

# Paris 1648



Miseries & Misfortunes Book 6  
*by Luke Crane*



## MISERIES & MISFORTUNES BOOK 6

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- ♦ Maps: Jean Boisseau and Jacques Gomboust.

### THANKS AND INSPIRATION

Thor Olavsrud for starting me down this journey. And thank you to the unnamed librarian at the Mazarin Library who provided me with a library card so that I might see the Gomboust print.

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



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*Vue et Perspective du Palais Cardinal du costé du Jardin, et en suite celles du Louvre, et des Tuilleries de divers costez, et des autres lieux les plus curieux des environs de Paris. Par Israël Sylvestre. A Paris Chez Israël Hébraïer, rue de l'arbre sec proche la croix du Tiroir au logis de Monsieur le Mercier Orfèvre de la Cour. Avec privilege du Roy.*

# Qu'est-ce que Paris?

*Qu'est-ce que Paris? Le paradis des femmes, le purgatoire des hommes et l'enfer des chevaux.<sup>1</sup>*

—Roger de Rabutin, Comte de Bussy in his *Catéchisme des courtisans de la cour de Mazarin*

**W**hat more can be said about Paris? It is a storied city that has survived war and scourge, a romantic city that has birthed many an artist and musician, and a political city that has spawned philosophies and movements. And yet here we are, offering to you, dear reader, our humble book—little more than a pamphlet—hoping that within, you may learn something new about this famous city.

**Paris, 1648** is the sixth book in our **Miseries & Misfortunes** series, and we believe that it completes the picture we sketched for you in **Book 1**. In this book you will find detailed the daily life and epochal struggles of Paris in our fateful year. We provide an overview of the city, a detailed map with many flagged locations, hundreds of historical events, figures of note, new lifepaths, new mentalities, all knotted together with rules for uprisings, revolts and political factions. It is our most ambitious work to date and we very much hope you enjoy it.

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<sup>1</sup> *Qu'est-ce que Paris?... French: What is Paris? The paradise of women, the purgatory of men and the hell of horses. From de Bussy's satirical pamphlet published against Mazarin during the Fronde.*

# Sources

This book is not a scholarly text, as it draws mostly upon secondary and tertiary sources. We attempt no novel research herein. We seek only to gather many facts, stories and fables for the modern reader to enjoy in one book.

## FICTION

- ☞ *The Three Musketeers*, Alexandre Dumas.
- ☞ *Twenty Years After*, Alexandre Dumas.
- ☞ *The Red Sphinx*, Alexandre Dumas.

## HISTORICAL RESEARCH

- ☞ *Paris: The Secret History*, Andrew Hussey.
- ☞ *How Paris Became Paris*, Joan DeJean.
- ☞ *The Fronde: A French Revolution*, Orest Ranum.
- ☞ *Giant of the Grand Siècle*, John A. Lynn.
- ☞ *Jacques Callot: Prints and Related Drawings*, H. Diane Russell et al.
- ☞ *Urban Protest in Seventeenth-Century France*, William Beik.
- ☞ *Journal de la santé du Roi Louis XIV de l'année 1647 à l'année 1711, écrit par Vallot, D'Aquin et Fagon...*, Antoine Vallot.
- ☞ *Memoirs of Cardinal de Retz*, Jean François Paul de Gondi de Retz.
- ☞ *Journal de Jean Vallier, Maître de Hôtel du Roi*, Henri Courteault, Pierre de Vaissière, eds.

## ARTICLES

- ☞ Many articles on French Wikipedia (*très supérieur!*) and English Wikipedia.

## MAPS

- ☞ 1652 Plan de Paris, Jacques Gomboust.
- ☞ 1654 Plan de Paris, Jean Boisseau.

## ETCHINGS & ILLUSTRATIONS

- ☞ Stefano Della Bella
- ☞ Israël Silvestre
- ☞ Jacques Callot
- ☞ Nicolas Cochin
- ☞ ...and many others



## **PRIORITIZING INFORMATION**

We are not historians, and this is not a historical text. While we make every effort to keep to the historical record, in some instances we are forced to make compromises. For example, we have had to use our best guesses based on available information when placing locations on our map of Paris or when citing specific events for the Moments.

Since we are not historians, we have a sizable advantage. We are able to accept as true some fanciful or thinly sourced material, like Sauval's description of the Cour des Miracles—"a half-buried house of mud, all tottering with old age and rot...." Our policy is that if someone from the period says it's true, we believe them.

However, we hold one set of sources as primary above all others. That is, of course, the works of Alexandre Dumas. If a historical event appears to differ slightly from Dumas' version, we favor Alexandre's writings. For example, history seems to place Scarron's house in 1649 on rue d'Enfer rather than where Dumas cites it on rue des Tournelles. But who are we to question this master of historical fiction? All too often we have found ourselves following in his footsteps as we have trod the labyrinth of French history—at each turn we can see traces of the journey he took through the same texts more than 200 years ago. Thus we claim him as our Diogenes and let his lantern guide us.

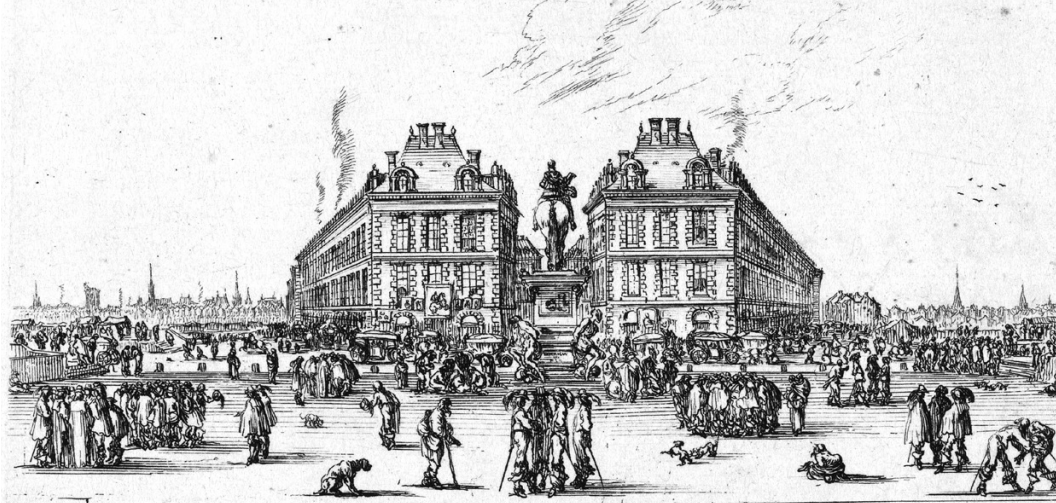
## **TRANSLATIONS**

Most of our sources are either written in English or translated by those more skilled in linguistics than we are. Where they were not, we have made liberal use of Google Translate supported by the author's halting understanding of the French language.

## **UNE LIVRE EN TROIS SECTIONS**

For ease of use, we have divided this book into three sections: **Le Purgatoire**, containing Lutetia, My Reflection, Notable Locations, Figures of Note and Moments, 1648; **La Vie Parisienne** containing Mentalities and Lifepaths; and **Le Grand Système** containing Mood, Factions & Politics and their addenda.





# *Lutetia, My Reflection*

*The Sovereign is best served by being disobeyed.*

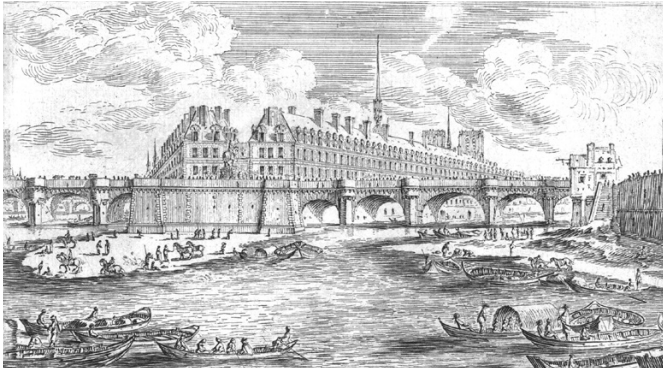
—First President Pierre Broussel, March 10, 1648

**P**aris is not a quiet city. Over the plaintive calls of street criers, the Samaritaine rings out the time, every hour as a good clock should. Church bells chime for vespers and ring for holy days. Fishmongers shout their deals. Street preachers exhort the crowds with tales of damnation and salvation. People gather on the Pont Neuf to talk politics and applaud the ribald performances of the comedians who set up their stages on the bridge.

This chapter serves as a broad introduction to old Lutetia, as the Romans called her. In it we provide an overview of its geography, laws, places to shop, fashions and, its most well known product: stinking, black mud.

# Left, Right and Cité

Paris is divided into three distinct geographical parts: an urban center on the north bank of the Seine, an urban center on the south bank of the Seine and a collection of four islands in the river, most of which have been developed for habitation. The Parisians refer to the northern portion of the city as the Right Bank and the southern as the Left Bank. The appellation is determined by the orientation relative to the Seine, which flows through Paris east to west.



Divided into 16 quarters—and those each subdivided into roughly 10 subquarters or *dizaines*—Paris is one of the biggest cities in the world, and definitively the biggest city west of Istanbul. 50 years ago, Lutetia (its Roman name) was a stinking medieval backwater. The city was marbled with tracts of barren waste, swamp and ruin. So desolate was the city, wolves roamed the streets at night.

In just two generations, old Lutetia has been renovated by the Kings Henri IV and his son Louis XIII. Both set a determined and vigorous path to modernize the city. Now Île Saint-Louis has been built into a modern residential area where apartment buildings tower up to seven stories, and as the skyline grows, so does the rent. Saint Louis-Saint Paul church, newly finished, welcomes the faithful. In the Marais, Place Royale is a new sanctuary for the nobility and commoners alike with its enclosed square and arched arcades. Sitting at the point of the Île de la Cité, Place Dauphine, triangular in shape, matches the modern beauty of Place Royale, but its oddly shaped courtyard was built to open to the most important structure in all of Paris: Le Pont Neuf, the New Bridge.

# Pont Neuf

Completed in 1606 after 20 years of delays, the New Bridge is a modern marvel of civil engineering. At over 1000 feet long and 75 feet wide, it covers the Seine in two spans, each meeting at the center on the Île de la Cité. Unlike contemporary bridges, it was built to be wide, able to handle modern vehicular traffic (up to four carriages abreast at once). And unlike the Pont au Change and Notre-Dame bridges, no houses or shops line the sides of the bridge. In fact, this new wonder has raised sidewalks called *banquettes* that allow pedestrians to safely traverse its length. And as they go, perambulators may stop at one of the viewing galleries on the west face and take in the sight of the Seine, looking out to the Louvre on the right and the Tour de Nesle on the left. It's the first time a pedestrian has been able to gaze out from the middle of the river with an unimpeded view—a vista that drew the attention of many artists.

The bridge is notable for its sculptural features as well. 381 stone masks (*mascarons*) adorn the arches, created by the French sculptor Germaine Pilon. And a powerful figure towers over the center of the span, a bronze statue of the assassinated King Henri IV, regal and beloved in death, sits atop his bronze horse on a massive plinth to one side of the bridge. In fact, it was the first public statue in all of Paris, and Henri has since become a popular landmark. If one has to meet a friend or even a stranger, one says "Let us meet under the Bronze King at the appointed time." And one always knows the time, because one can hear the Samaritaine ringing out the hour, day and month from the north end of the new bridge.

The Pont Neuf connects the Right and Left Banks, and in doing so, also created a new type of public space. Already a city of walkers, Paris now has a destination that everyone wants to walk to. The nobility, the bourgeoisie and the *menu peuple* all mix and mingle on the bridge. Young women sell roasted chestnuts to those who gather for the plays, songs and comedies shouted at the crowds on the bridge. Water carriers, nobles in sedan chairs, merchants with horse-drawn carts, riders on horseback—all vie for a place on the bridge.

Booksellers line the banquettes, suspending their temporary stalls from the edge of the bridge's prodigious railing. People gather here to exchange gossip, rumors and politics. And if you're sharing stale news, they say to you "*C'est connu comme le Pont Neuf*"<sup>1</sup>

As the various classes mix, chatter and stroll, it is natural that the peacocks show their plumage. Men wear *justacorps* and *manteau*—a jacket and a cloak. The wealthy might spend 800 livres or more on their ensemble.

Of course, there are others who wear cloaks and haunt the bridge. Those in the know call them *tire-laines* or *tire-manteaux*—wool- or cloak-pullers—but most just call them *les filous*. These thieves stalk the bridge and will remove a precious cloak off unsuspecting noble shoulders before they can exclaim, "*Pardieu!*" Operating day and night (though especially at night), the crowded bridge affords thieves ample opportunity to clip their target and disappear into the sea of faces. And it's hardly worth chasing them down, for their allies lie in wait nearby. The cloaks are taken to fences and seamstresses to be expertly altered and resold.

Gangs of cloak pullers carry colorful names like Officers of the New Bridge and Courtiers of the Bronze Horse. Avoid the Pont Neuf at night, they say, unless you have a cadre of bodyguards. *Les filous* even dress like their targets—they stole their cloaks after all—so they are difficult to see coming. Take care as you gaze from the bridge out over the Seine, lest you walk home naked.

## Mud

In his definitive text, *History and Research of Antiquities in the City of Paris*, contemporary Henri Sauval dedicates a chapter to the mud of fair Lutetia. In it he complains:

*Every year 100,000 francs are raised to carry away the mud of Paris, however there is no city more muddy, nor so dirty, and although we have made enough proposals to make it clear, they*

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1 *C'est connu...* French: That's known like the New Bridge. Meaning "Everyone knows that already."

*have never been listened to, either because the thing was considered impossible or because it is a considerable income for a few Great people who profit from it.*

He goes on to detail the muck itself:

*“The mud is black, stinky, with an unbearable smell to foreigners, which stings and its effects can be felt three or four leagues away. Moreover, this mud, in addition to its bad smell, when it is left to dry on cloth, leaves such strong stains that one cannot remove them without cutting away the smeared piece, and what I am saying about cloth must be understood to mean everything else, because it burns everything it touches; which gave rise to the proverb: ‘Il tient comme boue de Paris.’”<sup>2</sup>*

## Fashion

While the fashion industry that Paris will one day be known for is as yet to be developed, the Parisian culture is fertile ground as its denizens take great care in what they wear. Where France’s neighbors to the north and south are known for their somber, austere habits of black and white wool and lace, the French often dress in a gay style that includes bright, colorful fabrics adorned with ribbons and lace.

### HABILIMENT

Now, ribbons and lace are fine for going to the theater or promenading through the Place Royale, but what about those of us who must earn our bread? What does one wear going about town? For men, breeches over hose, leather shoes or boots, surmounted by a blouse and a jacket. If it’s raining or cold, one wears a cloak and hat.

For women, a cotton or woolen dress that covers from neck to toe to wrist offers sufficient satisfaction of modesty and protection from the elements. Leather buckle shoes are worn beneath. Hats are not yet the fashion for women, but kerchiefs are permissible. In inclement weather or bright sun, parasols are carried over the shoulder.

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<sup>2</sup> “*Il tient comme boue de Paris*” French for “It clings like the mud of Paris.”

## LOUPS

Well-to-do, fashionable women cover their necklines with precious silk scarves and their faces with mysterious masks called *loups*. Walking in public incognito is very much the style of the day. Of course, this fashion makes it simpler for thieves to get close, do their work and abscond.



## JUSTACORPS

For men with *livre* to burn on an outfit, the *justacorps* is a must-have item. This stylish, knee-length jacket is worn beneath your cloak, but you don't want to hide it as they can run you 700 *livres* or more.

## CLOAKS

Modest men generally own two or more, and at least four among the wealthiest, but they are rarely worn by women. These cloaks are most often made of cloth, usually they are black, but are occasionally more colorful. It is typical to find them lined and with a velvet collar, and they fall to the ankles. Most are not hooded, as it is the style to wear broad-brimmed hats. It is commonplace to pull the cloak from one shoulder to the next, so as to hide the lower portion of one's face.

## COIFFURE

Men wear their hair long, with moustaches and goatees. Full beards are rare. Women wear their hair up, neatly tied back into a small bun. Both groups adorn their faces with rouge and lipstick when it suits them, but usually only for special occasions.

# Tennis Anyone?

Tennis or, as it is more accurately called, *jeu de paume*, was once a popular sport in Paris. The rules of tennis were set down and published in 1599. In Paris, there is a legal guild, the Corporation of Tennis Professionals, whose members are called *maitre paumiers*. Within the corporation there are three levels of professionals: apprentice, associate, and master.

It is a game that spans all classes and walks of life, as regular folks and nobility all play. On the sidelines, bookmakers keep robust odds on the games and take bets from willing punters. In fact, the word for tennis court—*tripot*—is synonymous slang for gambling den.

Some tennis courts have fallen into disuse and disrepair and itinerant theater companies will occasionally take up residence in these forgotten courts and stage performances. Others find that empty tennis courts provide excellent ground and cover for dueling. Since dueling is technically illegal, it's not uncommon for enterprising nobles to request a meeting with their adversaries at a nearby court. If they're discovered, they can claim their altercation erupted over a dispute in the rules—not a prearranged affair of honor.

Regardless of how you use the courts, be sure to shout a lusty "*Tenez!*" before serving.

# Hôtel, Hôpital, Maison, Château

A *hôtel* of our period is not a commercial establishment for short stay visitors; it is a private, free-standing townhouse. A *hôpital* is a hospital in a sense similar to the modern word. *Maison* is a house less elaborate than a *hôtel*, oftentimes part of a row of houses and sharing walls with them. A *château* is a castle. A *châtelet* is a small castle or the gate house to a larger castle.

# Where to Shop

## ARTISANS

Artisans trade in specialized manufactured items. In Paris, they are members of specialized guilds, which grant them licenses to ply their trade. Traditionally, they set up on streets dedicated to their trades:

One can find:

- ☪ Blacksmiths and the like along rue de Pot de Fer
- ☪ Coopers along the rue de Tonellerie
- ☪ Locksmiths and knife makers along rue de la Clef
- ☪ Axe makers along rue de la Hache
- ☪ Shoemakers along rue de la Sabot
- ☪ Plaster mixers along rue de Plastres

And so on.

**Specialist Items:** For special items like a particular weapon or piece of armor, one must speak directly to a licensed artisan to have it made to order or to buy the item as part of an estate sale or on the black market.

## BOULANGERIE

Paris loves its bread—*le pain* is the staff of life for its citizens. Boulangeries—bakeries—baking and selling fresh bread and similar flour-based comestibles may be found throughout the 16 quarters.

## BRASSERIE

The citizens of Paris prefer to drink wine, whether at home or at a cabaret. However, some locals (and their foreign guests) enjoy the taste of beer. For them, there is one *brasserie*—or brewery—on the Right Bank, just west of the Palais-Cardinal.

## FAIRS

There are annual fairs like the one held at Saint Germain. They host stalls for vendors where one can buy just about anything imaginable—old clothes, furniture, weapons, bones, books, animals, potions, etc. The fairs also offer fresh food and ribald entertainment for the attendees. And of course, fairs attract *filous*, *gamines* and beggars who ply their trades among the crowds.

**LES HALLES**

Les Halles is the central market of Paris. It's open daily except Sundays and feast days. This is a massive market for fresh meat, vegetables, fruits and bread. You can also find second-hand clothes, shoes and other cast off items for sale.

**MARKETS**

Markets, or *marché* in French, appear regularly at Place Maubert and other locations around the city. Typically they're open three days a week. Most vendors sell eggs, cheese, vegetables, fish and meat. Other vendors sell dry goods like cloth, barrels, candles, oil, firewood, axes and knives.

**PLACE DAUPHINE**

Here tailors will fit you for a new *justacorps*, a new suit or a new dress. Their prices are not small, but such is the sacrifice one must make to lead a fashionable life in Paris.

**PONT AU CHANGE**

One can find jewelry, silver, gold, trinkets, and old coins in the shops along Pont au Change.

**PONT NEUF**

Booksellers set up wooden cabinets along the Pont Neuf from which they hawk their leafy wares. These booksellers also traffic in political pamphlets which sell briskly for only a *sol* a piece.

**RUE DES BOUCHERIES**

Butchers can be found grouped on their own streets. We suppose it confines the charnel atmosphere. The stench of death and rot must pervade the place—the mud in the streets black with blood.

**PRICE LIST**

The prices of items may be found in **Book 2: Les Fruits Malheureux** on pages 54-57.

# Beggars, Thieves and Grifters

Walking the streets of Paris, one frequently encounters beggars, prostitutes, con artists, thieves and cutthroats plying their trades. They tend to congregate near city gates, public squares, the Pont Neuf and particularly along the rue des Mauvais Garçons—the street of the bad boys! While outright violent crime is rare, pickpockets and con artists will run game on any easy mark, day or night.

In 1596, there was published in France a definitive text on the French underworld: *La Vie Généreuse des Mercelots, Gueux et Bohémiens*. Written by Pechon de Ruby—an avowed Breton grifter—this small book provided insight into and definitions of the language of con artists, beggars and “Bohemians” roaming France. One can still find copies of the book for sale from the vendors on the Pont Neuf. The latest edition was revised and updated in 1627 as a cheap “Blue Edition” booklet out of Troyes.

## **ARGOT**

In 1628, author Ollivier Chereau published a book entitled *le Jargon ou langage de l'argot réformé*—The Jargon or language of the reformed argot. And in doing so, he invented the term “argot.”

Building on de Ruby’s work, Ollivier Chereau, imagines a hierarchy of beggar leadership with fanciful names like *cagoux*, *chef-coësre* and the King of Thunes. While we agree the beggars had leaders or collectives, we find Chereau’s typologies a bit far-fetched and simplistic. That said, it is clear that the Parisian underworld spoke its own slang.

## **COURT OF MIRACLES**

In northern Paris, near the Saint-Denis gate, just across the way from the Filles-Dieu convent, sits the entrance to another world populated by the blind, deaf, mute, by those missing limbs or burned horribly in deadly fires. Yet miraculously, at the end of each day, these unfortunate souls are cured of their maladies.

This world is known as the Court of Miracles—a community of beggars, con artists, grifters and thieves who have banded together to survive on the streets of Paris. Contemporary author, Henri Sauval, writes extensively about the denizens of the Court of Miracles. He divides them thusly:

**Capons:** Beggars who specifically work cabarets in teams, playing con games with their marks

**Francs-mitoux:** Those who fake seizures.

**Hubains:** These con artists bear a *porteurs d'un* certificate that declares they were cured of rabies by Saint Hubain. One imagines they must be selling the cure for a reasonable price.

**Malingreux:** Those who fake illnesses for pity and money.

**Mercandiers:** Those who pretend to be merchants from the frontier who were ruined by war, fire or other accidents.

**Millards:** Thieves who steal food and sundries from wagons and barges and either feed the hungry at the Court of Miracles or resell their haul to unscrupulous purveyors.

**Narquois:** Impostor soldiers who fake injury and mutilation, claiming they earned their wounds in the service of the king. They are also known as *drilles*.

**Orphelins:** Young children who pretend to be orphans shivering from chill—regardless of the season.

**Piètres:** Those who fake maimed, crippled or malformed limbs.

**Ragot:** A gossip. One who trades in information and rumors in the underworld. They are typically well connected in their positions, with many friends in both high and low places.

**Rifodés:** These con artists claim that disaster or calamity has befallen them—struck by lightning, cursed or something similar. Their name comes from slang for “to burn.” In their parlance, they will claim they are “*victimes du feu du ciel*.”<sup>3</sup>

**Marfaux y Prostituées:** Savaul includes pimps and prostitutes in the denizens of the Cour des Miracles, though we suspect their professions were far more widespread than just this neighborhood.

---

3 *Victimes du feu du ciel*. French: Literally, victims of the fire from the sky. More likely a figurative expression to indicate that they have been punished by the Hand of God.

## LIFEPATHS IN THE COURT OF MIRACLES

We find the amount of specialization that Sauval invents to be a bit of a stretch, even for our expansive view of history. Therefore we have collected these folks on the margin into six lifepaths: the filou, gamine, cutthroat, mercelot, beggar and Fille Dieu. The filou and gamine are found in the **Book 2: Les Fruits Malheureux**. The cutthroat, mercelot, beggar and Fille Dieu are found in the Lifepaths chapter of this book. We like de Ruby's name for grifters best—*mercelot*—so we used that as the lifepath title to include the many scammers and con artists among the *hubains*, *francs-mitoux*, *malingreux*, *mercandiers*, *narquois* and *rifodés*.

# Rule of Law

The world of 1648 is alive with ideas, desires and factions. The people are hard at work accomplishing their dreams (or thwarting the dreams of others). And these determined folk do not take kindly at being disturbed in their revels or labors. In fact, they detest such disruptions.

In service of protecting against such disturbances, the people have, over centuries, instituted a vast body of laws and a system to enforce them. The law and its enforcement is underpinned by the ultimate authority of the king. All laws in France are approved by the king before being ratified. The next highest authority is that of Parlement. This institution serves both as a legislative and judicial organ. They ratify the laws proposed by the king (and Council of State), propose their own laws which must be ratified by the king and Council in turn, as well as hear cases both civil and criminal. Following Parlement is the authority of the Hôtel de Ville, which oversees the independent rights of the bourgeoisie citizens of Paris.

While there is no police force in Paris, enforcement is handled by a provost and his prosecutors from the Grand Châtelet for the king, by the *commissaires* of Parlement and by archers employed by the bourgeoisie. For matters pertaining to taxation and enforcement of government regulation, the king may also rely on intendants—a

new breed of official with powers of a prosecutor, but with a remit to investigate matters of governance and report findings directly to the Council of State. Each of these law enforcers can make arrests should warrants be issued, or should they witness a crime.

Common crimes include:

- |           |                           |
|-----------|---------------------------|
| ☞ Poverty | ☞ Sedition                |
| ☞ Theft   | ☞ <i>Lèse-majesté</i>     |
| ☞ Assault | ☞ Treason                 |
| ☞ Murder  | ☞ Failure to repay a debt |

An aggrieved citizen typically reports the crime to the archers, the Grand Châtelet or to Parlement itself. If possible, the victim (and their friends) may even detain the accused until the authorities can apprehend them.

The accused is then taken to a court before a judge who hears their side and that of their victim. After which, the judge provides an opinion on the accused's guilt or innocence. Other judges in the court issue remonstrances of the original opinion if they disagree. Courts are overloaded, so arguments can drag on interminably. Cases often require weeks, months or even years to resolve. If judges deem the accused innocent, they go free. If they deem them guilty, they are sentenced. Sentences for crimes include fines, prison time, exile and judicial murder—usually by hanging.

Let us examine some of the participants in the justice system:

**Provosts:** There are two provosts (*prévôts*) in Paris, the provost of merchants, Jérôme le Féron, and the provost of Paris, Louis Séguier. The provost of merchants is housed in the Hôtel de Ville. He is responsible for the bourgeoisie and is supported by four *echevins* and Paris' archers. This office oversees provisioning the city, public works, collecting import duties and other taxes, and has jurisdiction over river trade. The provost of Paris is housed in the Grand Châtelet and is responsible for investigating and prosecuting crimes of and by the nobility as well as anything that interests the king. By royal order, the provost of Paris' staff includes a chief prosecutor, a civil lieutenant, two advocates, eight advisers, a criminal lieutenant and many prosecutors.

**Judges:** Each major city or town in France is gifted with a Parlement. And each Parlement is divided into multiple courts—Inquests, Requests and the High Court. Each court is populated by councillors, judges and presidents.<sup>4</sup> Judges are drawn exclusively from families of robe nobles. Compared to sword nobles or clergy, there are very few of these *Noblesse de robe* in France.

**Intendants:** A recent invention of the deceased King Louis XIII and his robe nobles, intendants are roving officials responsible to the high courts and royal council. They monitor the collection of taxes by the *partisans* as well as the enforcement of the court's edicts. In this role, intendants have broad powers to make arrests and conduct investigations. They are typically accompanied by *commissaires* and an armed guard.

**Prosecutors:** Prosecutors are deployed from the Grand Châtelet, meaning they are servants of the king. Unlike other traditions, in Paris a prosecutor is responsible for hitting the streets to serve warrants and apprehend those accused of crimes.

**Commissaires:** *Commissaires* are the agents of the judges and intendants who go into the streets and serve warrants, perform arrests and collect fines. They are drawn from off-duty soldiers and officers, or young gentlemen looking to have a lark.

**Archers:** A hold-over from earlier times, archers are local militia police. Each town in France has a small complement of archers—Paris has only 140. And while their name is evocative, most no longer carry their titular bows as they go about their duties. Archers are called upon by the provost to patrol gates, make arrests and quell disturbances. They can also be found in the company of civil lieutenants, intendants and *commissaires* when they are making arrests. They wear a distinctive linen *hoqueton*, which is a kind of gambeson in the color and livery of their captain.

**Hired swords:** Never let it be said that *commissaires* were too robust in their duties. Finding a person wanted for a crime in a hive of twisting alleys and tenements is a daunting task, and *commissaires* often prefer to subcontract their work to a handful of trusted swords. They'll offer a commission to the stalwarts should they deliver the goods.

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4 Presidents of Parlement are simply high-ranking judges with certain rights to speak first in remonstrances or to opine directly to the Council of State on certain matters.

## LETTRES DE CACHET

The most dreaded expression of the law in Paris is the *lettre de cachet*. These missives come directly from the office of the prime minister, Cardinal Mazarin, and are delivered by his trusted emissaries, typically veteran musketeers or other grizzled sword nobles sympathetic to his aims. The letters often contain unhappy news: either to report to the cardinal's office immediately, or to remand oneself to one of the state prisons at the Temple, Bastille or Vincennes. These letters are seen as controversial by everyone outside of the Royalist faction, as they circumvent the established laws, legal proceedings and traditions of civil society in Paris.

## INVESTIGATIONS

All this talk of law and enforcement, but how do these officers and agents find the accused? In the case of assault and robbery, the victims testify, and the *commissaires* question witnesses to paint a picture of the accused. In most cities, towns and villages, the movements of strangers are closely watched by the locals. These folks report what they see to the authorities.

Prosecutors, judges and even ambitious intendants may investigate crime scenes and look for evidence—personal effects left behind, organic elements like blood or hair, footprints, handprints, etc. They will link evidence found to the descriptions of witnesses and then match what characteristics they can to the accused. This is not a science, but a system of logic and common sense.

The higher the accused's reputation and Wealth, the higher their profile. Use the categorical reputation descriptions for each to determine who knows who. A character with a reputation in the neighborhood will be known by the people of that locale. A character with the wealth of an artisan will be known by the artisans of the locale set by their reputation. An investigation then becomes a matter of asking the right people in the right place the right questions.

Not everyone cooperates with the investigators. If the people of the accused are at odds with the authorities or the mood of the city is low,

they will defy investigators with insults, threats and even violence. That said, the memory of the judges is long, and it is only a matter of time before the accused is caught.

Best to leave the city for the frontier in the Netherlands or Franche-Comté. Once in foreign sovereign territory, you can safely petition the king or cardinal for clemency.

**Being Sought for Questioning:** If a protagonist is suspected of a crime, how do we determine if the law catches up to them? Once per event, the game master may roll 2d10 as percentile dice to represent the search. If the result is equal to or less than the character's reputation + the current mood rating for the city, they are visited by the appropriate authorities (intendant, prosecutor, *commissaires*, archers or some lowly hired swords).

- ☞ For each roll after the first, add 1 to the roll, effectively penalizing the roll. This represents the authorities growing weary of the search.
  - ✦ If the roll plus weariness modifier equals 100 (00 on the dice), then authorities call off the search as fruitless.

### **AVOIDING THE LAW**

People know faces and they love to gossip. When they see a strange face, they gossip about it. Thus any public presence is typically observed enough to set investigators on a trail. To go unnoticed:

- ☞ Wear a cloak or loup
- ☞ Acquire an assumed name
- ☞ Make use of the Sub Rosa skill to avoid detection
- ☞ Use Fashion to effect a disguise

**Helpful citizens:** Of course, this presumes people are willing to help the authorities. If the accused is beloved by the people, they will be protected by them. If the authorities are trying to collect taxes or have otherwise committed some injustice against the people, they will thwart the investigation. If in doubt about the helpfulness of the people, do the following:

- ✦ Roll 1d20 against the mood of the city. If the result is equal to or less than mood, the people help, If higher, they make a rude remark.

## PRISONS

Most prisons are fortresses or towers converted to the purpose. La Bastille and Le Temple are two notable such fixtures in Paris, and the fortress at Vincennes is another famous prison nearby. These illustrious piles are typically reserved for victims of the king or cardinal's justice.

Purpose-built gaols are small, subterranean affairs, ill-suited to health. The Grand Châtelet, home to Paris' royal governor, hosts one such prison beneath its gates.

## EXECUTIONS

Executions are generally considered a public spectacle to be enjoyed. Executions take place on the Place de Grève, Place Maubert and at the gibbet at Montfaucon, just outside the walls of the city.

L'Estrapade sits on the rue de Fosse in its dedicated square on the Left Bank. While it is technically a device for punishment and torture, victims of l'estrapade often die soon after. Crowds of students from the Sorbonne gather to watch deserters bound by their arms, hoisted up to the top of the crane and then dropped, only to have their fall arrested at that last moment. A bone-snapping, flesh-tearing experience for the victim, but a thrilling spectacle for jaded citizens.

## IN DEFENSE OF HONOR

Civil courts are extremely reluctant to attempt to convict nobles who claim they were acting in defense of their honor. These acts include dueling or striking down one of lesser station who offends them. If possible, the judges will decline to hear the case.

In extreme cases, the royal council will order a special commission formed to investigate crimes of dueling or similar scandals. In these cases, the commissioners will grimly convict the noble simply to make an example of them and demonstrate the power of the king.

## ECCLESIASTICAL COURTS

The Catholic church maintains its own body of law and its own courts. Members of its clergy who are deemed to have committed a crime are tried in those courts rather than royal or civil courts. There are some exceptions. Notably, trials for heresy must be taken to the high courts rather than tried in the ecclesiastical court.

## I AM THE LAW

Why all this noise about laws and judges? Because we want to give game masters permission to pursue an ordered society in their games. In fact, the game doesn't work very well without this weight of overbearing authority pressing down on the protagonists. Without these institutions scrambling to preserve order, mentalities lose their force and revolt becomes only so much theater.

If our protagonists commit crimes in view of other citizens, show their reactions. And pursue any and all legal remedies. Make the consequences of their actions the central focus of the story. But do not mistake the rule of law for justice. The law is most often used to protect the powerful and advance their self-interest. The law rarely delivers justice to the people who need it most—the poor and vulnerable.



# Companionship

Paris is the largest city in Europe, but it can be all too easy to feel isolated and alone in the crowd. To ease the loneliness, one may engage with various forms of companionship available in Lutetia.

**Romantic companion:** It's simple to find a short-term companion in Paris, especially on the rue Bordelle near Saint Geneviève. Companionship of this type lasts up to an hour and requires:

- ♦ Passing a Parisian mentality test, a minimum reputation of 5 and a Wealth rating of 1/6.
- ♦ For a less perfunctory arrangement, one may engage a companion for the entire night, so that they may escort you to the theater or gambling halls. Such an arrangement requires passing a Parisian Nationality test, a minimum 10 reputation and a Wealth rating of 2/6 or higher.

**Servant:** It's difficult to carry all of one's burdens alone. To find a servant to help share the load, do the laundry and the cooking requires the following:

- ♦ Passing a Parisian mentality test, a minimum reputation of 10 and taking on +1 dependent and their lifestyle.

