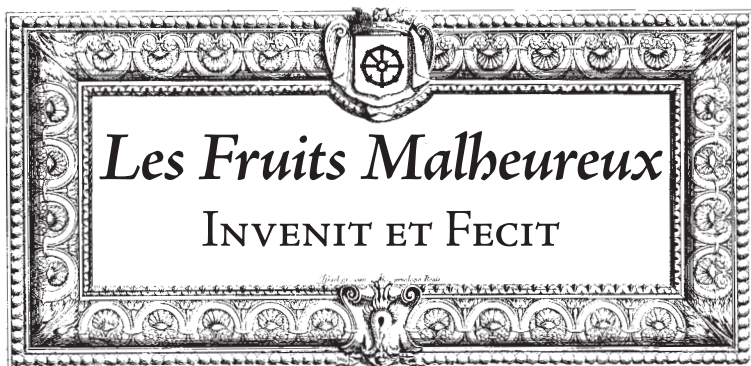




D.D. CAROLO DELORME REGVM CHRISTIANISS. HENRICI  
MACNI, & LVDOVICI IVSTI. Consil. et Medico ordinario Ara-  
rij Galliae apud Burdegalenses questori. Integerrimo DNI.  
GASTONIS FRANCIAE Primario Medico EYEXHMONESTATO  
Symbolicam hanc sui Effigiem Mediceis omnibus dotibus ac vere  
suis adornatam, obseruantiae μνημόσυνον IACOB. CALLOT  
NOBILIS LOTHARING. fecit, pouit, dicauit Nancej M.D.C.XXX.  
Pinge ORBEM Medicosq; omnes Veteresq; Nueosque  
VLMÆI CAPVT hoc, ORBIS ad Instar erit.



## MISERIES & MISFORTUNES BOOK 2

### GAME DESIGN

Luke Crane

### DEVELOPMENT

Luke Crane, Radek Drozdalski,  
Geoffrey Suthers & Jared Sorensen

### RESEARCH

Luke Crane & Matt Cutts

### LAYOUT AND DESIGN

Luke Crane & Radek Drozdalski

### EDITING

Jordan White

### PLAYTESTING

David Turner, Jared Sorensen,  
Thor Olavsrud, Radek  
Drozdalski, Peter Tierney,  
Ken Breese, Geoffrey Suthers,  
John Holt, Adam Koebel, Matt  
Cutts & Nathan Black.

### INDICIA

ISBN: 9780997622065 | © Copyright 2022 Luke Crane

Second edition revised | Second printing with corrections | Summer 2022

[burningwheel.com](http://burningwheel.com) | [burningwheel@burningwheel.com](mailto:burningwheel@burningwheel.com)

This is a work of historical fiction. Everyone in here except us is dead. If we have  
misrepresented your ancestors or your culture, let us know. We want to learn.

...

*The oracular powers of Charles de Lorme*

### HERACULIS LABORES

Andy Action

### ETCHINGS

Jacques Callot, courtesy of the  
Rijksmuseum, Amsterdam.

### THANKS AND INSPIRATION

William Belk for opening my mind  
to centuries of protest and struggle.  
To Rachel for the love and support.  
And to Matt for being willing to  
enter this mad errand with the  
appetite of Porthos and the wit of  
D'Artagnan.

### EXCUDIT

Ingram Lightning Source

# *Les Fruits Malheureux*

## Table of Contents

Character Creation .....	4
Lifepaths.....	18
Advancement.....	44
Virtues & Flaws.....	49
Items & Equipment.....	53
People .....	58
Language.....	62





# Character Creation

**T**his chapter lists the steps necessary to create a character in *Miseries & Misfortunes*. The process contains a mix of random rolls weighted to reflect the nature of French society in 1648 and a series of player choices. Refer to the *Système* chapter in **Book 1: Miseries & Misfortunes** for further information as you proceed. Record your choices on one of our character sheets as you go along.

## Motif

Before choosing lifepaths or rolling for anything, the group of players invents a central, unifying motif for their characters. It is natural that each has different political backgrounds, religious beliefs or professions, but a greater purpose binds all together. What theme ties you all together? Are you in the same military unit? Are you family? Are you inseparable friends? Are you in love?

Your motif contains a goal or set of values larger than the individual and higher than even politics or religion—like family, friendship, love or even a mystical goal. Once the group has created their motif, each player creates their character following the steps in this chapter.

# Birth and Wealth

## QUALITY OF BIRTH

Roll 3d6 to determine which caste your character was born into. Once you determine your character's quality of birth, roll 1d6 to determine their source of income.

3d6	Quality of Birth
3-5	<b>Marginaux:</b> Actor, prostitute, urchin, soldier, filou, sailor • <b>Income Source:</b> 1-3: None, 4: Labor, 5-6: <i>Sale Boulot</i> • <b>Obligations:</b> 2
6-10	<b>Peasant:</b> Laborer, villein, farmer • <b>Income Source:</b> 1: None, 2-4: Labor or 5-6: Produce • <b>Obligations:</b> 3
11-13	<b>Commoner:</b> Printer, fish monger, passeur • <b>Income Source:</b> 1-4: Labor, 5-6: Business • <b>Obligations:</b> 2
14	<b>Artisan:</b> Smith, carpenter, clothier, mason, plumber, clock maker • <b>Income Source:</b> 1-3: Labor, 4-6: Business • <b>Obligations:</b> 2
15	<b>Bourgeoisie:</b> Merchant, financier, architect, famous artist • <b>Income Source:</b> 1: Auction, 2-4: Business, 5: <i>Logeur</i> , 6: Usury & Zinskauf • <b>Obligations:</b> 2
16	<b>Noblesse d'épée sans titre:</b> Écuyer, chevalier, dame, gentilhomme • <b>Income Source:</b> 1-4: None, 5: <i>Charge</i> , 6: Benefice • <b>Obligations:</b> 1
17	<b>Noblesse de robe:</b> Minister, judge, intendant • <b>Income Source:</b> <i>Droit Annuel</i> <u>and</u> 1-4: None, 5: <i>Logeur</i> , 6: Benefice • <b>Obligations:</b> 2
18	<b>Noblesse d'épée avec titre:</b> Sieur, seigneur, baron, vicomte, comte, marquis • <b>Income Source:</b> 1: None, 2: <i>Charge</i> , 3: <i>Logeur</i> , 4-5: Benefice, 6: Taxation • <b>Obligations:</b> 0

## NOBILITY

If you roll a 16-18 on the Quality of Birth table, you begin the game as a noble and have a patent of nobility to prove it.

## INCOME TABLE

Is your family successful in its endeavors? Does it profit from its business? Does it possess a pool of generational wealth on which it can rely? After determining your quality of birth and your source



## Miseries & Misfortunes: Les Fruits Malheureux

of income, you roll to see how well off you are using the value listed in the Range column. Once you roll your income range, roll 1d6 to determine what type of property you own, if any.

Income Source	Range	Property Types (1d6)
None	—	1-4: Homeless, 5: Rented Flat, 6: Country Home
Labor	1d3	1: Homeless, 2-5: Rented Flat, 6: Country Home
<i>Sale Boulot</i>	1d4	1-4: Homeless, 5: Rented Flat, 6: City Home
Produce	1d6	1-5: Country Home, 6: Manor
Business	1d6	1: Rented Flat, 2-5: City Home, 6: Townhouse
Auction	1d4+1	1-2: Country home, 3-5: City Home, 6: Townhouse
<i>Logeur</i>	1d6+2	1: Manor, 2-5: Townhouse, 6: Estate
Benefice	1d6+1	1: None, 2-5: Country Home, 6: Abby (Estate)
<i>Charge</i>	1d6+1	1-4: Country Home, 5: City Home, 6: Fortress
<i>Droit Annuel</i>	1d4+1	1-5: City Home, 6: Villa
Taxation	2d4+1	1: Villa, 2-3: Manor, 4: Estate, 5: Village, 6: Castle
Usury & Zinskauf	1d8+2	1-3: Townhouse, 4-5: Manor, 6: Estate

## PROPERTY

Roll 1d6 for your property based on your income source. Add your property to your obligations.

Property	Obligation	Income Modifier	Asset Value
Homeless	±0	-1	—
Rented Flat	+1	±0	—
Country Home	+1	±0	1d3
City Home	+2	±0	1d4
Manor	+3	+1	1d6
Townhouse	+3	+1	1d6+1
Villa	+5	+2	1d8
Estate	+6	+3	1d8
Village	+8	+3	1d8
Castle	+9	+2	1d10
Fortress	+10	+1	1d10

## WEALTH RATING

Take the value you rolled for your income range and consult the table below to find your Wealth rating. The minimum rating is 0.

Income Total	Wealth Rating	Income in Livres	Social Strata
13	99/100	£t 1,000,000,000s	VOC
12	98/100	£t 100,000,000s	The state
11	97/100	£t 50,000,000s	M. Le Cardinal
10	96/100	£t 10,000,000s	Ministers of State
9	19/20	£t 5,000,000s	Financiers
8	11/12	£t 1,000,000s	Princes & Dukes
7	9/10	£t 100,000s	Merchants
6	7/8	£t 10,000s	Marquis & Barons
5	5/6	£t 1000s	Artisans
4	4/6	£t 500s	Tradesmen
3	3/6	£t 200s	Peasants
2	2/6	£t 100s	Laborers
1	1/6	£t 10s	Beggars
0	0	£t 0	Hermits

## YOUR LIFESTYLE

Your first obligation is to the state, but the second is to yourself! Choose your lifestyle for the next season. The indicated value is your obligation to yourself.

- ☞ Natural ±0 Obl
- ☞ Bread Alone +1 Obl
- ☞ Respectable +2 Obl
- ☞ Fashionable +3 Obl
- ☞ Lavish +5 Obl



## DEPENDENTS

Everyone has someone on whom they depend for help. You yourself are relied upon by up to three lost souls (roll 1d4-1 for the number).

1d20	Dependents		
1	Child	11	Elder sister
2	Younger cousin	12	Impecunious lover
3	Nephew	13	Infirm father
4	Niece	14	Dying mentor
5	Younger sister	15	Infirm mother
6	Younger brother	16	Widower infirm uncle
7	Sickly childhood friend	17	Widowed infirm aunt
8	Spouse	18	Infirm grandfather
9	Older cousin	19	Infirm grandmother
10	Elder brother	20	Drunk uncle or aunt

Roll to determine your relationship to familial dependents.

1d6	Relation subtable
1-3	Blood
4-5	In-law
6	Filial or adopted

## DEPENDENT LIFESTYLE

Your dependents will likely weigh on your finances. By default, they live as you do. However you may, if you are so inclined, separately determine your dependents' lifestyles, but you may find your expectations do not align with their desires.

2d6	Dependent Lifestyle	Obligation
2	Natural	0
3-7	Bread Alone	1
8-9	Respectable	2
10	Fashionable	3
11-12	Lavish	5

Roll only once and add the obligation to your total, no matter how many dependents you have.



