldier.

Aramis seems to be followed by luck, but it is never enough; every step forward must be used to climb to even greater power.

Despite his Machiavellian attitude, Aramis holds very firmly to the sacred concept of friendship. In fact, the only wrong moves Aramis has ever made were done when he refused to harm a friend (or a friend's feelings). Friendship is so important to Aramis that he cried (for the first time in his entire life) when one of his friends died. Later, he explicitly told someone that he considered him a true friend.

Athos

A Musketeer

Characteristics		Combat		Saving Throws	
Strength	61	Shock Role	47%	Ceremonial	14%
Endurance	79	Morale Role	42%	Natural	16%
Dexterity	98	Hits	140	Extrasensory	14%
Intuition	82	Winded	79	Black Magic	14%
Self Discipline	59	Exhausted	158	<u>Movement & Penalties</u>	
Reasoning	93	Burnout	237	<u>melee</u> <u>shooting</u>	
Ego	67	Power Points	0	<small>Attack & Parry Attack/Target</small>	
Awareness	84	Luck Points	18	Walk	2 -10%/-5%
Presence	59	Piety	10%	Jog	4 -10% -20%/-10%
Attractiveness	79	Spirit Points	65	Run	6 -20% -30%/-15%
		Base Initiative	+4	Sprint	12 -30% -50%/-25%

Combat

Melee Weapon	Initiative	Skill	Parry	Breakage	Damage	Type	Sharp
Rapier	+4	70%	55%	10% ⇒ 10%	2d6	Pierce/Edged	

Shooting Weapon	Initiative	Skill	Ammo	Pull	Load	Short	Medium	Long	Extreme	Damage
French Musket Pistol	+4	62%			8	6	18	40	70	4d6
French Musket	+2	62%			8	15	45	80	140	5d6

Skills

Acrobatics	70%	French (spoken/written)	native
Administration	69%	Heraldry	69%
Ambush	67%	History	69%
Animalcraft (dog)	62%	Intrigue	67%
Animalcraft (falcon)	62%	Mathematics	69%
Animalcraft (horse)	62%	Riding (Horse)	66%
Astronomy	49%	Stealth	62%
Business	69%	Storytelling	42%
Close Combat	62%	Survival (forest)	39%
Driver	66%	Swimming	46%
English (spoken/written) fluent		Tracking	67%
First Aid	49%		

Stuff

Rapier (Attack and Defend without penalty; no movement penalty to-hit, parry, or dodge; -25% to be parried by non-rapiers; can only parry a rapier)

French Musket (on horse)

French Musket Pistol x2

Fine Clothing

Horse appropriately equipped

Powder and Ball

A small number of coins

A flask of very strong spirits

Backstory

The oldest by some years, Athos is a father figure to the other musketeers. He is noble and handsome but also very secretive, drowning his secret sorrows in drink.

He is the Comte de la Fère, who was Milady's husband before she married the Baron de Winter. He is the father of the young hero, Raoul de Bragelonne.

*The fictional Athos is named after the historical musketeer Armand de Sillègue d'Athos d'Autevielle (1615-1644), though they don't actually have much in common apart from the name). The name also resembles Mount Athos, which is referred to in chapter 13 of *The Three Musketeers* where a Bastille guard says, "But that is not a man's name; that is the name of a mountain,". His title, Comte de la Fère, while invented, is tied to the domains of La Fère which were once owned by Anne of Austria, Queen of France in these novels.*

Backstory

D'Artagnan, a poor but noble young man from Gascony, leaves his home to make his fortune in Paris; he is carrying a letter of introduction to his father's friend, Monsieur de Treville, captain of the King's Musketeers. On the way to Paris, d'Artagnan's impulsive nature gets him into trouble; he is beaten and the letter of introduction is taken from him. In Paris, he nevertheless is granted an interview with Monsieur de Treville, and is promised acceptance in the Royal Academy free of charge, where he can learn fencing, riding, and good manners; later, with experience, d'Artagnan, can expect to become a musketeer.

While Treville, is writing a new letter of introduction, d'Artagnan glances out the window and, by accident, sees the person who robbed him. He runs after him, and while pursuing him, he offends three musketeers: first, he collides with Athos, reinjuring Athos's wounded shoulder; then he jostles Porthos and reveals a partly counterfeit golden shoulder belt that he is wearing; and finally, he offends Aramis by ungallantly and unintentionally bringing attention to a lady's handkerchief. He is challenged to a duel by each of the musketeers. After he meets the musketeers and begins dueling with Athos, they are all threatened with arrest by the dreaded cardinal's guards because of a law against dueling. D'Artagnan joins forces with the musketeers and helps drive the cardinal's men away. Thus, almost immediately after his arrival in Paris, D'Artagnan becomes an intimate friend of the three musketeers.