**Footman:** Those who lead more vigorous, active lives may require a more stalwart companion. A footman will drive your coach, stand guard and even shoulder a musket on your behalf. Hiring a footman requires:

- ♦ Passing a Parisian Nationality test with a -2 modifier, passing a Parley test to simulate the interview, a minimum reputation of 10 as well as taking on +1 dependent and their lifestyle.

**Spouse:** Many of us require more long-term arrangements for companionship and support. Fortunately, Paris is rife with likely candidates, looking to share the load of life's misfortunes. To find a bride or groom requires the following:

- ♦ Passing a Parisian mentality test and passing a Parley test to simulate courtship. There are no minimum values for reputation and Wealth because we believe in love's power to breach the bastions of class.

## *Paris, 1648: The World of Miseries & Misfortunes*

- ♦ In this case, the bride or groom has a reputation 5 points lower than their prospective spouse's. The bride or groom becomes a dependent and their lifestyle is added to the protagonist's obligations.

**Cutthroat:** It is possible to hire a creature to take violent revenge on another inhabitant of Paris for you. To do so requires

- ♦ Passing a Parisian mentality at a -3 modifier, reputation of 10 or higher, a successful Parley test to simulate the contract and passing a Wealth test at a -2 modifier for payment.
- ♦ If these requirements are met, the cutthroat will attack your target with a poignard, cutlass or cudgel (your choice). Roll to hit and damage using the Cutthroat stat block found in the Menu People addendum of this book.

**Duelist:** Finding a soul to fight your battles for you is a bit sticky, but not impossible. To do so requires

- ♦ Passing a Parisian mentality at a -4 modifier, reputation of 30 or higher, a successful Parley test to simulate the contract and passing a Wealth test at a -4 modifier for payment.
- ♦ If you meet their requirements, the duelist will provoke your target into a duel and attempt to induce them to yield.



# Paris by Night

When the sun sets, the character of Paris changes. The city is dark, the mud treacherous and the streets narrow and twisting. Most sensible folks head home to their parlors after dark, but that leaves the streets open to those who lead a gayer life. Because Paris is not a city that goes early to bed! No, supper is late and once we've eaten, there's gambling to be done, theater to be watched and salons to be explored.

## A LIGHT IN THE DARKNESS

Unlike Diogenes, it is possible find a light in the darkness of Paris to aid one in finding a decent man—or meal. These guides through the shadows come in two forms: lantern bearers and carriages or coaches.

Whether a lantern bearer or carriage driver, once hired these night guides will deliver their charges to their destination in short order: 1 hour per map quadrant traveled for lantern bearers and 30 minutes for carriages.

**Lantern bearer:** When going out at night, commoners and bourgeoisie pay a few *sol* to hire a lantern bearer to guide them. These intrepid souls bear staves, atop which sit bright lanterns. They pride themselves in being able to guide partygoers to any destination in the city, without getting a spot of mud on their stockings. Hiring a lantern-bearer for a night out requires:

- ♦ A reputation of 5 or higher, passing a Parisian Nationality test and having at least an appearance of Bread Alone or better.

**Carriages:** The wealthy typically either own carriages or hire private sedans to ferry them from place to place in the city at night. Hiring a carriage for the night out requires:

- ♦ A reputation of 10 or more, passing a Parisian Nationality test and at least Respectable appearance or better.

## UNDER THE COVER OF DARKNESS

Some say it is dangerous, but darkness provides some safety to the nightcrawlers of Paris.

- ☪ All shots count as tough shots at night, lantern light or no.
- ☪ Verbal attacks at shouting distance in darkness have no effect unless the target is visible, standing in a pool of light.
- ☪ All Sub Rosa or disguise-related Fashion skill tests gain +1 modifiers at night in Paris.
- ☪ All Sneak tests gain a +2 modifier at night in Paris.
- ☪ But all Traverse tests suffer a -1 modifier at night in Paris.

## NIGHTLIFE

Despite the darkness, Paris is quite active at night—though perhaps not with the same occupants and errands one would expect during the day. To represent this different nightlife, we've built a special encounter table custom for this book.

To find an encounter, first determine the hour of night, from 9 PM to 5 AM. Then add to the hour the mood rating of the city (as described in Mood chapter later in this book)—0-20. Lastly, choose a die type to represent some variance: 1d4, 1d6, 1d8, 1d10, 1d12 or 1d20. The smaller the die type, the worse or weirder the events are likely to be. The bigger the die type, the more atmospheric or contemplative the events are likely to be. The choice for this range is entirely up to the game master's feel for the situation. Alternately, the game master can eschew the die and simply pick the event equal to hour + mood.

Once the game master generates the result (hour + mood + die result), consult the appropriate entry on the streets below. The entries provide the barest of details, meant to inspire or set the mood, rather than provide a full encounter. They can also be used to color failure results for failed mentality tests to navigate the city at night.

If more detail is needed for certain personalities or motivations, use the tables in the People chapter on page 58 of **Book 2**. If stat blocks are required, use the information found in the Menu People chapter of this book.

## You see...

1	An ærial spirit whirls through the street, bent on judgement
2	A bound demon, on some foul errand, stalks through the streets
3	An occultist performing a ritual
4	An occultist collecting corpse wax
5	Graverobbers either finishing their task or headed to their labors
6	Cutthroats murdering a citizen
7	A carriage stopped in a narrow street, being robbed by cutthroats
8	A carriage ambushed and abandoned, its occupants murdered
9	Cutthroats fighting amongst themselves
10	Cutthroats robbing a citizen
11	Gamines performing a charivari outside the window of some poor fool
12	Nobles dueling in a courtyard or tennis court
13	A squadron of heavily-armed, cloaked horsemen barrel past
14	Filou pulling a cloak
15	Gamines pickpocketing a drunken fool
16	Merceland running a grift
17	Gamblers brawling as their dispute spills onto the streets
18	Beggars begging
19	A lone figure defecating in an alley
20	One citizen brutally assaulting another citizen
21	A carriage abandoned, its occupants missing
22	A couple arguing on the street
23	A group of lepers, huddled, tired and trying to avoid notice
24	A carriage bolts past, splashing you with mud
25	Ladies selling companionship on the streets
26	A lone figure urinating in a doorway
27	A ribald group engaged in rough trade at the margins
28	A lone young woman or man weeping
29	A pack of stray dogs, feeding on a corpse
30	A procession of nuns weeping and sobbing
31	A lone figure pleasuring himself in a darkened corner
32	A carriage stops briefly in your path and the occupants raise the screen to examine you before moving on
33	A lone child, half naked, wandering through the street
34	A priest kneeling in the mud, granting last rites to the dying
35	A carriage bolts past and throws a wheel, crashing to a halt
36	A doctor on urgent business hurries past.

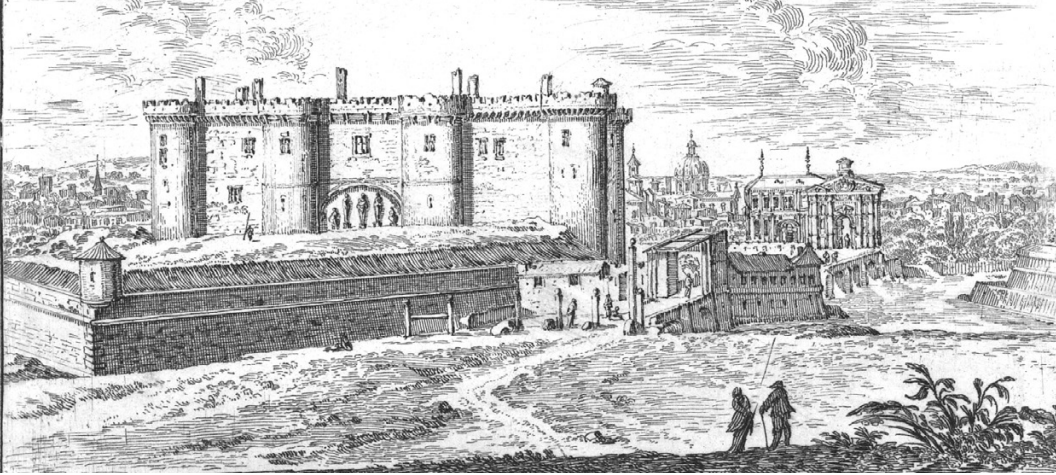
You see...

37	A carriage stopped and stuck in a narrow alley, unable to get free
38	A carriage is stuck in the mud, its coachman unable to free it
39	A midwife scurries past, hurrying to the side of a birthing mother
40	A carriage driver stops and asks for directions
41	A servant bearing a package, dashing to their destination
42	A procession of monks softly chanting in ragged voices
43	A priest and his subaltern hurrying through the streets on a mission of mercy
44	A lone figure standing in the street, staring up at a lit window
45	Mourners somberly exiting an unbearably long funeral mass
46	Worshippers exiting a Vespers mass
47	A lone figure standing in the street, shouting up at a darkened window
48	A thin crowd of parishioners exiting the Matins mass
49	Actors carousing after a performance
50	A drunken quartet leaving a theater
51	A gay party leaving a salon, headed to their next destination
52	Singing and laughing emanating from a brightly lit window

## SCANDALOUS BEHAVIOR

We've included some rather scandalous behavior in the results of this table. The occult rituals and the murders are particularly delicate, as these types of events interface with the Mood system. They are considered scandals in that ruleset. If these nighttime events spill over into the daytime public conscience of Paris—bodies are found murdered in the streets, for example—they are viewed as a scandal and the people's mood deteriorates accordingly. Thus we advise game masters to use the events thoughtfully and advise players to cover the tracks of their darkened deeds, lest they destabilize Paris with scandal, rumor and blood.





# Notable Locations

*...by its magnificent greatness, if it is a work of little capacity, it is however a proof of the affection of your most humble and affectionate servant.*

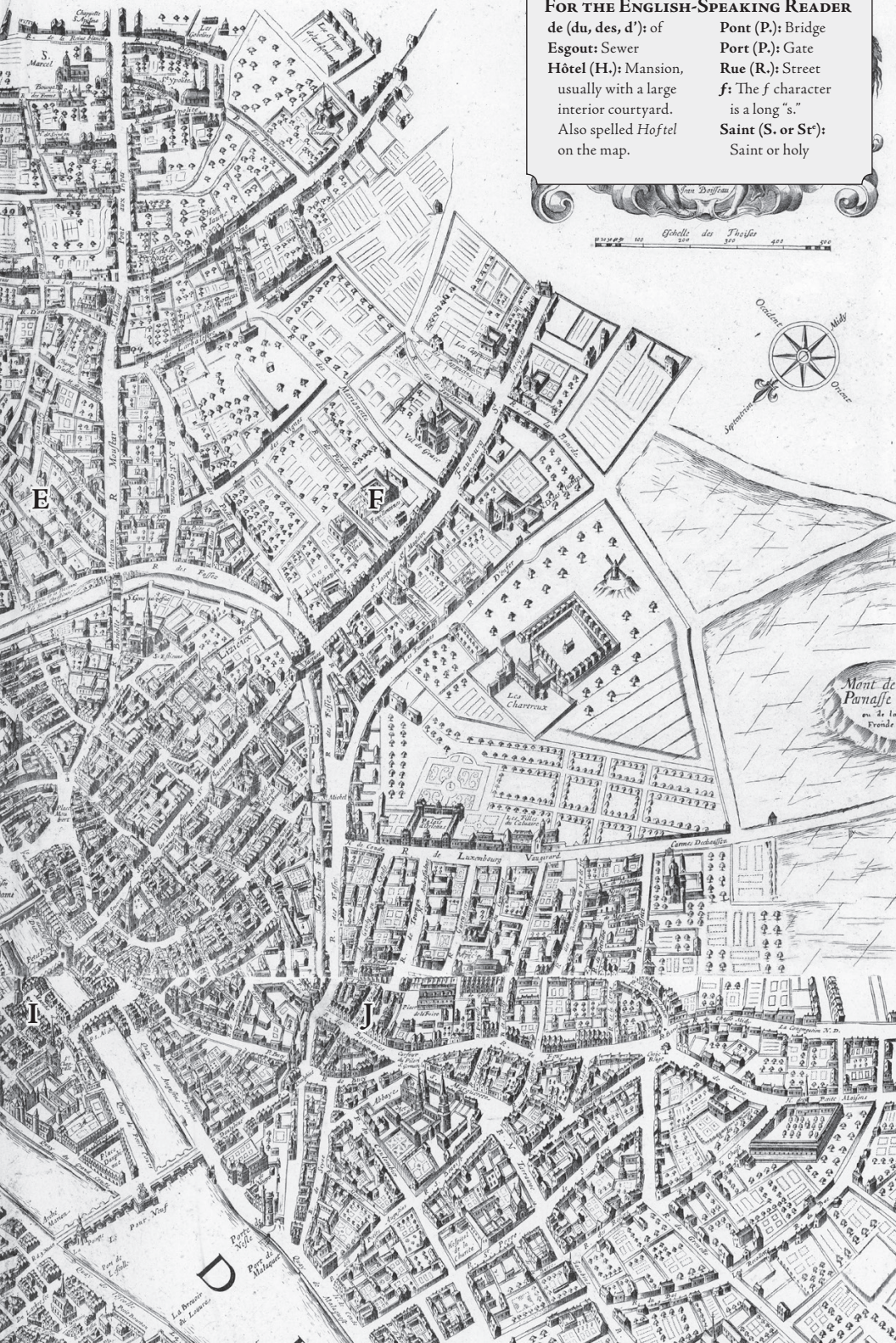
—Jean Boisseau in his dedication of his map of Paris

No image sparks the imagination like a good map. For our map of Paris we have chosen Jean Boisseau's most excellent plan of the city. In order to best display the information about locations in Paris to you, we have divided the city map into 14 sections, labeled A-N. Within each of our sections we have keyed individual locations—A.1, for example—for which we then provide a related description. Bridges, islands and points of interest off the map are listed at the end of this chapter.

## Maître Boisseau

Periodically, the provost of merchants of Paris commissions a new map of the city. As far as we know, the *maître enlumineur* and cartographer Jean Boisseau was commissioned to create a map of Paris in 1648, but his work was not published (likely due to the emergence of the Fronde) until 1654. Thus, it is quite possible that he is walking the very same streets as our protagonists, taking notes and making sketches. Meanwhile, Boisseau's friend and rival Jacques Gomboust is also hard at work on his (ultimately) unfinished masterpiece *plan de Paris*.



**B****FOR THE ENGLISH-SPEAKING READER**

**de** (du, des, d'): of  
**Esgout**: Sewer  
**Hôtel** (H.): Mansion,  
 usually with a large  
 interior courtyard.  
 Also spelled *Hofotel*  
 on the map.

**Pont** (P.): Bridge  
**Port** (P.): Gate  
**Rue** (R.): Street  
**f**: The *f* character  
 is a long "s."  
**Saint** (S. or St\*):  
 Saint or holy

100 200 300 400 500  
 Echelle des Toises  
 100 200 300 400 500



Mont de  
 Parnasse  
 en de la  
 Vendre

# A

## **A.1. Pig and Horse Market**

There is a livestock market here, where one can acquire pigs, horses and other animals. The manure generated is carted down the street to the Jardin Royal. The locals complain of the stench that wafts over the neighborhood when the wind changes.

## **A.2. Jardin Royal**

Founded in the previous 10 years, the Jardin Royal was mired in controversy for some time. You see, in addition to planting the garden, it's founders, Guy de La Brosse and Charles Bouvard, also taught botany, chemistry and anatomy for free...to the public...in French...with the king's permission! While the scandal of offering such loose education has faded a bit, the Sorbonne is still salty about it.

More fully known as the Jardin Royal des Plantes Mèdicinales, this site contains an extensive herb garden, orchards, a labyrinth and an artificial hill affectionately referred to as "the mountain."

The current superintendent of the garden is Michel Bouvard, Lord of Fourqueux, Charles' eldest son. Despite the nepotism, Michel seems an apt hand. He's recently constructed a greenhouse on the premises.

## **A.3. Croix de Clamart**

A large stone cross marks the nexus of a fork in the road as it splits to Ivry on the left and Gentilly on the right.

## **A.4. Puits de l'Hermit**

In southeastern Paris, if you follow the road out of the Porte Saint Victor, you will eventually find the Jardin Royal des Plantes Mèdicinales on your left and the street of the rue Puits de l'Hermit on your right. Follow this charming lane one block and you will come to an ancient well. Some say the well is named for a tanner, Adam Hermit, who lived on the square. Others say the well grants thoughtfulness and wisdom to those who drink its waters.

## **A.5. Rue de la Reine Blanche**

Formerly the site of the Hôtel de la Reine Blanche where, at wedding reception on 29 January 1393, the mad king Charles VI was nearly immolated by his brother the Duke of Orléans. The king and five companions had dressed in animalistic costumes, covered in pitch and hair, so they could dance in darkness among the guests and frighten them. His brother decided to have a closer look and applied a torch to one of the dancers. They ignited, but the king was saved by his aunt Jeanne who had the presence of mind to cover him in her dress. Four of his companions, however, died horribly. A chronicler writes: "four men were burned alive, while their genitals fell to the ground, generating a strong outpouring of blood." One, Hugonin de Guisay, slowly died, "cursing and insulting his comrades, the dead as well as the living, until his last breath."

Coppelaux

A



# B

## B.1. Val-de-Grâce

Early in her reign, the queen frequented the grounds of this formally humble abbey on the site of the former Hôtel du Petit-Bourbon on the southern edge of Paris. She used the site as a refuge from her husband Louis XIII's suffocating personality, and as a place from which she could hatch intrigues against her enemies at court—mainly Cardinal Richelieu. When her plots were revealed, Louis and the Cardinal forbade her to return to the abbey. However, shortly after her ban, Anne learned she was pregnant with her first son, Louis Dieudonné. She attributed her many hours of prayer at Val-de-Grâce to her good fortune.

But those men have now passed to their final judgement. After her husband's death, Anne was once again free to show her gratitude to the place. As a sign of her devotion to her religion, Anne commissioned a grand church and a reconstructed monastery from the most famous architect in all of France at the time—François Mansart. His vision for the place is stunning, a structure both classic and modern all at once.

Work finally began in 1645, but after a year of toil, Mansart and his crew had barely laid a foundation. In fact they seemed to have gone mad, as they had first constructed a cellar with a grand stairway leading to nothing. The famous architect tried in vain

to explain to the queen that he was quite sound of mind—it was the earth around Val-de-Grâce that was, to be truthful, unsound. In his excavations, he found tunnels, hollow spaces and caves below, subterranean features that would not permit such a noble (and heavy) structure to be carelessly built above them. Such concerns are fine and well for an architect, but the queen of France refused to be cowed by the ghosts of the underworld. Furthermore, Anne never enjoys being toyed with, and so she demanded Mansart's resignation in 1646.

The current architect in charge of the queen's commission is the scrupulous Jacques Lemercier. Though the queen has demanded rapid progress from him, he has refused to change one iota of his friend Mansart's designs. Therefore, the pious sanctuary remains under construction in 1648—the illustration present on Boisseau's map is more of a hope for the future than a present reality.

## B.2. Les Cordeliers

Franciscan monks in France are better known as Les Cordeliers—the Cord Bearers—due to the rope belts they wear over their habits. We find a Cordelier monastery here at the southern edge of Paris.



## C

### C.1. Chantiers

Chantiers, or more fully *chantiers à bois flotté à brûlé*, line the shores of the Seine outside the city walls to the east. These yards contain driftwood and other scrap sold for burning and construction purposes—mainly for scaffolding and racks for wine barrels. Our cartographer has provided us with a most detailed view of the stacks of wood that line the chantiers' yards.

### C.2. Bastille Saint-Antoine

Guarding the eastern approach to Paris is an ugly pile of eight 100-foot-tall towers—the top of the towers host squat gun emplacements. In the base of each tower sits a *cachot*—a prison. Cardinal Mazarin ensures that those dungeons, and other cells within the fortress, remain full of his enemies. At present, there are approximately 40 prisoners in the Bastille.

Charles LeClerc du Tremblay,<sup>1</sup> appointed by Cardinal Richelieu, serves as the governor of the Bastille.

### C.3. Salon de Scarron

Paul Scarron has recently taken up residence in a humble manor on rue des Tournelles. On Thursdays from 7 PM to 11 PM he hosts a small gathering of wits. The event is rapidly becoming the fashionable place for the *beau monde* to trade verses and rumors.

### C.4. Place Royale

A square of magnificent, modern homes for wealthy bourgeoisie and nobles built in the fashionable but flood-prone Marais district. Here, nobles gather to stroll and chat in the square itself.

### C.5. L'Arsenal

At the Arsenal of Paris, one finds the city's stores of artillery and munitions as well as elements of the royal siege park. Artillery of the French armies is supervised by the Grand Master of Artillery—Marquis de La Porte (a staunch Cardinalist and son of Marshal de la Meilleraye). Above him, the Secretary of State for War, Le Tellier, oversees the operations. It is traditional for the Grand Master to keep a residence at the Arsenal itself.

The French possess both field guns (4- and 8-lbers) and siege guns (specialist items like 33-lb cannons and mortars). While armies are assigned field guns to travel with them, the Grand Master allocates the specialist guns from the royal siege park on an as-needed basis.

An army usually has one gun for every 1,000 soldiers, but this number is tailored to its mission. These pieces follow the army in an artillery train—which uses civilian muleteers, not soldiers, to move the guns. Typically led by a colonel, the train's staff is similar to a regiment—with roughly 20 soldiers per gun and its own *prévôté*, surgeon and chaplain.

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<sup>1</sup> Charles is the surviving brother to Richelieu's former advisor, Père Joseph—a fearsome monk known as the Grey Eminence.



# D

## D.1. Port de la Tournelle

Port de la Tournelle is a small square fortalice flanked by several turrets. No longer of use as a defensive fortification in the age of long guns, the fort was converted into a depot for galley slaves—hence the alternate name on our map: *Prison des Gallériens*.<sup>2</sup> Here those sentenced to the galleys await their transport to Marseille, which happens but twice a year, on May 25 and September 10.

Priests of the Congregation for Foreign Missions, along with the Attorney General of Parlement, administer the prison. Within, the living condition of the convicts is deplorable: Prisoners are kept in a large cellar, crossed with two-foot-thick beams of oak set at intervals of three feet. These timbers are fastened to the floor. Attached to the beams are a series of one-and-a-half-foot iron chains each terminating in an iron collar. When interned at the prison, the sentenced is made to place their head upon the beams and a collar is then riveted around their neck. By Parliamentary order, the prison is cleaned twice a month. During the intervening weeks, it rapidly becomes a cesspool.

As the cellar is below the water level of the Seine, the walls drip with moisture, and the air is damp with rot and mold. When the river rises and

floods, this fetid dungeon rapidly fills with water. Passersby on the quay can hear the desperate cries of the damned within, even over the din of the storm.

## D.2. Notre-Dame de Paris

Notre-Dame cathedral is dedicated to the Catholic virgin Mother of God. Situated at the center of the Île de la Cité, it is the largest church in Paris and plays host to many state functions like weddings, funerals and Te Deums sung for victory or salvation.

The parvis, or courtyard, at the front of the church functions as a meeting place for tourists and a hunting ground for *filous* and *flâneurs* alike. A recently constructed fountain provides drinking water for residents of the island.

## D.3. Hôtel-Dieu

Hôtel-Dieu de Paris sits across the road from the Notre-Dame cathedral on the Île de la Cité. Founded in 621, it is the oldest hospital in this old city. This venerable establishment provides free care for the poor who stay at the hospital until they are able to leave and survive on their own.

## D.4. Maison de Broussel

The home of the popular Parliamentary judge, Pierre Broussel.

## D.5. Rue de la Mortellerie

A dusty, sandy street that is home to masons and mortarmen. It's name is a synonym for mortality. Surely a joke that shall never be tested by fate.

---

2 *Prison...* French: Galley Slave Prison.

D



IL.2

D.1

Br.2

Br.1

D.5

Br.3

IL.3

D.2

D.3

D.4

# E

## **E.1. School of Medicine**

A medical school in place since the Middle Ages sits on the rue de la Bûcherie in front of the Hôtel-Dieu. To be eligible to study at the School of Medicine, one must have a degree in liberal arts from the Sorbonne or similarly respected institution.

## **E.2. Place Maubert**

This storied square sits one block from the Seine, just across from Notre-Dame. Formerly a Protestant neighborhood, in the last century friendly Catholics would show their Christian solidarity by dumping their horse shit and garbage in the square. To leaven the mood, the local authorities would host frequent executions there as well.

Two gallows still stand, but the neighborhood has been cleaned up somewhat by city ordinances and gentrification. Facing the square now is one of the most famous theaters in the city, Place Maubert.

There is also a market in Place Maubert three days a week. Vendors hawk bread, fruits and vegetables.

## **E.3. Rue Bordelle**

Just as the sign says, brothels line the street inside the Saint Marceau gate.

## **E.4. Abbey of Saint Geneviève**

Saint Geneviève is a patron saint of Paris who, in her day, repeatedly saved the city from destruction at the hands of invaders.

In 1129, her relics were marched through the city to ward off a burning sickness among the city's occupants. After miraculously curing the disease, this ritual procession is now repeated annually on the anniversary of the miracle.

Charles Faure leads the recently reformed Canons Regular of Saint Geneviève, and Francesca de Blosset leads the recently founded Daughters of Saint Geneviève, a lay organization focused on tending to the sick and educating young girls.

## **E.5. L'Estrapade**

A torture device sits at the center of this square—*l'estrapade*. On it, deserting soldiers, Protestants and other victims have their arms tied behind their back or above their heads. A torturer then hauls them to the top of the scaffolding by a rope and drops them, arresting their fall just before they hit the ground. This process dislocates, breaks or tears the limbs of the unfortunate subject. While not as popular as it was 50 years ago, public torture still occurs a few times a year.

## **E.6. University of Paris**

The venerable University of Paris has educated young students from across Europe since its founding in 1200. Comprised of seven groups: four nations of the faculty of arts, and the three superior faculties of theology, decretals and medicine.



# E

Within the nations exist colleges where students live and work together, often times grouped by national identity. These colleges are scattered around the Left Bank, from the Sorbonne to Luxembourg to the Latin Quarter. Colleges include: Collegium danicum (Danish), Collegium Upsaliense (Swedish), Collegium Scarense (Swedish), Collège de Navarre (universal), Collegium alemanicum (German), Collegium scoticum (Scottish), Collegium lombardicum (Lombard), Collège de la Marche-Winville (French) and Collège de Montaigu (which produced none other than Jehan Cauvin, a leader of the Reformation).

The Sorbonne is the jewel in the crown of the University. Regarded as the premier institution for the study of theology in Europe, the lay folk often confuse the University with the Sorbonne itself. The faculty of the Sorbonne are granted many honors and privileges, which they zealously (and sometimes violently) guard. In the recent past, they have undertaken intellectual (and physical) combat with the mendicant orders, the Jesuits and even the royal provost.

Education in the arts includes the study of Greek, of French poets and orators, and of classical figures like Hesiod, Plato, Demosthenes, Cicero, Virgil and Sallust.

Decretals involve the practice and study of civil law, though such education is technically illegal in Paris. Despite this, the law is rarely enforced. Students are required to pay a tuition of two *sol* per week. While enrolled, students of the University of Paris are subject only to church law. Ancient tradition holds that the provost of Paris and other officers are forbidden to arrest a student for any offence, unless it is to transfer them to ecclesiastical authority.

For a chair in theology, the candidate must be 30 years of age, with eight years of theological studies, the last three of which were devoted to special courses of lectures in preparation for the mastership. These studies had to be supervised by a known master of theology.

Unlike many offices of the time, the privilege to teach required no commission to be paid by the candidate. Said license was granted for free to qualified candidates.

To teach the arts, a candidate must be at least 21 years of age, have previously studied their arts for at least six years and agree to act as professor for at least two years.

## E

**E.7. Bibliothèque du Roi**

Situated in a house on the ancient rue de la Harpe, this collection comprises works gathered by kings Louis XI, Louis XII, Francis I, Henri II and Henri IV. More recently, Catherine de Médicis donated her own collection to the library.

Jérôme Bignon is the current librarian. The previous librarian, François-Auguste de Thou, a robe noble and judge, was executed on the orders of Cardinal Richelieu in 1642. He was accused of conspiring against the king with Marquis of Cinq-Mars and the Hapsburgs.

**E.8. Longue Paume Fields**

The ditch below the rue de Fosseze has been converted into *longue paume* fields. *Longue Paume* is the original game of tennis for Parisians (indoor tennis, known as *jeu de paume*, was developed as a variant of the sport). In *longue paume*, using a ball and rackets, two teams compete to score points on one another. However, there is no net and the field of play is large and of variable size. Teams can be as small as one player and as large as six players.

During the game, one team serves and attempts to “kill” the ball in their opponent’s court—making it unreturnable. Balls may be returned whilst in the air or after a single hop, but after a second hop, it is considered dead and the serving team scores. If the

receiving team does not return the serve, the serving team may attempt to volley the ball back into their opponent’s court. Balls served or volleyed into the “ditch”—out of bounds—score for the opposing team. Balls served too short give the serve to the opposing team. When switching the serve, teams also switch sides of the field.

Like *jeu de paume*, *longue paume* is a betting sport. Spectators sit on the slopes of the embankments, watching the games below as touts pass among them collecting their wagers. Such gambling is serious business among the laborers, students and lords alike.

**E.9. Le Braque**

In addition to torture, the Place d’Estrapade hosts an indoor tennis court, Le Braque. In fact, scattered across Lutetia are more than 100 indoor tennis courts. Some are open to the public, while others require a small fee for racquets and balls. Some have fashionable names like La Sphère or Le Braque while others are simply tennis courts. In addition to hosting rousing games of tennis, these facilities are popular alternative destinations for gambling dens, late night parties and secret dueling grounds.

# F

## **F.1. Rue des Fossoyeurs, N° 12**

Here one may rent an apartment for a rate amenable to those on a cadet's pay.

## **F.2. Palais d'Orléans**

Properly known as the Palais d'Orléans, this stately palace is more commonly called the Luxembourg. Commissioned by Marie de Médicis after her husband Henri IV was assassinated, she had the palace built in the Italian style of Palazzo Pitti in Florence.

A gallery in the western wing was specifically constructed to house a series of 24 paintings by Peter Paul Rubens. The paintings depict the life, struggles and triumphs of Madame Médicis herself.

In 1642, Queen Dowager Marie bequeathed the palace to her favorite son, Gaston d'Orléans. Today, the prince uses the palace as a base of operations for his intrigues. Its proximity to the Louvre allows him access and influence on the courtiers who visit the Queen. Yet its position on the Left Bank, opposite the Louvre, allows just enough distance to hatch his schemes in private.

## **F.3. Hôtel de Condé**

The Parisian home of the illustrious Prince de Condé sits catty-corner from the Palais d'Orléans.

## **F.4. Saint-Sulpice**

Between Saint-Germain-des-Près and the Palais d'Orléans, one finds a construction site around the remains

of a stately old church dedicated to Saint-Sulpice. Two years previously, the queen laid the first stone for a new church dedicated to Saint-Sulpice that will rival the grandeur of Notre-Dame. It is expected to be finished within a few years, but such things are always subject to unforeseen delays.

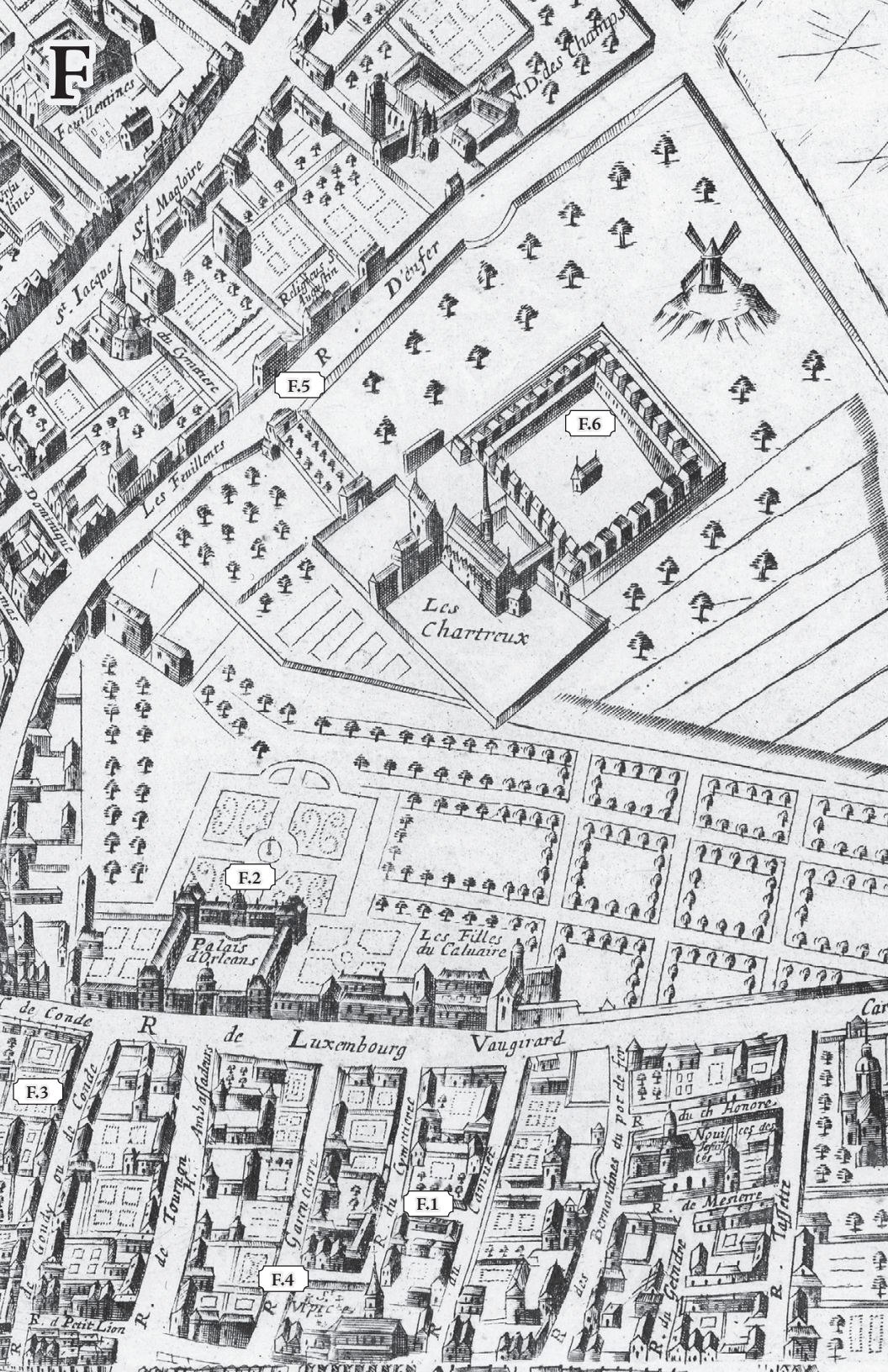
Despite the renovations, the graveyard at Saint-Sulpice remains a popular destination for those Parisians who wish to spend their eternal repose on most hallowed ground. Hopefully the workmen won't defile any of the remains.

## **F.5. Rue d'Enfer**

No one quite knows how this seemingly mundane—even rather pleasant—road came to be known as Hell Street. But if truth be told...the street is a bit eerie and its residents complain of toys, balls and even pets going missing. While at night, the buildings seem to shift and crack in a rather ominous manner.

## **F.6. Les Chartreux**

This magnificent monastery is home to vast, well-maintained orchards of fruit trees. Here, Carthusian monks live in a collection of small hermitages. Their modest cloister contains twenty-two paintings representing the life of Saint Bruno by the artist Lesueur, who completed the set this year.