## DEBTS

Everyone needs to borrow money once in a while, even kings. Well, especially kings. The trouble is rarely in the borrowing, but in the repaying of these debts. Roll 1d6 to determine if your character is debt free, in debt or owed money by someone. Add any debts to your obligations.

If owed money, roll 2d3 to determine the Wealth rating of the debt. In addition, roll on the dependents table to generate who it is who owes you money. They're not a dependent necessarily, only a profligate relationship who has borrowed some money from you.

1d6	Debt Obligations
1	You are owed money (value: 2d3 Wealth)
2	You have a sizable debt (+3 Obligations)
3	You are in debt (+2 Obl)
4	You owe a small debt (+1 Obl)
5-6	You are debt free

## TOTAL OBLIGATIONS

- ☪ Birth quality obligations (0-3) from Quality of Birth table
- ☪ + property obligations (0-10) from Property table
- ☪ + personal lifestyle (0-5)
- ☪ + number of dependents (0-3)
- ☪ + dependents' lifestyles (0-5) from Dependent Lifestyle table
- ☪ + number of debts (0-3) from Debts table



# Determine Mentalities

- ❏ Set your Nationality to French unless using the additional material found in our 1648 supplements.
- ❏ Roll for Religion
- ❏ Roll for Politics
- ❏ Set each mentality skill to 1/6. Increase the rating of one mentality for each starting level after the first.

## 2D6 FOR GOD

2d6	Religious Affiliation
2-3	Lutheran
4-7	Catholic
8-11	Huguenot
12	Jewish

## 2D6 FOR KING

2d6	Political Affiliation
2	Cardinalist
3-4	Noble
5-7	Royalist
8-10	Frondeur
11	Hapsburg
12	Politically ignorant

*A 3rd level Sailor can make two advances to Nationality, Politics and Religion. In this case, I choose to advance Nationality and Religion, because what does Politics mean for a sailor at sea? Nationality and Politics will start at 2/6. Politics remains at 1/6.*

# Governing Abilities

- ❏ Roll 3d6 per ability in order.
- ❏ You may modify the final rolls by subtracting two points from one ability to raise another ability by one point.
- ❏ You may not reduce an ability below 9 using this method.
- ❏ Note the modifier for each governing ability.
- ❏ Note the special rules for *Les Gamins* and *Américains* in their lifepath section.

*I roll: S: 8<sup>-1</sup>, I: 15<sup>+1</sup>, W: 13<sup>+1</sup>, D: 11, Co: 13<sup>+1</sup>, Ch: 6<sup>-1</sup> for my governing abilities. Good and bad all at once. I hate having a low Charisma since it's so important, but there's not a lot I can do.*

*I modify the abilities to these final totals: S: 9, I: 13<sup>+1</sup>, W: 9, D: 13<sup>+1</sup>, Co: 13<sup>+1</sup>, Ch: 6<sup>-1</sup>. I want choose sailor as my lifepath, so I want to favor Dex and the languages from Intelligence more than I want the Improvise bonus from Wisdom.*

## GENERAL ABILITY SCORES AND MODIFIERS

Score	0-2	3	4-5	6-8	9-12	13-15	16-17	18	19
Mod	Ω	-3	-2	-1	±0	+1	+2	+3	+4

# Determine Languages

- ☐ Set your Native Language rating to 3/6.
- ☐ Consult your Intelligence rating to determine if you speak additional languages.
- ☐ Your primary native language is French. Additional national languages are: Latin, Spanish, English, Dutch and German.
- ☐ When adding native languages, set their rating to 1/6.
- ☐ Increase the rating of one native or national language for each starting level after the first.

## INTELLIGENCE SCORES AND MODIFIERS

Score	0-2	3	4-5	6-8	9-12	13-15	16-17	18	19
Mod	Ω	-3	-2	-1	±0	+1	+2	+3	+4
Effects	Press to-hit, press damage, Search skill rating								
Lang.	Ω	0*	1 <sup>†</sup>	1	2	3	4	5	6

A character's first language is always their native tongue.

- ☐ \*At Intelligence 3, the character has trouble speaking, but may communicate in other ways.
- ☐ <sup>†</sup>At Intelligence 4-5, the character is illiterate.
- ☐ At Intelligence 9-16, additional languages are selected from the additional national languages list.
- ☐ At Intelligence 17-19, additional languages may also be selected from this list: Latin, Greek, Hebrew, Arabic, Celtic, Gaelic, Russian, Chinese, Aramaic, Coptic, Runic and Sumerian.

# Choose Lifepaths

The group selects a starting level for its campaign: We recommend each player chooses one lifepath for their character and advances it to 3rd level. Once starting level has been determined, be sure to increase your character's mentality and language ratings if you have not already done so.

- ☞ Check the requirements of lifepaths before selecting them.
- ☞ Select gear options if applicable.
- ☞ Choose a name from the suggested names list.
- ☞ Mark the skills associated with your lifepath. See the Set Skills section below for rules for advancing your starting ratings.

## Set Skills

### STARTING CORE SKILLS

Core skills begin rated at 1/6 plus the governing ability modifier (listed in the Governors column of the character sheet) plus modifications from lifepath skills.

- ☞ Increase one core skill rating per level after the first.

*My governing abilities are: S: 9, I: 13<sup>+1</sup>, W: 9, D: 13<sup>+1</sup>, Co: 13<sup>+1</sup>, Ch: 6<sup>-1</sup>*

*My base core skills plus governing ability modifiers are: Break 1/6, Improvise 1/6, Listen 1/6, Parley 1/10, Sang Froid 2/6, Search 2/6, Sneak 2/6, Traverse 2/6. I'm creating a 3rd level sailor. For being 3rd level, I get two additional increases. I choose to push Improvise to 2/6 and Parley to 1/6.*

### LIFEPATH SKILL ADVANCEMENT

The first time you take a lifepath, you take all six of its skills. Each skill has a colorful name and an effect. Some effects increase a core skill, some grant a new skill and some grant a special ability.

- ☞ When you take a lifepath skill that increases a core skill, increase the indicated core skill rating by one.
- ☞ When a lifepath grants you a new skill, write the new skill in your lifepath skill list. Skills open rated at 1/6 + modifier. If you already possess this skill, increase its rating by one.

- ❏ When a lifepath skill grants a special martial skill or other special skill (that isn't rated like a standard skill), note its effect in the Other Lifepath Skills section of the character sheet. Ratings and effects for special lifepath skills increase if they are taken multiple times unless otherwise noted.
- ❏ Apply governing ability modifiers to lifepath skills.

## LIFEPATH SKILL ADVANCEMENT

Repeating lifepaths allows you to improve the skills gained from it. Some lifepath skills may be taken only once and cannot be advanced, while others may have other advancement limits.

- ❏ If you take a lifepath a second time, choose five of its lifepath skills and advance them.
- ❏ Third time taking a lifepath, choose four to advance.
- ❏ Fourth time taking a lifepath, choose three to advance.
- ❏ Fifth time taking a lifepath, choose two to advance.
- ❏ Sixth time taking a lifepath, choose one to advance.

*Taking the sailor lifepath three times, I take the Clamber lifepath skill three times, which grants me three increases to the Traverse core skill.*

*Adding my level increases and modifiers, my core skills are: Break 1/6, Improvise 2/6, Listen 1/6, Parley 1/6, Sang Froid 2/6, Search 2/6, Sneak 2/6, Traverse 5/6.*

*In addition, from the Sailor lifepath, I take the Sailing Ships, Pilot, Melee, Parry and Gun Crew skills. With three levels I take all six skills, then increase five and then four. I choose Traverse 5/6 (3×), Sailing Ships 3/6 (3×), Pilot 3/6 (3×), Mêlée +2 (2×), Parry 3 (3×) and Gun Crew +1 (1×). My Intelligence modifier increases Gun Crew to +2. The table below presents another view of my skill selections for the lifepath by level:*

Skill	Gov	Mod	1st Level	2nd Level	3rd Level
Traverse*	Dex	+1	3/6	4/6	5/6
Sailing Ships	Wis	—	1/6	2/6	3/6
Pilot	Wis	—	1/6	2/6	3/6
Mêlée	Str	—	+1	+2	—
Parry	—	—	1	2	3
Gun Crew	Int	+1	+2	—	—

\*Traverse is a core skill and as such starts at a base rating of 1/6

# Age & Mortal Coil

## AGE

Roll for your starting age according to your starting lifepath. See table below.

☞ Increase starting age by one for each starting level after 1.

Starting Lifepath	Starting Age Roll
Américain	14+1d6
Clerk	15+1d8
Factotum	15+3d6
Filou	15+1d8-1
Gamin	9+1d6
Infantry Officer	18+2d6
Judge	21+2d6
Merchant-Venturer	21+1d12
Musketeer	17+2d8
Passeur	13+3d6
Petty Noble	15+1d6
Sailor	13+3d6
Soldier	15+1d10

## LIFE EXPECTANCY

The game master privately determines each protagonist's life expectancy based on their quality of birth and Wealth rating.

Quality of Birth	Life Expectancy
<i>Marginaux</i>	25-30 (24+1d6)
Peasant	35-40 (34+1d6)
Commoner	45-50 (44+1d6)
Artisan	51-60 (50+1d10)
<i>Bourgeois</i>	61-80 (60+1d20)
<i>Noblesse de robe</i>	56-75 (55+1d20)
<i>Noblesse d'épée sans titre</i>	41-50 (40+1d10)
<i>Noblesse d'épée avec titre</i>	51-60 (50+1d10)

Wealth	0	1/6	2/6	3/6	4/6	5/6	7/8	9/10	11/12+
L. Ex.	-1d8	-1d6	-1d4	+1d2	+1d4	+1d6	+1d8	+1d10	+1d12



Modify life expectancy generated by quality of birth according to the character's initial Wealth rating. Do not make this modification if the Wealth rating changes once the character enters play.

### MORTAL COIL

To determine a character's available stock of mortal coil, the game master privately notes the difference between their starting age and their life expectancy. During their adventures, players may spend mortal coil so their character may perform extraordinary exertions.

## Determine Measures

### GENERATE HIT POINTS

To measure your hit points:

- ☛ Roll the Base HP amount indicated for the first level of your starting lifepath,
- ☛ For each level beyond the first, roll the Level HP amount indicated and add them to your starting hit points.
- ☛ Add your Constitution modifier at each level. Minimum 0.

### GENERATE WILL

To measure your Will:

- ☛ Roll 1d3 per decade of age (round mathematically).
- ☛ Add your Wisdom modifier once.
- ☛ If you have a Jesuit education, increase your Will by +1d4.

### SET DEFENSE & DODGE

Defense rating is equal to your Strength ability rating plus modifiers from lifepath skills. Dodge rating is equal to your Dexterity ability rating plus modifiers from lifepath skills.

### SET MORALE

The table below lists your starting morale as determined by your Charisma score.

Char.	0-2	3	4-5	6-8	9-12	13-15	16-17	18	19
Morale	3	4	5	6	7	8	9	10	10

## DETERMINE REPUTATION

To determine your starting reputation score, add the first number of your Wealth rating die to the reputation created by your quality of birth. Then modify your reputation based on your lifestyle.