One day, d'Artagnan's elderly landlord, Bonacieux, comes to ask him for help; the landlord's young wife, Constance, has been kidnapped—probably by the cardinal's men because she is the queen's linen maid and knows many of the queen's secrets, secrets which the cardinal desperately wants revealed so that he can discredit the queen, who earlier rejected his romantic advances. D'Artagnan is able to rescue Madame Bonacieux from her abductors and, while doing so, falls in love with her.

When the cardinal, through his extended and vast network of spies (one of whom is among the queen's ladies-in-waiting) discovers that the queen has given the Buckingham her diamond tags, he asks the king to give a fabulous ball and demand that the queen wear the king's gift to her: the twelve diamond tags.

The queen is terrified when she learns about the ball and hears her husband order her to wear the diamond tags. Ready to help the queen regain the diamond tags, whatever the cost, Constance Bonacieux pleads with d'Artagnan to undertake the dangerous trip to London in order to retrieve the diamond tags from the duke before the ball and thereby save the queen's reputation. D'Artagnan readily accepts Constance's request, and accompanied by the three musketeers, he begins the hazardous trip to London. On the way, they are continually ambushed by the cardinal's spies, and one by one, the musketeers are foiled from accompanying d'Artagnan to London.

When d'Artagnan reaches London, he reports the situation to Buckingham, who discovers in horror that two of the tags are missing. Immediately, he calls in his personal jeweler and instructs him to work furiously in order to make exact copies. He gives the copies to d'Artagnan, along with the remaining ten tags, and a superb, prearranged series of horses that will take d'Artagnan from London to Paris in twelve hours. Thus, the queen is able to appear in what seems to be all twelve of the diamond tags—to the utter astonishment of the cardinal. For d'Artagnan's heroic efforts, the queen secretly presents him with a large, magnificent diamond ring.

After many other adventures to foil the plans of the Cardinal d'Artagnan is eventually recognized for his service and offered a commission in the Musketeers.

Backstory

Madeline Bonan is a simple servant in the palace. She is most frequently found attending to Constance Bonecieux. Madeline is secretly a witch, and this is a secret she shares with no one. She began life in a small village outside of Paris, but when her mother was burned for witchcraft, she was orphaned by her father and left to die. A passing palace servant unaware of her past felt pity on the poor waif and took her in, adopting her as her own. She has since grown up serving the court and secretly practicing the art her mother taught her knowing the dire consequences of discovery. Despite her horrible past, Madeline is well adjusted, kind and friendly. She has thus far retained her (ahem) virtue, and shows no interest in changing the status quo on that count. She is demure, but will speak if the circumstances warrant it, or something needs saying. Her outspokenness at appropriate moments is one reason that Constance trusts her and keeps her company.

Goals

To live peacefully and practice the craft that her mother taught her to carry on her mother's legacy without being discovered and thus executed.

Magick

Madeline's spells are cast using a combination of power words, material transformations and visualizations. This means she must utter magic words in strange tongues and use various materials such as herbs that are consumed in the casting. She must also have her eyes open to visualize the results.

Spell	Chance	Cost	Range	Time	Duration	Area	Description
Attention	79%*	1/person	sight	1 second	Concentrate + 1 minute	1 person / level	<p>This spell will instantly draw the attention of one person per level. Those affected will be extremely "interested" in the caster and will be unable to concentrate on anything else.</p> <p>Note that those affected will not necessarily be attracted to the caster, but will simply be interested.</p> <p>Alternately, the spell can be used to push someone's attention away in another direction. In this case, the person's attention will be drawn to whatever the caster wishes.</p> <p>Subtract 1% from the chance to cast for each person to be affected.</p>
Binding	78%	1	sight	2 seconds	permanent	1 person	One person can be "silenced" by the use of this spell, which binds the person into keeping a secret.
Calm	77%*	2 + 1 per person	sight	5 seconds	1 hour	1+ people	Anyone affected by this enchantment will become calm. All anger, violent thoughts or actions will fade and will not return for one hour. Those affected will still be able to defend themselves but will not initiate any hostile action towards others. Subtract 1% from the chance to cast for each person to be affected.
Charm	77%*	2 + 1 per person	sight	5 seconds	until broken	1+ people	Those affected by this enchantment will always view the caster as a friend. Every week those affected receive a new resistance roll to break the enchantment. Subtract 1% from the chance to cast for each person to be affected.
Encouragement (Candle Magick)	76%	3	No limit	Candle	1 action	1 person	This enchantment will force someone to do one action.
Forgetfulness	79%*	1 per day of memory	touch	10 seconds	permanent	1 person	This enchantment will cause a person to lose his memory. All of one day's memory will be lost per spell point. In addition, all of a person's trauma and injuries will vanish if they occurred within the time frame that has been forgotten. The person will not be aware of the memory loss. Subtract 1% from the chance to cast for each person to be affected.