**F**

W. D. des Champs

S<sup>t</sup>. Magloire

D'Anfer



E.5

E.6

Les Chartreux

E.2

Palais d'Orléans

Les Filles du Calvaire

R. de Conde

E.3

R. de Luxembourg

Vaugirard

E.1

E.4

du ch. Honore

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# G

## G.1. Comédie du Marais

Competitors of the Comédiens du Roi, the Comédie du Marais recently split from the elder company to form their own troupe. With investment from the Prince of Orange, these intrepid actors found a disused tennis court in the Marais and, with the king's permission, constructed a new, state-of-the-art theater on the premises.

Newly led by the veteran actor Bellerose, the troupe of the Marais has gained traction recently, staging work from the renowned playwright Jean Rotrou. From the court, their triumphs have earned them the grating appellation "*les petits comédiens*"—meaning, the little brothers and sisters to the Comédiens du Roi. Competition for audience and credibility between the two companies is fierce, spilling from the stage into the streets in the form of brawls and even into the courts in the form of lawsuits.

Part of the building's original structure stands unchanged from its medieval origins: The Tower of John the Fearless, which remains unused and unoccupied.

## G.2. L'Homme Armé

This ancient cabaret gives the street its name. Within you will find food and wine served on tables covered with cloths that have seen better days.

## G.3. Inn of the Painted Beard

Located on the rue de l'Homme Armé. Proprietors M. and Mdm. Soleil.

## G.4. Le Croix de Lorraine

A quiet cabaret on rue Bourtibourg.

## G.5. Le Temple

The old fortresses of the Templars loom over the Marais. Built in the 12th and 13th centuries, two old towers—*Le Grosse Tour* and *Le Tour de César*—and a complex of buildings squat over the neighborhood. When the Templars were disbanded by Pope Clement in 1312, their headquarters was claimed by the French king Philip the Fair. It has been put to many uses since, but today it stands as a gloomy oubliette for prisoners the king wishes to isolate.

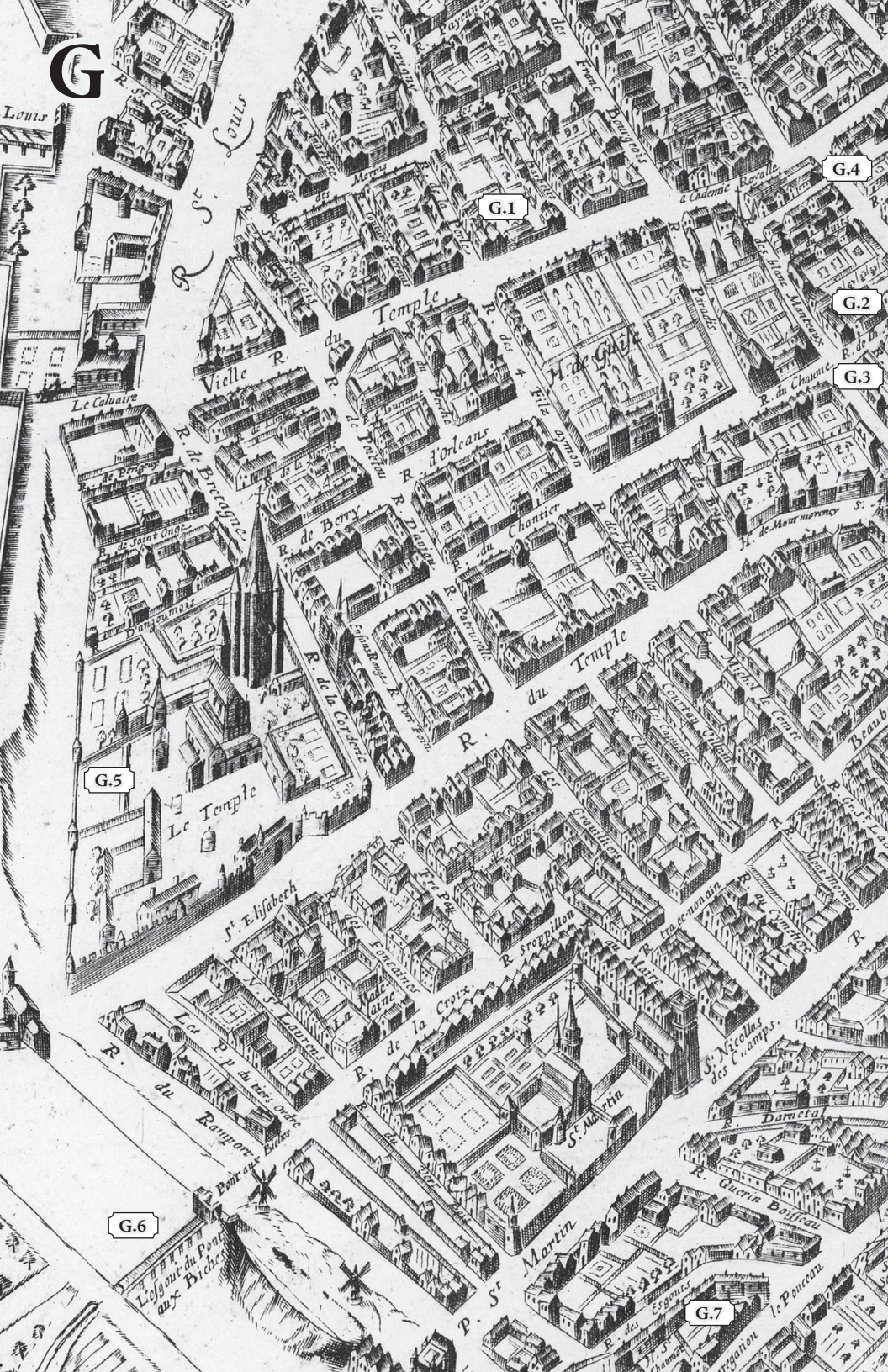
Philip and his Capetian heirs died out, and their regime rapidly collapsed after Templar Grand Master de Molay's fiery execution. Though they would never admit to it, perhaps the royalty fear to disturb the spirits of the Templars and bring their curse down upon them once more.

## G.6. Grand Èsgout

The sewers of the northern half of the city drain into the Ménéilmontant brook, which acts as an open sewer for Paris. Originating in run-off from Ménéilmontant and Montmatre hills, the fetid course originates in the north of Paris and runs west before turning south and emptying into the Seine.

## G.7. La Congregation

The Saint Lazare complex is home to Vincent de Paul's influential Congregation of the Mission.



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G.4

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G.7

# H

## H.1. Hôtel de Ville

Home to the Provost (*prévôt*) of Merchants. Here the bourgeoisie merchants gather to discuss the rights of their guilds, trade agreements and edicts of the crown.

## H.2. Place de Grève

The square in front of the Hôtel de Ville is a sandy track known as the Place de Grève. The gravely ground leads up from the shores of the Seine to the doors of the Provost of Merchant's offices. It is a gathering place for passeurs, tradesmen and other working class Parisians. There they exchange news, look for work and, on certain days, enjoy the spectacle of public executions.

Place de Grève is also the site on which the royal authorities perform public sentences and executions. There is a pillory installed in the square and ample room to construct gallows or scaffolding for executions. The judicial killings are announced well in advance by royal heralds so the Parisians have time to gather and watch.

The sandy earth of Place de Grève has soaked up the blood of many a criminal, heretic and assassin. The infamous bandit, La Fontenelle, was executed here; François Ravaillac, Henri IV's assassin, was tortured and killed on the square.

## H.3. Street of the Bad Boys

Here Boisseau offers a surprisingly honestly named street—filthy and littered with loitering cutthroats and prostitutes. We should note that the Left Bank hosts a twin Street of the Bad Boys near Porte Dauphine.

## H.4. Grand Châtelet

Home to the Provost of Paris, a Royalist agent (not to be confused with the Provost of Merchants). The Châtelet hosts a small law court and a small, stinking prison. Former prisoners say that its subterranean cell walls drip with blood.

## H.5. Sweets Shop

A humble confectioner who makes sweets and pastries. Proprietors Monsieur and Madame Planchet.

## H.6. Fountain of the Nymphs

At the junction of rue Saint-Denis and rue aux Fers, just outside the wall of the Holy Innocents Cemetery, sits a curious structure known as the Fountain of Nymphs. Commissioned as part of the decoration of the city to commemorate the royal entry of King Henri II into Paris in 1549, during the celebration the structure served as a fountain and a viewing platform for local notables. Rather ostentatious, it resembles the walls of a large residence, with water taps at the street level and a stairway to the loggia on the upper level.



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# H

The fountain is notable for its embellishments, bearing designs imported from sixteenth century Rome by the French sculptor Goujon. One sees the muscular nymphs and tritons frolicking in the waves, a sea dragon, cherubs, drapery and scrolls made of shells and the tails of sea creatures.

Today, the structure acts as a water fountain for the neighborhood, with its taps, ornamented with lion heads, gently trickling water. The upper floor provides a view over the traffic on rue Saint-Denis and into the grave pits of the miasmatic Holy Innocents cemetery.

## **H.7. Cimetière des Saints-Innocents**

Known more colloquially as Les Innocents, this ancient cemetery is the largest in Paris and located adjacent to the Les Halles markets. Despite the less than ideal conditions, the people of Paris consider this place particularly holy ground and thus many fervently desire to be buried in its hallowed precincts.

The central burial ground is known as the *Champeaux*. In it, bodies are tossed into pits containing up to 1500 corpses. Once the corpse flesh has decomposed beneath the earth, grave diggers and concerned citizens exhume the bones and place them in *charniers*—charnel houses—that line the walls of the cemetery. Relatives

of the deceased who can identify the remains of their loved ones will paint the skulls before placing them in the ossuaries so that they can be properly venerated in the future.

On the south side of the cemetery, within the stately arches of the arcade of the charnel house, we find a majestic painting of the *Danse Macabre*. The grisly images were added 200 years previously, after brutal plagues swept through the city.

Doctors and necromancers alike dispatch their agents to haunt the cemetery looking for fresh corpses to study, corpse wax to gather and old skulls to talk to.

At the northeast corner of the cemetery, just outside of its walls, sits the Fountain of the Nymphs.

## **H.8. Les Halles**

Les Halles is a lively market in the center of Paris. In it, one finds dry goods, textiles, bread, cheese, eggs, meat and much more.

The northern and eastern edges of the market are lined with covered arcades.

## **H.9. Tour de Viarmes**

Former residence of Côme Ruggieri, sorcerer to Catherine de Médicis. It stands abandoned due to its reputation as a haunted, evil place. Ruggieri is reputed to have worked black magic on the premises.

## H

**H.10. Saint-Eustache**

This new, prestigious church is the site at which Cardinal Richelieu was baptized and where Louis XIV will have his first communion in 1649.

Situated near Les Halles, not far from the royal palaces, the church was only recently completed after nearly a century of construction.

The guild of butchers of Les Halles are significant patrons of the church.

The *Golden Legend* by Blessed Jacobus de Varagine tell us that Eustace was a great Roman general before his conversion. While hunting a stag, Eustace saw a vision of a crucifix lodged between the stag's antlers. The vision inspired him to convert, and he had himself and his family baptized.

According to the legend, his faith was tested numerous times, but he never wavered. In a final test, Emperor Hadrian demanded Eustace make a sacrifice to the old gods, but the general refused. The emperor then condemned Eustace and his family to be roasted to death inside a bronze statue of a bull, which he kept in his palace for just such occasions (as his empire was lousy with Christians at the time).

Eustace is the patron saint of hunters and soldiers for Catholics. His relics are kept in the Basilica of Saint-Denis.

**H.11. Hôtel de Bourgogne**

A performing troupe known originally as the *Confrérie de la Passion* renovated this abandoned property north of Les Halles and transformed the former residence of the Duke of Burgundy into a theater known as the Hôtel de Bourgogne. The troupe has been so successful that they earned the imprimatur of the king and are now known as the Comédiens du Roi or *les grands comédiens*.

The theater itself is long and narrow—100 feet deep and only 40 feet wide. The main stage itself is approximately 40 feet deep. There is a second, removable, “superior” stage that can be installed to show action in the sky or heavens. The main body of the audience stands in the pit before the stage. At the back of the space is a tier of benches stacked at an angle against the wall. There are also three sets of boxes, seven on each side and five at the back.

The leading star of the Comédiens du Roi is a French-German man bearing the stage name “Floridor.” He is friends with the successful playwright Pierre Corneille. Together, they have great plans for their troupe.

**H.12. La Chevrette**

There is a charming inn on the rue de Tiquetonne run by the proprietress Mademoiselle Madeleine (of Flemish origin).

# I

## I.1. Palais de Justice

The courts of Parlement sit at the center of the Île de la Cité, attached to both the Conciergerie and Sainte-Chappelle.

At the heart of Parlement sits the Great Chamber. Its jurisdiction includes cases of *lèse-majesté*, appeals from lower courts, matters dealing with nobility and conflicts between Parlement and the state. It hosts more than 100 magistrates (first presidents, mortar presidents and councilors) as well as princes of the blood, dukes and other peers who have the right to sit in the high court. Other Parliamentary chambers include:

- The Chamber of Requests
- The Chamber of Auditors
- The Tournelle Chamber
- The Attorney General's office

The Tournelle chamber hosts criminal cases and can sentence a convict to the galleys, banishment or death. We choose to mention this detail as it seems relevant to our protagonists' interests.

In addition to the magistrates, there are over 1,000 lawyers, clerks and other staff who serve the judges and the litigants. This legal community is colloquially known as the *basoche*.

## I.2. Sainte-Chapelle

This magnificent church is notable for its narrow but tall design. Its interior contains both an upper chapel and a lower chapel. The upper chapel is unique in Paris for its towering stained-glass windows that wrap around three sides of the structure.

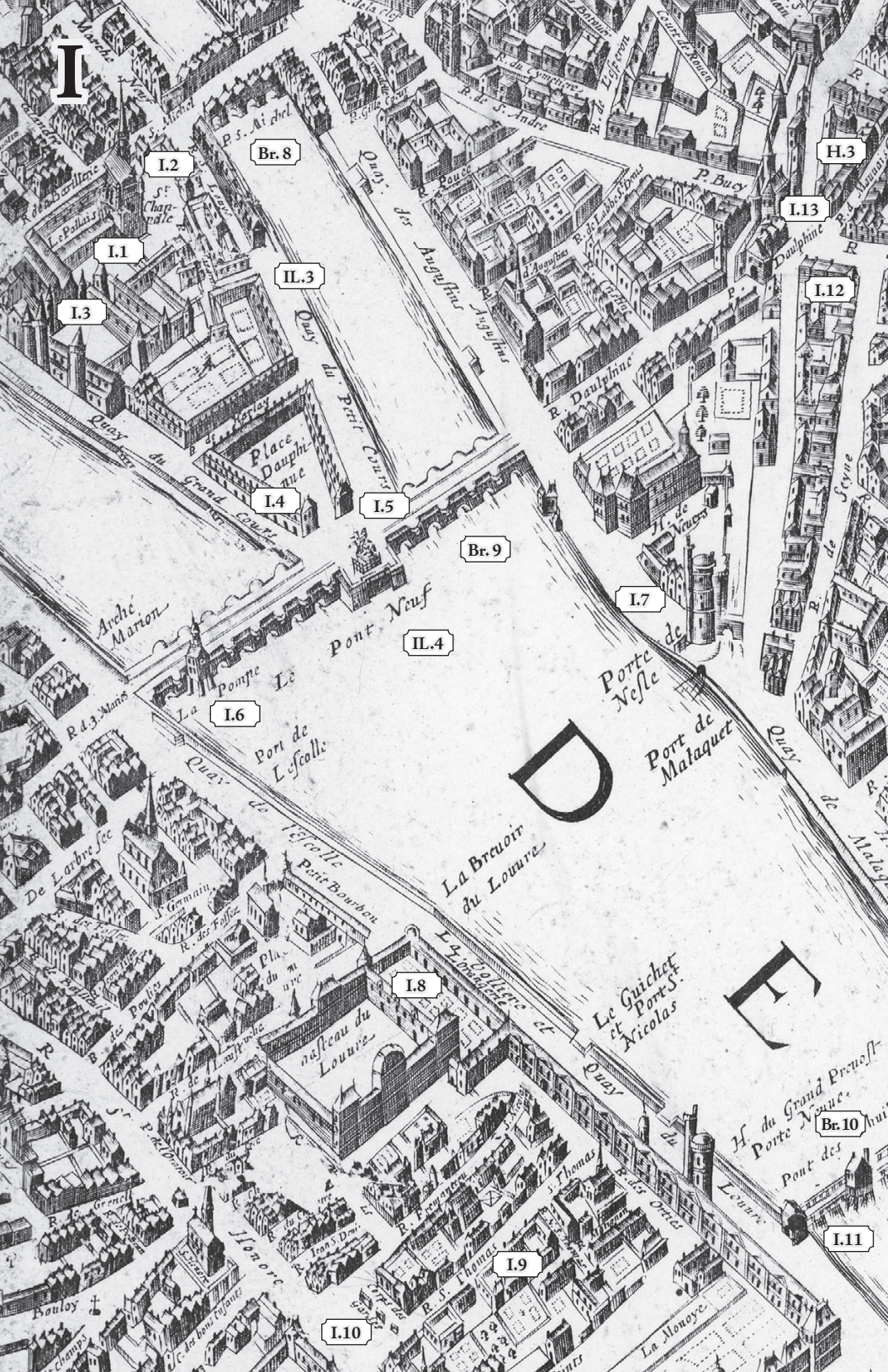
For centuries it housed reliquaries containing Christian relics: a thorn from their Crown of Thorns and a sliver of their so-called True Cross. After a fire in Sainte-Chapelle's spire some 20 years ago, those items were transferred to Notre-Dame for safekeeping.

## I.3. Conciergerie

Recently renovated, this ancient medieval castle is one of the oldest structures in Paris. Its lower levels act as a prison, while its upper chambers serve as offices for the magistrates of Parlement.

## I.4. Place Dauphine

Place Dauphine sits at the western end of the Île de la Cité, with its westernmost point opening out onto the Pont Neuf itself. It is a triangular-shaped public "square" along which sit the houses of the wealthy bourgeoisie and a selection of upscale shops, specifically for clothing, textiles and jewelry.



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# I

## **1.5. The Bronze Horse**

The Pont Neuf is the public heart of Paris. People promenaded up and down its length. Comedians and quacks offer shows and testimonies on impromptu stages. Revolutionaries gather under the bronze statue of Henri IV to discuss the latest policies of Queen Anne and Cardinal Mazarin. All the while, thieves mix with the crowds, lightening pockets and clipping cloaks of the unwary.

## **1.6. Samaritaine**

Standing on a forest of sturdy wooden pilings, this water-powered clock tower on the Seine chimes on the hour—and once per day its bells ring out the day, month and year. Labeled prosaically as “The Pump” on our map, the Samaritaine is situated off of the western edge of the northern end of the Pont Neuf. It pumps water up from the riverbed for residents of the city to collect.

## **1.7. Tour de Nesle**

At roughly 25 meters tall and 10 meters diameter, this ancient fortification was constructed around the year 1200 by King Philip II to defend the approaches to Paris along the river. Little more than a ruin, the tower belongs to the College of Bourgogne of the University of Paris. Its distinctive form is often used as a hallmark of the Paris skyline by artists. In fact, Callot features it prominently in his work—along with its sister on the opposite bank, Tour

du Coin (Corner Tower). The Tower of Nesle was the site of a legendary scandal—involving sex, murder and royal blood—in 1314.

## **1.8. Louvre**

Situated in the center of Paris, the Louvre is a rambling palace on the north bank of the Seine. It hosts the courts of Queen Anne and Cardinal Mazarin, though it is used only for official court business now, as Anne and Mazarin prefer the Palais-Royal as their living quarters. It’s eastern wall is currently under renovation.

## **1.9. Hôtel de Rambouillet**

Lutetia is not only the political capital of France; she is its literary capital as well. And if the Louvre is the capital building, then the center of the literary state is the Hôtel de Rambouillet. At this lavish but orderly mansion in the center of the city, Catherine de Vivonne (*Arthenice* to her friends) and her daughters host a court of poets, playwrights and authors. Their self-proclaimed mission is nothing less than the salvation of the French language from itself. But in practice, they are less serious. At their gatherings they play games of extemporaneous poetry, flirt and compare the latest productions of the Comédiens du Roi to those of the Comédie du Marais.

The nightly salon is the longest running of its type in Paris (and perhaps all of Europe). Arthenice has been playing host to the literati of Lutetia for

## I

decades. Among its members we count Sevigny, Rotrou, Corneille, Scudéry and Voiture—a veritable cabal of elite authors. Each evening, their wealthy admirers, including the Duchesse de Longueville (sister to the Prince de Condé) and Comte de Bussy-Rabutin, enjoy the rapier wits of the literati in attendance.

Gaining entry to the *Chambre Bleue*, as the salon is called, requires an invitation from Arthenice herself, her daughter Julie or, if that is not possible, an introduction to the salon by one of its prominent members. It is customary for Arthenice or Julie to request the supplicant demonstrate their wit by composing a verse or two of poetry on the wing and reciting it to the assembly.

#### **I.10. Guard Barracks**

A barracks for the queen and cardinal's Life Guard company.

#### **I.11. Tuileries Pump**

Similar to the Samaritaine, the pump positioned at the north end of this bridge delivers water to the Tuileries gardens.

#### **I.12. White Cross Court**

At the corner of rue de Bucy and rue de Seine is an indoor tennis court, the White Cross. It's said to be popular with playwrights and actors.

#### **I.13. Tax Gates**

At the gates like Porte Dauphiné, bridges and miscellaneous barriers scattered about the city, tax farmers collect the *octroi* and *droits de traites* for the crown.

While mainly responsible for collecting import duties on items like wine, paper, textiles and foodstuffs, tax gates also act as a de facto police and surveillance network. The city's archers patrol the gates, searching for contraband items like weapons and certain books.<sup>3</sup> Forbidden items are impounded and their owners compelled to report to city tax offices to pay a fine or even be imprisoned if the authorities consider it necessary. Parliamentary *commissaires* also haunt the gates, seeking those with arrest warrants hanging over them.

These import and tax laws have created a black market economy on the other side of these barriers. Rather than pay the duties or risk having an item impounded, those in the know will hire smugglers either to mule items through the gates or to slip into the city through an alternate route. There's often a crowd of touts, cutthroats, passeurs and prostitutes waiting for an easy job around the corner. In the case of the Porte Dauphine, one need look no further than the Street of the Bad Boys just across the way (See **H.3**).

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<sup>3</sup> The French government frequently censored and banned books.

# J

## **J.1. Saint-Germain-des-Prés**

The massive Abbey of Saint-Germain-des-Prés gives this venerable neighborhood its name. In times of plague and crisis, the Catholic faithful head to the ancient church at the abbey to pray to Saint Germain for succor. The interior decor of the old cathedral rivals the beauty and numinousness of Sainte Chapelle.

## **J.2. Longue Paume Court**

Behind the abbey, on the rue de Leschande, the abbot hosts a popular, public *longue palme* court.

## **J.3. Pillory**

The square of Saint Germain hosts a pillory for sentences of public humiliation. Perhaps the losing teams of *longue paume* games do time here.

## **J.4. Fairgrounds**

This peaceful concourse hosts an annual fair, Foire Saint-Germain, which boasts 500 stalls and attracts drunken students from the colleges of the nearby University of Paris who disturb the peace with songs, ribaldry and riot. Vendors and performers from as far as Germany, Venice and England make the trek.

## **J.5. Cabaret Mouton Blanc**

The cabaret Mouton Blanc sits on rue du Vieux-Colombier. In it you may find those sworn to the pen, rather than the sword, drinking away their troubles.

## **J.6. Apartments to Let**

The old, curving rue du Vieux Colombier contains a few boarding houses with rooms to rent at reasonable rates, but not so reasonable that one would appear ill-fortuned for staying there.

## **J.7. Croix Rouge**

In the center of this busy intersection stands a large wooden crucifix painted a vivid shade of red.

## **J.8. Rue des Esgouts**

Many streets throughout Paris are marked as “rue des Esgouts.” This signifies that a covered sewer runs under the street—and that drains perforate the surface at intervals. These sewers flow downhill toward the Seine or, on the Right Bank, toward the Mémilmontant brook. However, while the city authorities ordered their construction over the past few decades (to mitigate the stench), the city does not maintain the sewers. Therefore, these shallow subterranean galleries are clogged with filth and are otherwise poorly kept.

## **J.9. Faubourg Saint-Germain**

A quiet quarter that hosts an annual fair for all walks of life.



# K

## K.1. Cour des Miracles

“To enter [the Court of Miracles], you have to descend a fairly long slope of land, misshapen, rough, uneven. I saw there a half-buried house of mud, all tottering with old age and rot, which was not four square fathoms [60 square meters] and nevertheless housed more than fifty households laden with an infinity of small children, legitimate, natural and stolen.”<sup>4</sup>

This court hosts the beggars, tricksters, gamines and grifters of Paris. Its name is derived from the daily miraculous cures bestowed upon the mutilated, epileptics and terminally ill who call the court home.

Ruled by a “King of Thunes,” the court pays no homage to the king or queen of France. And some say the beggars speak their own language called Argot.

## K.2. Filles-Dieu Convent

The Filles-Dieu are a religious congregation devoted to helping women who wish to exit the life of sex work. Their members take simple vows to obey the prioress and strive to leave their past behind them. Their uniform is a black habit over a white dress.

The work of the Filles-Dieu is challenging. Many women come to them fleeing a lifetime of abusive relationships. While some are able to leave their former lives behind, others slip back onto the streets.

The convent is a powerful organization in the Madeleine neighborhood of northwestern Paris. They also own gardens beneath the Saint-Martin and Saint-Denis gates which they rent out. The convent’s prioress is a well-funded landlord, and her nuns are respected by the beggars of the Cour des Miracles and the masons of rue de la Lune alike.

At the exterior apse of the church stands a crucifix. Condemned en route to the gallows at Montfauçon are brought before this cross and instructed to kiss it and receive the prioress’ blessing. Then the Filles-Dieu bring each of the doomed three pieces of bread and a cup of wine as their last meal before they are hanged.

## K.3. Rue de la Lune

Until recently, this hill was a section of the Filles-Dieu convent. However, the abbess sold parcels of the land to raise funds for her mission. Today, it’s a working class neighborhood home to carpenters and masons.

## K.4. Rue du Croissant

Named after the enigmatic “House of the Crescent” situated on the street, this road is home to a handful of print shops.

## K.5 Hôtel du Saint-Esprit

Jacques Gomboust resides within. Here he engraves his *plan de Paris*.

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<sup>4</sup> Henri Sauval, *History and Research into the Antiquities of the City of Paris*, c. 1643-1660



PLAN GENERAL D  
Dedie A Messieurs les Com

# L

## L.1. Palais-Cardinal

Built in 1633 for the great man, Cardinal Richelieu, since 1643 the Palais-Cardinal (often also called Palais-Royal) has been the residence of Queen Anne, her children, Louis Dieudonné, Philippe d'Anjou, and Cardinal Mazarin. In early 1649, Henrietta Maria Bourbon, Anne's sister-in-law and Queen of England, and her daughter, Henrietta Anne Stuart, will take up residence in one of its barren apartments.

The cardinal willfully chose the site of his palace and garden in order to transform the neighborhood behind it to the north. His efforts transformed it from gardens and garbage piles into a fashionable district.

## L.2. Public Water Fountain

At the junction of the rue des Bons-Enfants (Street of the Good Children), rue du Mail and rue de la Victoire sits a rather serviceable public water fountain. Here, locals gather round to fill their buckets with fresh, clean water and their ears with rancid, filthy gossip.

## L.3. Rue du Mail

Named after the *pail-mail* fields (the game the English refer to as croquet) that once dominated the area, this district was transformed over the past 15 years by Cardinal Richelieu (until his death) and then continued by his

agent, Louis Barbier. Their efforts have made it into one of the most fashionable places to live in Paris. So sudden and stark has the transformation been, celebrated playwright Pierre Corneille memorialized it in verse in his 1643 play, *Menteur*:

*Paris sees these metamorphoses each day:*

*Throughout the Pré-aux-Clercs you will see the same, And the entire universe sees nothing equal To the superb exteriors of the Palais-Cardinal; A whole city, with pomp built, Seems miraculously to have emerged from an old ditch, And makes us presume, from its superb roofs, That all of its inhabitants are gods or kings.*

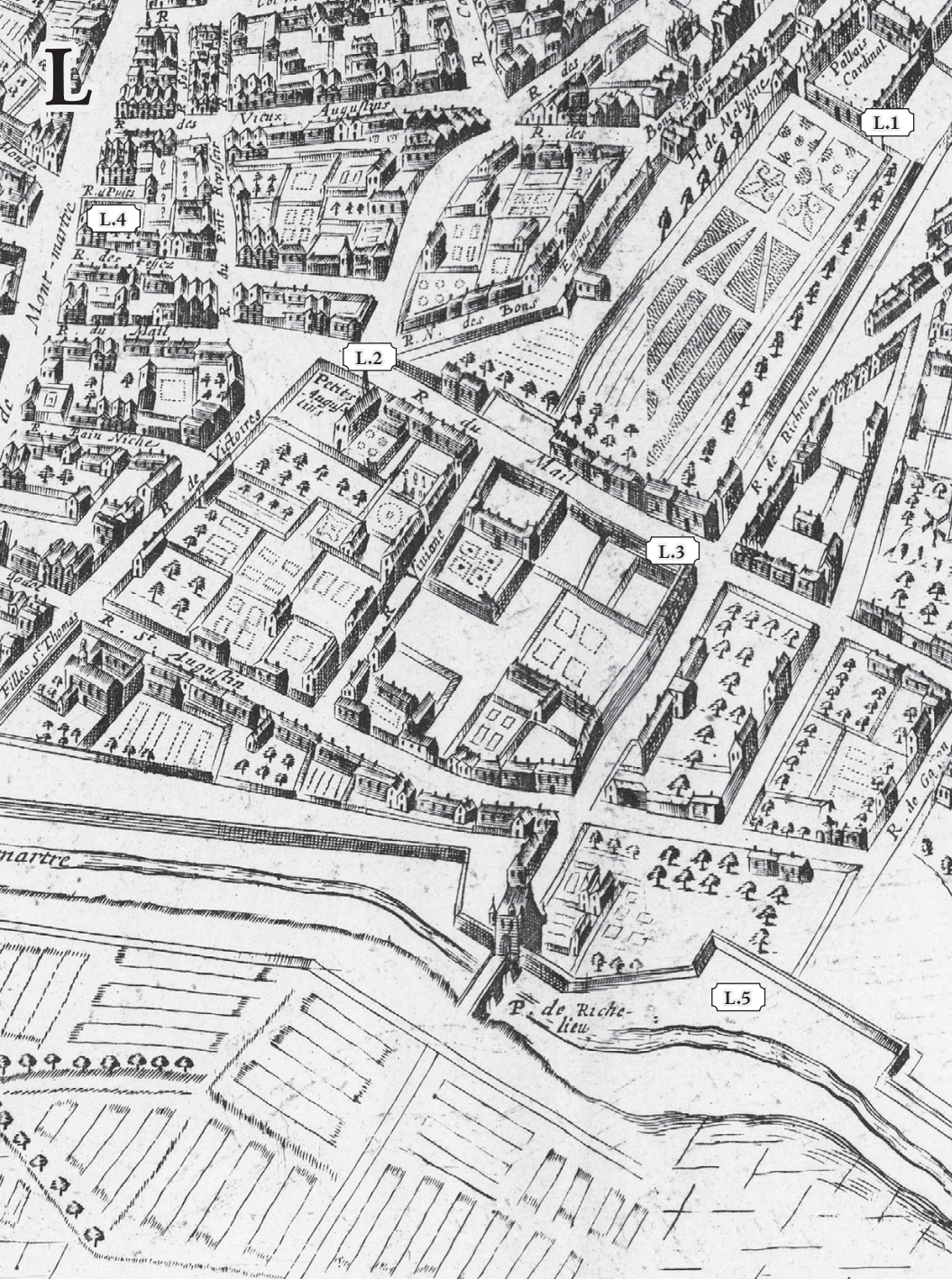
Jacques Callot's long-time admirer, the young master draftsman and print-maker, Israël Silvestre, owns a house on rue du Mail.

## L.4. Rue des Puits

This short street is home to public wells from which the people of Paris can draw water. Bring your own buckets. Despite its insalubrious reputation, Paris provides ample clean drinking water from many wells and fountains distributed throughout the city.

## L.5. The Yellow Fosses

The fortifications here on the western edge of Paris are relatively new, only installed within the past 20 years by Richelieu and Jacques LeMercier. The locals call them the Yellow Fosses due to the color of the silt used to pack the earthworks.



E LAVILLE CITEVNI  
meur Preuost des Marchands et F

# M

## M.1. Tuileries Palace

This palace at the west end of the Louvre complex was recently constructed and even more recently enlarged. At current, the daughter of Gaston d'Orléans holds court there. La Grande Mademoiselle, as she is known, is fond of the gardens which the palace overlooks.

## M.2. Tuileries Garden

Take a walk in the Tuileries garden. Perhaps the perfume of the flowers will mask the smell of horse shit from the royal riding school to the north (*Escuries du Roi*) and the stench of human feces draining into the Seine to the south.

Built on the former grounds of tile-making factories, the Tuileries is an Italian-style garden containing an ornamental lake, a fountain, a grotto, a labyrinth, flower beds and stands of mulberry trees. The Tuileries pump supplies water from the Seine for irrigation. Rabbits hop serenely through the foliage, cropping peacefully at the weeds and herbs.

La Grande Mademoiselle, la Princesse d'Orléans, holds court for nobility in her orbit at an open air cabaret along the west rampart of the garden. When in Paris, she resides in the palace there (and rumors say she is no friend of the queen).

## M.3. Aviary

The royal aviary sits on the edge of the Tuilleries garden.

## M.4. Le Renard

There is an establishment tucked away here where the nobles come to drink wine and discuss politics. It was founded by Monsieur Renard, the valet of an old marshal of France.

## M.5. Brasserie

A rare thing for Paris indeed, this short street is home to perhaps the only brewery in the city. Parisians much prefer wine—beer is for the Les Anglais or Les Allemands.

## M.6. Les Feuillants Convent

Yet another Catholic convent, this one for an obscure order from Toulouse.<sup>5</sup> Feuillants are strict Cistercians who:

- Wear a plain white habit and remain bare-headed and barefoot in the monastery.
- Do not drink wine or eat fish, eggs, butter, salt or seasoning. They eat only barley bread, boiled herbs and oatmeal.
- Eat while kneeling on the floor.
- Sleep on the ground or on a plank, with a stone for a pillow, and only for four hours at a time.

## M.7. Horse Market

There is a market here for horses and other livestock. Rumor has it that Mazarin is challenging their patent in order to force them to move from this now valuable real estate.

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<sup>5</sup> A convent hosts male or female mendicants—meaning they go forth to travel and preach. Whereas an abbey is a secluded religious community.



# N

## N.1. La Seine

This languid river flows through the center of the city, bringing water, food and commerce into the lives of Parisians. In ancient times, Paris, then known as Lutetia, nestled completely in the bosom of the Seine on the Île de la Cité. Flowing from the southeast to northwest, Parisians today identify the city by the side of the Seine on which they live. Looking in the direction of the flow of the stream, the city divides into Right Bank and Left Bank—Right on the north, Left on the south.