Quality of Birth	Reputation
Marginaux	0 + Wealth die
Peasant	2 + Wealth die
Commoner	3 + Wealth die
Artisan	4 + Wealth die
Bourgeois	5 + Wealth die
Noblesse de robe	5 + Wealth die
Noblesse d'épée without title	7 + Wealth die
Noblesse d'épée with title	10 + Wealth die

Lifestyle Reputation	Modifier
Natural	-2d3
Bread Alone	-1d3
Respectable	0
Fashionable	+1d2
Lavish	+1d4

## PRECEDENCE

Your Precedence is based on birth quality or station. It can change as you rise or fall in station (for example, by becoming a Jesuit).

Station	Estate	Precedence
King, queen	None	10
Cardinal, bishop, abbé	1st	9
Priest, canon	1st	8
Noblesse d'épée with title	2nd	7
Noblesse d'épée without title	2nd	6
Noblesse de robe—minister, judge	2nd	5
Bourgeois—merchant, financier, architect, famous artist	3rd	4
Artisans—smith, carpenter, clothier	3rd	3
Commoner—printer, fish monger, passeur	3rd	2
Peasant—laborer, villein	3rd	1
Marginaux—actor, prostitute, urchin, soldier, filou, sailor	None	0

## SET SAVES

All saves start at 16.

- ☞ Reduce the target number for the saves listed with your lifepath by one for each level taken.
- ☞ Incorporate your Wisdom modifier into your terror save and Constitution modifier into poison & plague save.

# Choose Personal Item

Choose one item from the equipment list.

Truly exorbitant items that are far above your station, like a black Andalusian Courser, invite trouble. Be forewarned that the plot may revolve around the ownership of such a magnificent steed for a session or two.

# Describe Your Experiences

Characters progress through lifepaths by fulfilling a set of experience conditions. Once you have finished the other choices for your character, consult the experience conditions for their lifepaths through their current level.

Check off the relevant experience you've acquired on your lifepaths—the white boxes. Each represents a significant moment in the character's life—immutable events or actions that changed them. Tell us a bit about their past.





# Lifepaths

**T**he world of 1648 is a diverse and chaotic place. People of all classes mix on the streets of vibrant cities. Trade spans the globe, bringing spices, silks, silver and misery to every corner of civilization.

Characters are defined by moments of their lives that we call lifepaths. Lifepaths are professions or callings that teach skills, grant experience and bestow a perspective on a person. The lifepaths contained in *Miseries & Misfortunes* show characters in motion; people prepared to break through the traditions of society and embrace adventure, exploration and change.

While the societies of 1648 are rigid and conservative to the modern eye, our characters will have the opportunity to escape its bounds and walk many paths throughout their lives.

# Choosing Lifepaths

Birth quality, Wealth and ability scores will determine many things about a character. Be flexible! Consider instead how a character could climb to the heights you imagine, rather than begin there.

## REQUIREMENTS

Some lifepaths have requirements that must be met before you can take them.

You must fulfill all requirements before you can enter the lifepath. Requirements are described more fully later in this chapter.

## LIFEPATH LEVELS

You can repeat a lifepath up to six times. We refer to each iteration of a lifepath as a level.

*If you take Gamin three times, you're a 3rd level Gamin.*

## HIT POINTS

Characters earn hit points in two phases: at their first level and then each level thereafter. The first level of the first lifepath they take grants them a significant boost.

- ❶ Roll for the Base HP (BHP) amount as indicated.
- ❷ Add their Constitution modifier. Minimum 0.

*Gamin roll 1d3 at first level.*

Each time you successfully complete the experience requirements to gain a new level, whether on this lifepath or a new one, roll for the Level HP (LHP) amount and add your Constitution modifier (Min. 0).

*For example, the gamin gains +1d2-1 hit point per level—they gain 0 or 1 hit points at each level, modified by their Constitution.*

## SAVES

Each lifepath is listed with a set of saving throws that improve at each level.

*A clerk's saves are poison & plague and chance. At first level, reduce their target numbers from 16 to 15. At second level, they drop to 14.*

If you walk a second or third lifepath, you carry your saves with you from your previous lifepath. You advance new ones and improve any that overlap.

### **LIFEPATH SKILLS**

Each lifepath lists a selection of skills and abilities. Some allow you to open a new skill only available to that particular lifepath. Others allow you to improve a core skill like Break, Search or Sneak.

In addition, some lifepath skills, like Accuracy or Educated, provide bonuses to martial or social combat. Whereas some like Scarred or La Gloire provide a special trait that grants a unique ability.

## **Changing Lifepaths**

You can exit a lifepath and pursue another calling during the game. However, once you leave a path, you can't come back to it.

To change lifepaths, announce to your group that you are moving on to a new path this session. Cease advancement in your current path. Indicate which new path you will take and describe your entree: What have you done to satisfy the entrance experience conditions? Check to be sure you have all of the needed requirements for the new lifepath. If not, you must fulfill them before taking the new path.

If you have fulfilled the entry-level experience conditions and other requirements in this session, you can take the new lifepath. Note your new skills, new saves and new hit points.

Equipment is granted automatically only during character creation. When changing lifepaths in the course of play, you come as you are.

### **6TH LEVEL**

You may take only six levels in a lifepath. Advancing to the 6th level of a lifepath provides a bonus of extra years added to the character's Mortal Coil, as discussed in the Enterprises of Great Pitch and Moment section.



# Lifepaths

## AMÉRICAIN(E)

Those who have lived in the colonies and returned, or who were born there, are simply called “*Les Américains*.” French law states that any slave setting foot in France should be freed. Thus, a slow trickle of escaped slaves from New Spain and New France have begun to make their way to the kingdom.

<b>Américain(e)</b>	Req: American      Base HP: 2d4      Level HP: +1d3
	Saves: Poison & plague, terror, chance      Age: 14+1d6
<i>Worldly</i>	Increase a Religion mentality rating of your choice by one.
<i>Runaway</i>	Increase Sneak skill rating by one.
<i>Scarred</i>	Ignore hits of 1 pt of damage (may be taken only once).
<i>Strong</i>	You can carry two items in your hands (may be taken only once). Increase Break skill rating by one.
<i>World Weary</i>	Increase Sang Froid skill rating by one.
<i>Self-Sufficient</i>	Increase Improvise skill rating by one.
Equipment	Ragged clothes
Names	Thomas, Alexander, Jean, Baptiste, Antoine, Toussaint

## SPECIAL RULE: AMERICAN NATIONALITY

A character who chooses *Américain* as their first lifepath may change their Nationality to American in order to meet the lifepath req.

## AMÉRICAIN(E) EXPERIENCE

E	2nd	3rd	4th	5th	6th	Américain(e) Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Work an honest trade for fair pay.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Reconnect with an estranged family member.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Honor your word when duplicity would be easier.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Avenge yourself on those who defamed you, hurt you or stole from you.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Adopt a new nation as your home.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Overthrow one who would enslave others.

## CLERK

Clerks are vital to commerce and law in Paris in 1648. Recent graduates from the University where they were taught Latin and theology by the professors, they look forward to a lifetime of copying legal documents for wealthy merchants and princes.

Clerk	Req: Latin	Base HP: 2d2	Level HP: +1d2-1
	Saves: Poison & plague, chance		Age: 15+1d8
Copyist	Increase Latin skill rating by one.		
Bookkeeper	Increase Accounting skill rating by one.		
Imitator	Increase Composition skill rating by one.		
Scrivener	Increase native language skill rating by one.		
Documentarian	+1 to hit with Accuse, Confess and Threaten actions in a duel of wits when you can produce the documents to back you up.		
Record Keeper	Increase Search skill rating by one when in libraries, archives or government offices.		
Equipment	Pen knife, quill set, ink stone, scraps of paper, a candle, spectacles, a tatty suit of clothes, worn out shoes, a shawl		
Names	Bartleby, Herman, Melville, Coen, Philippus Aureolus, Theophrastus, Bombastus		

## CLERK EXPERIENCE

E	2nd	3rd	4th	5th	6th	Clerk Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Accurately copy an important document.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Deface or alter a document while copying it.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Keep record of an important event.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Draw up a contract document.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Maintain a set of quality inks and quills, despite poverty and adversity.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Write a novel opinion and distribute it to your colleagues.



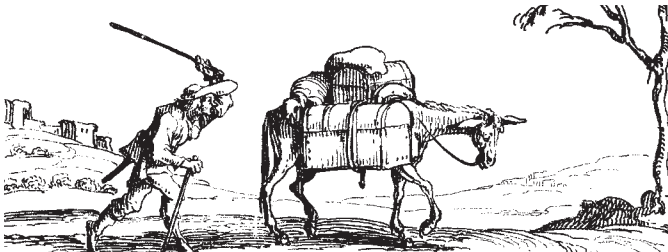
## FACTOTUM

It is a great honor to serve the influential men and women of Paris. Merchants, colonels and princes all keep servants, but the factotums are their most trusted agents.

Factotum	Req: 3e État	Base HP: 2d3	Level HP: +1d3-1
	Saves: Poison & plague, chance		Age: 15+3d6
<i>Inconspicuous</i>	Increase Sub Rosa skill rating by one.		
<i>Fixer</i>	Increase Parley skill rating by one.		
<i>Resourceful</i>	Increase Improvise skill rating by one.		
<i>Discretion</i>	+1 Will and 1 reputation armor when protecting your master's interest in a duel of wits, up to a maximum of +5 Will and 5 armor		
<i>Iron Will</i>	If reduced to 0 hit points while on an errand or mission for your master, you may get back to your feet with 1 hit point on the next round (may be taken only once). It may be used only once per mission.		
<i>Quick Hands</i>	Increase initiative by one when attacking with bare fists, canes or improvised weapons.		
Equipment	Conservative suit of clothes, worn leather shoes, walking staff, an attaché case		
Names	Grimaud, Planchet, Boniface, Bazin, Bernouin, Olivain, Mouston		

## FACTOTUM EXPERIENCE

E	2nd	3rd	4th	5th	Fin	Factotum Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Make an important delivery for your master.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Discreetly relay a vital message for your master.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Knock down a ruffian who insults your master.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Take a blow or the blame for your master.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Alleviate your master of an odious burden.



## FILOU

Filous are the big brothers and sisters of the gamins. Paris is a city of great opportunity, but even so, they lead hard lives. To survive, they must challenge their criminal skills and evolve before the law catches up with them.

Filou	Req: None	Base HP: 2d3	Level HP: +1d3-1
	Saves: Poison & plague, chance		Age: 15+1d8-1
Grifter	Increase Rook skill rating by one.		
Roofer	Increase Traverse skill rating by one.		
Rogue	Increase Lock Picking skill rating by one		
Inconspicuous	Increase Sub Rosa skill rating by one.		
Knife Work	Increase damage by +1d when using knives and attacking a surprised, unarmed or unaware victim, up to a maximum of +3d.		
Menace	+1 to hit with Threaten actions when suggesting physical violence during a robbery or extortion, up to a maximum of +5. Combine with Charisma modifier.		
Equipment	Threadbare clothes, badly worn shoes, a poignard, a hairpin		
Names	Le Balafré, Le Borgne, Béronte, Ragonde, Valentin		

## FILOU EXPERIENCE

E	2nd	3rd	4th	5th	Fin	Filou Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Swindle someone because they're too dumb to keep what they have.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Rob someone by force.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Pick a fancy pocket simply because it's there.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Pick a lock guarding something secret, famous or uniquely precious.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Steal a cloak and wear it as disguise
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Escape from justice for your crimes.