<i>Spell</i>	<i>Chance</i>	<i>Cost</i>	<i>Range</i>	<i>Time</i>	<i>Duration</i>	<i>Area</i>	<i>Description</i>
<i>Hesitation (Candle Magick)</i>	79%*	1 / -2%	No limit	Candle	1 month	1 person	<p>The person affected by this enchantment will become very depressed, the degree of severity increasing with the number of spell points put into the spell.</p> <p>The depression will affect all of these abilities: Awareness, Ego, Presence, and Self Discipline. Lower each by 2% for each level of the spell. Reduce the chance to cast by 1% for each level.</p>
<i>Luck (Candle Magick)</i>	74%	5	No limit	Candle	permanent	1 person	This will give a person an additional luck point.
<i>Suggestion</i>	79%*	1/person	sight	3 seconds	1 action	1 person / level	Those affected will obey one simple suggestion which has been stated verbally by the enchanter. Subtract 1% from the chance to cast for each person affected.

*Chance is reduced – see spell text.

Candle Magick: 1 day / hour means the spell takes affect within one day of burning a candle for one hour.

Porthos

A Musketeer

Characteristics		Combat		Saving Throws																			
Strength	69	Shock Role	56%	Ceremonial	13%																		
Endurance	98	Morale Role	49%	Natural	16%																		
Dexterity	80	Hits	167	Extrasensory	16%																		
Intuition	72	Winded	98	Black Magic	13%																		
Self Discipline	55	Exhausted	196	Movement & Penalties																			
Reasoning	65	Burnout	294	<table border="1"> <thead> <tr> <th></th> <th>melee</th> <th>shooting</th> </tr> <tr> <th></th> <th>Attack & Parry</th> <th>Attack/Target</th> </tr> </thead> <tbody> <tr> <td>Walk</td> <td>2</td> <td>-10%/-5%</td> </tr> <tr> <td>Jog</td> <td>3</td> <td>-10%</td> </tr> <tr> <td>Run</td> <td>5</td> <td>-20%</td> </tr> <tr> <td>Sprint</td> <td>10</td> <td>-30%</td> </tr> </tbody> </table>			melee	shooting		Attack & Parry	Attack/Target	Walk	2	-10%/-5%	Jog	3	-10%	Run	5	-20%	Sprint	10	-30%
	melee	shooting																					
	Attack & Parry	Attack/Target																					
Walk	2	-10%/-5%																					
Jog	3	-10%																					
Run	5	-20%																					
Sprint	10	-30%																					
Ego	93	Power Points	0																				
Awareness	74	Luck Points	18																				
Presence	81	Piety	-20%																				
Attractiveness	58	Spirit Points	55																				
		Base Initiative	+2																				

Combat

Melee Weapon	Initiative	Skill	Parry	Breakage	Damage	Type	Sharp
Rapier	+2	66%	55%	10% ⇒ 10%	2d6	Pierce/Edged	

Shooting Weapon	Initiative	Skill	Ammo	Pull	Load	Short	Medium	Long	Extreme	Damage
French Musket Pistol	+2	61%			8	6	18	40	70	4d6
French Musket	+0	61%			8	15	45	80	140	5d6

Skills

Acrobatics	66%	Riding (Horse)	64%
Ambush	65%	Stealth	61%
Close Combat	64%	Street Fighting	64%
English (spoken)	fluent	Streetwise	69%
First Aid	43%	Survival (forest)	43%
French (spoken/written)	native	Survival (marine)	63%
Heraldry	43%	Swimming	70%
Intrigue	45%		

Stuff

Rapier (Attack and Defend without penalty; no movement penalty to-hit, parry, or dodge; -25% to be parried by non-rapiers; can only parry a rapier)

French Musket (on horse)

French Musket Pistol x2

Fine Clothing

Horse appropriately equipped

Powder and Ball

A small number of coins

Small trinkets from non-existing places ("I got this from the Tsarina of Tokyo") – I know, it's not historical, but I'm putting it out there, use it if you want to. GM has final approval on this, but the more entertaining it is; the more likely you can have it.