During the summers, the Seine sits low in its banks. A sandy foreshore provides ample space for sunbathing and recreation along the water's edge. During the winters, the cold, heavy rains blowing in off the Atlantic Ocean cause the river to rise, sometimes even overflowing its banks and flooding the Marais and other districts along its course.

The river is spanned by 10 bridges within the city limits.

## N.2. Le-Pré-aux-Clercs

The Pré is a meadow on the western edge of the Left Bank and has long been a popular dueling ground. Recently it has been authorized as the terminus for a *voirie publique*—what they call a city dump.

## N.3. Ferry Crossing

As our charmingly detailed map indicates, a barge makes the crossing from Le-Pré-aux-Clercs to the north side of the Seine in the shadow of la Porte de la Conference. Old passeurs operate the ferry. The fee is just a few deniers, but for a few *sol* the old ferryman might tell you tales about other illustrious but secretive passengers.

On the southern shore, attached to the ferryman's shack, is a small, weather-stained shrine to the patron saint of smugglers, Saint Julien l'Hospitalier.

## N.4. Port de la Conference

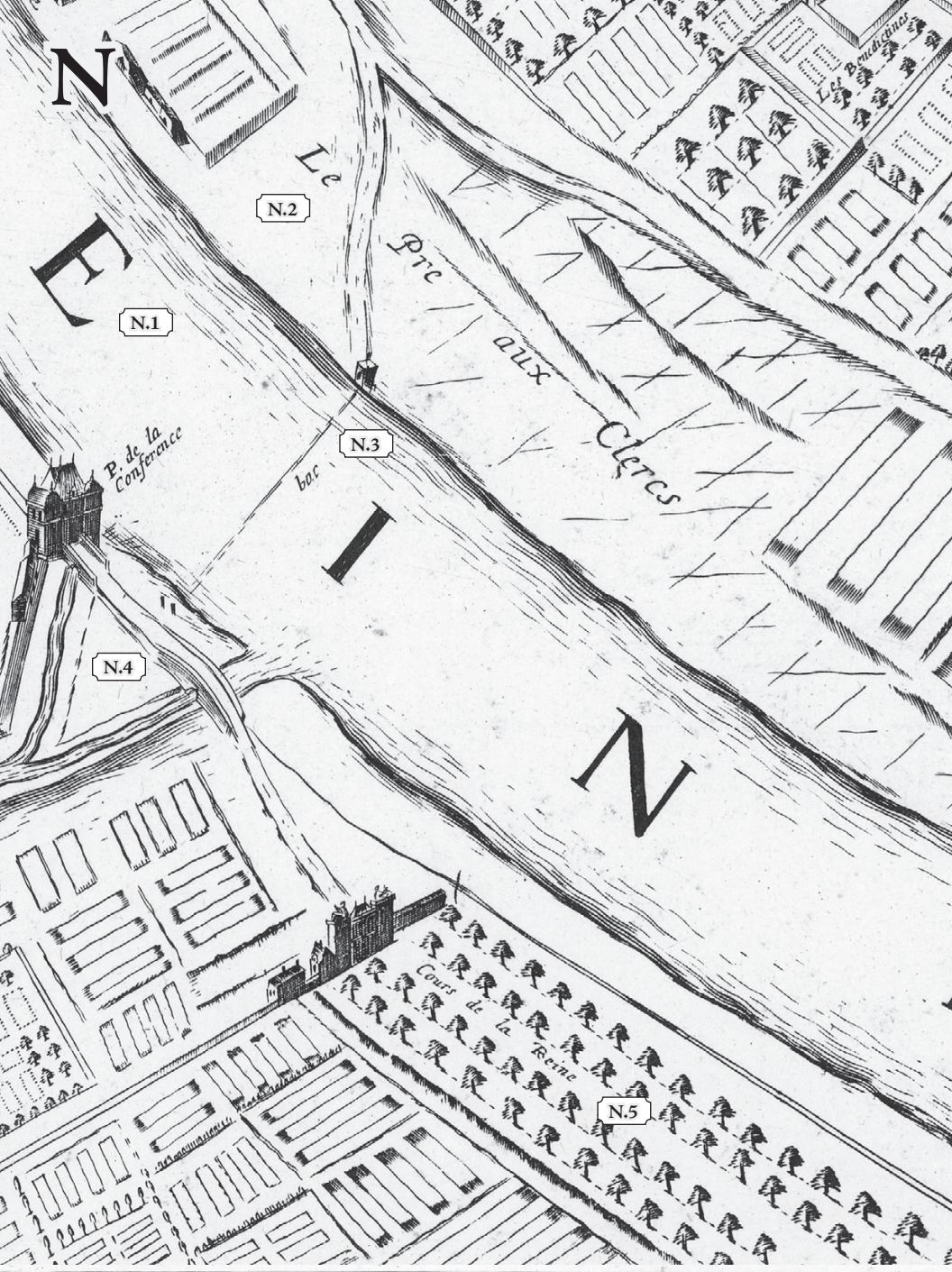
This gate marks the western edge of the city of Paris. It was through this gate, just over 50 years previously, that deputies of the Catholic League went out to negotiate with the Protestant heir, Henri de Bourbon, who was besieging the city.<sup>6</sup>

## N.5. Cours de la Reine

After her son assassinated her favorite noble conspirator in 1617, Marie de Médicis occupied herself with designing and funding this idyllic promenade leading away from Paris to the west. Perhaps she was laying an escape route should her son turn on her next.

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6 And it is through this gate that Queen Anne, her family and retinue will flee during the Fronde of 1649—when they leave the city to starve, besieged by de Condé.



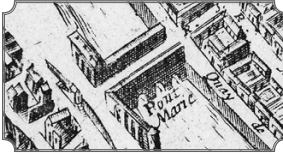
# AVBOVRCS DE PARIS

able et tresaffectionne seruiteur Jean Boisseau Enlumneur du

# Bridges of Paris

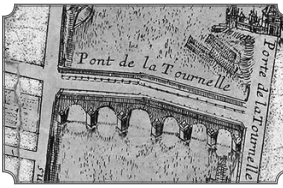
While we have included tags for the bridges on the quadrants in which they appear, due to typographic limitations, we separated the description of Paris' bridges into their own discrete section of this chapter. To refresh your memory as to their location, we've included vignettes of each bridge along with their descriptions.

## BR.1. PONT MARIE



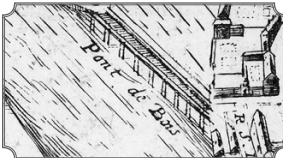
Pont Marie is a wooden structure running from the north of the Île de la Cité to the Right Bank. It hosts about 50 houses.

## BR.2. PONT DE LA TOURNELLE



Pont de la Tournelle is a rickety wooden structure running from the Left Bank to the central southern portion of the Île de la Cité.<sup>7</sup> This bridge is mislabeled as a continuation of the Pont Marie on Boisseau's map. We've included a vignette from Gomboust's plan that shows the proper name.

## BR.3. PONT DE BOIS



Pont de Bois is a small wooden span that connects the two main islands of Paris—Île Saint-Louis and Île de la Cité.

## BR.4. PONT DE L'HÔTEL-DIEU

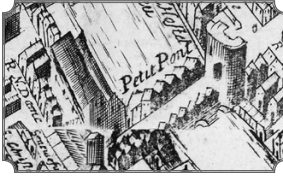


This bridge carries the sick and infirm from the Latin Quarter to the Hôtel-Dieu hospital on the Île de la Cité. Completed in 1634, it is more commonly known as the Pont-au-

Double because the unwell who seek care at the hospital are charged a double denier toll crossing to and from.

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7 On 21 January 1651, the Pont de la Tournelle will be knocked apart and washed away by massive sheets of ice pushing down the Seine.

**BR.5. PETIT PONT**

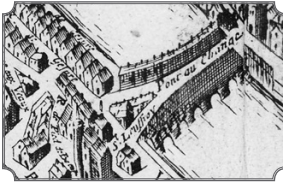
Petit Pont is a single-span bridge connecting Île de la Cité and the Left Bank. Ask any Parisian and they will proudly tell you it was originally built by the Romans.

**BR.6. PONT NOTRE-DAME**

Pont Notre-Dame is the oldest bridge in Paris. Made of stone, it connects the Île de la Cité with the Right Bank, just to the east of the Pont au Change. Laden with stately houses, it is a commercial hub in the heart of Paris.

Many *marchand-mercier* have shops on the bridge. Beneath its arches its builders carved this pun-laden inscription:

*Jucundus geminum posuit tibi Sequana pontem  
Hunc tu jure potes dicere pontificem*<sup>8</sup>

**BR.7. PONT AU CHANGE**

Pont au Change connects the Île de la Cité with the Right Bank near the Louvre and Les Halles. Pont au Change derives its name from the many goldsmiths and money-changer shops situated on its span.

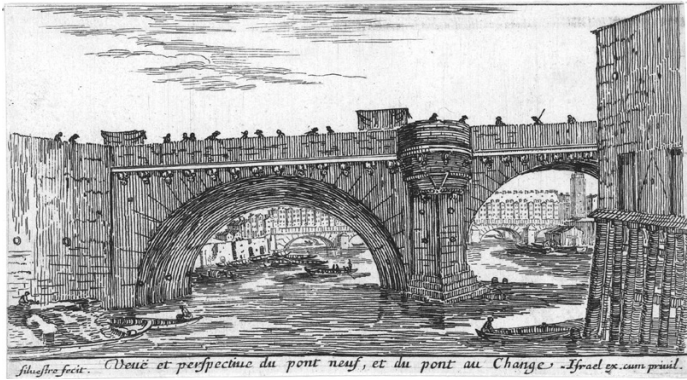
**BR.8. PONT SAINT-MICHEL**

Pont Saint-Michel connects the Île de la Cité with the Left Bank, allowing a straight run across the island to the Pont Notre-Dame and thence the Right Bank. Recently reconstructed by Louis XIII, this broad wooden

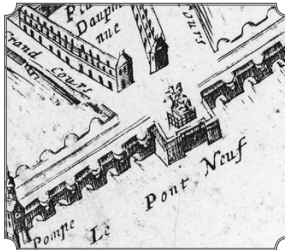
bridge is home to two rows of houses perched along its span.

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<sup>8</sup> *Jucundus...* The inscription is a quote from popular Italian author Sannazaro, who loved farce, puns and satire. Translation from Latin: "Junctus has built a bridge for you, Sequana: You can rightly call him a pontiff!" It's a pun for bridge (pont) and pope (pontiff). Junctus is a "pontiff" because he builds bridges. Get it, Sequana? Har har.

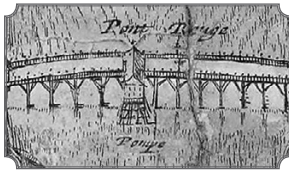


### BR.9. PONT NEUF



Pont Neuf<sup>9</sup> is a magnificent, broad, flat stone structure that spans the Seine at the western tip of the Île Saint-Louis. A bronze statue of a mounted Henri IV sits on a plinth at its center. While the construction of houses is banned on the Pont Neuf, vendors and booksellers set up shop along its length, hawking their wares to passersby.

### BR.10. PONT DE THUILERIES



This bridge connects the Tuileries to the Left Bank. Our cartographer has pragmatically named it the “Thuileries” Bridge, but historians refer to it as the Pont Sainte-Anne, while Gomboust insists it is called the Pont Rouge (and we’ve included Gomboust’s depiction as evidence). Whatever its name, all agree that this fifteen-arch bridge is fragile and in desperate need of repair, lest the next flood wash it away.

The more cautious Parisians transit the river on the Tuileries ferry further to the west. The passeurs who operate the barges are happy to have the business. Some will even offer a tour of the sites along the Seine should one tip them a few *sols*.

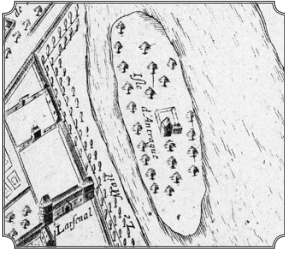
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9 Rather thoughtlessly named the “new bridge,” as if no other bridge would be constructed after it, Pont Neuf no longer holds its eponymous distinction. Pont de l’Hôtel-Dieu (Br.4) is in fact the newest bridge in Paris.

# Islands in the Seine

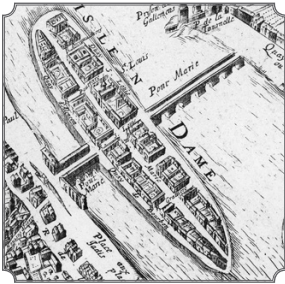
There are three major islands and one islet on the Seine within Paris city limits: Île d'Antrague, Île Saint-Louis, Île de la Cité and the Îlot aux Juifs.

## IL.1. ÎLE D'ANTRAGUE



Île d'Antrague—also known as Île Louviers—is an undeveloped island sitting in the flow of the Seine at the eastern edge of Paris. It hosts a handful of structures, but it's mostly wooded, with a few meadows scattered across it. On the island, farmers graze their cattle, sheep and goats in the summer and fall; lovers row out for some privacy when days are long and the weather is pleasant; and passeurs hide their punts in the grass to avoid the *impôt* intendants.

## IL.2. ÎLE SAINT-LOUIS



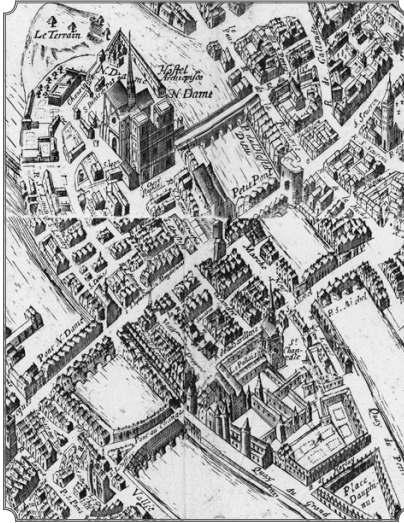
The Île Saint-Louis—here on our map still referred to by its old name, L'Isle Notre-Dame—is named after Louis IX, King of France in the 13th century. The island was originally two small islands in the Seine—Île Notre-Dame and Île aux Vaches. In 1614, Louis XIII and his mother Marie de Médicis implemented a plan first devised by King Henri IV, which merged and transformed the two islands.

The king granted the privilege of developing the island to Christophe Marie. Marie formed a partnership with Lugles Poulletier and François Le Regrattier, with Louis Le Vau commissioned as the architect. Marie and his partners created a careful plan for every detail of the island, from the streets to the interiors of the townhouses.

Given grand style names like Hôtel des Deux-Îles, Hôtel Lambert and the Hôtel de Lauzun, these new-style homes attract a wealthy clientele of nobility and bourgeoisie. Their balconies look out over the river and offer stunning views of life in Paris.

The island neighborhood boasts a modern, Baroque-style church, the Église Saint-Louis-en-l'Île, with a breathtaking interior. Its large wooden door is decorated with angels.

### **IL.3. ÎLE DE LA CITÉ**



This island is the seed from which the rest of the city has grown over the preceding millennium. Today it hosts: the Place Dauphine, the cathedral of Notre-Dame de Paris, Sainte-Chapelle, the Hôtel-Dieu hospital and the Conciergerie, part medieval palace, part modern prison.

The Pont Marie, Pont de la Tournelle, Pont Neuf, Pont au Change, Pont Saint-Michel, Petit Pont and Pont Notre-Dame connect the island to Paris' left and right banks. The Pont Saint-Louis connects the island to its brother upstream, the Île Saint-Louis.

### **IL.4. ÎLOT AUX JUIFS**

Îlot aux Juifs is a small island beneath the Pont Neuf, also known as the Place du Vert-Galant. Once part of a famous Jewish quarter situated on the Ile de la Cité, it is now a spot known for tristes, romance and cavorting. Ironically, some note that it is also the same spit of land on which the Templar Grand Master, Jacques de Molay, was immolated in 1314. Perhaps the memory of this accursed act is the reason why the *ilot* is not depicted on either of our source maps.

# Points of Interest

While our area of concern is Paris, there are some interesting sites not depicted on our map, just beyond the city limits.

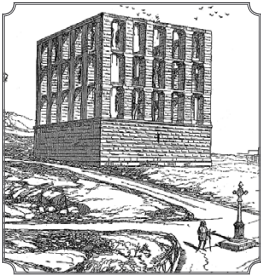
## POINTS NORTH

**Basilica of Saint-Denis:** North of Paris, on a hill looking down over the valley, sits an old, majestic cathedral. Within its moribund vaults lay entombed the kings, queens, princes and princesses of France. Adjoining the cathedral is the revered Abbey of Saint-Denis. The clergy and monks residing within act as caretakers for the church and officiants for the masses and sacraments held within.

**Chapel of Saint-Denis:** Contrary to what one might think, the martyred Saint Denis' holy remains do not reside in the tombs of the Basilica of Saint-Denis. These holy relics are kept in the shabby confines of the little-visited Chapel of Saint-Denis, much closer to Paris than the grand basilica to the north. Should one visit the chapel in your hour of need, call upon Saint Denis against possession and headaches, and for the defense of Paris. Allow us to summarize the legend of Saint Denis' origin:

*Bishop Dionysius was sent to the Parisii tribe in the year 250 of the Christian era. There, successfully converting a group of locals, he attracted the ire of the Roman governor of Lutetia. When confronted by the governor—like most stubborn and self-righteous Christians—the bishop and his companions refused to stop agitating. The governor, tired of such nuisances (which were all too common at the time), had the lot beheaded.*

*Legend has it that the now shortened bishop stood up from his place of execution, fetched his head into his hands and continued to preach, walking among the Parisii. Sometime later, the Catholic pope in Rome declared Dionysius a martyr and a saint. The Parisii have venerated him ever since, though they changed his name to something more French—Denis.*



**Gibet de Montfauçon:** Just north of the Hôpital Saint-Louis, outside the city's walls, is the site of a gibbet at which executions are performed and bodies from other executions are displayed. Though not currently used by the Queen or her agents, the gibbet still stands as a warning of what might

become of traitors to the crown.

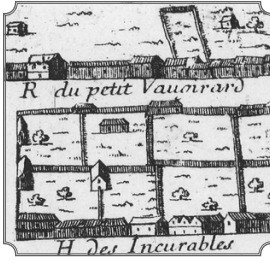
**Hôpital Saint-Louis:** Hôpital Saint-Louis holds plague victims outside of Porte du Temple near the Gibet de Montfauçon.

**Saint Lazare and Enfants Trouvés:** Vincent de Paul's Congregation of the Mission runs a church and an orphanage on rue de Faubourg-Saint-Denis, just north of the Saint-Denis gate. These sites are a short walk from their headquarters at La Congregation, just inside the gate (at G.7, where they are neighbors to the Filles-Dieu).

## POINTS EAST

**Château de Vincennes:** East of Paris looms the massive fortress complex of Vincennes. Comprised of a central keep, six towers and three gates, the structure serves mostly as a prison for individuals who have defied the royal will but are too well known to be kept in the Bastille or execute. The most famous among them is one of the grandsons of Henri IV, François de Vendôme, Duke of Beaufort. Beaufort began his career in the army and served in the campaigns in the war of the Counter-Reformation. However, in 1642 he conspired against Cardinal Richelieu who discovered the plot and exiled the duke. Returning to France after Richelieu's death, Beaufort allied with the Duchess of Chevreuse and the Duchess of Montbazou to outmaneuver Cardinal Mazarin and Queen Anne and take the throne for himself. His plot failed and Anne and Cardinal Mazarin gained the throne. Mazarin then accused Beaufort of plotting to murder him and had him imprisoned in Vincennes in September 1643.

## POINTS WEST



**Les Incurables:** West of the city, Cardinal La Rochefoucauld founded a hospice in 1634 for lepers<sup>10</sup> and others afflicted with incurable diseases. Benedictines run the facilities. Lepers in Paris are, according to the law, required to wear a distinctive dress—red cloth on the shoulder or a white cloth over the head—and to carry a “ratchet” with which they can audibly communicate their presence to those nearby. Anyone suspected of being a leper will be apprehended by the authorities and carted off to Les Incurables where they are to remain for the remainder of their days.

## POINTS SOUTH

**Bicêtre:** Bicêtre is a newly constructed orphanage located south of Paris near Ivry. Originally built as a hospital for disabled soldiers by Cardinal Richelieu, just this year—in 1648—it was commissioned as an orphanage under Vincent de Paul. The facility is run by members of the Order of the Daughters of Charity—a Catholic congregation which de Paul also founded some 10 years prior.

While an orphanage may bring romantic images of scrappy children living by their wits under the stern but loving care of their adult protectors, the reality is much darker. Poverty and depravation are so rampant in Paris that families expose their infant children when they feel they are unable to feed them. De Paul recognized the injustice of this practice and created, essentially, safe spaces for families to abandon their children, rather than expose them. Bicêtre represents one such institution. Parents may leave their children temporarily or permanently, and the Daughters of Charity will do their best to raise them. While the parents may be assuaged, this abandonment is, of course, traumatizing for the children.

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<sup>10</sup> Leprosy is a disease both infectious and incurable. The very young and the very old are most vulnerable to contracting it. Its effects slowly gnarl the skin of the face and limbs with lesions and nodules. Eventually, it works its way to the nerves, damaging them until the affected area essentially atrophies and must be removed lest it rot and cause gangrene. See the Leprosy entry in the Disease chapter of **Book 4: More Miseries**.

As one might suspect, the best intentions are often poorly executed and always underfunded. This foundling hospital is still new, so de Paul and the Daughters are sending out agents to round up gamines on the streets and bring them out to Bicêtre. Anne and Mazarin feel the large hospital is underused by de Paul, so they discuss even now adding beggars and vagabonds to the list of inmates in his care. What could go wrong?

## The 16 Quarters

In addition to a civil administrator, each quarter selects a militia colonel to lead their “column” in times of emergency. Each quarter is subdivided into 10 *dizaines*, and each *dizaine* selects a militia captain who is responsible for supplying and mobilizing citizenry for the column as well as neighborhood watches. These colonels, captains and militia are all exclusively members of the bourgeoisie—as it is one of their rights to defend their city.

For administrative purposes, Paris is divided into 16 unequally sized districts or neighborhoods. Administrative zones are not part of the vernacular. For example, while Place Maubert is a popular square, most citizens would say it is a part of the informal Latin Quarter. The quarters are as follows:

### **CENTER**

**Quartier de la Cité:** This quarter is comprised solely of the Île de la Cité. It contains Notre-Dame, the Palais de Justice, Sainte-Chapelle, Place Dauphine and even the Pont Neuf. It’s quite historic, busy and fashionable all at once. Shown in tiles D, E, H and I of our map.

### **RIGHT BANK**

**Quartier de Saint-Martin-des-Champs:** In northern Paris, the neighborhood around the Saint-Martin priory and church, between the Saint-Martin and Temple gates, is referred to as the Quartier de Saint-Martin-des-Champs.

**Quartier de la Grève:** This small quarter consists of the Hôtel de Ville, the Place de Grève and the Quay de Grève (one of the city's main ports)—and the surrounding neighborhoods.

**Quartier Sainte-Avoye:** Named in honor of Avoye of Sicily, a martyr of the 3rd century, this quarter sits between rue de la Verrerie, rue Vieille-du-Temple and rue des Quatre-Fils.

**Quartier Saint-Jacques-de-la-Boucherie:** The stout, imposing gothic tower and cathedral of Saint Jacques overlooks this quarter. Adjoining the Quartier de la Grève, it is home to many butchers who pooled their donations to fund the construction of the eponymous church.

**Quartier Saint-Germain-l'Auxerrois:** This neighborhood contains the Louvre and Tuileries gardens and the surrounding streets. It's quite an imposing district to administer, as your neighbors include the queen, the king, the court and even notables like Catherine de Vivonne.

**Quartier des Halles:** On the Right Bank, this district contains both life and death: Les Halles market and Les Innocents cemetery.

**Quartier Saint-Antoine:** This quarter of Eastern Paris contains the Bastille and the Place Royale.

**Quartier de Saint-Denis:** Centered around the oldest road in Paris, this quarter is so named because it is centered on the road that leads from the Pont au Change to the town of Saint-Denis, where the necropolis of the kings of France is located. Situated east of Les Halles, it is a bourgeoisie district, humming with commerce.

**Quartier de Saint-Eustache:** Bordering the Les Halles quarter on the right bank, the Saint-Eustache quarter is centered on the imposing Saint-Eustache cathedral. The church was only completed 11 years ago after more than a century of construction! It is unique in its design, with Gothic-style elevations, Romanesque curves and Renaissance-style ornaments. The symbols of the saint—the S and E entwined, the deer and the bow—can be seen on buildings throughout the quarter.

**Quartier de Saint-Honoré:** West of the Saint-Eustache quarter, the quartier of Saint-Honoré encompasses the church of Saint-Honoré, rue Croix-des-Petits-Champs and rue des Bons-Enfants to the Porte Saint-Honoré.

**Quartier Saint-Gervais:** This quartier takes its name from the martyr Saint Gervais, whose legendary life is recounted in Blessed Jacobus de Varagine's *Golden Legend*.

**Quartier de la Verrerie:** Centered around one of the oldest streets in Paris, this small quartier is home to a dwindling community of glass painters and enamellers. rue de la Verrerie is so narrow that carriages have difficulty entering the street. An inspection report made by the civil lieutenant of 1636 states, "we found most of it dirty and full of garbage."

## LEFT BANK

**Quartier de la Place Maubert:** La Place Maubert, on the Left Bank, is a former Protestant stronghold. These days it is mostly known for its third-rate theater troupe.

**Quartier de Saint-Germain-des-Prés:** On the Left Bank, huddled around the skirts of the Saint-Germain-des-Prés abbey, sits an ancient district known for attracting intellectuals to its confines.

# Neighborhoods

While the civil administration divides the city into quarters, the people of Paris split their urban home into more humane, organic neighborhoods. Here we enumerate three: the Marais, the Latin Quarter and the rue du Mail.

## LE MARAIS

Situated on the Right Bank in the northeast quadrant of the city, this neighborhood became a fashionable place for new construction under the reign of Henri IV in the early 1600s. Named after its originating feature—a marsh—the neighborhood stretches its indistinct borders from the Place de Grève to the Temple. Whether

parading through the Place Royale with the other peacocks, catching a game of tennis at an indoor court or watching a midnight performance by the Comédie du Marais, there's plenty to do and see.

### THE LATIN QUARTER

The area of the city surrounding the Sorbonne and the University of Paris is colloquially known as the Latin Quarter. It's easy to tell why—the students, teachers and administrators who live and work in this neighborhood love to flaunt their fluency in Latin. It's common to hear the language spoken in conversation as one perambulates through the streets.

### RUE DU MAIL

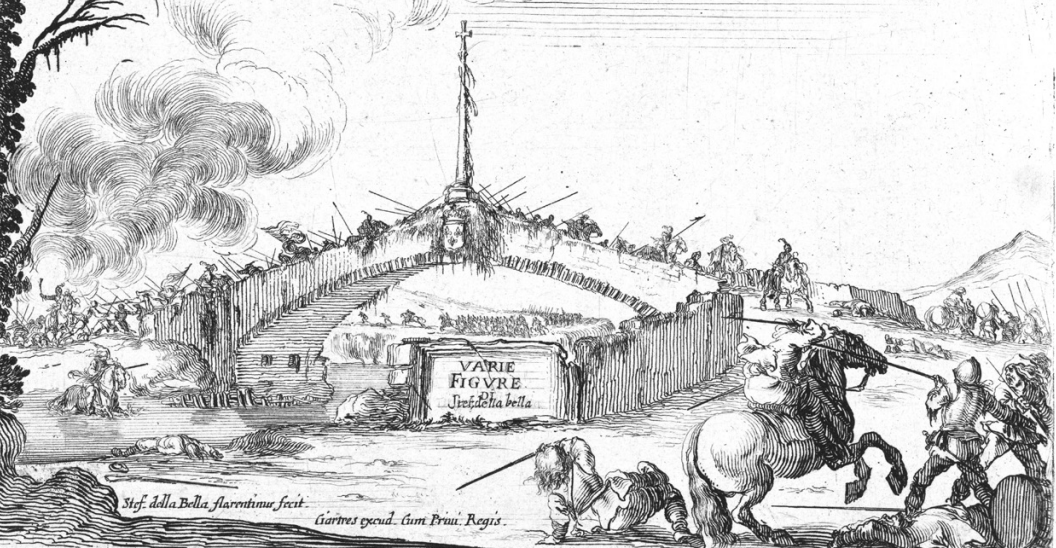
Named after the *pail-mail* fields (the game the English refer to as croquet) that once dominated the area, this district was transformed over the past 15 years by Cardinal Richelieu (until his death) and then continued by his agent, Louis Barbier. Their efforts have made it into one of the most fashionable places to live in Paris. So sudden and stark has the transformation been, celebrated playwright Pierre Corneille memorialized it in verse in his 1643 play, *Menteur*:

*Paris sees these metamorphoses each day: Throughout the Pré-aux-Clercs you will see the same, And the entire universe sees nothing equal To the superb exteriors of the Palais-Cardinal; A whole city, with pomp built, Seems miraculously to have emerged from an old ditch, And makes us presume, from its superb roofs, That all of its inhabitants are gods or kings.*

## A Rose Turned

One final note on the map: Master Boisseau's compass rose appears to be inaccurate, indicating east (*orient*) for what is west and west (*occident*) for what is east. How such a skilled cartographer would make this error is a mystery to us. Perhaps there is another explanation!





# Figures of Note

*There is no true history extant, nor can there be ever expected unless written by honest men who are not afraid or ashamed to tell the truth.*

—President de Thou

**D**ates, places and events are nothing without the people who live them. This chapter contains over 50 figures of note in Paris in 1648. Each entry provides details like their name, title or nickname, age, mentalities, appearance, address and what they seek as a patron.

## PATRONAGE

Not all figures of note are available as patrons. If they are, they include the “Seeks:” entry. If not a patron, that category is omitted.

## FIGURE OF NOTE MENTALITIES

Certain figures of note have changed mentalities over the course of their lives. Either they grew up in one country but have lived a long time in France, or they changed political affiliation or converted to a different religion. An inactive mentality (meaning that it can no longer be advanced) is set off in brackets, like so: [Royalist]. The active mentalities are listed without brackets.

The nationality mentalities for these figures of note use the new, more specific nationalities described in the Mentalities chapter of this book.

## FIGURE OF NOTE APPEARANCE AND PORTRAITS

The wealth of printers, presses, illustrators and etchers of 1648 have provided us with a visual record of many people of our period, thus we have attempted to research the appropriate images of the personalities contained within this chapter. However, distance and dimness of history's light means that we cannot say with certainty that we have each figure accurately depicted. While we have done our utmost to find images that reflect the person in or near 1648, our resources are finite. Most notably, some figures are older or younger in their portraits than they would appear in 1648—but we felt it better to have some reference than none. Also, one or two images we've used are more modern than we have liked, having been produced some years after the events of 1648 unfold. But again, we felt it better to have some reference than none.

In addition to portraits, we have included notes about the appearances of figures when we could as well. These are descriptions based on historical record or visuals we were unable to reproduce (like painted portraits). Sadly, not all of the various figures included herein have notes about their appearances, as their faces are lost in time—like so many tears in rain. In this case, we invite the game master to imagine the period as best they can and invent their own details.

# Various Figures

## ABEL SERVIEN

*The Peace-Killing Angel*

55



Trained as a lawyer, Abel was a protégé of Cardinal Richelieu. The prime minister invited him to Paris 30 years previously to take up a position in the French administration. He has spent the intervening decades gradually moving into the role of Secretary of State for Foreign Affairs.

Having shifted his loyalties seamlessly from Richelieu to Mazarin, Servien has been the current prime minister's chief agent in the ongoing negotiations with the Hapsburgs

at Münster. There Abel earned his nickname, “The Peace-Killing Angel,” due to his shrewd, inflexible negotiating tactics. During the peace conferences, Abel has clawed every advantage for France from the process, even if it meant another year of miseries.

<b>Address</b>	Monsieur le Secrétaire, Sieur
<b>Appearance</b>	A handsome face and posture marred only by his arrogant bearing.
<b>Mentalities</b>	Savoyard, Catholic, Cardinalist
<b>Seeks</b>	Cleverness

## **ANNE MARIE LOUISE D’ORLÉANS**

*La Grande Mademoiselle*

21



Anne Marie Louise is the daughter of Prince Gaston d’Orléans, making her the granddaughter of Henri IV. Currently, she holds court in the Tuileries Palace. La Grande Mademoiselle, as she is known, is fond of the gardens, which the palace overlooks. Her soirées are open to those critical of the Council of State’s policies.

<b>Address</b>	La Grande Mademoiselle, Princesse
<b>Appearance</b>	Light brown hair, a receding jaw
<b>Mentalities</b>	Parisian, Catholic, The Princes
<b>Seeks</b>	Loyalty

## **ANNE OF AUSTRIA**

*Queen of France, La Reine*

47



As a young woman, Anne seemed to behave in a careless, capricious or even spiteful manner. While being Louis XIII’s queen could not have been easy, observers noted that she did not seem to take her role in leading the nation very seriously, as her days were checkered with affairs and intrigues against Richelieu and even her late husband.

When her husband died six years ago, there were many who felt she was unfit to rule—even her deceased husband reached from the grave with a will that banned her from the throne. However, at

that moment, Anne shed the mask of frivolity and displayed her true nature. With an inner fire, she grabbed ahold of power and refused to relinquish it, declaring that she was the true ruler of France. She forced Parlement to annul her husband's wishes and assumed her place as the ruler of France.

To date, her reign has not been an easy one. Since her assumption of the regent's throne, Anne has been assaulted on all sides by enemies within and without France. However, something shifted in the queen these past few years. Perhaps it was due to the birth of her son, perhaps it was being free of Louis' yoke, but regardless, she has proven that she understands the task before her better than anyone: She must bring France from the wreckage of the Middle Ages into the modern world. Fortunately, as regent, Anne possesses perhaps the most necessary quality in a great leader—she is able to identify, appoint and keep competent ministers. In fact, Mazarin and Le Tellier are two of the most capable ministers in all of Europe. Surrounding herself with such talent has enabled her to rebound from each crisis in a better position than the last.

And though she has many qualities to recommend her, Anne has her flaws as well. She is notoriously stubborn, hot-headed and vain. Unafraid to toss delicacy aside, she is known to publicly upbraid subordinates who annoy her. To be so excoriated by the queen before the court is a sublime torment that few recover from. Today, she must master her passions and navigate the turbulent waters of the Fronde. Yet the rocks beneath these waters are many, as she must:

- ☪ raise her two sons to be able leaders
- ☪ keep in check the nobility who wish to see her fail so that they may take power
- ☪ align a willful Parlement with the policies of state
- ☪ fend off the Spanish armies prowling her northern frontier
- ☪ and, of course, provide justice and peace to her people

<b>Address</b>	Your Majesty, Votre Majeste
<b>Appearance</b>	Blue eyes beneath a tight head of curled, brown hair. She favors collars that ride directly under her jawline.
<b>Mentalities</b>	[Spanish], French, Catholic, Royalist
<b>Seeks</b>	Loyalty, Discretion, Cleverness, Politesse

## ANTOINE ARNAULD

Theologian

36



Referred to as Le Grand Arnauld in society, Antoine is the youngest of 20 children. At 36 years of age, he is a prolific mathematician and theologian with a vehement distaste for Protestants, Jesuits and anyone whom he deems a degenerate. He has gained a reputation for genius in mathematics and penning insufferably long, combative religious essays. He leads a haven for Jansenists near Port Royal and Port-Royal Abbey, in Paris. His religious convictions have led him to assist in a French translation of the Bible—the first of its kind.