**GAMIN(E)**

Gamines are orphans living on the streets of Paris who will do anything to survive.

<b>Gamin(e)</b>	Req: <i>Marginaux</i> Base HP: 1d3      Level HP: +1d2-1
	Saves: All      Age: 8+1d6
<i>Ambuscade</i>	When attacking from ambush, concealment or via a clever stratagem, gain +2 to hit for the first attack. Each advance increases this bonus by one, up to a maximum of +6. Combine with Dexterity or Strength modifiers as appropriate.
<i>Night Musician</i>	Increase Charivari skill rating by one.
<i>Street Urchin</i>	Increase Sneak skill rating by one.
<i>Cutpurse</i>	Increase Steal skill rating by one.
<i>Petite Sotte</i>	Increase Traverse and Sang Froid skill ratings by one.
<i>Coquin</i>	Coquins may choose to use defense or dodge when attacked in melee. Coquins are always considered a tough shot for missiles. Take this skill only once.
Equipment	Ragged clothes and a bit of rope for a belt.
Names	Friquet, Le Fou, La Petite, Le Sauvage, La Coquin, Le Vaurien, La Tricheur, Le Riche, La Sale, Le Cochon, La Souris

**SPECIAL RULE: GAMIN(E) GOVERNING ABILITIES**

Roll 3d6 for Governing Abilities as per the standard procedure. However, gamins, by their nature are not fully developed. Use the following procedure until they come of age:

- ❏ Strength and Wisdom modifiers are limited to -3, -2, -1 and 0. Strength or Wisdom of 13 or higher may be used for tests of the governing ability, but their modifiers are capped at +0 for skill tests.
- ❏ Int, Dex, Con and Char are unaffected by this rule. A high ability indicates a precocious child. You peaked too early.
- ❏ At age 16, the gamin's Strength and Wisdom skill modifier caps increase to +1. At 17, they increase to +2. And at 18, they increase to +3.
- ❏ At age 17 the gamin loses the Coquin skill.
- ❏ At age 18 the gamin loses the Petite Sotte skill (and the associated skill increases) and can no longer advance in level as a gamin and must choose a new lifepath.

GAMINE EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Gamin(e) Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Steal something valuable.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Take revenge on someone who hurt you.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Clamber onto or into a place no one else would think to go.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Make an improbable escape.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Feign innocence or meekness to escape punishment or to exact revenge on a rival.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Be adopted by a powerful patron or kindly adult.

INFANTRY OFFICER

To be an officer is to be among society's elite. To lead soldiers into battle is to have the chance for glory and treasure unattainable at any other level of society. However, to be commissioned an officer one must have the imprimatur or *charge* of the king. To receive a commission, one must prove one's nobility and pay a substantial fee.

<b>Infantry Officer</b>	Req: Charge	Base HP: 2d4	Level HP: +1d3-1
	Saves: Artillery, terror	Age: 16+1d12	
<i>Commander</i>	Increase Leadership skill rating by one.		
<i>Strategist</i>	Increase Military Doctrine skill rating by one.		
<i>Ribbons &amp; Lace</i>	Increase Fashion skill rating by one.		
<i>Courage</i>	Increase Sang Froid skill rating by one. In addition, increase Morale by one when leading from the front.		
<i>Mêlée</i>	+1 to hit with melee weapons, up to a maximum of +5. Combine with Strength modifier.		
<i>La Gloire</i>	Increase Reputation by 1d6.		
Equipment	Sabretache, hat, knee-length breeches, hose, shoes, shirt, justacorps, cloak. A servant (+1 dependent) Choose one kit (at level 2 and up): • Lieutenant (L2-3): Rapier and pistol • Captain (L4): Cutlass and mousqueton • Colonel (L5-6): Harquebus, cutlass, rapier, spyglass, warhorse And, 20 rounds of shot, 20 charges of powder and priming powder, a shot bag		
Names	Castres, Le Prestre, Sébastien, Strozzi, La Motte, La Fleur, Rambutin		

INFANTRY OFFICER RANKS

This lifepath offers subaltern (L1), lieutenant (L2), captain (L4) and colonel (L5) ranks.



## INFANTRY OFFICER EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Officer Experience Conditions
■	□	■	□	■	□	Engage in a battle and lead from the front.
■	■	□	■	□	■	Host a sumptuous meal for your fellow officers on campaign.
■	□	□	■	■	■	Defend your honor in a duel.
■	■	□	■	□	■	Win a battle.
□	■	■	□	□	■	Purchase or earn a promotion in rank ( <i>charge</i> ).
■	■	■	■	■	□	Form a new regiment and sell your charges.

## JUDGE

The judges of Parlement and the other high courts of France are an elite cohort of councillors and legal scholars who aid the king in governing the nation. To earn the robes of their high station, they simply pay the king a fee of roughly 180,000 livres.

<b>Judge</b>	Req: <i>Noblesse de Robe</i> Base HP: 2d2    Level HP: +1d2-1 Saves: Terror, chance    Age: 21+2d6
<i>Councillor</i>	Increase Law skill rating by one.
<i>Copyist</i>	Increase Latin skill rating by one.
<i>Classicist</i>	Increase Classics skill rating by one.
<i>Quid pro quo</i>	+1 damage to the Bribe attacks against the judge, but the judge gains +1 to hit on your next action.
<i>Virtuous</i>	Increase Will by one.
<i>Remonstrator</i>	This skill grants access to a new duel of wits action: Remonstrance
Equipment	Black silk robes, square black bonnet. Red woolen robes and red bonnet for solemn occasions.
Names	Molé, Talon, Omer, Patricelli, de Thou, Boullanger

## JUDGE EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Judge Experience Conditions
■	□	■	□	■	□	Try a case and hand down a just ruling.
■	■	□	■	□	■	Use the law to exact revenge on an enemy or rival.
■	□	■	□	■	□	Accept a bribe for the right reasons.
■	■	□	■	□	■	Vehemently support the crown in a judicial crisis.
■	□	■	□	■	□	Stridently support the rights of Parlement.
□	■	□	■	□	■	Purchase a promotion.

## MERCHANT-VENTURER

This is an age of international and global commerce. Spices, silk, wool and silver change hands and cross borders from France, to the Islands, to Mexico, to the Philippines and Japan. Merchant adventurers willing to invest blood, sweat and coin can become richer and more powerful than kings.

<b>Merchant-Venturer</b>	Req: Clerk, Patent or Sailor (L6) Base HP: 2d2 Level HP: +1d2-1
	Saves: Poison & plague, chance Age: 21+1d12
<i>Mercer</i>	Increase Trade skill rating by one.
<i>Negotiator</i>	Increase Parley skill rating by one.
<i>Investor</i>	Increase Finance skill rating by one.
<i>Profiteer</i>	Increase Wealth rating by 1, one, up to a maximum of 4 Wealth increases.
<i>Market Savvy</i>	Increase Nationality mentality rating by one.
<i>Generous</i>	+1 to hit with Bribe actions, up to a maximum of +5. Combine with Charisma modifier.
Equipment	Fancy hat, fine hose, buckle shoes, conservative blouse, fine breeches, cloak, purse, a cane
Names	Pierre, Walter, Raleigh, James, Hudson, Richard, Jean

## MERCHANT-VENTURER EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Merchant Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Profit from trade or sale of an asset.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Open a new market for your business or drive your rival out of an existing market.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Discover or create a new commodity.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Found a company or have your own business fail and go into debt.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Drive a rival out of business.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Secure a monopoly through official license.

## MUSKETEER

As the son of an illustrious noble, you are an elite soldier in service of the king. You are his vanguard in battle, expected to take by force any objective he names.

<b>Musketeer</b>	Req: Patent      Base HP: 2d4      Level HP: +1d4
	Saves: Artillery, terror, chance      Age: 17+2d8*
<i>Esprit du Corp</i>	Increase morale and Sang Froid skill rating by one.
<i>Dragoon</i>	Increase Rider skill rating by one.
<i>Vive Le Roi</i>	When charging the enemy: +1 damage, +1 sq movement. Alternate the bonus each time you take the skill.
<i>Parry</i>	+1 defense.
<i>Musketry</i>	+1 to hit with matchlock muskets, up to a maximum of +5. Combine with Dexterity modifier.
<i>Mêlée</i>	+1 to hit with melee weapons, up to a maximum of +5. Combine with Strength modifier.
Equipment	A blue or red cassock, a worn-out horse, a broad-brimmed hat, a rapier, a musket, slow match, powder and ball for 10 shots, clothing appropriate to your lifestyle
Names	Treville, Jussac, Cahusac, Bicarar, Charles, Bernajoux, Aramis, Athos, Porthos

\* The King's Musketeers were disbanded by Mazarin in 1646.

## MUSKETEER EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Musketeer Experience Conditions
■	□	□	■	■	■	Defend the honor of the Musketeers.
■	□	■	□	■	□	Make your name heard to the king.
□	■	■	■	□	□	Impress the Lieutenant-Captain of the Musketeers
■	□	■	■	□	□	Defend the honor of the queen.
□	■	□	■	□	■	Defend your honor in a duel.
■	□	■	□	■	□	Charge at the van of a battle.

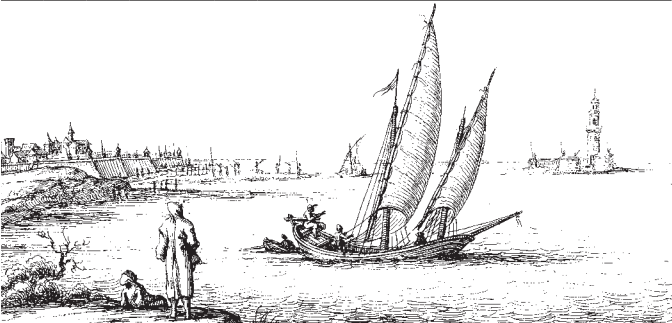
PASSEUR

The Seine is the heart of Paris. She is used for water, bathing, fishing and casting off waste. Flowing around Ile de Saint Louis and Ile de Notre Dame, she splits the city into left and right halves, spanned by bridges. Passeurs ply their trade and make their living ferrying folks and goods across the river. They might also, on occasion, hire themselves out to those who wish to travel by night so as to bypass the customs gates that ring Paris.