Backstory

Porthos, honest and slightly gullible, is the extrovert of the group, enjoying wine, women and song. His eating abilities even impress King Louis XIV during a banquet at Versailles. Player's may wish to play as the 1993 film version "Porthos the Pirate" – this is okay, not accurate, but okay (and probably very fun!).

How to Run Combat

Every round of combat:

1. **Roll initiative** for everyone, giving all of the opponents a generic -6 and 65% skill.
2. Place a die or **write the initiative numbers down** next to the miniatures.
3. The **highest initiative** chooses an action first.
4. **When someone is attacked**, they may go immediately, no matter what their initiative roll was. Usually, a defense is chosen.

When a player gets hit, he has three main options:

1. **Parry** with a shield or weapon (weapon parry is one half the skill plus “parry”).
2. **Dodge** (forfeit ability to attack next round).
3. **Parry & Attack** (counterattack). Both suffer a penalty of -25%.

Important things to remember:

1. Combat actions are **not** simultaneous.
Also, you can only defend if you know an attack is coming!
2. Only **one action** may be chosen each round (attack or defense).
 - You may choose to do **both (Attack & Parry or Parry & Attack)** at a -25% penalty to both actions.
 - You may choose to **Attack, and hold a parry** for later in the round, but you still must suffer the -25% penalty to both actions.
 - Most players choose the Parry & Attack, or they choose Attack & Parry (when going first).
3. **If attacked after you have taken an action**, you may borrow a dodge maneuver from next round (forfeiting the ability to attack for two rounds).
4. **After someone has been attacked**, anyone else trying to attack that same person will suffer a penalty of -25% to hit.
5. **If an attack is aimed at the head**, the defender gains +25% to parry.
6. Don't worry about the total hits a bad guy sustains. Instead concentrate on **wound levels**.
 - ** To defeat an opponent:**
 - 10 points** to the **head** will immediately knock out a person.
 - 20 points** to the **head** will immediately kill a person.
 - 10 points** to the **body** will stun a person for 1 round.
 - If a shock roll is failed, the person is stunned for 1d6 rounds.
 - 15 points** to the **body** will stun a person for 2 rounds.
 - If the shock roll is failed, the person is stunned for 2d6 rounds.
 - 20 points** to the **body** will stun a person for 3 rounds.
 - If the shock roll is failed, the person is stunned for 3d6 rounds.
7. If a **5 point wound** is sustained, the person will suffer -25% to all actions.
8. **Fatigue** is usually not calculated for small battles, since it will most likely be over before anyone gets too tired.
9. **Trauma** is usually not calculated for the bad guys, unless fighting a special kind of adversary that may be hard to take down (like an armoured knight or an ogre).
10. **Bloodloss** is calculated after the combat is over.
11. Ask what the player is aiming for (**head, body, arm, leg**) when attacking.
12. If you move, you suffer a penalty to attack, parry, dodge & spellcasting:
3" Jog: -10% 4" Run: -20% 8" Sprint: -30%
13. **5 Luck points** should be used to save a character's life if he is killed.
14. **Waiting** will give you a bonus of +5 to your initiative in the following round.
15. **If you roll too low**, you will damage your weapon (-1d6 after this attack). If you damage a weapon, there is a 25% chance it will break if it is iron, and a 10% chance if it is steel.
16. **If you roll too high** (over 95%) when shooting a bow, you will break your bowstring.

When a hit is scored:

1. Roll percentile dice for the exact location to determine extra damage.
2. If a missile weapon was used, then don't choose a general location and roll twice on the hit location table (p398).
3. Roll the number of dice indicated for the weapon, adding the extra dice (of another colour) indicated for the location of the strike.
4. Subtract the armour value from the hits, and if penetration occurs, add the extra dice of damage.
5. Determine what kind of wound it is and apply the results (stun, knock out or kill).