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**Address** Monsieur Le Grand, Père

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**Appearance** Black, ear-length hair that is thinning at the temples. A large aquiline nose and resting angry eyebrows. He wears a black skullcap, cloak and a large white collar.

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**Mentalities** Parisian, Augustinist<sup>1</sup>, Royalist

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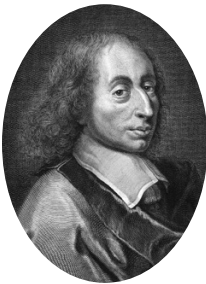
**Seeks** Piety, Loyalty

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## BLAISE PASCAL

Mathematician

25



Since he was young, Blaise has been fascinated by two things: mathematics and Christianity. At 19, he developed his first calculating machine—the pascaline. At 23, he committed himself to Christianity in the form of the Augustinist teachings of Le Grand Arnauld, to whom his sister had introduced him. However, he soon abandoned their fervor.

At 24, he suffered paralysis of the legs and can no longer walk without crutches. He also suffers headaches, stomachaches and complains that his legs and feet are constantly cold and require care to activate blood circulation. He reeks of brandy—because he soaks his socks in it to warm his feet. His affliction has affected his nerves and his personality has become irritable, prideful and irascible.

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1 Augustinists are also known as Jansenists. This Catholic heresy is described in the Mentalities chapter of this book.

Today, this unhappy young man spends most of his days writing baroque, frantic letters to correspondents like Fermat, Carcavi and particularly to Father Kircher in Rome about the existence of vacuum and void. You may find Blaise constructing experimental devices designed to prove his conjectures and confirm the reality of vacuum and atmospheric pressure and to establish a general theory of the equilibrium of liquids.

<b>Address</b>	Monsieur
<b>Appearance</b>	Pale, sunken slight man bent over his crutches or writing tablet or flasks. He has a receding hair-line with lank wavy hair falling to his shoulders.
<b>Mentalities</b>	[Auvergnais], Parisian, [Catholic], [Augustinist], Frondeur

## CADEAU

### *Cloth Merchant*

40<sup>2</sup>

Cadeau is a cloth merchant living and doing business on rue Saint-Denis at the sign of the Golden Hammer with his wife, Madame Cadeau. He is outraged by the excesses of Mazarin and d'Émery in their attempts to tax his property. On January 8, Cadeau joins a protest outside of the Palais de Justice along with 200 to 300 hundred other bourgeoisie. As d'Émery and his son, President Thoré, attempt to enter the palace, a scuffle breaks out. In the melee, Thoré and his servants are badly beaten, and d'Émery is buffeted. The superintendent of finance then demands justice for his assaulted son, and on January 11, Parlement issues a warrant for Cadeau's arrest.

Cadeau does not take this news lightly or pleasantly. He and his outraged bourgeoisie compatriots arm and barricade themselves in their homes on rue Saint-Denis, daring the prosecutor and the *commissaires* to come and fetch them out.

<b>Address</b>	Monsieur
<b>Appearance</b>	A broad-shouldered, jowly man.
<b>Mentalities</b>	Parisian, Catholic, Frondeur

2 Cadeau's age is our best guess based on his occupation, social standing and level of outrage.

## CATHERINE DE VIVONNE

*Marquise de Rambouillet*

60

Born in Rome, she was married at age 12 to the future Marquis de Rambouillet. Her husband seems merciful enough—they only had their first child together when she turned 18. A patron of the literary arts, she is fluent in Italian, Spanish and French and is a renowned conversationalist. In 1628, Cardinal Richelieu purchased her home in Paris to make room for his new palace, so she converted another mansion on rue Saint-Thomas-du-Louvre into a second Hôtel de Rambouillet. In her new home, now established for quite some time, she and her daughters receive the literati of Paris<sup>3</sup> in her famous *Chambre Bleue*.

<b>Address</b>	Marquise, Madame, Arthenice (by her dear friends)
<b>Appearance</b>	Dark hair salted with whisper of gray. She favors dresses layered in fabric and adorned with sashes, knots, bows and such.
<b>Mentalities</b>	[Italian], Parisian, Catholic, Royalist
<b>Seeks</b>	Fashion, Politesse, Wit

## CHARLES LE BRUN

*Painter*

29



A gifted youth, Le Brun was taken into the studio at the age of 11 by Chancellor Séguier and at 15 was receiving commissions from Richelieu. At Séguier's urging (and expense), he spent four years studying in Rome, only returning to Paris in 1646, ready to make even bigger waves in the art world. Currently Le Brun ingratiates himself with Mazarin, hoping to help establish and cofound the French Royal Academy of Painting and Sculpture. He is profoundly interested in human and animal anatomy and, in pursuit of knowledge, he is a frequent correspondent with Descartes in Amsterdam.

<b>Address</b>	Monsieur
<b>Appearance</b>	Very long mane of brown, curly hair below his shoulders set over his round face and perpetual stubble along and under his jaw.
<b>Mentalities</b>	Parisian, Catholic, Cardinalist

3 One of the salon's most popular attendees, Vincent Voiture, dies on May 26, 1648.

**CHARLES DE L'ORME***First Doctor to Gaston d'Orléans*

64



Charles is the son of Jean de L'Orme, who was first doctor to Marie de Médicis and first doctor to Henri IV and Louis XIII. After practicing in Venice for years, he returned to France preaching the rejuvenating powers of antimony, which he sold as an elixir of youth to the likes of Mazarin and the aristocracy. His efforts

have made him very rich and earned him the position of the first doctor to Prince Gaston d'Orléans.

The doctor is an inventive man. Some years ago, de L'Orme demonstrated a suit of protective clothing that he claims staves off miasmatic vapors which cause the plague and other illnesses. The suit consists of a heavy leather overcoat, gloves, boots, hat and a distinctive mask that fits over the whole head, its nose extended to a point, allowing the interior to be filled with dried herbs to counteract miasma. Those who saw de L'Orme in the (rather disturbing) costume instantly dubbed him Doctor Beaky. The suit has since become the *de rigueur* costume for empirics all over Europe.

**Address**      Monsieur, Le Docteur Premier

**Appearance**   Tall with a salt and pepper mazarinstache and long, wavy hair.  
He has a long face bearing reddened eyelids and a pointed chin.

**Mentalities**   Lorrainer, Catholic, Noblist

**Seeks**          Wealth

**CHARLES DE LA PORTE***Marshal de la Meilleraye*

46



Orphaned at a young age, Meilleraye was raised by Amador de La Porte, who was also the guardian of Armand Jean de Plessis—the future Cardinal Richelieu. Charles rose to power thanks to his family connections, long association with Richelieu and his stubborn, often even brutal, loyalty to the crown. An expert in siege warfare and a creature of

Richelieu, the great cardinal said of him in 1636 that he is “one of the men of the greatest merit, of the most constant favor and the most fulfilled of his time.” Richelieu appointed him governor of Nantes (a Protestant stronghold) in 1632, and soon after bestowed the office of Grand Master of the Artillery of France on Meilleraye.<sup>4</sup>

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**Address** Maréchal, Monsieur le Superintendant

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**Appearance** Grim, drawn, pale face with big, dark eyes. Long, wavy, ash-grey hair.

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**Mentalities** Parisian, Catholic, Royalist

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**Seeks** Loyalty, Discretion, Puissance

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## CLAUDE DE MESMES

Comte d'Avaux

53



Claude de Mesmes is a robe noble and a career diplomat. He's negotiated treaties with Sweden, Poland and Venice. For the past five years, he's been on the diplomatic team at Münster with Abel Servien, negotiating the Peace of Westphalia. However, Servien drove Claude to the brink of madness, and de Mesmes has since quit the team and returned to Paris—only to be caught up in the Fronde.

He currently employs Pierre Le Muet to rebuild his Avaux family home at 71 rue du Temple in the Marais.<sup>5</sup>

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**Address** Comte

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**Appearance** Long black hair, bushy moustache.

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**Mentalities** Béarnaise, Catholic, Cardinalist

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<sup>4</sup> In the summer of 1648, Meilleraye will replace d'Émery as Anne's Superintendent of Finance on the Council of State. He will then be called upon to quash the incipient revolt of the Frondeurs—an effort which produces *interesting* results.

<sup>5</sup> Claude's future is both bright and dark—bright because Mazarin will select him to replace Meilleraye as the Minister of Finance in 1649 and dark because Claude will fall ill and die in 1650.

**CLAUDE AND PIERRE SEGUIN***Doctors to the Queen*

This uncle-nephew duo act as a pair of doctors. The elder Seguin, Claude, is the queen's first doctor. He attended Louis XIII at his death as well. Pierre is the elder Seguin's young protégé. He is still studying medicine at the medical college. The Seguins place an unshakable trust in traditional medicines and bleeding. They have a history (and future) of provoking disputes with other royal doctors.

Most recently in November 1647, they attended to young Louis Dieudonné's illness along with a team of other medical doctors.

<b>Address</b>	Monsieur le Docteur Premier and simply Monsieur
<b>Appearance</b>	Clean shaven chins, thin moustaches, hair just over the ears, the uncle-nephew team dresses in respectable clothing.
<b>Mentalities</b>	French, Catholic, Royalist
<b>Seeks</b>	Loyalty, Politesse

**COMMINGES***Lieutenant Captain of the Gardes Françaises* 32

Comminges is an officer in the queen's Gardes Françaises regiment. He is assigned to the Palais-Royal and reports to Mazarin directly. His name is a toponym, denoting that he is from the county of Comminges in southern France. He is the nephew to Guitaut the elder and cousin to the Guitaut the younger.

In August, it is he who Anne dispatches to arrest Pierre Broussel.

<b>Address</b>	Lieutenant
<b>Appearance</b>	His dark complexion is accentuated with waves of hair to his shoulders meeting at his full beard. Tightly wound and vengeful, his only resemblance to his cousin Guitaut can be seen in his beautiful, long straight nose.
<b>Mentalities</b>	Parisian, Catholic, Cardinalist



**FRANÇOIS DE COMMINGES DE GUITAUT**

*Captain of the Queen's Gardes du Corp*

64

The elder Guitaut is the Captain of the queen's Life Guard—and he is quite clear that he takes his orders directly from the queen. De Retz describes him as a man “of no great sense” and “impatient,” but the coadjutor's judge of character is suspect at best. During the Day of the Barricades in August, when consulted by Mazarin as to the best course of action, Guitaut is attested to have said “Let the old rogue Broussel be restored to the people, either dead or alive.”

Guitaut has family in Paris. His nephew Comminges serves the cardinal as a lieutenant in the French Guards. And his other, younger nephew Chevalier Guitaut serves a young gentleman in de Condé's camp.

<b>Address</b>	Capitaine
<b>Appearance</b>	A robust mane of fair curly hair set over a thick, round face, atop his heavy body. His nose is particularly long and straight and well formed.
<b>Mentalities</b>	Gascon, Catholic, Royalist

**FRANÇOIS VAUTIER**

*First Doctor to the King*

59

Vautier was the personal physician and close friend of queen dowager Marie de Médicis. At some point, he ran afoul of Cardinal Richelieu and was imprisoned for years, only freed upon the cardinal's death in 1642. Upon his release, he acted as superintendent of the royal gardens and taught anatomy there.

In 1646, Vautier was appointed by Anne to be the young king's doctor. In 1647, he treated Philippe for a serious ailment and Louis for smallpox. The survival of the king earned for Vautier the Abbey of Saint-Taurin d'Évreux.

Doctor Vautier has developed a treatment for malaria that uses Jesuit powder from Peru (powdered cinchona bark). It is reputed to have a noticeable effect on the symptoms.

<b>Address</b>	Monsieur, Docteur, Abbé d'Évreux
<b>Mentalities</b>	Provençal, Catholic, Royalist

**FRANÇOIS DE VENDÔME***Duc de Beaufort*

32



As the grandson of Henri IV, François has been in battle since he was 12. His family has a history of affronting cardinals, and he has continued that rich tradition by conspiring against both Richelieu and Mazarin during their respective terms. In 1643, Anne had him arrested for his role in the *Cabale des Importants* conspiracy. Since then, he has been

imprisoned in Château de Vincennes.<sup>6</sup>

Curiously, Beaufort is beloved by the people. Though he is reputed to speak in malapropism, and perhaps even have a stutter, these slight quirks only seem to add to his already overflowing charm.

<b>Address</b>	Monsieur le Duc, Monsieur le Prince
<b>Appearance</b>	Long, curled, silver-blond hair. He seems like a smaller man, of slight frame if not actually short.
<b>Mentalities</b>	Breton, Catholic, Noblist

**FRANÇOISE BERTAUT DE MOTTEVILLE***Mademoiselle*

27



Françoise is a member of Queen Anne's household. She is an active diarist and constant correspondent in letters to her relatives in Normandy and in Spain. In private, Anne confides in the young Françoise daily—on matters of the heart as well as matters of the state.

<b>Address</b>	Mademoiselle de Motteville
<b>Appearance</b>	Wavy brown hair set neatly over her petit, oval face with an enigmatic smile and a mischievous gleam in her eye.
<b>Mentalities</b>	Norman, Catholic, Royalist

<sup>6</sup> Beaufort escapes Vincennes at 7 PM on May 31, 1648. He's aided by agents of the Noblist faction and pursued by agents from the Cardinalist faction.

**GASTON D'ORLÉANS**

Prince, *Le Grand Monsieur*

40



Gaston is a complex figure. Son of Henri IV and younger brother of Louis XIII, at court Gaston is known as *Le Grand Monsieur*. He was the heir to the throne until Louis XIV was born 9 years ago. Uncomfortable with his subordination to his elder brother, he intrigued with other nobles to gain power—and especially to gain leverage against Cardinal Richelieu. However, the great cardinal was a step ahead of the entitled prince and Gaston's schemes amounted to nothing.

The cardinal contemplated banishing or even executing Gaston for his obvious disloyalty, but the prince's brother, the king, stayed Richelieu's hand, and he was spared. In fact in the weird effusions of privilege, shame and guilt present at court, the prince was often rewarded for his disobedience with command of military forces or other offices.

Despite the leniency granted to him, Gaston was terrified of Richelieu. When his poorly executed plots were uncovered, he would flee Paris and hide from the cardinal at one of his many estates. On occasion, Marshal de Gramont acted as Richelieu's emissary to Gaston, performing the delicate task of informing the prince that his ruse was discovered and the king wanted to see him in Paris....

As a military commander, he has a mixed record—having produced some victories and some results inconsistent with victory. That said, he holds the official title of Lieutenant General of France (meaning in this case that he is the king's lieutenant). While he publicly professes his desire for military rank, Gaston has always seemed more interested in cultural activities like drinking wine, composing poetry and having carnal relations with both men and women.

Today, Gaston has inserted himself (perhaps unwelcomed) as the head of the Noblist faction. He attempts to use his old skills at intrigue to play powerbroker between Parlement and the Council of State. He wants to prevent a rupture that might trigger a revolt, while at the same time checking as much royal power as he is able. Throughout 1648, he attends sessions of Parlement, taking his responsibilities as

a prince seriously for once. In June, he hosts conferences with the Frondeur judges at his home in Paris, the Luxembourg, and attempt to convince them to let him lead negotiations with his sister-in-law.

Gaston maintains a company of 200 gens d'armes led by his dear friend, Jacques d'Étampes—Captain-Lieutenant Marquis de La Ferté-Imbault.

<b>Address</b>	Le Grand Monsieur, Prince
<b>Appearance</b>	Tall and pale, with a soft, flushed face surmounted by high eyebrows that make him appear always a bit surprised.
<b>Mentalities</b>	Parisi, Catholic, Noblist
<b>Seeks</b>	Charm, Wealth, Courage

## GUILLAUME GUITAUT

*Chevalier*

22

Guillaume is an ambitious young man. At 16, he journeyed to Paris and offered his services to Cardinal Richelieu (just prior to the latter's death). In 1646, at age 20, he volunteered to fight in Catalonia. The next year, he fell in with de Condé at the siege of Lérida. In 1647, he returned to Paris with de Condé, now much devoted to the prince. He hopes to fight alongside him in the coming spring campaigns.

<b>Address</b>	Chevalier
<b>Appearance</b>	Clean shaven, with a thick, long, curly brown mane of hair. He stands straight, chest puffed out.
<b>Mentalities</b>	Gascon, Catholic, [Cardinalist], Noblist

## GUY PATIN

*Doctor*

47



Guy is a doctor of medicine—having graduated from the University of Paris—and a man of vigorous, sarcastic opinions. He's a friend of the Frondeur judges, a Jansenist and an avowed skeptic of Jesuits, cardinals and even popes! He is an active correspondent and author of satirical pamphlets. However, his medical opinions are somewhat suspect, as he holds the discoveries of the previous centuries to be higher and more accurate than modern medicine.

<b>Address</b>	Docteur, Monsieur
<b>Appearance</b>	His arched nose and pointed chin lend him an impish demeanor.
<b>Mentalities</b>	[Parisi], Parisian, [Catholic], Jansenist, [Noblist], Frondeur

## HENRI D'ORLÉANS

*Duc de Longueville*

53



Henri is a rebellious, headstrong man. Since his youth, he has participated in rebellions and checks against abuses of royal power. He is a sovereign prince (of Neufchâtel) and a seasoned commander, having fought a decade of battles in the Franche-Comté against the Hapsburgs. Most recently, he spent years living in

Münster as part of France's diplomatic embassy negotiating the end to the Thirty Years War.

He is the brother-in-law to de Condé and de Conti through the marriage of their sister, the equally headstrong Anne-Geneviève de Bourbon-Condé. The adventurous and clever Marie d'Orléans is his daughter from a previous marriage.

Currently, Henri is the governor of Normandy and an ardent supporter of the Fronde. He is eager to throw all of his resources into the judge's revolt so as to dislodge Anne and Mazarin from power. However, his forces in Normandy are being checked by d'Harcourt's royal troops, who are watching his movements closely.

<b>Address</b>	Duc, Gouverneur
<b>Appearance</b>	Long, curly, dirty-blond hair with a thick moustache, a heavy-set brow under which sit his piercing eyes.
<b>Mentalities</b>	Picard, Catholic, Frondeur
<b>Seeks</b>	Cleverness, Discretion

## HENRIETTA MARIA STUART BOURBON

*Queen of England*

39



Henrietta is Anne's sister-in-law and the beleaguered wife of the King of England, Charles I. As England is in the midst of a dreadful civil war, she has fled home to France with her daughter Henriette. Penniless—and spurned by the court now that her eldest brother, Louis, and her

protector, Richelieu, are both dead—she and her daughter haunt the court like unbidden memories of the past. Even so, her unmoored state gives her the license to speak her mind, and she is unafraid to tell Anne directly when she believes the queen has taken a dangerous turn.

<b>Address</b>	Reine, Votre Majeste
<b>Appearance</b>	Curly brown hair, very pale skin and sunken eyes with dark irises.
<b>Mentalities</b>	[Parisian], English, Catholic, Royalist
<b>Seeks</b>	Piety, Loyalty

## HENRIETTE ANNE STUART

*Princess*

4



Little Henriette is the child of King Charles I of England and Henrietta Maria Bourbon, Anne's sister-in-law and Queen of England. Four years ago, her mother gave birth to her whilst escaping England, but was forced to leave her in the care of the Lady Dalkeith, Countess of Morton. Now she is safe at the French court, but lives in penurious exile with her mother as the revolt in England churns on, and her father's fate is undecided.

<b>Address</b>	Princesse, Mademoiselle
<b>Appearance</b>	She is a radiant, tow-haired, inquisitive and precocious child.
<b>Mentalities</b>	[English], French, [Anglican], Catholic

## JACQUES LE COIGNEUX

*Mortar President of Parlement*

60



Coigneux is a robe noble from a family of robe nobles. Unafraid of royal authority, he built his reputation standing up to Richelieu and Louis XIII's abuses of power—even when it cost him property and income. He has once again thrown his lot in with those who think of the people before thinking to line their own pockets.

That said, he is not above topping up his own purse, as he accepted a marriage dowry of 600,000 livres from a wealthy family wishing to buy nobility for their daughter.

<b>Address</b>	Président
<b>Appearance</b>	Jacques has a handsome face, his eyes just happened to point inward toward the bridge of his nose.
<b>Mentalities</b>	Parisian, Catholic, Frondeur

## **JACQUES LEMERCIER**

*First Architect to the King*

63



Jacques Lemercier has been First Architect to the King for ten years, which seems fitting as he came from a family of architects and master builders. He spent decades constructing churches and major bridges across the country.

Many iconic structures in Paris are of Lemercier's design including the Palais-Cardinal and the chapel of the Sorbonne. He is currently working under Anne's direction to finish the work of his friend, Mansart at Val-de-Grâce.

<b>Address</b>	Monsieur
<b>Appearance</b>	Long, graying hair and a bushy moustache. His eyes are a soft brown, almost hazel.
<b>Mentalities</b>	Parisii, Catholic, Royalist

## **JEAN-BAPTISTE COLBERT**

*Military Commissioner*

29



Colbert has studied with Jesuits, bankers and notaries before ending up in the war department in service to his cousin, Michel Le Tellier. Eight years ago, at 21 years old, his father bought Colbert an office as a commissioner (troop inspector). For the last three years he has been private secretary and inspector for Le Tellier—the Secretary of State of War. He is reputed to be extremely intelligent, honest and direct.

<b>Address</b>	Intendant
<b>Appearance</b>	Long, curled black hair, with a sharp moustache and light brown eyes.
<b>Mentalities</b>	[Champagnois] (Reimois)], Parisian, Catholic, Cardinalist

**JEAN-FRANÇOIS DE GONDI (THE ELDER)***Archbishop of Paris*

58



De Gondi has been the archbishop of Paris for 26 years, inheriting the role from his uncle Pierre de Gondi. Thus his family has controlled the archbishopric for quite a long time. He is currently grooming his nephew Jean François Paul to be his successor as archbishop and is thus sharing power with him as a “coadjutor” of Paris. However, bestowing this blessing on

the younger de Gondi has proven a difficult matter as Jean François has run afoul of the queen.

<b>Address</b>	Archevêque, Coadjuteur
<b>Appearance</b>	A thin pointed face that hints at the many confessions he's witnessed in his 25 years as archbishop of Paris.
<b>Mentalities</b>	[Orléanois], Parisian, Catholic, Royalist

**JEAN-FRANÇOIS PAUL DE GONDI (THE YOUNGER)***Coadjutor de Retz*

35



De Gondi thinks very highly of himself. He refers to Mazarin as an “ignoramus” and believes that de Condé and de Conti are his friends and coconspirators. History reveals him to be a skilled speaker but a poor listener. His talent lies primarily in a sort of doublespeak that presents an unctuous false modesty while simultaneously uplifting

himself. A casual listener can easily become tangled or even seduced by his words and come to believe that de Retz is on their side, when truly self-interest is his only master.

He is a young noble from a family of middling power and influence among the aristocracy. As a second son, he was forced to be an ecclesiastic by his father—his elder brother assumes control of the family duchy upon his father’s death. His resentment over his position as second fiddle to his brother has sunk in him a deep well of resentment, ambition and cunning.

As Parlement, the princes and the Council of State all vie for the soul of France, de Retz sees an opportunity for self-promotion. While he claims to be a loyal servant of the queen, he buys the favor of the people so he can manipulate them to his benefit. And his ultimate goal is self-enrichment—the archbishopric of Paris is only the next step in the long path of his ambition. A more direct narrator might simply describe de Retz in the most apt term of the day: *serpent*.

While he is cunning, de Retz is certainly not more skilled than Anne or Mazarin. His aims are transparent to them. During the Day of the Barricades, when de Retz goes to Anne with false humility about his role in the uprising, Anne brutally upbraids him before the whole court. Rather than being chastened by the wrath of the monarch, the coadjutor uses his public humiliation as cause for deepening his private schemes and disloyalties.

Address	Coadjuteur, Monseigneur
Appearance	Curly hair to his ears with a clean-shaven face.
Mentalities	[Parisii], Parisian, Catholic, Frondeur
Seeks	Loyalty, Discretion, Wealth

## JEAN ROTROU

Author, playwright

39



Rotrou is a successful comedic poet in the Spanish tradition whose works were recognized by Richelieu and Anne more than 15 years ago. Now he is at the peak of his career, currently producing shows of his hit play *Venceslas* (which he adapted from *No ay ser padre siendo rey* by Francisco de Rojas Zorrilla). His other recent works are *Le Veritable Saint Genest* (adapted from *Lo fingido verdadero* by Lope de Vega performed in 1646) and *Don Bertrand de Cabrère* (1647).

As of last year, he and his rival, Pierre Corneille, have finally been united under the roof of a single theater company: L'Hôtel de Bourgogne. Years prior, Corneille was smeared in the press, and Rotrou was suspected of this public execution by the pen. But Rotrou

never admitted to such behavior, and in fact, an anonymous defense of Corneille has been attributed to Rotrou. Perhaps this joining of forces signals an end to the hostility of letters, true or perceived.

Address	Monsieur
Appearance	Thin moustache with long, dark, curly hair over an egg-shaped face.
Mentalities	[Parisi], Parisian, Catholic, Frondeur
Seeks	Wit, Cleverness



## JEAN VALLIER

### *Maître d'Hôtel du Roi*

Jean is the king's *premier maître d'hôtel*—his chief servant or butler. In this roll, he administers the king's domicile and oversees a large staff: the *maîtres d'hôtel*, the gentlemen servants and the ushers of the *Maison du Roi*. In addition, he commands the royal bakers, butchers, master cooks, roasters, gardeners and couriers.

He is, of course, present as the king eats, announcing each course and serving the young king himself. Vallier also oversees the king's *levée*<sup>7</sup> each morning—an important ritual that the courtiers compete to attend.

Address	Maître
Mentalities	Parisian, Catholic, Royalist

7 Each morning, Vallier has the king cleaned, brushed, (ahem) emptied and dressed. It is an intimate ritual to which important courtiers or friends may be invited to attend.

## JÉRÔME BIGNON

Librarian of the Bibliothèque du Roi

59



The current librarian of the Bibliothèque du Roi, Jérôme Bignon, published his first book when he was 11 years old. Since then, he tutored King Louis XIII, studied law and was appointed to several prestigious positions: advocate-general of the Council of State, councillor on the Council, advocate-general of Parlement and finally, at 59 years old, he is the chief librarian of the royal collection.

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**Address** Bibliothèque en chef

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**Appearance** Jérôme is a bit of a looker with his thin, arched brows, shoulder-length curls, small moustache and strong jaw.

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**Mentalities** Parisian, Catholic, Royalist

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## JÉRÔME LE FÉRON

Provost of Merchants, Seigneur

41



Jérôme was first elected to the post of Provost of Merchants two years ago in 1646.<sup>8</sup> Previously, he wore a robe in Parlement as president of the Chamber of Inquests.

Jérôme's reelection will take place on the 16th of August.<sup>9</sup> He dearly wishes to be reelected, so Le

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8 The provost of the merchants of Paris is an elected official whose office is in the Hôtel de Ville. He heads the city government along with a cabinet of four échevin, a city clerk and a city prosecutor. Together, they are responsible for public works, bread regulation and distribution, certain tax collections (and paying the crown its due) and river trade on the Seine.

9 The election takes place every two years during the Feast of the Assumption. On election day, the bourgeoisie leaders of the city's quarters, their subordinate *dizaines* and six prominent chosen bourgeoisie each select four citizens from their districts. The provost, the échevin and the quartermasters then attend a high mass of the Holy Spirit, after which they and the 16 selected groups assemble at the Hôtel de Ville. There, each of the 16 district groups draw lots and, from each set of four, two members gain the right to vote. These 32 people, along with the provost, the échevin, the councillors and the sixteen *quarteniers*, vote by secret ballot to elect the provost and the échevin. Only acknowledged bourgeoisie of Paris can stand for election.

Once this ceremony concludes, the provost-elect and échevin dress in ceremonial robes and travel by carriage to the Louvre, where the results of the election are presented to the king. There they swear an oath to the king to faithfully serve in his hands.

Féron will do whatever is necessary. Unfortunately, the bourgeoisie he represents are about to take up arms against the regent he is sworn to unswervingly serve. The Fronde has put this wealthy merchant into a bit of a pinch. If he fails to play the situation with delicacy, he will certainly be ruined.

<b>Address</b>	Monsieur le Prévôté, Prévôt
<b>Appearance</b>	Long, black curly hair and moustache. Deep bags under his eyes and large brows that tilt up on the inner corners.
<b>Mentalities</b>	[Burgundian], Parisian, Catholic, Royalist

## JOSIAS DE SOULAS

*Floridor*

40

De Soulas is the new leading star of the Comédiens du Roi—also known as the Hôtel de Bourgogne. He was a soldier before he began his career as an actor and now goes by the stage name “Floridor.” At 40 years of age, he is known for his excellent physique, beautiful voice and elegant manners. He and his collaborator, Pierre Corneille, emigrated from the Théâtre du Marais to the Hôtel de Bourgogne in 1647. Together they have great plans for their new troupe.

<b>Address</b>	Monsieur
<b>Appearance</b>	A man with a highly elegant physique
<b>Mentalities</b>	[Parisii], Parisian, Catholic, Royalist

## JULIO MAZARIN

*Cardinal, Prime Minister*

46



Mazarin is the chief minister of France, heading the Council of State for Anne. Born in Italy educated by Jesuits, he began his career as a Papal envoy. He always loved and admired France, so when Richelieu acknowledged his talents, he leapt at the chance to work with the illustrious cardinal.

In contrast to nearly everyone around him, Mazarin possesses a soft style. A master negotiator, he wins his points by saying little and inviting his opponent (or prey) to step into the vacuum and make mistakes or provide him with leverage. He is also uncharacteristically unflappable. Unlike his contemporaries, he is unphased by insults and feels no need to defend his honor. In fact, sometimes he finds his opponents quite clever and even laughs at their jokes.

Due to his Italian birth, Mazarin is subject to intense bigotry by the populace. Yet despite the vitriol hurled at him from the people, he remains heroically dedicated to France, the queen and the young king. He will go to extraordinary lengths to ensure the success and sanctity of his charges.

Despite his virtuous qualities, Mazarin is also notoriously nepotistic, acquisitive and, well, greedy. He hands out offices, titles and estates to his relatives. He uses state funds to acquire art from Italy, which is deposited directly into his own vaults. And he ensures that, despite the people starving, he is always in funds and riches.

Finally, we feel compelled to clarify that the cardinal is not an ordained priest. Mazarin was granted minor orders through his education with the Jesuits and then granted the cardinal's hat through Richelieu's political influence (who was himself also a political appointee). But he is not a priest and cannot conduct mass or dispense any other Catholic sacrament.

<b>Address</b>	Monsieur le Cardinal, Votre Éminence
<b>Appearance</b>	Curly hair to his shoulders, iconic moustache, red cardinal's garb and a tolerably handsome face.
<b>Mentalities</b>	[Italian], French, Catholic, Cardinalist
<b>Seeks</b>	Loyalty, Cleverness, Wealth

**LOUIS DE BOURBON**  
*Prince de Condé*

27



Monsieur Le Prince is a daring general in the mold of Alexander, leading from the front as he hurls his companies and squadrons into the fray. The young commander began his illustrious career with his illuminating victory at Rocroi merely five years previously. Since then, he has run a string of victories that would make the Macedonian conqueror jealous. His subsequent victories at Freiburg and Nördlingen are just two of the many stars in his crown.

Off the field, he never forgets a soldier who fought bravely with him—whether they be noble or common men, ally or enemy. However generously he may treat his soldiers and companions, the rest of the world he holds in contempt. He is an arrogant, high-tempered, mercurial soul, prone to outbursts of rage—even when in the polite company of his saintly wife or the other princes of the realm.

As a prince, he is one of the most powerful men in the kingdom of France. While he is not in line to inherit the throne, his wealth, fame and skill as a general make him a sensational figure—a rival to even César de Vendôme, the Duc de Beaufort, Monsieur Gaston d'Orléans and the young king himself.

He has recently returned to Paris after suffering a humiliating defeat at the siege of Lérida in Catalonia. Seeing troubles threatening the regency, he is doing his best to support the throne, queen and cardinal—even if he privately believes he would be best suited to rule.

<b>Address</b>	Monsieur Le Prince
<b>Appearance</b>	Mane of curly black hair over a long birdish face.
<b>Mentalities</b>	Parisian, Catholic, Noblist
<b>Seeks</b>	Politesse, Courage, Loyalty, Puissance

## MADELEINE DE SCUDÉRY

*Author*

41



Madeleine and her brother Georges were orphaned at a young age and raised by their uncle, who gave them a very thorough education. Today, Madeleine authors and publishes books under her brother's name and is a regular at Madame Rambouillet's salon. She has written some of the longest novels ever to be published (more than two million words!). She has a strong interest in classical Hellenism and women's education, and despite some romantic dalliances, she remains unmarried.

<b>Address</b>	Madame
<b>Appearance</b>	Black, very curly hair (usually worn in a bun and snood). Solidly built, she is not a slight woman. She is rarely seen without pearls around her neck.
<b>Mentalities</b>	Norman, Catholic, Frondeur

**MARIE-CLAIRE DE FLEIX**

*First Lady to the Queen, Marquise de Senecy* 30

Marie is Anne's *première dame d'honneur* and she is extremely protective of Anne. Her rank—first lady of the queen's household—technically makes her the second highest-ranking member of Anne's court, after the Superintendent of the Queen's household. However, Anne has declined to appoint a Superintendent or, for that matter, a Royal Governess, which makes Marie the *de facto* highest-ranked lady of the court—and she who controls access to the queen.

Marie's marriage to Jean-Baptiste Gaston de Foix, Comte de Fleix is a convenience, merely a piece of paper. She has also inherited her dead brother's marquisate, so she is a woman of means and immune to many of the temptations that could corrupt the loyalties of one who guards the queen and her children.

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**Address** Madame la Première, Marquise

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**Mentalities** Burgundian, Catholic, Royalist

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**MARIE CROUS**

*Mathematician* 28

Mademoiselle Crous is a young woman of humble origin gifted with genius at mathematics. Her work has been published in two editions, 1636 and 1641. In it she proposes a system of setting numbers into groups of 10 and writing them with a dot at the mantissa—as opposed to the current mess of dividing numbers into thirds, sixths and twelfths. She also proposes the Rule of Three for cross-multiplying fractions.

She notes, “There is no book to be found other than this one where this invention is taught, being due to the vigilant work of your very humble servant.”

She is favored by the Duchess of Aiguillon, of whom she writes: “You know how, as in imitation of the great God, to raise the simple and lowly (of whose number I am one, I confess it ingenuously).”

Marié's purpose is "to give solace to such young women as those who practice in this science as much for the necessity of their business as for the contentment of their spirit." She also rather sagaciously observes:

*It seems to me that it is up to the sovereigns to change the division of their money, weights and measures, because the ausneur and toiseur<sup>10</sup> have marked their measurements in tenths on the side where there are no ruler markings...*

Address      Mademoiselle

Mentalities    Parisian, Catholic, Royalist

## MARIE-MADELEINE DE VIGNEROT DE PONTCOURLAY

*Duchesse of Aiguillon* 44



Marie became a duchess through marriage to Antoine de Beauvoir when she was 16. However, she so hated her husband that when he died at the siege of Montpellier a few years later, she expressed her unwavering desire never again to marry by joining the Carmelite convent.

However, her arrangement with the prioress of the Carmelites allowed her the freedom she desired without the strictures of the religious life. She declined to give up her wealth, her society or her interests.