Passeur	Req: 3e État	Base HP: 2d3	Level HP: +1d3-1
	Saves: Artillery, chance		Age: 13+3d6
Master of the Seine	Increase Pilot skill rating by one.		
Smuggler	Increase Sub Rosa skill rating by one.		
Boatwright	Increase Carpentry skill rating by one.		
Vagabond	Increase Nationality mentality rating by one.		
Haggler	Increase Parley skill rating by one.		
Strong	You can carry two items in your hands (may be taken only once). Increase Break skill rating by one.		
Equipment	A small boat, oars and a pole, a coil of rope, pantaloons, a broad-brimmed hat, a loose shirt, a poignard, a pistol with powder and shot for two discharges		
Names	Denis, Henri, Dieudonné, Hubert, Loïc, Gaston, Honoré		

PASSEUR EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Passeur Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Avoid paying your taxes.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Smuggle contraband into the city.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Keep your boat in good repair.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Smuggle a person in trouble out of the city.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Skim some of the take for yourself.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Bribe the night watch, customs post or intendant.



## PETTY NOBLE

The blood of France flows through your veins! You are a defender of the realm and, as evidence, have the right to bear a sword. It is a great honor. You are also exempt from most taxes. However, you have no land or title, and are forbidden by law from making a profit in trade or commerce. And thus, you are very poor, and eat and drink only what your luck and ambition provide for you.

<b>Petty Noble</b>	Req: Patent Saves: Chance, terror	Base HP: 2d4 Level HP: +1d3-1 Age: 17+1d6
<i>Courtier</i>	Increase Fashion skill rating by one.	
<i>Fencer</i>	+1 to hit with sabers, rapiers and cutlasses, up to a maximum of +5. Combine with Strength modifier.	
<i>Equestrian</i>	Increase Riding skill rating by one.	
<i>Main Gauche</i>	In melee combat when holding a poignard, cloak, hatchet or pistol in the left hand, take +1 defense or make additional attack at -4 to-hit penalty. Each advance increases the defense bonus and reduces to-hit penalty.	
<i>Etiquette</i>	+1 damage to Implore and Flatter actions when using the proper etiquette with nobility, up to a maximum of +3. Combine with Charisma modifier.	
<i>Born to Rule</i>	You are granted a patent of nobility and with it Precedence 6. Take this skill only once.	
Equipment	Rapier, a worn set of once-fashionable clothes, buckled shoes, a threadbare cloak, a jaunty hat, a sway-backed nag, a letter indicating your patent of nobility	
Names	de Batz, de la Fere, d'Herblay, du Vallon, Rochefort, Regnard, d'Entragues, d'Erencourt, Philis de la Tour, Prémoy	

## PETTY NOBLE EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Petty Noble Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Gain the favor of a powerful member of court.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fight a duel to defend your honor.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Come fashionably dressed to a ball or fête.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Gain or increase your noble title or rank.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Gain a royal office, grant of land, charge or benefice.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Take a lover.

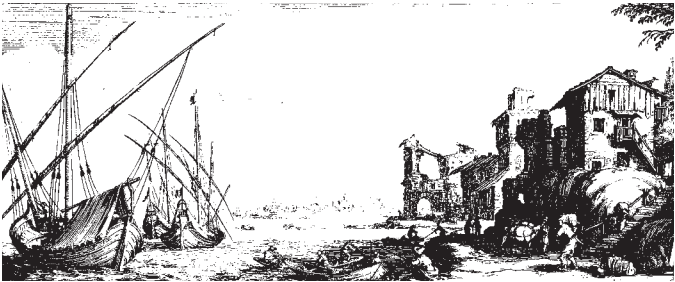
SAILOR

Kings and queens have their nations, generals have their armies, but they are small and lubberly when compared to the vast seas and oceans that girdle the globe. We live in the Age of Sail. Commerce and communication spans the globe and it is the sailors who ensure safe transmission of cargo, persons and information.

Sailor	Req: Debt	Base HP: 2d3	Level HP: +1d3-1
	Saves: Artillery, chance	Age: 13+3d6	
Able Seaman	Increase Sailing Ships skill rating by one.		
Clamber	Increase Traverse skill rating by one.		
Helmsman	Increase Pilot skill rating by one.		
Mêlée	+1 to hit with melee weapons, up to a maximum of +5. Combine with Strength modifier.		
Parry	+1 defense.		
Gun Crew	+1 to hit when firing artillery, up to a maximum of +5. Combine with Intelligence modifier.		
Starting Equipment	Colorful pantaloons, a smart wool jacket, an oiled cape, curly-toed slippers, a well-used knife		
Names	Jan, Ward, Zymen, Hayreddin, Reis, Murat, Òlafur		

SAILOR EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Sailor Experience Conditions
■	□	■	□	■	□	Get drunk in a new port.
□	■	□	□	□	■	Visit new seas or coasts.
■	■	□	■	■	■	Get lashed for a disciplinary infraction.
■	■	■	□	■	□	Cross the equator.
■	■	■	■	□	□	Overhaul or outrace a vessel of the same rating or an ostensibly faster ship.
■	□	■	□	■	■	Score a critical hit as gun crew in a battle.



## SOLDIER

You are perhaps the son or daughter of a soldier, raised on campaign during the endless wars of the past 30 years, or a villager forcibly conscripted by the king's *commissaires*, or a volunteer who signed up for the bounty, or a criminal dragged from your cell. Whatever your origin, you now carry a musket or a pike for the king, serving the royal will in arguments with other sovereigns over the rights of nations.

<b>Soldier</b>	Req: <i>Marginaux</i> or 3: <i>État</i> Base HP: 2d4    Level HP: +1d2
	Saves: Chance, artillery, terror      Age: 15+1d10
<i>Looter</i>	Increase Break skill rating by one.
<i>Routier</i>	Increase Soldiering skill rating by one.
<i>Mêlée</i>	+1 to hit with melee weapons, up to maximum of +5. Combine with Strength modifier.
<i>Force</i>	Increase damage with melee weapons in the following steps: +1, +2, +1d4, +1d6 and +1d8. Combine with Strength modifier.
<i>Accuracy</i>	+1 to hit with firearms, up to a maximum of +5. Combine with Dexterity modifier.
<i>Drill</i>	Improve initiative by one step when using a musket, rifle or harquebus (may be taken only once). Combine with Dexterity modifier.
Equipment	Poignard, snapsack, hat, knee-length breeches, hose, shoes, shirt, waterskin, candle, whetstone, flint and steel. And choose one kit: • <i>Fusilier</i> (L1): Musket, plug bayonet, slow match coil, battered hat* • <i>Allemant</i> (L2): Burgonet, cuirass, tassets, long sword • <i>Piquier</i> (L3): Pike, cutlass, Almain rivet • <i>Grenadier</i> (L3): Harquebus, 4 grenades, grenade sack, jaunty cap* • <i>Sergeant</i> (L4): Cuirass, morion, halberd *And, 20 rounds of shot, 20 charges of powder and priming powder, a shot bag, powder horn, powder flask.
Names	Manon, Marie, Geneviève, Jeanne, Joly-Coeur, Madeleine, Gertrude, Pierre, Picard, St Michel, La Garenne, Desbrière

## SOLDIER EXPERIENCE CONDITIONS

E	2nd	3rd	4th	5th	Fin	Soldier Experience Conditions
☐	■	☐	■	☐	■	Join a regiment or unit or gain a promotion.
■	☐	■	☐	■	☐	Stand your ground under musketry fire or artillery barrage.
■	☐	■	■	☐	■	Defeat an opponent of greater skill or strength.
■	☐	☐	☐	■	■	Steal valuables or stores of food despite the protests of the owner.
■	☐	■	☐	■	■	Protect your mate in battle.
■	■	■	☐	■	☐	Show mercy to a worthy opponent.

# Requirements

## **3<sup>E</sup> ÉTAT**

One must be a member of the Third Estate to take this lifepath—not noble or clergy.

## **AMERICAN**

One must have the American nationality to take this lifepath.

## **CATHOLIC**

One must have the Catholic Religion mentality to take this lifepath.

## **CHARGE**

One must have a *charge d'affaires* from the king or cardinal to take this lifepath. A charge is a letter granting you a post (and ordering you to take it up). In character creation, this requirement indicates one must have the approval of the game master to take the lifepath. In general, petty nobles and experienced (high level) soldiers can purchase or win a *charge d'affaires* and thus be fairly considered for the role.

In play, one must both prove one's worth to the patron responsible for distributing commissions and one must demonstrate that worth by paying them a substantial fee in livres. An officer's commission could easily cost 150,000 or 160,000. Acquiring a *charge d'affaires* could be a campaign in itself, or bestowing a *charge* could be a way for a patron to show gratitude for service.

## **DEBTS**

One must be in debt to take this lifepath—either through the debt roll in character creation or through poor choices during play.

## **LATIN**

One must have Latin as a language skill prior to taking this lifepath.

## **MARGINAUX**

One must have the Marginaux birth quality to take this lifepath.

## **NOBLESSE DE ROBE**

One must have the Noblesse de Robe birth quality or have acquired a judge-ship through other means.



## PATENT OF NOBILITY

A patent of nobility is a certificate from the king that says you and your family are indeed of the second estate—nobility. Anyone born a sword or robe noble begins the game with a patent of nobility. During the game, a patent can be purchased from the king for a sizable sum (usually in excess of £100,000). Patents can also be stolen or falsified, but I am sure such deeds are beneath one so honorable as yourself.

A patent of nobility does not confer a title (like lord, baron, count or duke) and does not grant land or office. At its most basic, it entitles you be referred to as *gentilhomme* or *dame*, provides a path to offices and commissions and exempts you from most taxes.

# Lifepath Skills

Lifepath skills are defined here. Each skill is listed with its governing ability, if any. Core skills are defined in the *Système* chapter of **Book 1: Miseries & Misfortunes**. Lifepath skills that modify core skills are not listed—just increase the core skill.

### Accounting

*Intelligence*

The practice of keeping records of financial transactions—debits and credits—so as to quantify the performance of a business enterprise.

### Accuracy

*Dexterity*

+1 to hit with firearms like muskets, pistols, rifles, mousqueton and harquebuses (up to a max +5 bonus). Combine with Dexterity modifier.

### Ambuscade

*Dexterity or Strength*

To activate Ambuscade, the gamin must gain position on their intended opponent through a Sneak, Sub Rosa or similar test. When attacking from ambush, concealment or via a clever stratagem, increase your to-hits for all weapons by +2 for the first attack of the ambush. Each time you take this lifepath skill, each advance increases this bonus by +1, up to a maximum of +6. Combine with Dexterity or Strength modifiers as appropriate.

**Carpentry**

*Strength*

You are a skilled artisan who can construct cabinets, furniture, houses and even boats out of lumber.

**Charivari**

*Charisma*

Charivari is a song and ritual performed by street urchins to antagonize and terrify their chosen targets. The children set themselves at the door or window of the target and begin to sing a ribald song. If the children pass their Charivari test, the victim must save vs terror. If successful, they become angry and take 1d4 damage to Will. If failed, the is terrified and either shuts themselves in their house or flees the city for 2d3 days. Success also does 1d3 damage to the target's will and reputation. Charivari requires at least four gamin to perform. For each four gamin after the first four, take +1 to the Charivari roll.