Dodging:

1. When a character dodges, he can dodge all attacks aimed at him during the round. Roll once for all of them, unless the attacks occur far apart in real time (and you forgot what you rolled).
2. If you dodge, you cannot attack in the next round (you can still defend).
3. If you have already taken an action and want to ***borrow a dodge from the following round***, then you ***can't attack for the next two rounds***, since ***next round you will be considered to be dodging***. If someone attacks you next round, you can dodge.
4. You can make separate dodge rolls (one for each attack), if you want, instead of rolling once.

For example:

One guy attacks my character, rolls a 43% (since his skill is 65% he hits). I decide to dodge. I have to roll under 43%. If at a later time in the combat round, someone else attacks me, I can dodge again with a different roll (unless I remember what I rolled). Otherwise, lets say two guys attack me right after each other. One guy rolls a 43, and the other rolls a 57..... I roll once to dodge them both, and if I roll under both, I dodge them both.... if I roll between the numbers, one of them hits me (the lower one).

Notes:

1. ***You can control how fast a combat will be*** by what kinds of ***equipment*** you give the bad guys. For instance, if you want a fast engagement with many opponents, then don't give them any armour or helmets! If you want an important villain to have resilience, then give him some decent armour and a helmet.
2. ***Shield skills*** are very important in the game, since you can last a long time by simply parrying attacks aimed at you with your shield.
3. ***Choose your actions wisely***. You can use tactics to win a fight. For instance, if you wait for an opponent to attack you can then try a counterattack (Parry & Attack), aiming at his head. Since he has already taken an action, his only option will be to borrow a dodge from the following round.
4. If you want to ***disable an opponent*** without killing him, simply aim for his arms or legs. You can also try a Disarm maneuver.
5. Give generic opponents 100 hits, 33% shock, 65% to hit and -6 initiative.

Rapier Attack Actions

Rapier Attack

- Thrust
- Step Thrust (Affondo)
- Lunge
- Step & Lunge (Patinado)
- Feint (Falsing)
- Beat (Battuta)
- Bind (Prise de Fer)
- Cut Over (Coupe)
- Disarm
- Two-Handed Stab
- Duck & Attack
- Running Attack (Fleche)
- Probe (Scandiaglio)
- Cloak Sweep & Strike
- Entangle & Strike
- Cloak Toss & Strike
- Giving the Blade

Effect

Roll to hit as normal. Range: 7'.
 Moving forward 5' and thrusting. Roll to hit as normal. Range: 12'.
 Attacker suffers a penalty of -25% to parry. Roll to hit as normal. Range: 15'.
 Moving forward 5' and lunging Attacker suffers a penalty of -25% to parry.
 Roll to hit as normal. Range: 20'.
 Attack at -10% to hit. Defender suffers a penalty of -25% to parry unless a skill contest is won using the attacker's Rapier skill vs. the defender's Awareness.
 Attack at -10% to hit. Defender suffers a penalty of -25% to parry with their rapier unless a skill contest is won using the attacker's Rapier skill vs. the defender's Dexterity.
 If a Strength contest is won by the attacker, then the defender cannot use their weapon this round and will suffer a penalty of -25% to their action next round.
 Attack at -5% to hit. Defender suffers a penalty of -15% to parry unless a skill contest is won using the attacker's Rapier skill vs. the defender's Awareness.
 If a Rapier skill contest is won by the attacker, then the defender will drop his weapon.
 Grabbing the opponent's weapon and striking. If a Strength contest is won by the attacker, then the defender cannot use their weapon this phase.
 Attack at -10% to hit. Defender suffers a penalty of -25% to parry unless a skill contest is won using the attacker's Dexterity vs. the defender's Awareness.
 Running forward 20' and thrusting. Roll to hit as normal. Range: 27'
 Attack at -25% to hit. Next round, defender suffers a penalty of -35% to parry.
 Requires a cloak. Distracting sweep of the cloak. Defender suffers -10% to parry.
 Requires a cloak. Entangling opponent's weapon with a cloak. If a Dexterity contest is won by the attacker, then the defender cannot use their weapon this phase.
 Requires a cloak. Obscuring opponent by throwing cloak. Defender cannot defend unless a skill contest is won using the attacker's Dexterity vs. the defender's Awareness.
 Invitation for opponent to attack first. Forfeit initiative. Parry at +25%.

Firearms

Misfires

If a misfire occurs, then roll on the following chart to determine whether it is a dud or if the barrel explodes.

Century	Powder	Dud	Explosion
13th	Serpentine	01-50%	51-100%
15th	Corned Powder	01-75%	76-100%

* If the barrel explodes, the person firing the weapon will suffer damage equal to whatever the weapon would normally do.