Today, Marie is a regular at the Hôtel de Rambouillet and a patron of both the arts and the poor. She's supported the author, Pierre Corneille, and helped fund the Bîcetre orphanage in Paris and the Hôtel-Dieu hospital in Québec. She is also a student of mathematics and has taken keen interest in supporting the work of young mathematician Marie Crous.

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**10** *Ausneur* and *Toiseur*. French: There's no easy direct translation. Here Marie could be referring to measuring sticks designed to quickly count ells (45 inches) and toises (6 feet). It seems draftsmen and surveyors of her day marked their measuring sticks with 10 intervals on the reverse side. This prompted Marie to suggest that the king convert all units of measurement into tenths.

The scent of scandal does follow Marie, though. She is the niece of Cardinal Richelieu on her mother's side. And after the death of her husband, she went and worked with him closely. Rumors then burst forth that she was her uncle's lover. She is said to have murmured upon her uncle's death that she was the person in the world whom he loved most.

<b>Address</b>	Duchesse, Madame
<b>Appearance</b>	Round-cheeked with a guileless smile.
<b>Mentalities</b>	Parisii, Catholic, Cardinalist
<b>Seeks</b>	Knowledge, Piety, Wit

## **MARIE DE MIRAMION**

*Mademoiselle*

19

Marie has survived three difficult years. In 1645, her husband died halfway through her pregnancy of her daughter Marguerite. In 1647, she (not her infant daughter) contracted smallpox and, to complete the trio of misfortunes, both of her parents died.

Marie's parents were not nobility, though they were wealthy. Her father was a tax farmer, in fact. He purchased Marie's nobility through marriage to her now deceased husband, the robe noble Jacques de Beauharnais, Seigneur de Miramion. Thus, the many tragedies which have recently befallen her did not leave her poorer, as she inherited her father's wealth and husband's estate. For all her troubles, she is now a wealthy, independent young woman with a beatific young daughter.

However, Marie is uninterested in politics, ambition or the good life. Her fondest desire is to devote herself completely to her god.<sup>11</sup>

<b>Address</b>	Mademoiselle
<b>Appearance</b>	Marie is reputedly one of the most beautiful young women at court. In an unlikely stroke of good fortune, her battle with smallpox left her youthful complexion unblemished.
<b>Mentalities</b>	Parisian, Catholic, Royalist

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<sup>11</sup> In the summer of 1648, Roger de Rabutin—the Comte de Bussy—will kidnap Marie and attempt to force her to marry him. We describe these events in Moment 5 of the Moments, 1648 chapter.

**MARIE DE ROHAN***Duchesse de Chevreuse*

48



Marie is a force of nature. Since she entered court at age 17, she has been scheming, climbing and intriguing—much of which was done in concert with her teenaged best friend, Anne of Austria. Involved in nearly every plot against Richelieu and Mazarin, she now lives in exile in Brussels—as of yet, none of her plots have born fruit. Her

last failure wounded her and her reputation deeply: She conspired with Beaufort against Mazarin, anticipating that Anne would join them against the cardinal, as she had done against Richelieu in the past. But this time was different, and Anne sided with Mazarin, causing Beaufort's arrest and imprisonment and Marie's exile to Brussels in the Spanish Netherlands.

And so the duchess is thrilled to hear news of the Fronde. She's eager to put her skills and incredible wealth behind those who would oppose the royal will.

She is a duchess thrice over and a sovereign princess of Lorraine as well. Her land, titles and position make her a powerful patron as well as a dangerous opponent.

<b>Address</b>	Duchesse
<b>Appearance</b>	Light brown, almost cream-colored hair. She often wears pearl teardrop earrings that match her pearl necklace.
<b>Mentalities</b>	Parisii, Catholic, Noblist
<b>Seeks</b>	Cleverness, Beauty, Discretion



## MATHIEU MOLÉ

First President of Parlement

64



President of Parlement, Molé comes from a wealthy, robe noble family. Despite his background, Molé has a sort of conscience and a spine. As a jurist, he has a long history of action against royal overreach—including protest over politically driven criminal tribunals. Molé wasn't overly divisive under Richelieu, but since the cardinal's death he has become more outspoken. During the conflict between

Parlement and the queen this year, he has advocated for Parlement's chambers to unite in their stance against the Council of State's measures. This position is a new political stance for Molé.

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**Address**      Président

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**Appearance**    Long, neatly-rectangular beard, grey hair, thick robes and a black skullcap.

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**Mentalities**    Parisian, Catholic, [Royalist], Frondeur

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**Seeks**            Honesty, Courage

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## MICHEL PARTICELLI D'ÉMERY

Superintendent of Finances

52



D'Émery is the second-most hated man in Paris (after Mazarin, of course). Son of a Lyonnaise banker, he is a diligent and dedicated student of taxation and finance. It was he who introduced to Paris new tariffs and customs duties on imports, and it was he who proposed the tax on buildings constructed beyond limits of Paris, as set by King Henri IV.

His efforts have been rewarded with a steady climb to the top: d'Émery now sits on the Council of State as the Superintendent of Finances. And on the council, he is most assuredly Mazarin's creature. He is unsympathetic to the pleas of the people, the threats of the bourgeoisie or the remonstrances of Parlement.

So reviled is he, the people sling slurs at him, calling him Italian—despite the known fact that he was born in Lyon. And for the irate bourgeoisie, words aren't enough. D'Émery and his son, Thoré, are attacked outside the Palais de Justice in January of 1648.

**Address** Superintendent, or L'Italien by his detractors and enemies.

**Appearance** Long black hair, balding at the temples and an especially long, drooping moustache under his largish eyes inset into his smallish head.

**Mentalities** Lyonnaise, Catholic, Cardinalist

## MICHEL LE TELLIER

*Secretary of State for War*

45



Le Tellier possesses a stolid, calm disposition matched with a quiet intelligence he is able to apply to nearly any task set before him. He's a remarkable statesman who stands out from the rest of the venal, incompetent crowd.

Across his career, Le Tellier has been a councillor on the Council of State, a prosecutor at the Grand Châtelet, a master of requests in Parlement and an intendant of the army. In 1643, Mazarin recommended him for his current position, Secretary of State for War.

In his current role, Le Tellier has been saddled with the impossible tasks of provisioning and outfitting the standing forces, raising new forces and modernizing the artillery and other weaponry of France's armies. It appears that he understands the stakes before him—the very survival of France. Thus, unlike his predecessors, Le Tellier is able to resist the corruption of his generals, colonels and captains. Rather than accepting their bribes, he carefully monitors their accounts and diligently enforces the laws and regulations of the king.

His main tool for surveillance is his cadre of intendants. An intendant is a relatively new type of government official whose duties have been expanded under Le Tellier and Mazarin. Essentially, they assume the duties of monitoring the distribution of government funds and resources in the field, a role that was once handled by the noble commanders themselves.

Which is not to say Le Tellier is above corruption. Like Mazarin, nepotism is perhaps his favorite vice. He has assigned his son to the influential position of intendant of the army. And he is grooming his cousin, Jean-Baptiste Colbert, for a role in Mazarin's administration.

<b>Address</b>	Secrétaire Le Tellier
<b>Appearance</b>	Soft, gray shoulder-length hair, framing heavily sunken eyes with deep bags, a moustache, tilting brows and ruddy cheeks.
<b>Mentalities</b>	Parisian, Catholic, Cardinalist
<b>Seeks</b>	Honesty, Loyalty, Wealth

**OMER TALON**  
*Advocate General*

53



Talon is renowned as the most eloquent judge of his day. A lifelong lawyer and Parliamentarian, he began his career in Poitiers, but has since climbed the ladder of ambition and moved into Parisian politics. Omer advocates for moderation of the monarch's powers and the maintenance of Parlement's rights to counterbalance royal authority.

On January 15, his speech at the *lit de justice* brings Queen Anne to tears when he inveighs the royals not to "sow terror everywhere" and compares France to the kingdoms of Medes and Persia.<sup>12</sup>

<b>Address</b>	Monsieur le Avocat Général
<b>Appearance</b>	Scruffy, ear-length hair and low eyebrows over a typical moustache. He wears a skullcap and robe like most judges and tends to look rather serious.
<b>Mentalities</b>	Picard, Jansenist, Frondeur

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<sup>12</sup> The impact of this historical reference is lost on us, but perhaps being compared to Queen Medea caused Anne some sadness.

**PAUL SCARRON***Abbé and Author*

38



Son of a petty noble of little account or reputation, Paul Scarron is a wit and author known in certain fashionable circles in Paris. For 10 years, he has been confined to a wheelchair (of his own invention) due to an unknown disease which has caused his lower spine to fuse. He refers to himself as a *cul-de-jatte*, a legless cripple.

*...one day, visiting Anne of Austria in this chair, she asked him, charmed as she was with his wit, if he did not wish for a title.*

*“Yes, your majesty, there is a title which I covet much,” replied Scarron.*

*“And what is that?”*

*“That of being your invalid,” answered Scarron.*

*So he was called the queen’s invalid, with a pension of fifteen hundred francs.<sup>13</sup>*

At current, Scarron resides in a humble manor on rue des Tournelles. On Thursdays from 7 PM to 11 PM he hosts a small gathering of fellow wits. The event is rapidly becoming the fashionable place for the *beau monde* to trade verses and rumors.

He recently wrote a comedy entitled *Typhon* and dedicated it to Mazarin, but Scarron learned that the cardinal did not approve of it. So the abbé has reworked the story so it appears that Mazarin is the butt of the jokes. These insults were not lost on Mazarin, and he has recently suspended the sick man’s pension in retaliation.

<b>Address</b>	Abbé, L’Invalide
<b>Appearance</b>	Bent frame, wispy moustache, thin brows and a deep scar under his left eye.
<b>Mentalities</b>	Parisian, Catholic, Frondeur
<b>Seeks</b>	Wit

13 *Twenty Years After*, Chapter XXI, Alexandre Dumas.

**PIERRE BROUSSEL**

*President of Parlement*

73



Pierre Broussel is a lifelong robe noble and judge. More than strategy or blood, he believes in the power of words, the laws they create and the judges who support them. In his role, he is poised, astute and dispassionate, qualities which have gained him a reputation as a leader in Parlement. He's a master of logic and Roman law who has earned the respect of

the people and his fellow judges. That said, the Coadjutor de Retz privately slanders the aging Broussel as senile—but de Retz makes a habit of underestimating those he considers rivals.

In the Fronde, Broussel criticizes the excesses of the intendants and tax farmers who live aristocratic lifestyles on the profits of corruption. So powerful and popular are his arguments, Broussel becomes a target of Anne and Mazarin once they decide to suppress the Fronde in August.

His son, Jérôme Broussel de Louvière, is a subaltern in the king's army, awaiting promotion for his dutiful service.

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**Address**      Pr sident, P re du Peuple (during the Fronde)

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**Appearance**    Short, curly hair and a goatee, both gray.

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**Mentalities**    Parisian, Catholic, Frondeur

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**PIERRE CORNEILLE**

*Author, Playwright*

42

Corneille is regarded as one of the greatest playwrights of his day, but his ascent was not easy. Early in his career, Richelieu and his dramaturgist sycophants declared that Corneille failed to respect the "Aristotelian Unities of Tragedy." After enduring a smear campaign of pamphlets and accusations of immorality, he withdrew from public life in the late 1630s. Now he is back on the scene after receiving unwavering support from the Duchess of Aiguillon and Mazarin.

He and his creative partner, Floridor, have performed a theatrical coup and last year took over leadership of the Hôtel de Bourgogne, the most prestigious theater in the city. Some speculate the move was undertaken merely to depose Corneille's young rival, Rotrou, now at the height of his career.

Address	Monsieur
Mentalities	Norman, Catholic, Cardinalist
Seeks	Courage, Wit



## PIERRE LE MESSIER

*Bellerose, Actor*

56

Bellerose is the stage name of the former leader of the Hôtel de Bourgogne troupe of actors. Brought up under the tutelage of the comedic masters Turlupin and Gros-Guillaume, Pierre has stepped aside as the head of this most prestigious group. Upon retiring last year, Pierre handed the reins over to his former rival, Floridor, and his controversial playwright friend, Corneille.

Address	Monsieur
Appearance	A man with a familiar face who could be your father, friend or lover.
Mentalities	[Picard], Parisian, Catholic, Frondeur

**PIERRE LE MUET**<sup>14</sup>

Architect

57



At 25, Peter became a military engineer under the king and helped fortify Picardy. After retiring from a successful career in the military, he now works renovating and reconstructing the homes of the wealthy. Currently, he is at work on the Hôtels Coquet and d'Avaux.

In 1623, he published a well received book about architecture: *Manière de bâtir pour toutes sortes de personnes*.

**Address** Le Muet, Monsieur L'Architect

**Mentalities** Burgundian, Catholic, Royalist

**Seeks** Cleverness, Politieesse

**PIERRE SÉGUIER**

Chancellor

60



Pierre comes from a family of jurists and received a Jesuit education. He was first appointed Keeper of the Seals and then Chancellor of France under Richelieu, at which point he sold his presidency in Parlement for a tidy sum. Séguier remains Chancellor on the

Council of State under Anne and Mazarin's administration. He knows the inner workings of Parlement very well and thus is a useful tool for the regent when she needs to motivate the recalcitrant judges.

Séguier is also a devoted patron of the arts. He is in fact the official patron and protector of the young painter, Charles Le Brun. In order to further the young man's education, the Chancellor sponsored a sojourn for him in Rome so Le Brun could study the Italian masters.

**Address** Chancelier

**Appearance** Jet black hair, big frame, big face.

**Mentalities** Parisian, Catholic, Royalist

**Seeks** Beauty, Loyalty

14 Pierre's epithet translates into "the mute," though our research is unclear if he was mute or simply quiet. However, given the attitudes of the day regarding mute, deaf and blind people, we feel it's safe to assume he was indeed mute.

**RENÉ POTIER DE BLANCMESNIL***President of Parlement, Chamber of Requests*

31



The young Blancmesnil has been a Master of Requests for four years. Now his youthful energy has been diverted into the Fronde—as he advocates for the rights of the judges and defends ardently the judges' privileges.

His zeal has provoked the ire of the Council of State. In August, Blancmesnil will be arrested along with Broussel.

Address	Président
Appearance	Long, curled hair and moustache. He wears his hair back to reveal small eyes, an olive complexion and an aquiline nose.
Mentalities	Parisian, Catholic, Frondeur

**ROGER DE RABUTIN***Comte de Bussy*

30



The only surviving brother of his siblings, as a teenager Roger was gifted the captaincy of his family's infantry regiment by his father.

While he has made his living as a young nobleman should—as a soldier—despite his warlike background, profession and upbringing, he is educated in history and philosophy and is a prolific writer. He also possesses a desert-dry wit, the extent of which is matched only by his insatiable carnal appetite.

Rumor has it that early in his career, in 1641, he pursued gallantry with the ladies of court over his duties as *mestre de camp*. So great was his dereliction of duty, the great Cardinal Richelieu imprisoned him in the Bastille for some months, the fact of which de Bussy is quite proud.

Despite his punishment, he has maintained a reputation as a libertine, wit and duelist. He spends most of his days in the service of de Condé and Marshal de Gramont as a gentleman in their entourage. In November 1647, he returned with them from the failed siege at Lérída.

His wife—with whom he had three children—died two years ago. Roger is seeking a suitable spouse with whom he can remarry. His criteria for a bride are beauty, wealth and social standing, but it's safe to say beauty turns his head more than the other qualities.

<b>Address</b>	Comte
<b>Appearance</b>	Very long, thick, dark, curly hair. The typical moustache but no goatee. Fuzzy eyebrows that lend him an impish demeanor.
<b>Mentalities</b>	Burgundian, Catholic, Noblist
<b>Seeks</b>	Fashion, Courage, Wit

## **THORÉ**

*Magistrate, President*

27<sup>15</sup>

Thoré is Superintendent d'Émery's son. Everyone assumes that, rather than earning his position on scholarly or judicial achievements, his father purchased his position in Parlement for him—and they assume correctly. In the proceedings of the august body of judges, Thoré is merely his father's creature, advocating for his positions in the face of the rebellious, independent judges. As such, he does not have many friends or admirers in the august body.

Thoré, his father and their servants are attacked by the mob outside of the Palais de Justice in one of the earliest incidents of the Fronde.

<b>Address</b>	Président
<b>Appearance</b>	He has his father's eyes.
<b>Mentalities</b>	Parisian, Catholic, Royalist

## **VINCENT DE PAUL**

*Confessor*

67



This humble theologian is one of the most influential people in all of Paris. Vincent de Paul was born in the village of Pouy, near Dax in southwestern France in the year 1581. He is a priest and founder of many congregations, working to relieve material and moral misery of Parisians and Christians around the world. He writes:

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15 Here Thoré's age represents our best guess given the scant information available.

*Comme dit saint Augustin, ce que nous voyons n'est pas si assuré, parce que nos sens nous peuvent tromper; mais la vérité de Dieu ne trompe jamais. Allez voir de pauvres forçats à la chaîne, vous y trouverez Dieu; servez ces petits enfants, vous y trouverez Dieu.*<sup>16</sup>

His life story is worth telling, as it has colored his mission. In 1597, he joined the University of Toulouse where he studied theology for seven years. In 1598, he was promoted to subdeacon and then deacon in the Notre-Dame de la Sède cathedral in Tarbes. On September 23, 1600, at age 19, he was ordained a priest at Château-l'Évêque by the bishop of Périgueux. He continued his studies and obtained a bachelor's degree in theology in October 1604.

In 1605, he was an instructor at the University of Toulouse, working to acquire his doctorate. He traveled to Marseille to collect a modest inheritance. During the course of the journey, he took passage by sea off of Aigues-Mortes. While at sea, he was overtaken and captured by Barbary pirates. They took him and sold him as a slave. Over the next two years, he was passed to many different masters, including a Tunisian alchemist. Finally, he was given to a renegade from Nice "living in the Muslim way." There de Paul convinced his apostate master (and his three wives) to repent and to flee with him from Tunis to Rome, where he promised the renegade would be pardoned by the pope.

Upon returning to Europe, his theological star continued to rise. Thanks to the recommendations of the Holy See, in 1610, he became chaplain to the former queen of France, Marguerite, who, from her vast Parisian mansion then devoted a third of her income to charitable works. Her work with the Brothers of Charity inspired de Paul to create the "Daughters of Charity" congregation.

In 1612, he became a parish priest in Clichy. There he took up donations from the parishioners to rebuild the church, which had fallen into ruin.

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<sup>16</sup> *Comme dit...* French: "As Saint Augustine says, what we see is not so sure, because our senses can deceive us; but the truth of God never deceives. Go and see poor convicts in chains, you will find God there; serve these little children, you will find God there." From the letters of Vincent de Paul.

While serving in Clichy, Vincent de Paul became a tutor in the house of Philippe-Emmanuel de Gondi, general of the galleys of France. In this way, he split his time between the Gondi's Parisian home on rue Pavée-Saint-Sauveur and his parish residence. Here de Paul's life changed and his mission became clear. In the house of Gondi, he naturally became the confessor to Madame de Gondi, who ardently practiced works of charity. De Paul accompanied her on one of her missions to Picardy, where he witnessed the misery of the peasants there. Something snapped in Vincent after this trip and he experienced a serious spiritual and moral crisis, falling into a state of disenchantment with the wealthy world he had fallen into.

Eventually rising from his moral torpor in December of 1617, Vincent saw his vocation plainly before him—to help the poor, lost and miserable of this world. From this moment of inspiration, de Paul goes on to found many congregations, works and missions.



- ☪ In Lyon in 1617, he founded with the wealthy ladies of the city, the Ladies of Charity, also known as the Brotherhood of Servants and Guards of the Poor or Charity of Châtillon.
- ☪ In 1619, accompanying Philippe-Emmanuel de Gondi on his visits to prisons holding criminals sentenced to the galleys, de Paul takes pity on the galley slaves and is appointed by the king to minister to the condemned as Chaplain General of the Galleys.
- ☪ In 1625, with the financial support of Madame de Gondi, de Paul founded the Congregation of the Mission in 1625, dedicated to the evangelization of the poor in the countryside. They later become known as the Lazarists because they are headquartered in the Saint-Lazare district of Paris.
- ☪ In 1633, he founded the Gardes des Pauvres under the responsibility of Louise de Marillac and Marguerite Naseau. This congregation is dedicated to the service of the sick and to the bodily and spiritual service of the poor.
- ☪ Later in 1635, he sent relief to the populations of the Duchy of Lorraine and Bar, ravaged by French and Swedish troops.
- ☪ On May 14, 1643, the ailing King Louis XIII asks de Paul to hear his confession and to die in the old priest's arms.
- ☪ In 1643, he becomes the confessor to Queen Anne. She appoints him to serve on a "Council of Conscience" with herself and Cardinal Mazarin.
- ☪ In 1647, Vincent de Paul, lobbied Anne and Mazarin to ban the first French translation of the Koran by André du Ryer. Despite de Paul's ban, the work spread under the title *L'Alcoran de Mahomet*.
- ☪ From his position on the Council of Conscience, he also works to limit the rise of Jansenism.
- ☪ In 1648, he convened an assembly of charitable ladies and informed them that he had saved 600 children in the last decade, but his resources were exhausted. The same day the women raised funds so that the Foundling Hospital, also known as the "Hôpital de Enfants-Trouvés," in Paris could continue its task.
- ☪ De Paul also instituted spiritual retreats, during which people of all conditions—the poor and the rich, the lackey and the lord—came together to pray and eat in the same refectory.

## *Paris, 1648: The World of Miseries & Misfortunes*

Vincent de Paul, who trained many priests, created a Mission seminary. The first Lazarists were sent to Algiers in 1646. This year, he is dispatching a mission to Madagascar. After this project is funded and away, he plans to assemble missionaries to send to Poland, where they will set up a priory of the Lazarists.

De Paul is one of the most well connected people in all of France. He counts among his friends and adherents, an impressive cadre of noblewomen bourgeoisie:

- ☪ Madame de Gondi, wife of the general of the galleys of France
- ☪ President Goussault, widow of the president of the Court of Auditors and first president of the Ladies of Charity
- ☪ Marie de Maupeou, healer and mother of Nicolas Fouquet
- ☪ Mademoiselle de Fay, who had a dropsical leg
- ☪ The Duchess of Aiguillon, niece of Cardinal Richelieu
- ☪ Madame de Miramion, Marie de Miramion's mother-in-law
- ☪ Madame de Polaillon, who opened a home for young girls in moral danger
- ☪ Madame de Lamoignon, wife of First President Lamoignon, who receives the poor in her private mansion
- ☪ Charlotte-Marguerite de Montmorency, Princesse de Condé, princess of the blood, mother of Louis II de Bourbon-Condé, winner of the Battle of Rocroi
- ☪ Louise-Marie de Gonzague, Queen of Poland since 1646. She has invited de Paul to send her a mission of Lazarists
- ☪ Queen Anne of Austria, to whom he acts as confessor

<b>Address</b>	Père, Monsieur le Confesseur
<b>Appearance</b>	A round-faced, beatific old man.
<b>Mentalities</b>	[Navarrese], Parisian, Catholic, Royalist
<b>Seeks</b>	Piety, Wealth, Humilty





# Moments, 1648

*...they are taking away the liberty of our feelings...And [The Council] is overthrowing the foundations of this state by breaking the link between the Sovereign Powers and his subjects.*

—First President Nicolai

**P**aris of 1648 is dominated by seething unrest that eventually explodes onto the streets as an open revolt. This chapter details the events transpiring in and around Paris from January to October 1648. As the city is on the verge of a revolt, we focus mostly on the events surrounding that historical moment. The people of the day refer to it as the Fronde—a sort of slingshot war—so we shall too!

## Opening Salvo of the Slingshot War

January of 1648 is a bitter month. Heavy rains swell the Seine as Queen Anne and her Council of State prepare to levy a new round of taxes to pay for another offensive in the Spanish Netherlands in the spring.

*Paris, 1648: The World of Miseries & Misfortunes*

*It's madness, say the people. The war never ends. The taxes crush the life from us.* They beg Parlement and the Council of State to see reason.

Alas, the danger is real. The army of the Spanish Archduke Leopold Wilhelm prowls along the northern frontier. Even now his soldiers rest in winter quarters fewer than 100 miles from Paris. The whole kingdom could fall at a stroke come spring. Prime Minister Mazarin says more money must be collected to save France. He proposes to create more offices in Parlement and sell the positions to the highest bidder—thereby raising cash and diluting Parlement's power in a single maneuver.

No one in Paris wishes to see France fall to the Hapsburgs, let alone see Queen Anne and her children come to harm, but the people protest that the system is too corrupt. They pay their taxes, but it's the tax collectors who get rich while the war never ends.

Parlement debates the issues. Their role is to manage the finances of the state and create tax contracts...and to protect their own self-interest. In a surprising turn, they decide to join common cause with the people and tell d'Émery that they will not ratify these new laws.

Queen Anne does not take such resistance lightly. On January 11, she and Mazarin seek to quiet the rising tide of dissent in the city. They call up soldiers to line the streets near the Palais de Justice, a clear threat to any who would rebel against royal will.

The people of Paris, no strangers to armed revolt, take their cue. That night, despite the cold and the rain, the city's militias call out their columns and draw chains across the major streets and barricades across intersections. Musket shots ring out through the night.

The Provost of Merchants and other grandees rush to the Palais-Royal to beseech Queen Anne to withdraw the troops, lest there be some misunderstanding that leads to a massacre. After some deliberation, Queen Anne withdraws her troops late the next morning.

This tug of war between the royal will and the will of the people signals the opening stages of a revolt. On January 15, the boy king himself comes to beseech Parlement to retreat from its high perch. He invokes the *lit de justice*, a legal compulsion for Parlement to enact

the royal will. But in the midst of his recitation, the 10-year-old boy bursts into tears. His Chancellor, Séguier, kneels before him and helps him through the proceedings.

Parlement is unmoved. Omer Talon, a brave judge, stands and delivers a rebuttal, saying that a *lit de justice* should not be an act that “sowed terror everywhere.” He compares France to the ancient Persians, ruined by tyrannical will. Queen Anne weeps at his words.

The debate about the authority of royal will versus that of the Parlement captivates the city. In every inn, tavern and cabaret, the people discuss the politics of the day. Legal maneuvers continue to consume Anne, her Council of State and Parlement. The Parliamentarians begin to debate the limits of royal power and the divine right of kings—always a dangerous subject.

In the spring, d'Émery and Anne take drastic action. They cut off Parlement's *droit annuel*, their annual fee owed to them for their position. Attempting to starve them out and cause dissension, the move instead unites the courts of Parlement against the royal will.

Emboldened, Parlement forms an increasingly strident and demanding voice in the government, making demands never before asked of a sovereign of France. Queen Anne grows increasingly frustrated with the gridlock in the government.

In August, on the frontier, the dashing Prince de Condé, 28 years old and already a heroic and victorious general, meets his Hapsburg rival, Archduke Leopold Wilhelm, near Lens, just 80 miles northeast of Paris. Against his better judgement, the archduke gives battle to the young prince.

Personally commanding the right flank from the front of his gallant cavaliers, de Condé breaks the archduke's cavalry and then rolls his opponent's flank, routing the Spanish army. It is a tremendous victory. While Leopold Wilhelm escapes (some say even before the armies met), de Condé captures many a banner for the glory of France. He turns his attention homeward and returns to Paris a conquering hero.

Seizing the moment of public spectacle as cover for their political aims, Queen Anne and Mazarin order the arrest of their most vocal opponent in Parlement, President Pierre Broussel. He is dispatched to the Bastille.

Despite the victory celebrations, the city reacts violently to the disappearance of the beloved councillor Broussel. The bourgeoisie summon the city militia and once again erect barricades in the streets. The most popular faction calls for Mazarin's head. They smash the windows of the Prime Minister's mansion and rob his home. The city descends into chaos and the threat of escalating violence is real.

Parisians, venting their fury, raise their voices against the royal will. Will Anne concede their point? Will there be further bloodshed? Could the citizens of Paris resist a siege from Prince de Condé's army? Could Anne and Mazarin survive the outrage of an enraged city of hundreds of thousands?

We shall see, and we shall write our names in history in ink and blood.

## Anatomy of a Moment

What follows is not an adventure or scenario that guides the players through the labyrinth of this revolt. We felt the subtlety and complexity of the Fronde demanded something different. Thus we have instead detailed daily life and its events in Paris from January to October. Through these events, the players can choose where to enter or interact with the historical moment, and the game master can devise plots that focus on the history or merely use them as a backdrop.

We have divided this period into eight moments, headlining each with a title, date, location, mood and bread. Each moment contains historical figures, faction aims, events and opportunities for protagonists.

**Date:** This is the historical date range of the events contained in the moment. Dates for important events are represented as accurately as history and research allows. Some dates for smaller events have been fixed based on our research. We set them proximate to other known dates based on our best guess as to their happening. So this is a reminder not to take our game text as a historical one.

**Location:** The general location of the events of the moment. Usually described as a city or region.

**Mood:** The mood of the city references the system in The Mood chapter. However, even without having read that chapter, the system is intuitive: the lower the mood score, the more upset the Parisian people become. Certain events raise and lower mood.

**Bread:** The bread supply rating references the system found in the Bread Addendum. However, without having read that chapter, you should be able to see that the lower the bread supply, the more upset and vulnerable the Parisian people become. Certain events add or subtract from the bread supply.

**Figures of Note:** This section lists the main historical figures guiding or influencing the events of the moment. We break down these figures into their theatrical roles of figures of note and patrons, antagonists and supporting cast. Each personality is listed with their faction affiliation and their role in that faction: leader, inner circle (IC), agent or just the humble rank and file (R&F).

**Aims & Influence:** This section of each moment references the Aims system for factions found in the Factions & Politics chapter. Though you have yet to encounter that chapter, we hope that you can see that the political factions each have their own goals in each moment.

**Influence (Inf):** This section lists the current Influence rating—1/6, 2/6, and so on—for the indicated faction or coalition. Influence is described in the Factions & Politics chapter of the Grand Système.

**Events:** We divide each into a series of chronological events.

**Opportunities:** In many events, we offer an editorial summary of possible actions protagonists may undertake to advance their careers, aid their factions or tamper with the march of history. Thus the Opportunities section of a moment suggests possible scenarios for the game master and players. It is where most of the exciting hooks live!

**Political Actions:** Here are suggestions for matching history with the political actions mechanism found in Factions & Politics.

**Outcomes:** Each moment offers a summary of the historical events contained within. If the protagonists do nothing to interfere with the march of history, the outcome of each moment comes to pass as indicated. If the protagonists do meddle, the game master must account for their actions and their effects in further moments.

# Using Moments

The following section is not an adventure or even a campaign. It's a calendar of events married with a set of suggestions for possible scenarios. To best use Moments, 1648, we encourage the game master to undertake a small amount of preparation.

- ☞ Find the date on which the protagonists enter the scene. To do so, pick an interesting moment—from 1 to 8—and then scan through its events for one that suits the protagonists.
  - ✦ There is no need to enter each moment at its first event. Begin your plot in the middle or even at the end if that best suits the tenor of your campaign.
- ☞ Create a plot for the protagonists around the event. Add antagonists and supporting cast as needed. If needed, use patrons to motivate the protagonists.

Once the game master has their event and proposed plot, we recommend they discuss the state of the city with the players. Using the mood and bread levels as a starting point, talk through the important events that lead to the current situation. Consider the events of the moment something like a newsfeed. Residents of the city keep tabs on important events and gossip about them, for example.

## **SKIP EVENTS**

In case it is not obvious, not all events are intended to transform into plots. And, going further, not all events are noteworthy to all protagonists. Skip or elide events that don't connect with the protagonists. Choose only the ones that are relevant.

## **SKIP DAYS**

The game master is also invited to jump forward on the calendar to important dates as needed. By all means play out the vital beats of action in the current plot, but do not play out life on each day of the year. Cut aggressively between days, weeks and even months.

# Learning the News

The events of the following moments read like a newspaper from the seventeenth century. They represent significant moments in the life of the city and many of these events were known to nearly everyone in Paris at the time. We concede that our players may be hungry for news—and the game master eager to give it—but they might be unsure as to the best way to relay it.

## READ THE NEWS

As these are events of historical record, at the most basic level there's little harm in the game master simply reading the news of the events to the players, should they so desire it. There are a few items of secret dealings, but nothing terribly shocking to those of us situated in the present looking back to the past.

## DIEGETIC NEWS

Simply rattling off events might not be adequately atmospheric, so one might ask how the contemporaries divined the news. The game master can use these outlets to provide framing and color to their commentary:

**Pont Neuf:** The public forum of Paris is the Pont Neuf. The bridge is haunted by polemical speakers, satirical comics, angry preachers and just about everyone with an opinion. Throughout the revolt, Frondeur orators take up posts on the bridge and use the platform to rail against the cardinal and his policies.

**Cabarets:** Parisians love to drink wine and talk politics. All of the news of the day will be vigorously discussed at the cabarets, with runners bursting in with any late breaking developments. We suggest the game master establish a watering hole which the protagonists frequent, where they can go to quench their thirst for a good port matched by a sobering dose of current events.

**Salons and Parlors:** Certain salons, like those of Abbé Scarron or La Grande Mademoiselle, are known for their urbane, sardonic political bent. There's more artifice and perhaps subterfuge to these conversations than those at the cabaret, owing to the reality that the cardinal employs spies to monitor their temperature.

Nonetheless, the wealthy and educated of Paris discuss politics in their well-appointed parlors in between hands of cards and recitations of poetry.

**Rumors:** Like every other city throughout history, Paris is a hotbed of rumor. These mercurial spirits fly from house to house, mouth to mouth. To convey certain tidbits of news, the game master can employ the reliable device of “rumor has it that last night....” There’s no shame in it if it gets the job done in building atmosphere, provides information and motivates the protagonists.

**Pamphlets:** In the latter half of 1648, the Frondeurs invent a new form of political propaganda: the satirical, editorial pamphlet. While there are only a handful produced in the first half of the year, they quickly become ubiquitous. Most are not worth reading, but some contain scathing, scandalous opinions. These pamphlets later become known as *Mazarinades* after a particular biting piece written by Abbé Scarron somewhat later in the Fronde. The game master can deliver the news through these pamphlets. They’re overwhelmingly pro-Fronde, though the Cardinalists do produce and distribute a few of them.

**Leaflets:** Prior to the explosion of pamphlets, the printers churn out leaflets and bills—like the one with Broussel’s portrait and speeches that is produced upon his arrest. These scraps of paper represent excellent bits of information to key protagonists into important new items.

**Newspaper:** There is one newspaper in Paris, *La Gazette*. Ironically, it is useless for current events—as the royal censors forbid it from relaying local news. Published by Théophraste Renaudot, a Protestant doctor, its license only permits foreign correspondence. That said, Théo has a monopoly on “political news” granted to him by the late king, Louis XIII, so he has some juicy tidbits for those who know to ask.

R E C V E I L  
D E S  
G A Z E T T E S  
N O V V E L L E S

# Parisian Moments

## I. THE JUDGES REVOLT

Date	Location	Mood	Bread
January 1-12, 1648	Paris, France	9 Dissatisfied	6 Enough

### ♣ OVERVIEW

This moment begins with Cardinal Mazarin and Superintendent d'Émery making another maneuver in a game they've been playing for nearly a year already. Their goal is to induce Parlement to pass laws that raise taxes.

This moment ends with a stalemate between Parlement and the queen and the city on edge. Anne argues for using greater force to break Parlement, but the Council of State and the Cardinal recognize that Paris is in a dangerous mood. More violence would trigger a riot or revolt. Even so, something must be done to move these recalcitrant judges to heed the royal will.