**Classics**

*Wisdom*

You have studied the works of Homer, Hesiod, Plato, Demosthenes, Cicero, Virgil, and Sallust. Knowledge of the classics is considered vital to understanding the issues of our present day.

**Coquin**

—

The Coquin skill allows the gamin to choose whether to use defense or dodge against a melee attack—even if they themselves are attacking! Sadly, the gamin loses the Coquin ability on their 17th birthday.

**Counterfeiting**

*Dexterity*

Coin clipping is the most common form of counterfeiting. Coin clippers shave or clip bits of metal from legitimate coins, mix them with an alloy and produce debased coins. Counterfeit coins are in abundance in Europe in 1648. The poorest specimens are easy to spot, made of wood or some obvious alloy. The best specimens are near impossible to differentiate from true specie.

**Courage**

—

Increase Sang Froid skill rating by one. In addition, increase Morale by one when leading from the front.

## Decipher

*Wisdom*

Those who pore over ancient texts and puzzle over grave inscriptions develop a knack for it over time. Use this skill to read the unreadable, interpret symbols or disentangle enigmas.

## Discretion

—

+1 Will and one reputation armor when protecting your master's interest in a duel of wits, up to a maximum of +5 Will and 5 armor.

- ☞ The reputation armor is not relative to other participants of the duel of wits. It represents you protecting your master's interests.
- ☞ Discretion cannot be combined with other forms of reputation armor.

## Documentarian

*Charisma or Intelligence*

+1 to hit with Accuse, Confess and Threaten actions in a duel of wits when you can produce the documents to back you up.

## Drill

*Dexterity*

Increase initiative by one step when using muskets, harquebuses and rifles once. Combine with Dexterity modifier.

## Esprit du Corp

—

Increase morale by one.

## Etiquette

*Charisma*

+1 damage to Implore and Flatter actions when using the proper etiquette with nobility, up to a maximum +3. Combine with Charisma modifier.

## Fashion

*Charisma*

It is vital to look your best at all times, so as to prove your worth and justify your reputation. Use the Fashion skill to guarantee you are in style, to impress others with your choices and to hide that you might be the person you seem to be.

## Fencer

*Strength*

+1 to hit with sabers, rapiers and cutlasses, up to a maximum of +5. Combine with Strength modifier. This skill stacks with Mêlée.

**Finance**

*Intelligence*

Finance is used to manage one's money, investing it or borrowing against it, so as to increase one's share. Use this skill to loan money, sell assets, capitalize on shortages and declare bankruptcy.

**Force**

*Strength*

Increase damage with melee weapons in the following steps: +1, +2, +1d4, +1d6 and +1d8. Combine with Strength modifier.

**Generous**

*Charisma*

+1 to hit with Bribe actions, up to a maximum of +5. Combine with Charisma modifier.

**La Gloire**

—

This skill increases the reputation of those who have seen combat—or at least pretend to have. Roll for the reputation increase when you take this skill and with each subsequent advance. It increases your current maximum and does not count as a deed.

**Gun Crew**

*Intelligence*

+1 to hit when firing artillery, up to a maximum of +5. Combine with Intelligence modifier.

**Iron Will**

—

If you are reduced to 0 hit points while on an errand or mission for your employer, you may get back to your feet with 1 hit point at the start of the next round. This ability may be taken only once. It may be used only once per mission.

Once on your feet, you must spend your action to offer an apology (Beg Pardon using the duel of wits), otherwise you collapse again into a heap. The game master may call for a Sang Froid test for your opponents if you survived some particularly grievous wound.

Triggering this ability does not necessitate a roll on the Mortal Coil table. If you are knocked to 0 hit points a second time on the same mission, you must roll on the Mortal Coil table as per the standard procedure.

## Knife Work

### Strength

This ability can be used with poignards, daggers and even improvised shivs (1d2 damage). Increase damage by +1d when using knives and attacking a surprised, unarmed or unaware victim, up to a maximum of +3d.

*With Knife Work, a poignard in the hands of a filou does 2d4 damage. If you advance Knife Work again, your filou will inflict 3d4 points of damage.*

The ability may be taken only three times. Like Ambuscade, attacking from surprise requires a Sneak or Sub Rosa test to set up the ambush. Alas, poor King Henri, Ravailac knew his knife work.

## Latin

### Intelligence

Latin is a living language, spoken at Catholic mass, in medical diagnoses, in courts of law and even as the national language of Poland, Litvin and the Kingdom of Hungary.

## Law

### Wisdom

Judges possess knowledge of both French law and precedent, as well as Roman law.

## Leadership

### Charisma

In our fading age, a good leader follows the steps of the great Alexander and leads from the van, exhorting their soldiers to seize the crown of glory. This is not a skill of bullying someone into action, but of inspiring others to follow your example.

Before or during combat, a leader may gather a group and form a unit at their command. A successful Leadership test allows the members of the unit to use the leader's morale score for the duration of the combat.

During combat, a leader in the first two ranks may spend their action to exhort their comrades to greater deeds of glory, granting them +1 morale for the combat.

**Lecturer**

*Charisma*

+1 to hit with Educate actions when incorporating the teachings of Christ or the Society of Jesus into your argument, up to a maximum of +5. Combine with Charisma modifier.

**Lock Picking**

*Dexterity*

A skilled lock pick can make short work of the many mechanical locks of the day.

**Main Gauche**

*Strength*

This ability allows you to fight with a rapier, saber or cutlass in one hand and a secondary weapon like a pistol, poignard, cloak or hatchet in the other hand.

- ❧ At the start of each round, you decide whether you will use your secondary weapon to attack or defend.
- ❧ If attacking, make a second to-hit roll with a -4 modifier. Each advance of the skill reduces this penalty by one.
- ❧ If defending with the secondary weapon for, increase your defense by one per level of the skill.

**Mathematics**

*Intelligence*

Why take so much time to study mathematics? Isn't simple arithmetic enough for any one person? Sadly, no. The science of maths is needed increasingly in the use of artillery, navigation of ships, tracking of stars and time, conducting chemical experiments and in making profound philosophical arguments.

**Mêlée**

*Strength*

+1 to hit with melee weapons, up to a maximum of +5. Combine with Strength modifier.

**Menace**

*Charisma*

+1 to hit with Threaten actions when suggesting physical violence during a robbery or extortion, up to a maximum of +5. Combine with Charisma modifier.

**Mend**

*Dexterity*

Use Mend when sewing, darning, patching, splicing and any other quick fix required in order to keep going.

**Military Doctrine**

*Intelligence*

Integrating musket, pike, cavalry and artillery on the field of battle is a daunting task. Use this skill to set your units in a favorable disposition for battle, and to train recruits and officers in the art of war.

**Musketry**

*Dexterity*

The king insists his musketeers to bear their traditional arms, a matchlock musket. This skill grants +1 to hit with matchlock muskets only (up to a max +5 bonus). Combine with Dexterity modifier.

**Parry**

—

+1 defense each time you take this lifepath skill. To gain the benefit of parry, you must be holding a weapon. This ability does not increase your dodge.

**Pilot**

*Wisdom*

Use this skill for operating boats in rivers and bays or when bringing a ship into port.

**Profiteer**

—

Increase Wealth rating by 1, up to a maximum of 4 Wealth increases.

**Quick Hands**

*Dexterity*

Increase initiative by one step when attacking with bare fists, canes or improvised weapons. You may advance this ability six times.

**Quid pro quo**

*Charisma*

+1 damage to successful Bribe actions made *against* you, but you gain +1 to hit with any action following a Bribe. Both aspects increase each time one advances the skill.

**Record Keeper**

*Intelligence*

Increase Search skill rating by one when in libraries, archives or government offices.

**Remonstrator**

*Charisma or Intelligence*

This skill grants access to a special duel of wits action: Remonstrate. This action allows the judge to criticize an argument based on the

## Miseries & Misfortunes: Les Fruits Malheureux

flaws of its legality. Before making the action, test the judge's Law skill. If successful, add the rolled result as a bonus to hit for the action. If arguing against another judge, win an opposed test to gain the bonus.

Weapon	Intimate	Speaking	Shouting	Press	Rate of Fire
Remonstrate	18	14	r20	13	Once per conflict
Damage	1d4	1d6	1d4	1d3 Will, 1d3 Rep	

### Verbal Weapon Usage

Remonstrate	Point out the legal flaws in your interlocutor's argument.
Requirement	What is the question of legality at stake in this discussion?
Victory Effect	You judge the target's argument illegal, unprecedented or immoral.

Creating a legal remonstrance requires days equal to the judge's Law skill rating. 9/10 requires nine days, for example.

### Rider

*Charisma*

Riding a horse is second nature to most people of 1648. As the dominant mode of transportation, most folks have been in the saddle at one time or another. However, this familiarity does not make them skilled riders. This skill is for the cavaliers, rancheros and couriers who fly across fields and along the roads of our country.

### Rook

*Charisma*

Rook is the skill for criminal activity like con games, trickery, deception and falsehoods (use Steal for pickpockets and cutpurses).

### Sailing Ships

*Wisdom*

Use this skill for operating a ship on the open ocean.

### Scarred

—

The scarred ignore hits of 1 pt of damage. Trigger this ability after armor absorption. This skill may be taken only once.

### Soldiering

*Constitution*

The life of a soldier consists mostly of waiting and marching. But being a competent soldier is a skill as one's survival often depends on it. Use this skill to dig latrines and trenches, forage, cook, clean and maintain your equipment.



**Steal**

*Dexterity*

Use this skill when picking pockets, purloining purses or any other task that requires a surreptitious snag.

**Strong Back**

*Strength*

You can carry two items in your hands (may be taken only once). And increase your Break skill rating by one.

**Sub Rosa**

*Wisdom*

Sub Rosa is the skill for subterfuge: following someone, moving inconspicuously in a crowd, spying, dead-dropping a letter or dropping poison in a glass.

**Trade**

*Intelligence*

This skill allows a merchant to invest in a market or expedition and return a profit.

**Virtuous**

—

Increase Will rating by one.

**Vive Le Roi**

—

This is a unique combat skill as its bonuses alternates with each advancement:

- ☞ First advance: +1 melee damage
- ☞ Second advance: +1 melee damage, +1 sq movement on the charge
- ☞ Third advance: +2 melee damage, +1 sq movement on the charge
- ☞ Fourth advance: +2 melee damage, +2 sq movement on the charge
- ☞ Fifth advance: +3 melee damage, +2 sq movement on the charge

The skill provides bonuses only when the king or cardinal is on the field, is observing the combat or has personally dispatched the musketeer on an important mission.

**Worldly**

—

Select a second Religion mentality of your choice and increase its rating by one. Feel free to add ones that are not listed in the limited list in this book. Advance the second Religion mentality each time you advance this ability or satisfy the religion's experience conditions.



# Advancement

**T**hrough diligence, hard work and some luck it is possible to improve your skill ratings during play.

## Experience Conditions

In *Miseries & Misfortunes*, a character must fulfill narrative conditions in order to improve their lot. Each lifepath and mentality lists criteria for gaining experience. One must accomplish those tasks and overcome those obstacles during the game. When one does so, check off the empty box for the next level.