Penetration

* Every firearm has *penetration damage dice*. Roll the penetration dice and *apply the total against the armor* of the defender.

* Penetration damage does no extra damage to the target and is only used against armor.

Greek Fire

Greek Fire

Greek fire was a substance used by the ancients in warfare.

* These weapons deliver *fire damage*. Therefore armor will not protect those on the receiving end of greek fire.

* Heavy or wet clothing will provide 5 points of protection (not cumulative).

* Fire damage will inflict x3 **trauma**.

Also see *Fire, Ice & Lightning* in chapter 8.

Greek fire can be made in various consistencies, including liquid, paste, or solid. The paste will stick to a target. The solid form will inflict more damage the first round it strikes the target.

Greek fire can also be attached to an arrow or javelin and fired from bows or siege weapons.

Greek fire can be shot out of a spray tube, to incinerate everything in a cone shaped area from the mouth of the tube.

Rapier Defense Actions

*Rapier Defense **

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| <ul style="list-style-type: none"> • Rapier Parry • Parry & Riposte • Stop-Thrust • Slip & Countering • Derobement • Counter Cutting • Hand Parry • Seizure • Trap (Parrier-dolch) • Break Weapon • Circular Parry • Side Step & Counterthrust • Void (evade) • Buckler Parry • Buckler & Rapier Parry • Dual Weapon Parry • Multiple Parry • Dodge† • Parry & Dodge† | <p><i>Effect</i></p> <p>Rapiers parry at one-half weapon skill plus the parry modifier for the rapier.
Rapiers can only parry other rapiers.</p> <p>The defender may parry with a rapier & then attack at no penalty. If parry is unsuccessful, then the attack is not possible.</p> <p>A preemptive counterattack. Requires a successful Awareness check. Roll to hit.
If successful, the defender hits his opponent, whose attack fails. If the Awareness check or the roll to hit fails, the attacker will hit the defender.</p> <p>A preemptive counterattack while retreating 5'. Requires a successful Awareness check.
Roll to hit with a penalty of -25%. If successful, the defender hits his opponent, whose attack fails. If the Awareness check fails, the attacker will suffer a penalty of -25% to hit.</p> <p>Avoiding a Beat or Bind. With a successful Rapier Parry -15%, ignore the effects of a Beat or Bind. This cannot be done after failing the skill contest involved with a Beat or Bind.</p> <p>A strike used to deflect an attack. Use the defender's Rapier skill instead of the defender's rapier parry. Suffer a penalty of -5 to initiative next round.</p> <p>Parrying an attack with the hand. Use one half the defender's Rapier skill. Failure results in the hand receiving an injury.
Usually used with a <i>Guanta di Presa</i> (Armored Grasping Glove).</p> <p>An attempt to grab the adversary's blade or hilt. Use one half the defender's Rapier skill.
Success allows the defender to "command" their opponent's rapier (they cannot use their weapon) until a Strength contest is won. Roll once each round. Failure results in the hand receiving an injury. Usually used with a <i>Guanta di Presa</i> (Armored Grasping Glove).</p> <p>Using a rapier's hilt to trap an opponent's rapier blade. If a Rapier skill contest is won by the defender, then the attacker's rapier will be held and cannot be used until they win a skill contest (check each round).</p> <p>The attacker must roll less than or equal to twice the break percentage of his opponent's weapon to break it.</p> <p>Roll to parry with a bonus of +25% to the Rapier Parry%. Suffer a penalty of -3 to initiative next round.</p> <p>Roll under opponent's attack roll and then attack if successful. If the side step fails, the attack will hit.</p> <p>Similar to dodging, but only used against rapier armed opponents. Roll under the opponent's attack roll to avoid being hit. You do not sacrifice the opportunity to attack next round.</p> <p>Requires a Buckler. Roll to parry as normal.</p> <p>Add the parry modifier of the weapon to the buckler skill.</p> <p>Requires another rapier or dagger. Add the parry modifier of the secondary weapon to the primary weapon's "parry %."</p> <p>Parry up to three blows at -10% penalty, cumulative, up to a -30% penalty.</p> <p>The defender must roll less than the attacker(s).</p> <p>Defender may parry & dodge as normal.</p> |
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* Note that rapiers can only parry another rapier. This does not apply to Cut & Thrust Swords.

† = After these actions, an attack cannot be made in the following round.