### ♣ PATRONS & FIGURES OF NOTE

Name	Role	Faction
Queen Anne	Leader	CoS
Chancellor Séguier	IC	CoS
First President de Molé	IC	Royalist
Advocate General Omer Talon	IC	Fronde

### ♣ ANTAGONISTS

Cardinal Mazarin	IC	CoS
Superintendent Michel Particelli d'Émery	IC	CoS
President Thoré	Agent	Royalist

### ♣ SUPPORTING CAST

Monsieur Cadeau	R&F	Fronde
Thibault, Thoré's Servant	R&F	Royalist
Procurer Croiset	Agent	Royalist
Civil Lieutenant Dreux d'Aubray	Agent	Royalist

### ♣ AIMS & INFLUENCE

Faction	Inf	Aims
Council of State	■	<input type="checkbox"/> Fund the state through taxes or loans.
		<input type="checkbox"/> Appoint competent ministers of state.
Fronde	■	<input type="checkbox"/> Stand up against the State's abuse of power.
		<input type="checkbox"/> Secure Parlement's independence.

## I. THE JUDGES REVOLT

Date	Location	Mood	Bread
January 1-12, 1648	Paris, France	9 Dissatisfied	6 Enough

### ✦ EVENTS

#### January 1: New Year, New Taxes

As part of the holiday celebration, the king greeted the people at the Palais-Royal, his face still pink and swollen from his battle with smallpox.

Mazarin and d'Émery propose tax increase schemes to fund the war in the coming summer. They offer a number of controversial measures: levying a property tax, the expiry of the inheritance of robe noble offices and the creation of 24 new Masters of Requests positions in Parlement. D'Émery proposes increasing excise taxes on wine and food.

✧ **Political Action:** Mazarin needs to set up a Purchase: Hire Soldiers action and to do so the Council of State requires Resources. Therefore, they Insist Parlement pass its new laws.

#### January 2: Recall that Lion

Mazarin recalls the Duke de Longueville from the ongoing peace negotiations at Münster.

#### January 7: The Seine Floods -2 Mood

The weather is bitter cold. As it rains, the Seine floods. The Hôtel de Ville and the Marais suffer particularly—one needs a boat to traverse the neighborhoods. At wit's end, eight hundred bourgeoisie merchants gather at the Palais de Justice and protest the city's crushing taxes.

**Opportunity:** The Marais is a fashionable district that includes the Place Royale, a popular public plaza. Passeurs can offer aid to the flooded or seek to profit from the mayhem.

✧ **Mood:** The flooding is a calamity that reduces mood by -2.

#### January 8: Tax Protests

A crowd of two to three hundred frustrated bourgeoisie gather and protest the tax increases outside the Palais de Justice, shouting "Main-levée, main-levée!"<sup>1</sup> Cadeau, a well-off merchant, attacks young President Thoré. The young judge and his servant attempt to defend themselves, but the crowd snaps their swords and beats them further.

**Opportunity:** Thoré is not seriously hurt in the attack, but his servant is. The poor man loses his senses. Tend to him and perhaps gain a valuable new friend.

✧ **Political Action:** The Fronde attempts a Show of Strength.

1 "Main-levée!" French: Hands up! We confess that the significance of their rallying cry is obscure to us.

## I. THE JUDGES REVOLT

Date	Location	Mood	Bread
January 1-12, 1648	Paris, France	9 Dissatisfied	6 Enough

### January 9: Parlement Declines the Cardinal's Offer

Advocate General Talon and First President de Molé inform the Council of State that Parlement will not pass the new laws, especially the one allowing Mazarin to pack their courts most hallowed with four-and-twenty of his blackbird friends.

### January 10: Judges' Wages Blocked

D'Émery and Mazarin suspend all of Parlement's income: their annual payment (*droit annuel*) and their wages (*gages*). The judges are unmoved.

※ **Political Action:** Mazarin attempts to Lure, but he fails the test.

### January 11, morning: Arrest that Man

Thoré's father, Superintendent d'Émery, demands Parlement issue a warrant for Cadeau's arrest. Parlement dutifully complies issuing an arrest warrant for Cadeau and other bourgeoisie on January 11. A prosecutor of the Grand Châtelet, Monsieur Croiset, is dispatched to make the arrest while the bourgeoisie of Saint-Denis arm themselves and prepare for a siege to resist the royal enforcement.

**Opportunity:** Perhaps Croiset enlists our protagonists to arrest the merchant Cadeau, or Cadeau enlists them to see off the *commissaires*. Arresting Cadeau is an ahistorical injustice and would reduce mood by a further -1.

※ **Political Action:** The Council of State Demands Cadeau's arrest. Parlement agrees and Exercises Rights: Arrests, issuing a warrant.

### January 11, morning: Wailing Women

On Saturdays, as is her custom, the queen hears mass at Notre-Dame. As her carriage rolls slowly through the streets from the Palais-Royal to the cathedral, she is trailed by more than two hundred women crying out and demanding justice.

*They had, however, no evil intention, only wanting to kneel before her to try to move her pity; but the guards prevented them, and the queen passed haughty and proud without listening to their cries.<sup>2</sup>*

**Opportunity:** Perhaps you can shout something awful at the queen: "Boo! Queen of garbage! Boo!" or the like. Of course, your reputation and will shall suffer damage and the Swiss will try to arrest you, but damaging the reputation of the queen could be worth it!

2 From *Twenty Years After*, Chapter I. Le fantôme de Richelieu, Alexandre Dumas.

## I. THE JUDGES REVOLT

Date	Location	Mood	Bread
January 1-12, 1648	Paris, France	9 Dissatisfied	6 Enough

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### January 11, day: Queen Protects Parlement -1 Mood

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In response to the Parlement's resistance, the queen threatens to force upon the judges a *lit de justice*.<sup>3</sup> Talon attempts to dissuade her from this brittle gesture, saying that the king is but 10 years old and thus too young for such ceremonies. That evening, citing the protests and the attack on President Thoré, the queen orders the Swiss Guards and other elite soldiers to surround the Palais de Justice as well as d'Émery's house to "protect them." Five companies of Gardes Françaises are stationed from the Pont Neuf to the Place Dauphine. One company of the queen's own guard is stationed at the Grand Châtelet. The Swiss themselves are positioned in the Faubourg Saint-Germain.

**Opportunity:** All manner of chicanery is possible while the Swiss are out. One could settle old scores or use the tension to grift bourgeoisie fools. One could hunt down Cadeau or undertake other favors for the rich and powerful. Soldiers can loot shops or extort their owners.

**Opportunity:** Meanwhile, Royalist agents are dispatched by Mazarin to intimidate or bribe judges.

⌘ **Mood:** Calling up soldiers to take positions in the streets always reduces mood by -1.

⌘ **Political Action:** At this event Anne Deploys Soldiers. They fortunately decline to loot (result 0). The game master may roll 1d3-1 if they wish to generate an ahistorical result.

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### January 11, night: Testing Muskets

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That night, reacting to Anne's obvious attempt to intimidate them, the bourgeoisie call up their watch colonels who mobilize the neighborhood militias to draw chains and barricades across the intersections of their streets. Throughout the night, one can hear the bourgeoisie talking to one another from their windows as they clean and "test" their muskets—by firing them into the air in the direction of the Palais-Royal.

**Opportunity:** While the shops are closed, profiteers have a few hours to earn a *sol* or two selling on the impromptu black market or ferrying critical goods—food, medicine—to where they are needed.

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3 A *lit de justice* is a royal ceremony in which the king, the Council of State and the other high nobility sit in the Grand Chamber of the Palais de Justice and command Parlement to action.

## I. THE JUDGES REVOLT

Date	Location	Mood	Bread
January 1-12, 1648	Paris, France	9 Dissatisfied	6 Enough

### January 12: Queen Withdraws Troops

In the morning, shops are closed in fear of possible violence between Anne's guards and the bourgeoisie militias. After being persuaded by Talon and Mazarin, Anne begrudgingly withdraws her troops at 11 AM, after which, the city gradually returns to its normal pace of life.

Mazarin dispatches Dreux d'Aubray, the civil lieutenant of the Grand Châtelet, to walk the entire length of rue Saint-Denis and reassure each resident that peace has returned and business may resume. D'Aubray makes a particular point to pay a visit to Madame Cadeau, Cadeau's wife, and engage her in pleasant conversation.

### January 12: *Lit de Justice* +1 Mood

Queen Anne brings her 10-year-old son, Louis XIV, to Parlement and demands that Parlement cease its obstruction and pass the boy king's (and cardinal's) proposed laws. The young boy bursts into tears, while Séguier tries to calm him. Talon delivers a speech decrying tyranny, and the judges demur and inform her they will debate the matter. Tears in her eyes, with the king in tow, a furious Anne returns to the Palais-Royal in disgust.

**Opportunity:** The Prince de Condé attends this meeting as a member of the Council of State. Protagonists in his retinue may attend in a manner appropriate to their stations.

- ✦ **Mood:** Talon's speech is an unexpected delight (+1 Mood). Known as a great orator, his brave words are repeated throughout the city.
- ✦ **Political Action:** The Council Demands Parlement pass the laws. She wants the judges to bow to royal authority on their own volition, which they most assuredly will not do.

### ✦ OUTCOMES

The maneuvers of the Council of State serve only to galvanize the judges and antagonize the people of Paris.

- ✦ **Mood:** Paris' mood begins the new year at a relatively sanguine 9/ dissatisfied, but the flooding and aggressive political maneuvers of Anne and Mazarin drag it down to 7/frustrated.
- ✦ **Demand:** The people become frustrated with the Royalist politics. Thus, they make a demand upon the queen: Reduce the crushing burden of taxes upon us.
- ✦ **Bread:** Enough. This bread supply caps mood at 18/happy. Otherwise there are no modifiers. Enjoy it while it lasts.
- ✦ **Aims:** Neither faction makes progress toward their aims.

## 2. QUEEN, CARDINAL AND JUDGE

Date	Location	Mood	Bread
January 16-April 2	Paris, France	7 Frustrated	6 Enough

### ♣ OVERVIEW

This period of the Fronde is slow and subtle, punctuated with fiery rhetoric and political intrigue. Rather than take overt action, all sides maneuver carefully for advantage. While they do not explicitly state it, both the Royalists and the Fronde are aware of the possibility of full blown revolt—an outcome that neither side wants.

### ♣ PATRONS & FIGURES OF NOTE

Name	Role	Faction
Advocate General Omer Talon	IC	Fronde
President Pierre Broussel	IC	Fronde
First President Nicolai	IC	Fronde
First President Molé	IC	Royalist
Coadjutor de Retz	Leader	Fronde

### ♣ ANTAGONISTS

Queen Anne	Leader	CoS
Superintendent d'Émery	IC	CoS
Cardinal Mazarin	IC	CoS
Sieurs de Charmoy and de Saint-Ange	R&F	Princes

### ♣ SUPPORTING CAST

Councillor Le Meunier	Agent	Fronde
President de Mêmes	Agent	Fronde
President Novion	Agent	Fronde
Jérôme Broussel, Seigneur de Louvières	Agent	Fronde
Mme de Sainte Croix	R&F	Royalist
Messieurs Montresor and Laigues	Agents	Fronde

### ♣ AIMS & INFLUENCE

Faction	Inf	Aims
Council of State	■	<input type="checkbox"/> Fund the state through taxes or loans.
		<input type="checkbox"/> Appoint competent ministers of state.
Fronde	■	<input type="checkbox"/> Stand up against the State's abuse of power.
		<input type="checkbox"/> Secure Parlement's independence.



## 2. QUEEN, CARDINAL AND JUDGE

Date	Location	Mood	Bread
January 16-April 2	Paris, France	7 Frustrated	6 Enough

### ✦ EVENTS

#### January 16: Offices for Sale

Ignoring Parlement's protests, Superintendent d'Émery creates new offices for Masters of Requests and puts them up for auction. Bidding is tentative.

**Opportunity:** A bourgeoisie or noble could take this opportunity to purchase a judgeship for 120,000. It's a wise investment, but doing requires one to join the unpopular Council of State faction, causing a loss of reputation. It also opens up the protagonist to insults in the press.

※ **Political Action:** The Council Exercises its right to grant offices.

#### January 17: Judges' Strike

The current Masters of Request continue their strike. Without the Masters of Requests at their jobs, the day-to-day business of the royal bureaucracy cannot function.<sup>4</sup>

※ **Political Action:** The judges Refuse.

#### January 18: Summoning Robes

Queen Anne summons the striking judges to the Palais-Royal and upbraids them for attacking royal policy. The masters resolve to unite with the other judges to oppose the new offices.

※ **Political Action:** Anne Insists the judges perform their function.

#### February 17: A Question from the Queen

Anne requests a clarification from Parlement: Do the judges believe they possess the right to modify an edict promulgated by a *lit de justice*? The question is clearly a trap. Talon counters by requesting her question in writing to ground the inevitable debates in fact.

<sup>4</sup> Masters of Requests are responsible for certain legal matters pertaining to the Council of State as well as princes of the blood, dukes and peers, etc., and to officers and servants of the king's household, the magistrates of the sovereign courts, the treasurers of France, etc. go unattended. These matters include the settlement of debts, seizure of property, judicial leases, sale at auction and distribution of the price to the creditors. In addition, Masters of Requests execute of the judgments of the Privy Council and undertake extraordinary commissions of the Council, like investigating falsification of seals, execution letters issued by the Chancellor bearing privilege or granting permission to print, as well as criminal prosecutions pending before the Council, etc.

## 2. QUEEN, CARDINAL AND JUDGE

Date	Location	Mood	Bread
January 16-April 2	Paris, France	7 Frustrated	6 Enough

### February 17: Listen and Learn

Irate crowds gather at the Palais de Justice to follow Parlement's speeches. Listeners stand at the doors of the building, poking their heads in. They relay what's said back out onto the streets.

**Opportunity:** A charismatic Frondeur may take up a post at one of the doors of the Palais de Justice and gain the notice of the crowd.

### February 18: Royal Authority

Anne once again summons the striking Masters of Requests before the Council of State. She and d'Émery lecture them on royal authority.

**Opportunity:** Undermine royal authority by convincing Parlement to revoke Anne's regency. It was an act of Parlement that put her in power, after all. This action was considered by Parlement but discarded as too extreme. Heading down this course is extremely ahistorical. Revoking her regency would be considered a scandal (-1 mood) and it would shatter the leadership of the Council of State, creating a power vacuum which the princes would shed blood to fill.

※ **Political Action:** The Council issues a Demand.

### February 19: The Boy in the Theatrical Machine

President de Mêmes articulates the current limits of royal power: There is no king, just a boy whom they cherish. The royal council placed that boy into a "theatrical machine" at the *lit de justice* in order to promote its own agenda. Therefore the proposed laws are suspect and open for debate by Parlement.

**Opportunity:** Write a satirical play about the boy king trapped in the theatrical machine and stage it on the Pont Neuf. If seen by Royalist agents, the civil lieutenant issues a warrant for the author's arrest.

### February 20: Tyrannical Emperor Tiberius

Councillor Le Meunier asserts that all powers of all kings are limited since they themselves are limited by physical laws. Broussel notes that Emperor Tiberius assumed tyrannical powers over the Senate in Rome.

**Opportunity:** Circulate this idea that the power of kings is limited. If discovered as the source of this idea by Royalists or Cardinalists, a warrant for your arrest is issued.

※ **Political Action:** This is a tricky maneuver. In the daily minutes of Parlement, de Mêmes and Le Menieur publish an idea that royal authority is limited.

## 2. QUEEN, CARDINAL AND JUDGE

Date	Location	Mood	Bread
January 16-April 2	Paris, France	7 Frustrated	6 Enough

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### March 10: Theoretical Disobedience +1 Mood

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Broussel takes issue with Mazarin's proposed increase to the excise tax. He states, "there was no financial need in the State, as had been inferred, to keep up the luxurious ways of a few individuals.... Indeed, the financial needs of the State certainly had not appeared to be so great as to oblige Parlement to weigh down the poor people by forcing them to buy food at higher prices." Broussel also states "the Parlement would be worthy of eternal praise for having resisted the Sovereign Will, because the Sovereign is best served by being disobeyed." Outside the Palais de Justice, the gathered crowd of Parisians goes wild, as they say.

⌘ **Mood:** Broussel's public defiance of the Council of State's unjust policies amounts to a delight for the people and grants +1 mood.

⌘ **Political Action:** Broussel Appeals to the people.

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### March 11: ...peu plus que des canailles

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From his high bench, President Novion declares corrupt *partisans* to be *canaille*.<sup>5</sup> He notes that people are fleeing Paris for the countryside because they cannot afford to live in the city.

**Opportunity:** Frondeurs may agitate by stoning tax collectors and dragging them to the river. Doing so is a delight and grants +1 mood.

⌘ **Political Action:** Novion Spreads a Rumor about corrupt tax farmers.

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### March 12: The Liberty of Our Feelings

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Advocate General Omer Talon gives a speech stating that Parlement is "the head of the people...to manage their interests and represent their necessities and with that quality it may oppose the will of kings." He then wisely has his speech stricken from the record by the registers.

First President Nicolai of the Chamber of Accounts speaks in defense of his colleagues in Parlement. He accuses the Council of State of tyranny: "they are taking away the liberty of our feelings...And [The Council] is overthrowing the foundations of this state by breaking the link between the Sovereign Powers and his subjects." Observers, surprised by the force of his remarks, note that Nicolai's family has held the First Presidency of Accounts for four generations.

**Opportunity:** Report Nicolai's remarks to the Cardinal and his notice.

⌘ **Political Action:** Nicolai attempts to Publish a dangerous new idea about Parlement's authority as the "head of the people."

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5 *Partisans* are tax farmers and *canaille* are scoundrels or hounds.

## 2. QUEEN, CARDINAL AND JUDGE

Date	Location	Mood	Bread
January 16-April 2	Paris, France	7 Frustrated	6 Enough

### March 15: Solidarity

In a surprise maneuver, Superintendent d'Émery grants the annual fee to all judges in the Great Council, Chamber of Accounts and Chamber of Excises—*except* the protesting judges. The maneuver fails spectacularly. The judges of all four courts protest as one and decline to betray their brethren.

※ **Political Action:** The Council attempts to Lure the Frondeur judges.

### March 16: Bribery

D'Émery and Mazarin send payouts to loyal judges.

**Opportunity:** Cardinalist agents will be required either to courier bribes to lesser councillors or to safeguard more prominent judges who meet face-to-face with Mazarin or d'Émery.

※ **Political Action:** The Council attempts to Bribe the Frondeur judges.

### March 17: Rumors of Arrests

Rumors circulate that opposition leaders among the judges will be arrested if they continue their opposition. However, no arrests are made.

※ **Political Action:** The Council of State Spreads Rumors.

### March 18: Opinions of the Cardinal

In an act of petty revenge, Cardinal Mazarin denies a promotion to Jérôme Broussel, President Broussel's son—*seigneur* de Louvières and an officer in the army—due to “the opinions expressed by his father in Parlement.”

That same day, Mazarin names the Prince de Condé commander of the Army of Flanders. Preparations for war in the north begin immediately.

### March 24: Assault on the Daughters of God

A large group of armed men, led by the Sieurs de Charmoy and de Saint-Ange, burst into the Filles-Dieu convent during the night. They attempt to kidnap a young lady of Sainte-Croix who takes refuge there. During their break in, they assault several nuns.

**Opportunity:** This assault is an opportunity for upstanding citizens to intervene. These virtuous souls could be *filous*, *mercelots*, beggars and cutthroats from the nearby Cour de Miracle who witness the assault, the masons and carpenters of the nearby rue de la Lune or any protagonist with a sense of justice. History tells us the perpetrators were caught and beaten to an inch of their lives before being handed to the authorities. Failure to bring justice down on the scoundrels causes a scandal (-1 mood).

## 2. QUEEN, CARDINAL AND JUDGE

Date	Location	Mood	Bread
January 16-April 2	Paris, France	7 Frustrated	6 Enough

### March 26: Alms for the Poor

Anticipating a time of deeper troubles, Coadjutor de Retz begins a clandestine program of distributing alms to the beggars and poor, as well as bounties to the bourgeoisie and artisans.

**Opportunity:** De Retz invests heavily in his popularity with the people. He himself claims to lay out “36,000 crowns”—roughly  $\text{€}108,000$ —over the next five months. His agents, Messieurs Montresor and Laigues, are responsible for the distributions to city watch colonels and leaders among the beggars and thieves of Paris. Spying out this operation for the queen or Cardinal would prove to be extremely useful to the Council of State. Whereas assisting this operation would gain the favor of de Retz and even aid the Frondeur cause. Or perhaps one of our protagonists or their dependents is a recipient of a bribe. The outcome of this distribution of funds is twofold: De Retz becomes favored by the people (as clergy) and de Retz assumes leadership of the Fronde in August.

✳ **Political Action:** De Retz Bribes Royalists to join the Fronde.

### April 2: Four Hearts Beat as One

Despite the protests and maneuvers of First President Molé (a Royalist), the judges of the Inquests and Accounts courts attend the Parlement’s meetings, demonstrating the growing solidarity among the robe nobles.

### ♣ OUTCOMES

The Council of State’s maneuvers during this moment fail or backfire as the judges consolidate their position. This outcome has the beneficial effect of raising the mood of the city.

✳ **Mood:** President Broussel holds the city’s attention and voices its frustration. Thus, his speech on March 10th adds +1 Mood, elevating the mood slightly to 8/frustrated heading into the next moment—unless it is disturbed by the actions of our protagonists.

✳ **Bread:** The onset of spring subtracts -1 from the bread supply. Marginal supply has the following effects: mood capped at 9, Crowd Strength modifier +1, faction Influence modifier -1, poison & plague saves modifier -1.

✳ **Aims:** The political struggle grinds on, with the Fronde achieving one aim: to stand up to the State’s abuse of power.

### 3. THE ACT OF UNION

Date	Location	Mood	Bread
May 13-June 30	Paris, France	8 Frustrated	5 Marginal

#### ♣ OVERVIEW

Council of State attempts to undo Parlement's Act of Union but fails. With the mood of the city balanced on a knife's edge, they are forced to give political concessions for now.

#### ♣ PATRONS & FIGURES OF NOTE

Name	Role	Faction
François Vendôme, the Duke of Beaufort	IC	Princes

#### ♣ ANTAGONISTS

Queen Anne	Leader	CoS
Superintendent d'Émery	IC	CoS
Cardinal Mazarin	IC	CoS
Chancellor Séguier	IC	CoS

#### ♣ SUPPORTING CAST

Advocate General Omer Talon	IC	Fronde
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#### ♣ AIMS & INFLUENCE

Faction	Inf	Aims
Council of State	■	<input type="checkbox"/> Fund the state through taxes or loans.
		<input type="checkbox"/> Appoint competent ministers of state.
Fronde	■	<input checked="" type="checkbox"/> Stand up against the State's abuse of power.
		<input type="checkbox"/> Secure Parlement's independence.
The Princes	■	<input type="checkbox"/> Take up a cause or battle despite impossible odds.
		<input type="checkbox"/> Thwart the machinations of Mazarin.

#### ♣ EVENTS

##### May 11: Princely Baptism

Philippe I of Orléans baptized in the chapel of the Palais-Royal. His aunt Henrietta Marie de France is his godmother, Gaston his godfather.

##### May 13: A Republican Monarchy?

Parlement declares an Act of Union—meaning all courts of robe nobles shall act as one to oppose the will of Mazarin. Omer Talon reports to the Queen on the historical parliamentary precedents for the action. Queen Anne remarks, "They are trying to make a republic in a monarchy!"

**Opportunity:** Destroy history by promoting the idea that France should be a republic.

※ **Political Action:** The Fronde Exercises Rights to pass the act as law.

### 3. THE ACT OF UNION

Date	Location	Mood	Bread
May 13-June 30	Paris, France	8 Frustrated	5 Marginal

#### May 14: The Chancellor Scurries

Séguier scurries about trying to convince the judges to repeal the act.

**Opportunity:** Chancellor Séguier requires Cardinalist or Royalist bagmen to deliver bribes and messages to the judges of Parlement. Most judges will reject his overtures, but a few will signal their loyalty (and price) to the Council of State.

✳ **Political Action:** Once again, Mazarin attempts to Bribe the Frondeur judges.

#### May 20: Frozen Wages -1 Mood

The Council of State revokes Parlement's annual fees (again).

✳ **Mood:** This petty slap is seen as an injustice by the people.

✳ **Political Action:** The Council of State Refuses the judges.

#### May 26: Death of a Poet -1 Mood

Celebrated poet Vincent Voiture dies today in Paris.

**Opportunity:** Attend the somber gathering of writers and poets at the Hôtel de Rambouillet to mourn Voiture's passing.

✳ **Mood:** Death of a beloved, prominent figure: -1 mood.

#### May 31: One of Forty Methods of Escape +1 Mood

François Vendôme, the Duke of Beaufort, escapes from the prison at Vincennes—at 7 PM, to be precise. François is beloved by the people and thus his escape is considered a delight—everyone rejoices to the news that he escaped the Cardinal's clutches in such a daring manner.

**Opportunity:** For Noblist agents, effecting the duke's escape is quite a caper. It involves: communicating with the duke via letters hidden in tennis balls; infiltrating a loyal servant into Vincennes; and baking into a pie one rope ladder, one gag and two poignards.

**Opportunity:** For Cardinalist agents, pursuing the duke and recapturing him is a perilous task. He is accompanied by three extremely skilled cavaliers<sup>6</sup> and one wounded servant. They are all well mounted, heading for Château Chenonceau southwest of Paris. Recapturing the duke nullifies the +1 mood increase caused by his escape.

6 We recommend the following lifepaths: Petty Noble 1 + Musketeer 3 + Cavalry officer 2. Or any similar configuration.

### 3. THE ACT OF UNION

Date	Location	Mood	Bread
May 13-June 30	Paris, France	8 Frustrated	5 Marginal

#### June 1: Treasurers Strike

Five loyal, upright treasurers strike over the Council of State's measures against Parlement. They publish a pamphlet decrying corrupt intendants.

**Opportunity:** Print or distribute that pamphlet!

※ **Political Action:** The Fronde Publishes pamphlets in support of the treasurers.

#### June 5: Treasurers Arrested -1 Mood

Anne has the five treasurers arrested and imprisoned in the Bastille.

**Opportunity:** Royalist agents may be tapped for the odious task of arresting these loyal officials whose crime is only to illuminate corruption in the royal tax collection system.

‡ **Mood:** The arrests are viewed as injustice by the people and therefore darken mood by -1.

#### June 10: Monarchy at War with Itself -1 Mood

Anne summons all of Parlement to the Palais-Royal (to berate them). Disinclined to be humiliated, the judges march through the streets en masse in their robes and bonnets—carrying with them the actual signed document of the Act of Union. With the judges in audience before her throne, Anne orders Chancellor Séguier to declare the Act of Union null and void.

‡ **Mood:** Parlement's parade is quite a spectacle. However, voiding Parlement's Act of Union is viewed as an injustice which lowers the mood of the city by -1.

※ **Political Action:** The Council of State Insists Parlement return to its regular duties.

#### June 11: Warnings from the Bridge

Speakers on the Pont Neuf warn that the Prime Minister will be assassinated if the document of the Act of Union is not returned from the Council of State to Parlement.

**Opportunity:** Frondeur agents are needed to make speeches on the Pont Neuf to rile the crowds and attack the Royalist faction. Use a duel of wits at shouting distance.

※ **Political Action:** The Frondeurs Spread Rumors.

### 3. THE ACT OF UNION

Date	Location	Mood	Bread
May 13-June 30	Paris, France	8 Frustrated	5 Marginal

#### June 12: Condemned for Treason

Concino Concini's death sentence for treason from 1617 is reprinted and pasted up around the city (a threat implying that Mazarin is next). This is a threat because Concini was the advisor of Marie de Médicis, the previous queen. He was assassinated by the king's guard during his arrest.

**Opportunity:** Frondeur agents are needed to post the bills around town. The Frondeurs make a press attack against the Cardinalists.

**Opportunity:** Cardinalist agents attempt to arrest or physically (forcefully) deter the Frondeurs from this assignment.

※ **Political Action:** The Frondeurs Spread Rumors.

#### June 16: *Vive le Roi*

The people surround the Palais-Royal, shouting *Vive le Roi!* Anne and her court are trapped within, unable to maneuver against Parlement.

**Opportunity:** *Marginaux* can work this crowd—especially filou and gamines picking pockets.

**Opportunity:** Riling the crowd into a mob to take violent action is extremely difficult as their mood is only irate.

#### June 21: Secret Negotiations and Bribes

The Council of State attempts to secretly negotiate with the leaders of the judges. Mazarin and Advocate General Omer Talon meet privately. Mazarin confesses he's struggling to keep Gaston d'Orléans and de Condé satisfied. Mazarin attempts to bribe Talon by granting his brother an abbey. Talon declines.

**Opportunity:** Cardinalist agents are employed to courier messages to the judges.

#### June 22: Luxembourg Conferences

Gaston d'Orléans hosts conferences with the judges, Frondeurs and Noblists at the Luxembourg. He remarks dryly, "The queen has been worrying, and this is not good for her health."

**Opportunity:** Trusted Frondeur agents may be invited to sit in on the Luxembourg Conferences. Noblist agents favored by Gaston will be dispatched to convince the judges of his policies.

※ **Political Action:** The Princes Lure the Fronde.

### 3. THE ACT OF UNION

Date	Location	Mood	Bread
May 13-June 30	Paris, France	8 Frustrated	5 Marginal
<b>June 23: St John's Day</b>		<b>+1 Mood</b>	

The city pauses to celebrate one of its oldest and greatest festivals. In the evening, candles bearing the saint's name are lit and placed in the windows around the city. On the Place de Grève before the Hôtel de Ville, Anne and Louis appear dressed in the finest silks, leading their court and the companies of their guards as well as the six heads of the guilds of Paris. Together they light the ceremonial bonfire.

**Opportunity:** The Royalist faction hosts a delight for the city, which is regarded warmly by the people.

✳ **Political Action:** The Council Purchases a fête for the people.

<b>June 30: The Queen Graciously Relents</b>	<b>+1 Mood</b>
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The Council of State, at Queen Anne's prompting, declares that the queen approves of the leaders of the four courts meeting. Anne then publicly acknowledges and accepts the Act of Union.

- ♦ Anne asks Parlement to "consider the fact that the king's army was on the frontier and in the presence of an enemy army only two hours away...and that armies cannot survive without money."
- ♦ The five royal treasurers are freed from the Bastille.

**Opportunity:** Cardinalist agents are employed in the unpleasant task of releasing the prisoners from the Bastille and conducting them home.

✳ **Mood:** The people consider these maneuvers a just verdict (+1 mood).

✳ **Political Action:** Anne makes another Appeal to the people.

♣ <b>OUTCOMES</b>
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Anne plays the political game and manipulates the mood of Paris. For each injustice or scandal, she counters with a delight or a just verdict. And a new player enters the political field: Prince Gaston d'Orléans takes an interest in state affairs, attempting to play the role of power broker between the Council of State and the Frondeur judges.

✳ **Mood:** The negative effects of the events on June 5th and 10th are nullified by the positive effects of the events on June 23 and 30, leaving the city hovering at 8/frustrated.

✳ **Bread:** Marginal supply has the following effects: mood capped at 9, Crowd Strength +1, faction Influence modifier -1, poison & plague saves modifier -1.

✳ **Aims:** We estimate that the Noblist rescue of Beaufort signals their adoption of a hopeless cause. Whereas the Fronde's Act of Union represents their successful bid for judicial independence—advancing their Influence to 2/6. Council obtains financing and new ministers.

## 4. A SIMMERING JULY

Date	Location	Mood	Bread
June 30-July 31	Paris, France	7 Frustrated	5 Marginal

### ♣ OVERVIEW

To the surprise of many observers (and even some participants), Prince Gaston effectively manages the situation between his sister-in-law and the Frondeurs. Even more surprising are the concessions he and the judges win from Anne.

### ♣ PATRONS & FIGURES OF NOTE

Name	Role	Faction
President Pierre Broussel	IC	Fronde
Prince Gaston d'Orléans	Leader	Princes
Prince de Condé	IC	Princes

### ♣ ANTAGONISTS

Superintendent d'Émery	IC	CoS
Cardinal Mazarin	IC	CoS
Queen Anne	Leader	CoS
Marshal de la Meilleraye	IC	CoS
Chancellor Séguier	IC	CoS

### ♣ SUPPORTING CAST

Secretary of State Michel Le Tellier	IC	CoS
Judge Boullanger	R&F	Fronde
President Blancmesnil	IC	Fronde
President de Mémes	IC	Fronde

### ♣ AIMS & INFLUENCE

Faction	Inf	Aims
Council of State	■	<input type="checkbox"/> Drive the Hapsburgs out of the Netherlands.
		<input type="checkbox"/> Rein in the power of the princes.
Fronde	■	<input type="checkbox"/> Stand up against the State's abuse of power.
		<input type="checkbox"/> Reduce the tax burden of the people.
The Princes	■	<input checked="" type="checkbox"/> Take up a cause or battle despite impossible odds.
		<input type="checkbox"/> Thwart the machinations of Mazarin.



## 4. A SIMMERING JULY

Date	Location	Mood	Bread
June 30-July 31	Paris, France	7 Frustrated	5 Marginal

### ♣ EVENTS

#### July 4: Anti-Intendant

Parlement requests that the Council of State recall its intendants and revoke their licenses. The Cardinal demurs.

#### July 5: Broussel Speaks Out

Broussel declaims before Parlement, decrying the fashionable, luxurious lifestyles of the intendants.

**Opportunity:** Broussel makes a classic mistake in drawing attention to conspicuous wealth—doing so typically enriches the wealthy. All characters leading fashionable and lavish lifestyles gain +1 reputation.

#### July 6: Bribery Scandal -1 Mood

During the day's parliamentary session, one by one, judges admit that d'Émery and Mazarin attempted to bribe them. Their public act of honesty serves only to darken the mood of the people.

♣ **Mood:** The judges' admission causes a scandal—even if they're only saying what all Parisians already expected (-1 Mood).

#### July 7: Le Grand Monsieur Attends

Gaston d'Orléans visits Parlement. He personally requests Parlement rescind its request to revoke the intendants. He notes that royal finances are in a dire state and the enemy—Archduke Leopold Wilhelm Hapsburg—is prowling the frontier with his army.

**Opportunity:** Young nobles may attempt to gain Gaston's notice. He is known to have a keen eye for handsome, talented young men.

#### July 8: Luxembourg Conferences Deuxième

Prince Gaston d'Orléans summons the judges to conference at his Palais de Luxembourg. In attendance are presidents and councillors of all four sovereign courts, but only judges not openly associated as Royalist or Frondeur are allowed to attend. In the face of strong opposition to his opinion, Gaston ends the conference early.

**Opportunity:** Cardinalist robe nobles may attend as a spy for Mazarin and observe or attempt to ratfuck the proceedings.



## 4. A SIMMERING JULY

Date	Location	Mood	Bread
June 30-July 31	Paris, France	7 Frustrated	5 Marginal

### July 9: D'Émery Disgraced -1 Mood

Secretary of State Le Tellier informs Superintendent of Finance Patricelli d'Émery that the queen orders him to leave the capital (due to his ineffectual handling of the crisis). The Frondeurs rejoice over the scandal.

**Opportunity:** Despite the disgrace, Mazarin and d'Émery remain friends. Cardinalist agents are employed to safely take Patricelli to his country home, lest any Frondeurs use the opportunity to humiliate the former superintendent further.

### July 10, morning: Marshal of Finance

Anne appoints Marshal de la Meilleraye to replace d'Émery as Superintendent of Finance. A cousin of Cardinal Richelieu, he gained his reputation in Brittany where he crushed the Bretagne Parlement's resistance to new offices.