Once all the empty experience boxes for a level are filled, the character advances to that level of the lifepath.

### ONE LEVEL AT A TIME

You can fill conditions only for the next level, not for levels beyond that.

## OPEN TO INTERPRETATION

Many experience conditions are designed to remain open to interpretation by the player and the game master. They might have a double meaning or imply a salacious implementation. If you encounter some doubt in fulfilling one, discuss the situation in play with the group. If everyone understands the condition to be fulfilled, go with it!

## ENTREE

To enter a new lifepath, declare the new lifepath you seek to open. Advancement then ceases for your current lifepath. You may no longer check off experience conditions and gain levels in it, even if you meet the conditions in play.

To enter the new lifepath at first level, you must fulfill its E level experience conditions. Once you do, you are now on level 1 of that lifepath; you gain all of its skills and saves, as well as its Level hit points.

## GAMINES EXPERIENCE CONDITIONS EXAMPLE

E	2nd	3rd	4th	5th	Fin	Gamin(e) Experience Conditions
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Steal something valuable.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Take revenge on someone who hurt you.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Clamber onto or into a place no one else would think to go.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Make an improbable escape.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Feign innocence or meekness to escape punishment or to exact revenge on a rival.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Be adopted by a powerful patron or kindly adult.

*For example, to enter the Gamin(e) lifepath, a child needs only to steal something valuable. Once they do, the entry requirement is filled and the character earns the basic lifepath package described above. But on your fourth time through this lifepath, stealing something valuable is no longer enough. Now you must stake revenge on someone who hurt you; and clamber into a place no one else would think to go; and feign innocence or meekness to escape punishment or to exact revenge on a rival.*

## EXPERIENCE CONDITIONS AS SCENARIOS

Experience conditions exist for the game master to use as inspiration for scenarios and situations. Each game master should prepare for each session by examining the experience conditions needed to advance for each character. All of the experience condition requirements are period appropriate, designed to evoke the beliefs and behaviors of the age. Use them liberally.

*Make soldiers hungry, then give them a vulnerable farm house to break into. Give gnomes narrow squeezes to slither into. Grant philosophers plenty of tomes and grimoires to translate.*

# Advancing Governing Abilities

Your governing abilities advance only through lucky rolls on the Mortal Coil table, or through supernatural influence.

## Advancing Core Skills

As you gain levels in a lifepath, your core skills naturally advance as well. At each level (including the first of a new lifepath), select one core skill to advance one rating.

# Advancing Skills

### LIFEPATH SKILL ADVANCEMENT

Repeating lifepaths allows you to improve the skills gained from it.

- ☞ If you take a lifepath a second time, choose five of its lifepath skills and advance them.
- ☞ Third time taking a lifepath, choose four to advance.
- ☞ Fourth time taking a lifepath, choose three to advance.
- ☞ Fifth time taking a lifepath, choose two to advance.
- ☞ Sixth time taking a lifepath, choose one to advance.

# Advancing Mentalities

Your Nationality, Politics and Religion advance separately from your lifepath skills. Examine the criteria for advancement based on your current skill rating in each mentality. If you fulfill those criteria, you advance your skill and move to the next column of criteria for further advancement.

## NATIONALITY ADVANCEMENT TABLE

Current Skill Rating

1/6	2/6	3/6	4/6	5/6	Nationality Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Visit the capital for a royal celebration and see the king or queen.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Visit a new city or region in your country.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Tour a foreign guest through your home region or city.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Boast about the indomitable spirit and proud national character of your country.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Eat or drink a local delicacy from a region new to you.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Explore an ancient or forgotten corner of your country.

## RELIGIOUS ADVANCEMENT TABLE

Current Skill Rating

1/6	2/6	3/6	4/6	5/6	Religion Experience Conditions
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Express your religious beliefs in your actions.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Attend religious ceremonies in support of your religious beliefs.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Acquire a relic.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Experience an act of God.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Be healed of disease, saved from certain death or experience divine visions.

POLITICS ADVANCEMENT TABLE

Current Skill Rating					Politics Experience Conditions
1/6	2/6	3/6	4/6	5/6	
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Talk politics late at night at the brasserie or argue politics during inappropriate situations.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Support your political party at a public rally or through donations.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Make a stand due to your political convictions.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Defend your political party against the incursions of another political party.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Elect, promote or purchase an influential office or position for your party.

For example, your Cardinalist Politics is rated 1/6. In order to advance it to 2/6 you would have to perform the following tasks: Talk politics with your comrade during a fight or tense negotiation; Support the cardinal during a public rally (or send him secret donations). To advance from 4/6 to 5/6, you would have to defend the cardinal against the dictates of the Parlement by publishing pamphlets against them or by breaking the windows of their homes. You would have to insert allies of the cardinal into the royal court, the Parlement, army or even the Parisian militia colonels. Perhaps you'll take a post for yourself and earn the cardinal's favor!







# *Virtues & Flaws*

**E**ach of us has within us the potential to recall the greatness of the ancients through our deeds and actions. By embodying their virtues, we allow their spirits to flow through us.

## **Earning Your Virtue**

Once you are comfortable with your character, their personality and their direction—usually after four to six sessions—you choose a virtue to represent your character's most shining quality. Your highest ability rating provides you with a list of options to select from. If two or more abilities are tied for the highest, you may choose which list to pick from.

**Strength Virtues:** Unbreakable, Unconquered, Iron Grip, Unrelenting, etc.

**Intelligence Virtues:** Diligent, Insightful, Clever, Learned, etc.

**Wisdom Virtues:** Humble, Thoughtful, Cunning, Wise, etc.

**Dexterity Virtues:** Patient, Fleet, Ambitious, Agile, etc.

**Constitution Virtues:** Temperance, Resilient, Compassionate, Forgiving, etc.

**Charisma Virtues:** Chaste, Kind, Beautiful, Articulate, etc.

## Earning Your Flaw

No hero is without flaw, and your character is no exception. Even Achilles had his arrogance, and Croesus his vanity.

After four to six sessions, your friends choose a flaw for your character from the appropriate list based on how you have played your character. You do not have to pick your virtue and flaw in the same session.

Your flaw is associated with your lowest ability rating (if two or more abilities are tied for the lowest, you may choose which list to pick from).

The game master and other players pick a flaw that is representative for how you have played to date (and where they think this character is going). They will not be punitive, because they are your friends (and you get to pick flaws for their characters, too).

**Strength Flaws:** Wrathful, Cruel, Weak, Arrogant, Stentorious, etc.

**Intelligence Flaws:** Envious, Sullen, Boastful, Opinionated, etc.

**Wisdom Flaws:** Proud, Stubborn, Naïve, Parsimonious, etc.

**Dexterity Flaws:** Slothful, Clumsy, Cowardly, Covetous, etc.

**Constitution Flaws:** Gluttonous, Drunken, Sickly, Unseemly, etc.

**Charisma Flaws:** Vain, Lustful, Deceitful, Boorish, etc.



# Playing Your Virtue

To bring your virtue into play, another player or the game master describes your actions or your qualities in terms of your virtue. When you attempt a heroic task, before you roll, they cite reasons why your virtue makes success a certainty.

- ❧ Odes to your character must include references to classical heroes, heroines and gods, or to classical values.
- ❧ Once the pæan to your nature is sung, you pass the test at hand without resorting to a roll, regardless of difficulty, provided that you have at least a modified 1/6 chance for a skill or a target number 2 for to-hit rolls.
- ❧ You may invoke your virtue once per session. Mark its invocation on your character sheet.
- ❧ Virtue cannot be invoked to break the setting or historical fiction.



## Playing Your Flaw

You possess a fatal mark in your character. Flaws are the inverse of virtues. Rather than easily pass a test, your flaw causes you to automatically fail. Invoke your own flaw at a critical juncture causing you to be absent from a crucial moment, fumble your words in an important conversation or stay your hand at the wrong time. Describe how your weakness of spirit led you to this fated moment.

You may invoke your flaw as many times as you like during a session.

## Embodiment

Should both your virtue and flaw be invoked during a moment, you gain +1 to your next roll on the Mortal Coil table.

## Virtues & Flaws in Play

Your companions know your strengths and weaknesses, and it is customary to reference them from time to time. While it is never good manners to boast about your virtues or be maudlin about your flaws, you may have to remind your fellow players from now and again with hints regarding your nature. This is perfectly normal and necessary to ensure that all get fair representation at the table.



*Vous qui prenez plaisir en leurs parolles,  
Gardez nos blancs, nos testons et pistolles*



# Items & Equipment

**I**f you're headed on an expedition, you can freight yourself with all manner of useful items. Most of the time, your load will be light enough that such restrictions and notations won't matter, but occasionally you will need to gird for war or prepare for an expedition and these rules shall hopefully be useful.

## TYPES OF ITEMS

**Carried:** Items that must be carried and require two hands for use unless otherwise noted

**Bandolier:** Items that can be carried in a bandolier

**Belt/Baldric:** Items that can be carried on a belt or baldric

**Satchel:** Items that can be packed in a satchel or snapsack

**Wallet:** Items that can be held in a wallet or pockets

**Worn:** Items that can be worn

**Team:** Items that require a crew or team of animals to move

## INVENTORY

- ❧ You can wear clothing, a cloak, belt, baldric, boots and a dashing hat with a peacock feather in it.
- ❧ Your character can carry one item in your hands, two items on your bandolier and one item on your belt or baldric.
- ❧ In addition, you can carry a snapsack or satchel which can hold twelve items.
- ❧ You can carry up to 40 wallet items in your wallet or pockets—including pistole-sized coins.

## OVERENCUMBERED

You can carry more than your inventory allows. If lugging large items long distance or laden down with goods, you count as overencumbered. Reduce your initiative by one step until you spend a moment or action to drop what you're carrying. Or two steps if the game master thinks you're really in over your head.

# Equipment Costs

Item	Cost	Inventory Type
<b>Accoutrement</b>		
Powder flask	3s	Wallet
Powder horn	12s	Worn
Bullet flask	2s	Wallet
Flint and steel	5s	Satchel
Bullet mold	1t3 10s	Satchel
Snapsack	1t4	Worn
Dice	1s	Wallet
Cards	1t3	Wallet
Tambour (drum)	1t12	Carried
<b>Clothing and Harness</b>		
Suit of plain clothing (includes: shirt, waistcoat, knee length breeches, undergarments and one pair of socks)	1t15	Worn
Leather baldric	1t2	Worn
Leather waist belt	1t2 16s	Worn
Bandolier	1t2 14s	Worn

## Equipment

Item	Cost	Inventory Type
Leather shoes	1t 1 5s	Worn
Socks	1t 2 15s	Worn
Leather leggings	1t 5	Worn
Falling band (collar)	1t 3	Worn
Shirt	1t 2	Worn
Cape, plain	1t 8	Worn
Cloak, plain	1t 10	Worn
Fur-lined cloak, plain	1t 55	Worn
Fur cap	1t 20	Worn
Wide-brimmed hat	1t 1 13s	Worn
Knitted wool cap	6s 10d	Worn
<i>Justacorps</i> (fashionable knee-length jacket)	1t 700	Worn
Fashionable cloak	1t 900	Worn
Jacket	1t 4	Worn
Riding boots	1t 5	Worn
Coat	1t 9	Worn
Feather	1t 10	Worn (hat)
Truly magnificent peacock feather	1t 100	Worn (hat)
Le loup (fashionable mask for women)	1t 25	Worn

### Armor

Cuirass	1t 60	Worn
Mail jacket	1t 70	Worn
Buff coat	1t 45	Worn
Helmet (burgonet, morion, birnhelm)	1t 15	Worn
Skull cap	1t 6	Worn

### Weaponry

Musket	1t 9	Carried
Harquebus	1t 14	Bandolier
Rifle	1t 24	Carried
Mousqueton	1t 20	Bandolier
Pistol	1t 30	Bandolier
Halberd	1t 4 10s	Carried
Plug bayonet	1t 1 4s	Belt
Pike	1t 2	Carried
Sword	1t 2 10s	Baldric

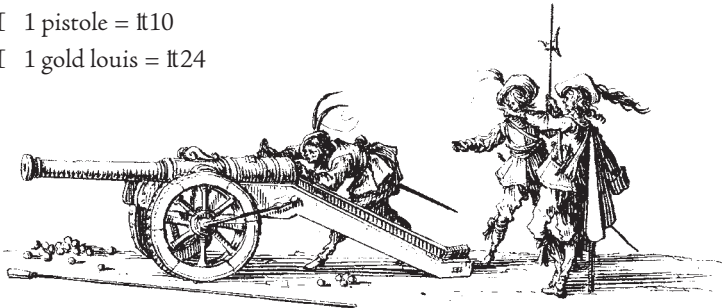
## Miseries & Misfortunes: Les Fruits Malheureux

Item	Cost	Inventory Type
<b>Bulk goods</b>		
Powder keg (38,400 grains/100 charges)	£10	Carried
Bushel of beans and peas mingled with oats for provender in inns	8s 6d	Carried
Kilderkin (18 gallons) of good ale or double beer with carriage	10s	Team
Full quart of the best ale or beer by measure sealed	3d	Satchel
Beef, 1 stone, best at butcher	3s 6d	Carried
Fat goose, best in the market	3s	Carried
Lean chickens (2)	2s	Carried
Tallow candles made of wick (1 lb.)	1s	Satchel
Oak boards with carriage (100)	£4 5s	Team
Claret, best at the vintners (1 qt.)	3s 6d	Satchel
Supper including meat, fish and egg	1s 6d	Stomach
Vinegar (1 gallon)	1s 6d	Carried
Gunpowder (100 lbs; 384,000 grains/320 charges)	£35	Team
Sugar (1 lb. loaf)	£1	Satchel
Lead (1 lb.)	1s 7d	Carried
Lead (100 lbs)	£8	Team
<b>Ammunition</b>		
Musket ball of lead	2d	Wallet
Shot (18 balls; 1 lb.)	36d	Satchel
Mousqueton ball of lead	4d	Wallet
Musket charge (120 grains)	2s 3d	Wallet
Priming powder and flask	£1	Wallet
Cartridges (12 fully prepared)	£2	Bandolier
Matchcord	1s per ft	Worn
<b>Tools</b>		
Felling axe	6s	Carried
Hammer	3s	Belt
Handsaw	15s	Belt
Pickaxe	5s 6d	Carried
Hatchet	10s	Belt
Fishing hook and line	6s	Satchel
Lantern	15s 3d	Carried

Item	Cost	Inventory Type
Pail, great	2s 6d	Carried
Oak ladder, short	2s 6d	Carried
Cart	1t13	Team
Chisel	1s 6d	Satchel
Gimlet	5s 6d	Satchel
Lock and pair of fetters	6s	Satchel
Shovel	1t1 5s	Carried
Whale oil, flask	1t12	Satchel
<b>Livestock</b>		
Warhorse, good	1t800	—
Warhorse, fine	1t1500	—
Andalusian courser (black)	1t1000	—
Nag, discolored, sway-backed	1t20	—
<b>Services</b>		
Post horse	20s/post	—
Laborer	12s/day	—
Renting a carriage	1t7/day	—
Room with a feather bed and necessary apparel for one person for one night and so depart	3d	—
Chamber with two beds and good furniture for one night and so depart	1s	—
Pay for a soldier	1t10/mon	—
Night at a well-appointed inn	2 ecu	—

# Currency Conversion

- € 1 livre or franc (1t) = 20 sol (pronounced “sou”) = 240 denier
- € 1 ecu = 1t3
- € 1 pistole = 1t10
- € 1 gold louis = 1t24





# People

Use our collection of tables to generate people of the supporting cast whom you would meet on the streets of Paris.

## Quality & Lifestyle

3d6	Quality of Birth	Age
3-5	<i>Marginaux</i> —actor, soldier, sailor	21-32 (20+1d12)
6-8	<i>Gens sans Aven</i> — prostitute, gamines, filous	11-22 (10+1d12)
9	Peasant—laborer, villein	25-44 (24+1d20)
10-12	Commoner—printer, fish monger, passeur	22-60 (20+2d20)
13-14	Artisan—smith, carpenter, clothier	32-70 (30+2d20)
15	<i>Bourgeois</i> —merchant, financier, architect, famous artist	40-59 (39+1d20)
16	<i>Noblesse de robe</i> —minister, judge	56-75 (55+1d20)
17	<i>Noblesse d'épée</i> —without title	20-39 (19+1d20)
18	<i>Noblesse d'épée</i> —with title	22-60 (20+2d20)

2d6	Lifestyle
2	Natural
3-7	Bread Alone
8-9	Respectable
10	Fashionable
11-12	Lavish



# Mentalities

## 2D6 FOR GOD

2d6	Religious Affiliation
2-3	Lutheran
4-7	Catholic
8-11	Huguenot
12	Jewish

## 2D6 FOR KING

2d6	Political Affiliation
2	Cardinalist
3-4	Noble
5-7	Royalist
8-10	Frondeur
11	Hapsburg
12	Politically ignorant

# Rank

## NOBLE TITLE

Second Estate	Roll 3d6
<i>Dauphin</i> (eldest son of king or queen)	18
<i>Prince, Princesse du sang</i> (prince, princess of the blood)	17
<i>Duc et pair</i> (duke and peer)	16
<i>Duc, duchesse</i> (duke, duchesse)	15
<i>Marquis</i>	14
<i>Comte, comtesse</i> (count, countess)	13
<i>Vicomte</i> (viscount)	11-12
<i>Baron, Baronne</i> (baron, lady)	3-10

## ROBE NOBLES

Parlement	Roll 2d6
President	12
Councillor	11
Intendant	10
<i>Receveur Général</i>	9
Master of Requests	8
Judge, <i>Chambres des Comptes</i>	7
Judge, <i>Cours des Aides</i>	6
Judge, <i>Cours des Monnaies</i>	5
<i>Contrôleur des Finance</i>	4
Junior Judge	2-3

## NOBLES WITHOUT TITLES

Second Estate	Roll 2d6
<i>Seigneur</i> (lord)	12
<i>Chevalier, sieur</i> (knight, sire)	10-11
<i>Écuyer</i> (squire)	8-9
<i>Dame tres gentile</i> (gentlewoman)	6-7
<i>Gentilhomme</i> (gentleman)	2-5

## MILITARY RANK

Officer's Rank	Roll 3d6
Subaltern	3-8
Lieutenant	9-10
Captain	11-12
Major	13
Colonel	14
Lieutenant General (of the army)	15
General	16
Lieutenant General (of the king)	17
Marshal	18

## CLERICAL RANK

First Estate	Roll 2d6
Monk or nun	2-4
Porter	5
Deacon	6
Priest	7
Canon	8
Curate	9
<i>Abbé</i>	10
Bishop	11
Cardinal	12

## Attitude &amp; Motivation

Roll 1d20	Attitude	Roll 1d20	Motivation
1	Murderous	1	Revenge
2	Polemical	2	Employment
3	Conservative	3	Remuneration
4	Friendly	4	Conscientiousness
5	Suspicious	5	Vindication
6	Garrulous	6	Distraction
7	Shy	7	Boredom
8	Stubborn	8	Ambition
9	Romantic	9	Fulfillment
10	Flirtatious	10	Purification
11	Agreeable	11	Absolution
12	Obsequious	12	Enlightenment
13	Preoccupied	13	Obligation
14	Haughty	14	Madness
15	Defiant	15	Escape
16	Annoyed	16	Duty
17	Angry	17	Loyalty
18	Ebullient	18	Regret
19	Cruel	19	Desire
20	Secretive	20	Love



lot f. A Paris 1629 *Israël excedit.*

# Language

**H**ere are some curses and exclamations common to 1648 Paris,  
as well as some linguistic guidelines for the modern player.

## Curses and Exclamations

- ☞ *Bougre*: Bastard (insult)
- ☞ *Canaille*: Scoundrel (insult)
- ☞ *Chut!* Tsk, hush
- ☞ *Mangeur*: Devourer (insult)
- ☞ *Meurdefaim*: Starving beggar (insult)
- ☞ *Mon Dieu*: My God! (exclamation)
- ☞ *Mordieu*: God's Death (exasperation)
- ☞ *Pardieu*: By God! (exclamation)
- ☞ *Peste!* Plague! (curse, exclamation)
- ☞ *Sangdieu*: God's Blood! (exclamation)
- ☞ *Serpent*: Snake (grave insult)
- ☞ *Traître*: Snake, traitor (grave insult)
- ☞ *Ventre-Saint-Gris!* A mild curse in an attempt not to be blasphemous, in the style of Henri IV.
- ☞ *Voleur*: Thief

# The Mode of the Day

Never say with one word what you can say with three. Be polite to all and slow to anger, but once roused, be unto Zeus hurling thunderbolts upon the hubris of mortals.

## BE POLITE

Being rude is an insult. An insult damages the reputation of your interlocutor, and damage to reputation forces them to seek a remedy. Best to begin by being polite rather than risk engaging unnecessarily in this vicious cycle.

## SPEAK OBLIQUELY

"Who are you?" vs "Would madame do me the honor of introducing herself?"

"I kill you!" vs "Monsieur, I will leave you by the side of the road much sorrier for our meeting."

## SPEAK COLORFULLY

"Do not leave me." vs "I forbid you to leave. The future cannot fail to mend; I inevitably look for better times."<sup>1</sup>

"You owe me three months of rent money." vs "...As it is three months since you have been here, and though, distracted as you must be in your important occupations, you have forgotten to pay me my rent—as, I say, I have not tormented you a single instant, I thought you would appreciate my delicacy."<sup>2</sup>

## REFERENCE CLASSICAL FIGURES

"He is a rich one." vs "He is as rich as Croesus!"



1 "The future cannot fail to mend..." Dumas, Alexander.

*Three Musketeers*, chapter 7, Gutenberg Project edition.

2 "As it is three months..." Dumas, Alexander. *Three Musketeers*, chapter 8, Gutenberg Project edition.