**Opportunity:** Royalist and Cardinalist agents may take this opportunity to ingratiate themselves with the new superintendent.

### July 10, evening: Conference Continued

Gaston d'Orléans reconvenes his conference. Meilleraye is now in attendance and he brings with him the state's account books. In an effort to browbeat the audience into submission with facts and boredom, the new Superintendent of Finance orders the accounts read aloud. As the litany drones on, it becomes apparent to those with an understanding of finance that the State is bankrupt. Parlement's judges place the responsibility on the crown. Gaston informs the judges that the situation now demands that they must contribute to the war effort.

**Opportunity:** Protagonists at the conference may test Finance to be first to realize the subtext of Meilleraye's obstinate gesture.

※ **Political Action:** The Council of State insists. Whereas the Princes issue a demand: fund the war.

### July 11: Imminent Collapse

Attempting to head off default and collapse, Meilleraye negotiates high interest loans from the *partisans*. Whereas to "relieve the people," Parlement demands a ¼ rebate on the *taille*. Deliberations in Parlement turn to heated debates, with the Frondeurs flinging accusations of corruption at their fellow judges.

**Opportunity:** Frondeurs with access to Cardinalist and Royalist judges have the chance to browbeat them into switching sides.

※ **Political Action:** The Council of State attempts to Finance its debt.

## 4. A SIMMERING JULY

Date	Location	Mood	Bread
June 30-July 31	Paris, France	7 Frustrated	5 Marginal

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### July 12, day: Just Another Day in Parlement

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In their ongoing investigation into corrupt *partisans* and intendants, the judges depose a peasant witness who attests to the location of silver dishes buried by a thieving *partisan*. Parlement dispatches *commissaires* to dig for the buried treasure. The peasant claims ownership, since it was he who identified the spot.

Meanwhile, in an adjoining chamber, while shouting down hecklers after a long speech, ancient Judge Boullanger collapses and dies in the arms of a colleague.

**Opportunity:** Frondeur agents are dispatched to the task of recovering the silver. Is the treasure real? Is it the property of the peasant or someone else? How much is it truly worth? Questions that may be answered only by you, as history is silent on the matter.

**Opportunity:** Perhaps you'll say a prayer for old Boullanger at his funeral. Perhaps his relatives wish to take revenge upon his hecklers.

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### July 12, night: Escaped Convicts

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Prisoners escape from the *Conciergerie*, the castle adjoining the Palais de Justice on the Île de la Cité. Rumors implicate the jailors in their flight. The judges hastily dispatch *commissaires* to retrieve the escapees.

**Opportunity:** Teams of both Frondeur and Cardinalist agents are dispatched to return the prisoners. However, recapturing them would be an injustice according to the people and reduce mood by -1. Perhaps don't do your job too well.

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### July 19: Critical Consultations

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Prince de Condé visits Paris to confer with Mazarin on military affairs.

**Opportunity:** With de Condé in Paris, the opportunity arises for his old comrades to pay him a visit and petition him for positions in the Army of Flanders.

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### July 20: Peasants March In

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Six thousand peasants march into Paris and demand relief from the *taille*. Stopping outside of the Palais de Justice, the leaders of the peasants appeal to Parlement for aid in light of the crushing taxes.

**Opportunity:** The leaders of the peasant march impose upon agents who are or once were members of the peasantry. They beg them to plead the case of the peasants to their patrons in power, regardless of their faction allegiances.

## 4. A SIMMERING JULY

Date	Location	Mood	Bread
June 30-July 31	Paris, France	7 Frustrated	5 Marginal

### July 21: Peasants Protest, day 2

The peasants march on the Palais-Royal. The court ignores them.

**Opportunity:** Agents who are or were once members of the peasantry will be imposed upon to plead the case of the peasants to their patrons in power, regardless of their faction allegiances.

**Opportunity:** *Marginaux* feast on the country folk, swindling, grifting and outright robbing them blind.

**Opportunity:** It is possible for Provost Le Féron to flex his muscle and summon the militia columns against the peasants, but doing so risks a street battle that might have unwanted side effects. If the Council of State puts soldiers on the street to block the protesters, mood drops by an additional -1.

**Opportunity:** Unsympathetic Royalists demand action against the vagabonds on their doorstep.

### July 22: Peasants Protest, day 3

The peasants march to the Luxembourg and the Hôtel de Condé. The irate peasants demand tax relief. The great princes within remain silent.

**Opportunity:** Today is the final day to motivate the peasants into action or to motivate action against the peasants.

### July 23: Please Abstain from Corruption

In a solemn speech, President Blancmesnil requests that his colleagues who may be compromised by owning debt or tax collection contracts abstain from voting on parliamentary measures. De Mêmes wryly notes this would exclude two-thirds of Parlement.

Exhausted and disgusted, the peasant protest march disperses organically.

**Opportunity:** Blancmesnil creates a vulnerable moment for the judges. One could use the opportunity to denounce a rival robe noble as corrupt and compromised—regardless of the truth. Doing so would, of course, cause a scandal and drop mood by -1.

※ **Political Action:** The Frondeur judges Appeal to the people.

### July 24: Special Corruption Court

With d'Orléans and the Council of State's help, Parlement sets up a special court for investigating and prosecuting tax collection corruption.

**Opportunity:** The judges need *commissaires* to assist in the investigations. Frondeur agents may be tapped for the lucrative assignments.

※ **Political Action:** The Council of State Exercises its Rights: to grant rights to investigate and prosecute tax corruption.

## 4. A SIMMERING JULY

Date	Location	Mood	Bread
June 30-July 31	Paris, France	7 Frustrated	5 Marginal

July 25th: *Habeas Litterae*

Parlement proposes to outlaw the king's arbitrary use of *lettres des cachet* (personal, private orders from the sovereign). Gaston d'Orléans begs them to retract the proposal and they reluctantly concede. Instead, the judges propose that none of the king's subjects can be detained for more than 24 hours without being brought before the appropriate court. Gaston d'Orléans approves of the proposal and promises to bring it before the Council.

※ **Political Action:** The Frondeur judges Exercise their Right to pass a law outlawing the ability for Mazarin to make arbitrary arrests.

July 31st: *Lit de Justice la Suite* +2 Mood

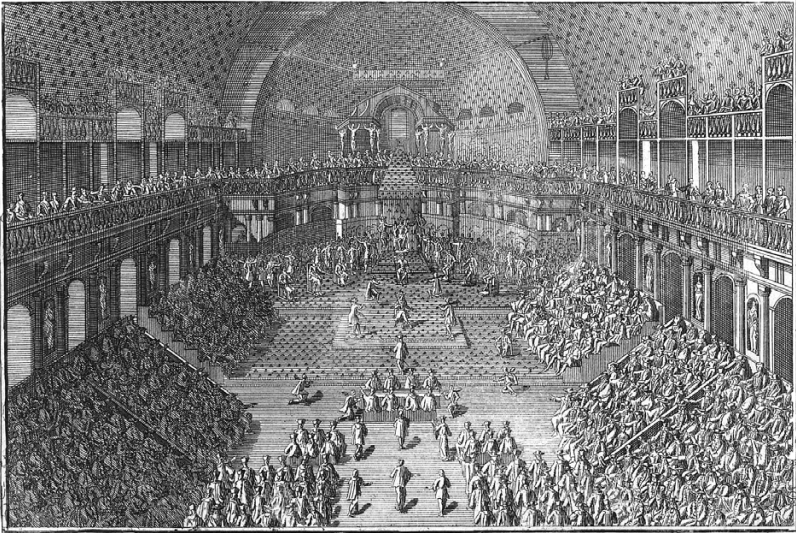
The queen, the young king, the Council of State, the princes, the marshals and all of the judges from all courts—dressed in their somber red—gather in the Great Chamber. After many grand speeches, the judges reveal their declaration:

- New master of requests offices are canceled.
- All but three intendants are to be revoked, replaced with traditional treasurers and *élus*.
- The *taille* is reduced by  $\frac{1}{8}$  this year and by  $\frac{1}{4}$  for the two years following.
- Revenue from taxes raised to pay interest on debts must be reserved for its stipulated purpose.
- New offices unapproved by Parlement are canceled.
- Export of gold and silver is illegal.
- A council of princes, dukes and judges shall be formed to advise the king.
- The judges of the four courts shall cease to meet and Parlement will resume its duties as a court of law.

The queen observes the proceedings serenely and without comment. Chancellor Séguier declares the declaration to be the law of the realm. He informs the judges that their *droit annuel*—their annual fees—have been renewed. The ceremony ends. However, there are no customary shouts of *Vive le Roi*. The judges appear to be in a sullen mood. Still, it must be said to be a just verdict for the people!

※ **Mood:** The result of the *lit de justice* is both a just verdict and a delight (civil improvement due to reformed tax laws).

※ **Political Action:** The Frondeur judges Exercise their Right to pass a law that grants tax relief to the people.



#### 4. A SIMMERING JULY

Date	Location	Mood	Bread
June 30-July 31	Paris, France	7 Frustrated	5 Marginal

#### ♣ OUTCOMES

Never one to back down from a fight, Queen Anne remains uncharacteristically gracious and placid in the face of this political defeat. Has Parlement broken the royal will or is this merely the calm before the storm? Knowing the Queen as well as we do, we wouldn't recommend celebrating Parlement's declaration too vigorously. We suspect we're all in for a ride.

- ♣ **Mood:** The effects of the bribery scandal and d'Émery's disgrace threaten to destabilize the political situation, thus Anne is forced to accept the people's demand. The city heads into August at mood 7/frustrated.
- ♣ **Demand met:** Since Anne agrees to the demand to alleviate the crushing tax burden upon the people, mood increases by +2.
- ♣ **Bread:** Marginal supply has the following effects: mood capped at 9, Crowd Strength +1, faction Influence modifier -1, poison & plague saves modifier -1.
- ♣ **Aims:** The Council manages to slip a stipulation into the judges' declaration about the princes advising the king—and Mazarin works on bringing de Condé into the fold. Whereas the Fronde continues to gain momentum, accomplishing both of its aims. The Luxembourg Conferences are Gaston's attempt to thwart Mazarin, and it appears his efforts bore some fruit.

## 5. DE BUSSY'S INTERLUDE

Date	Location	Mood	Bread
August 2-8	Paris, France	7 Frustrated	5 Marginal

### ♣ OVERVIEW

Proclaiming he is madly in love, Comte de Bussy stages a kidnapping of his future bride in order to bypass the resistance of her conservative, protective family. It does not go well for him, her or anyone involved.

### ♣ PATRONS & FIGURES OF NOTE

Name	Role	Faction
Mademoiselle Marie de Miramion	R&F	Royalist
Madame de Beauharnais, Marie's mother-in-law	R&F	Royalist
Queen Anne	Leader	CoS

### ♣ ANTAGONISTS

Comte de Bussy-Rabutin	Agent	Princes
Père Le Charron, felonious priest	R&F	Princes

### ♣ SUPPORTING CAST

Jean-Jacques, Marie's coachman	R&F	Royalist
Marguerite de Miramion, Marie's two-year-old daughter	—	—
Jean de Choisy, Marie's second cousin and chancellor to Prince Gaston d'Orléans	R&F	Princes

### ♣ AIMS & INFLUENCE

Faction	Inf	Aims
The Princes	■	■ No relevant princely aims in this moment.
Council of State	■	✗ Rein in the power of the princes.

### ♣ EVENTS

#### August 2: At Last, a Declaration...of Love

Comte de Bussy declares that he is madly in love with a lady of the court, Marie de Miramion. He bemoans the fact that her family has forbidden their love, but he has a plan: stage a kidnapping so she can flee her imperious mother-in-law and run into his waiting arms.

His recent acquaintance, Père Le Charron, stands by, ready to marry the happy couple.

**Opportunity:** Impress de Bussy as you opine about the fires of love burning brightly in the hearts of young lovers.

## 5. DE BUSSY'S INTERLUDE

Date	Location	Mood	Bread
August 2-8	Paris, France	7 Frustrated	5 Marginal

### August 3: Involuntary Rendezvous

Père Le Charron informs the count that his cousin in service of Marie's cousins, Jean de Choisy, tells him that Marie will depart from Château de Miramion in Orléans for the Chapel of Saint Valerian that day.

De Bussy dispatches his agents to waylay the lady's coach and return Marie to de Bussy at Château de Launay to the west of Mont Valerian.

**Opportunity:** De Bussy requires agents to effect the kidnapping. Volunteering for this task is an excellent way to gain his notice. If already an agent in de Bussy's entourage, the comte assigns the protagonist to the mission. Before dispatching them, he inveighs that the kidnapping must look legitimate.

**Opportunity:** Marie is guarded by a coachman with a mousqueton and three servants, one of whom carries a musket, the other two carry stout canes. Unless talked down, they will defend their lady from highwaymen. Defeating them in a skirmish earns reputation. Losing to them is disastrous to one's reputation.

**Opportunity:** Kidnapping Marie de Miramion earns de Bussy's favor and gratitude for all involved. The comte will demonstrate his gratitude with  $\text{ft}1000$  spread amongst his agents.

### August 4: Rejection in Launay

Despite his melodramatic pleas, de Miramion rejects de Bussy's overtures, refuses his story and, furthermore, refuses to eat or drink in his custody.

**Opportunity:** Attend to Marie or plead with her to accept de Bussy's love. If oppressed, she will lock herself in a room and refuse to speak to anyone. Recall that entering her presence forcefully causes reputation damage equal to her precedence (6).

**Opportunity:** Many of de Bussy's soldiers and entourage are upset at being deceived. Arguments break out at the château: Arguing against his love affair risks either failing to gain favor or disappointing the comte if already in his favor. Supporting his captivity of this young woman earns his notice, favor or gratitude.

**Opportunity:** During the arguments, the protagonists may get Père Le Charron drunk and flatter him and learn that Marie is worth  $\text{ft}400,000$ , and that this caper was his idea.

## 5. DE BUSSY'S INTERLUDE

Date	Location	Mood	Bread
August 2-8	Paris, France	7 Frustrated	5 Marginal

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### August 5: Reporting a Crime -1 Mood

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Madame de Beauharnais, Marie's mother-in-law complains to the queen of the kidnapping.

**Opportunity:** At court, nobles allied with the de Miramions may add their voices to the protest.

**Opportunity:** An ally of Marie's among de Bussy's retinue may get word to the court in Paris and break the news of the scandal.

**Mood:** Word of the kidnapping causes a scandal (-1 Mood) in Paris.

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### August 6: The Long Arms of the Queen

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Royal agents arrive at Château de Launay with clear instructions to de Bussy from Queen Anne: release her lady or she shall dispatch the *Gardes Françaises* to retrieve her.

**Opportunity:** Royalist agents are tasked to courier word to de Bussy.

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### August 7: Snares of Our Own Device

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De Bussy is summoned to court by the queen. At court, he is confronted by Marie's irate relatives. They demand he be sent to the Bastille.

**Opportunity:** Royalist agents escort him to court, or a captain of the guard and a troop of soldiers will be dispatched to fetch him by force. Even old Guitaut, if he can be spared.

**Opportunity:** Plead with de Bussy to renounce his love for Marie.

**Opportunity:** Noble agents may argue against de Bussy's punishment.

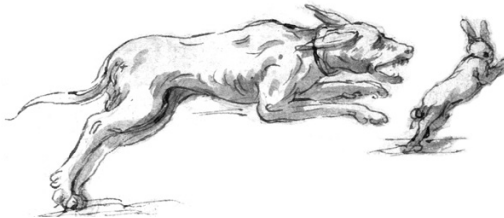
**Opportunity:** Royalist and Cardinalist agents may denounce de Bussy as a life-long, disobedient libertine.

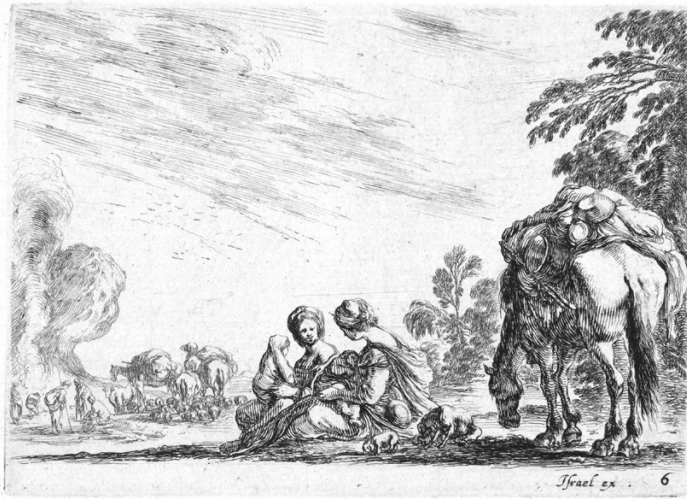
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### August 8: A Gracious Retreat

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Marie's mother-in-law complains vigorously to the queen. The comte graciously offers £4000 in reparations in exchange for his freedom. In response, the de Miramions file a suit against him in the Court of Request. Sadly, those are the very judges who are on strike.





## 5. DE BUSSY'S INTERLUDE

Date	Location	Mood	Bread
August 2-8	Paris, France	7 Frustrated	5 Marginal

### ♣ OUTCOMES

Rather than marrying a young, beautiful and wealthy widow, de Bussy is forced to make a payment to the de Miramions to settle the matter. His reputation as a libertine is enhanced, but the failed plot dims his star. He and his followers all suffer damage to their reputations.

Though she forgives de Bussy, Marie is traumatized by the incident and seeks immediate refuge in a convent to ward off further depredations. She takes a vow of chastity on February 2, 1649.

⌘ **Mood:** De Bussy's scandal rankles the mood of the capital. They slip deeper into their frustration to 6/Irate in August.

⌘ **Bread:** Marginal supply has the following effects: mood capped at 9, Crowd Strength +1, faction Influence modifier -1, poison & plague saves modifier -1.

⌘ **Aims:** This sad affair is not politically motivated.





## 6. STRIKE FOR VICTORY

Date	Location	Mood	Bread
August 3-22	Lens & Paris, France	6 Irate	5 Marginal

### ♣ OVERVIEW

Parlement’s judges continue to maneuver for advantage and the Council of State continues to generate revenue—which combine with the predictable effect of lowering the mood of the city. However, some unexpected good news flows into the hearts of Parisians on the 22nd and briefly alleviates their growing defiance.

### ♣ PATRONS & FIGURES OF NOTE

Name	Role	Faction
President Pierre Broussel	IC	Fronde
Provost of Merchants Jérôme Le Féron	Agent	Royalist
Marshal de Gramont	Agent	Cardinalist
Prince de Condé	IC	Princes

### ♣ ANTAGONISTS

Cardinal Mazarin	IC	CoS
Queen Anne	Leader	CoS
Chancellor Séguier	IC	CoS

### ♣ SUPPORTING CAST

Duke de Châtillon	Agent	Princes
Jacques L’Agricol	R&F	People
Catelan, a tax farmer	R&F	Royalist



## 6. STRIKE FOR VICTORY

Date	Location	Mood	Bread
August 3-22	Lens & Paris, France	6 Irate	5 Marginal

### ♣ AIMS & INFLUENCE

Faction	Inf	Aims
Council of State	■	<input checked="" type="checkbox"/> Rein in the power of the princes.
		<input type="checkbox"/> Drive the Hapsburgs from the Netherlands.
Fronde	■	<input type="checkbox"/> Stand up against the State's abuse of power.
		<input type="checkbox"/> Enlist the aid of the nobles.
The Princes	■	<input type="checkbox"/> Defend France from foreign invasion.

### ♣ EVENTS

#### August 3: Pierre's Political Pirouette

Unsatisfied with his faction's apparent victory in court, President Broussel outmaneuvers both Parlement and the Prince Gaston d'Orléans by inciting Parlement to debate the legality of the recently promulgated declarations of the *lit de justice*. It's an edgy parliamentary maneuver to grab political power over the Royalists and Noblists. Its effect is unclear, though, as the other factions remain wary and watchful, declining to engage in judicial combat with the wily judge again.

**Opportunity:** Remonstrate Broussel's bizarre political-judicial theater.

※ **Political Action:** Broussel publishes a new idea that the new laws created by the *lit de justice* are legally untenable. Honestly, this feels like an own goal by Broussel.

## 6. STRIKE FOR VICTORY

Date	Location	Mood	Bread
August 3-22	Lens & Paris, France	6 <i>Irate</i>	5 <i>Marginal</i>
<b>August 4: Death of a Soilman</b>		<b>-1 Mood</b>	

A shocking scandal sweeps Paris: One Jacques l'Agricol committed suicide when he realized he was unable to feed his family due to the crushing tax burden imposed on peasants by the Council of State.

**Opportunity:** Parlement dispatches its *commissaires* to investigate. The investigation of the poor farmer's suicide reveals that no such person exists, and the tragic death is merely a rumor. In fact, his name is a metonym and invention: In English, he's Farmer Jack. Nonetheless, the rumor causes a scandal. Disproving it in this climate of suspicion and recrimination will prove difficult to say the least. This event also introduces the idea of beleaguered peasants committing suicide due to the crushing taxes.

⌘ **Mood:** The people become irate in the face of this scandal. They demand Anne bring justice down on the corrupt *partisans* and intendants

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### August 16: Election

An elaborate election ceremony is held at the Hôtel de Ville and the Palais-Royal. The result is that Jérôme Le Féron is re-elected as Provost of Merchants of Paris.

**Opportunity:** Attend the election at the Hôtel de Ville, and witness the solemn ancient ritual as the bourgeoisie of Paris re-elect their leader to another two year term.

**Opportunity:** Le Féron is the pick of the Royalists and Cardinalists on the Council of State. If you wish to attempt to install a more radical candidate in the office, your faction must present a viable bourgeoisie candidate and, in advance of the election, pay bribes to the *échevin* (or blackmail them) as well as somehow convince the Council of State to approve your candidate.

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### August 18: Not Now, Séguier

Desperate to raise funds, Chancellor Séguier proposes to once again implement an unpopular tax, the *toisé* (which was originally proposed by the reviled and now disgraced Superintendent d'Émery).



## 6. STRIKE FOR VICTORY

Date	Location	Mood	Bread
August 3-22	Lens & Paris, France	6 <i>Irate</i>	5 <i>Marginal</i>

### August 19: Tax Strike

Declaring their work impossible while being investigated and harassed by Parlement, royal tax officials cease collection of taxes. *Partisans* withdraw all loan offers to the Council of State.

**Opportunity:** The tax strike is an unusual measure, not often seen in Parisian government, and the citizens are unsure how to react. One could leverage factional resources to create a scandal out of it. What's true though is that the strike has deleterious effects on state finances. While it lasts, tax obligations are not in effect, but no government employees are granted their income—this includes soldiers in the field.

### August 20: Another Illuminating Victory

Only 80 miles north of Paris, Prince de Condé and Maréchal de Gramont destroy Archduke Leopold Wilhelm's army of Flanders outside of the fortified town of Lens.

**Opportunity:** De Condé's campaign on the frontier is a separate moment, which we hope to detail in a future booklet. However, if you were a spy for the Cardinal or a young soldier in the service of de Condé or de Gramont, you might attempt to race back to Paris to be the first to deliver the news. The one who does will be richly rewarded. History tells us that the Duke de Châtillon is granted the honor by de Condé. Should you outrace him to Paris and steal his glory, you will earn an implacable enemy. Or perhaps you could ride in his entourage.

⌘ **Mood:** The mood of Paris won't shift until the news reaches the Council of State.

### August 22: Corruption Uncovered at Last -1 Mood

Catelan, a tax farmer, is accused of corruption: collecting millions in taxes using false tax assessment roles. Broussel hears witnesses in the case.

**Opportunity:** Loyal *commissaires* are assigned to the case by Broussel himself. Catelan is an emigré from Catalunya. He'll attempt to hire sympathetic fellow nationals (perhaps who serviced with de Condé and de Gramont) to extricate him and smuggle him home.

⌘ **Mood:** These revelations and accusations from Broussel cause a scandal, even if the judge is only revealing what the people of Paris already knew: tax collectors are a corrupt, rapacious lot. The mood darkens dangerously to 4/angry as the mob begins to stir...

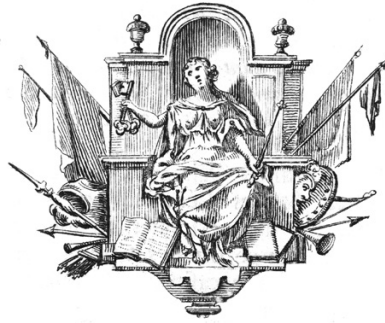
## 6. STRIKE FOR VICTORY

Date	Location	Mood	Bread
August 3-22	Lens & Paris, France	6 <i>Irate</i>	5 <i>Marginal</i>
August 22: Le Grand Condé!		+1	Mood

Duke de Châtillon sweeps breathlessly into Paris with news of de Condé's victory. Queen Anne immediately declares a national day of thanks and celebration on the 26th, with a special Te Deum mass to be said at Notre-Dame by Coadjutor de Retz.

**Opportunity:** Celebrate! Surely this victory is a sign that France's fortunes will mend. Everyone who ever served with de Condé is immediately thanked—for past and present efforts. *Any* deeds reputation hanging in the balance gets added to their current total. If a protagonist serves in this victory on the French side, they are granted +9 reputation.

✦ **Mood:** Châtillon's news arguably saves Anne from brewing riots as the mood rises back to mere sullen 5/defiance.



### ✦ OUTCOMES

**Mood:** The city arrives at the latter stages of August hot and defiant (Mood 5). Protests over the *toisé* are being mobilized, but they must wait until after the victory celebrations.

✦ **Demand:** As the mood has slipped to 5/defiant, the people issue a new demand: Bring to justice the corrupt *partisans* and intendants.

✦ **Bread:** Marginal. This supply level has the following effects: mood capped at 9, Crowd Strength +1, faction Influence modifier -1, poison & plague saves modifier -1.

✦ **Aims:** The Council achieves the fruit of its labors: drive the Hapsburgs out of the Netherlands. The Fronde once again stands up against the abuse of the state powers by establishing the anti-tax corruption courts. The Princes put another laurel in their crown with de Condé's brilliant victory.

## 7. TE DEUM

Date	Location	Mood	Bread
August 26-28	Paris, France	5 Defiant	5 Marginal

### ♣ OVERVIEW

This moment represents the climax of the action of our 1648 moments. Queen Anne, patient like a spider, has waited for the opportunity to strike at her enemies. She uses the distraction of the victory and the ensuing celebrations as cover for making a series of vengeful political arrests. However, she underestimates the defiance of the people of Paris as protests and riots break out in the center of the city.

While constrained to only a few days, this moment is packed with events and opportunities. Each day is sliced into segments that the game master can dive in or use them as background to color the action.

### ♣ PATRONS & FIGURES OF NOTE

Name	Role	Faction
President Pierre Broussel	IC	Fronde
Provost of Merchants Jérôme Le Féron	Agent	Royalist
Coadjutor de Retz	Leader	Fronde
First President Mathieu Molé	IC	Fronde

### ♣ ANTAGONISTS

Cardinal Mazarin	IC	CoS
Queen Anne	Leader	CoS
Chancellor Séguier	IC	CoS
Marshal de la Meilleraye	IC	CoS
Monsieur Le Boucher	R&F	People

### ♣ SUPPORTING CAST

Lieutenant Comminges	Agent	Cardinalists
President Blancmesnil	IC	Fronde
President Charton	Agent	Fronde
Madame Gervaise, housekeeper of Broussel	R&F	Fronde
Bishop de Meaux	R&F	Royalist
Mademoiselle Séguier	R&F	Royalist
Madame Dassis of Bordeaux	R&F	Fronde
Charles de Batz, Lieutenant of Musketeers	Agent	Cardinalists



## 7. TE DEUM

Date	Location	Mood	Bread
August 26-28	Paris, France	5 Defiant	5 Marginal

### ✦ AIMS & INFLUENCE

Faction	Inf	Aims
Council of State	☒	<input type="checkbox"/> Force Parlement to submit to the royal will.
Fronde	☒	<input checked="" type="checkbox"/> Stand up against the State's abuse of power. <input type="checkbox"/> Enlist the aid of the nobles.
The Princes	☒	<input type="checkbox"/> Preserve our ancient rights and privileges. <input type="checkbox"/> Take up a cause or battle despite impossible odds. <input type="checkbox"/> Secure the best positions in the government.

### ✦ EVENTS

August 26, morning: Te Deum +1 Mood

Coadjutor de Retz (in his capacity of co-bishop of Paris) presides over an elaborate mass during which all of the captured Spanish banners and trumpets are displayed and blessed upon the high altar. The judges of Parlement, fearing de Condé's army is headed to Paris to support Queen Anne against them, attend the mass in a show of hopeful (and naive) good faith to mollify queen and cardinal.

**Opportunity:** Catholics may test Religion (-4 modifier) or Wealth (-4 modifier) to earn a spot at the mass. Attending this mass grants +1 reputation and grants the bonuses attendant to the Catholic blessing, and it may fulfill an experience condition for religion or nationality!

✦ **Mood:** The Te Deum mass is a delight, granting +1 Mood.



## 7. TE DEUM

Date	Location	Mood	Bread
August 26-28	Paris, France	5 Defiant	5 Marginal
<b>August 26, dinner: Queen Takes Judge</b>		<b>-2 Mood</b>	

After the Te Deum mass, the Council’s agents arrest Presidents Broussel, Blancmesnil and Charton: Broussel at his home (by Lieutenant Comminges), Blancmesnil in Saint-Merri parish, but Charton escapes by leaping over his garden wall. Broussel turns to his children as he goes and says tenderly: “I purchased you some honor by my actions, see that you preserve it. Farewell, I think that I shall not ever see you any more.”

**Opportunity:** Swiss Royalist soldiers may be in Comminges’ retinue. Or trusted Royalist or Cardinalist agents may accompany Comminges to arrest Broussel (up to four). Or loyal Cardinalist agents may be sent to arrest Blancmesnil and Charton. If Charton is caught, subtract -1 mood due to the additional injustice.

‡ **Mood:** The two successful arrests are injustices and therefore subtract -2 Mood. The 4/angry state triggers a riot.

‡ **Political Action:** The Council has prepared this in advance. They Exercise their Rights to make arrests.

### August 26, dinner: Father of the People

Broussel’s housekeeper, Madame Gervaise, flies to the garret and shouts down into the streets: “The guards have taken Broussel! To the rescue of Broussel, Father of the People!” The *tocsin* alarm then rings out over Île de la Cité. Within minutes, the militia of la Cité have mobilized and barricaded the streets and bridges on the island.

## 7. TE DEUM

Date	Location	Mood	Bread
August 26-28	Paris, France	5 Defiant	5 Marginal

### August 26, afternoon: To the Barricades

Fleeing along the quais, Broussel's coach throws a wheel as stones and "domestic utensils" rain down from the windows above. Comminges and his four Swiss guards make a desperate stand against the crowd until they are rescued by Chevalier de Batz and a company of musketeers. To escape, they commandeer the coach of the wife of President Dassis of Bordeaux. In this new carriage, Broussel is conveyed across the Pont Neuf to St Germain on rue de l'Abre-Sec. The crowd tosses the chassis of the original carriage into the Seine.

Word of Broussel's arrest quickly spreads across the city. Shops shutter and the recently re-elected Provost Le Féron authorizes formation of 16 militia columns, one from each quarter. These militia barricade the streets.

**Opportunity:** While it seems there are many opportunities in this event, we recommend letting this one play out as written. Do not rescue Broussel or prevent his arrest. Now is not the time for heroics.

### August 26, afternoon: Liberty for Broussel -1 Mood

Meanwhile, a company of guards moves on the Palais de Justice intent on occupying it for the queen. As they cross the Pont au Change and form up before the palace, they are met by a volley of musketry and paving stones from a militia column defending the building. Outnumbered, outgunned and surprised, the company retreats hastily to the Palais-Royal.

**Opportunity:** For bourgeoisie, this is their time to join a militia column and persecute Royalist agents and figures of note, set up fortifications to defend their property in case the city should revolt or skirmish with Royalist forces at the Palais de Justice.

**Opportunity:** For members of the Royalist faction, this is your moment to serve your queen to the utmost. Fight off Broussel's rescuers or do battle with the crowd and attempt to make other arrests.

‡ **Mood:** The presence of the queen's soldiers in the streets subtracts -1 Mood. This state perpetuates the riot.

‡ **Political Action:** The Council Deploys Soldiers. The Fronde performs a Show of Strength.



## 7. TE DEUM

Date	Location	Mood	Bread
August 26-28	Paris, France	5 Defiant	5 Marginal

### August 26, late afternoon: *Soldat et Prêtre* -1 Mood

Despite his preparations, Coadjutor de Retz is surprised by the force of the sudden insurrection. Thinking he has some sway over the angry mob, de Retz dresses in his rochet over a suit of mail and heads into the streets to quell the revolt.

Printing presses quickly churn out leaflets containing a portrait of Broussel accompanied by some of his recent speeches. And passeurs and artisans smash windows south of the Place de Grève while shouting “Long live the king, and liberty for Broussel!”

Marshal (and recently minted Minister of Finance) de la Meilleraye leads a company of his soldiers into the streets to “restore calm.” His methods include charging crowds with cavalry and firing at civilians. His efforts enrage the mob who redouble their efforts to resist. Dead and wounded litter the streets after their skirmishes.

De Retz stops to give alms to a dying rioter—a victim of Meilleraye’s restoration of calm. As he kneels to say a prayer, the coadjutor is grabbed by the mob. They charge him with presenting their demand to the queen: Liberate Broussel.

**Opportunity:** Frondeurs either battle with Meilleraye’s soldiers or grab up de Retz, issue demands to him and send him to the queen.

**Opportunity:** Royalist soldiers attempt to restore order to the city by shouting, waving swords, charging crowds on horseback and shooting at looters. They swear they’re trying to help.

✠ **Mood:** Meilleraye’s soldiers do not help calm the situation one bit. Neither does de Retz’s encounter with his parishioners. Reduce Mood by -1 to 2/furious. This state triggers persecutions.

### August 26, evening: *That Austrian Temper*

At the Palais-Royal, Queen Anne receives de Retz after making him wait some time. Upon hearing his tale, she coldly dismisses him from her presence. She believes he has manipulated the situation for his benefit.<sup>7</sup> Hearing the report that her troops were repulsed by the mob at the Palais de Justice, Anne angrily orders Chancellor Séguier to visit the Palais the next morning and cancel all judicial proceedings.

**Opportunity:** Anne accuses de Retz of being the leader of the Fronde. De Retz denies this. Royalist agents hiding in the Palais-Royal with the Council of State may undermine de Retz’s claims.

7 Later in life, de Retz boasts of having spent “36,000 crowns” during the first half of the year to gain the favor of the people. So Anne ain’t wrong.

## 7. TE DEUM

Date	Location	Mood	Bread
August 26-28	Paris, France	5 Defiant	5 Marginal

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### August 26, night: High Tension

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Wary of sparking a full-scale battle in the streets of Paris that will destroy the city, both sides attempt to restrain their forces. The night of the 26th is remarkably quiet considering the heat of the action of the day.

**Opportunitiy:** The mood on the night of the 26th is 2/furious, which elicits persecutions. Any Royalists caught on the street will be chased, hunted and either beaten or thrown in the river. Historically, everyone remains indoors on the night of the 26th, but if any Royalists do venture out, use the Fury results table in the Mood chapter to determine their fate.

**Opportunity:** *Marginaux* gather on the Pont Marie.

**Opportunity:** Frondeurs build barricades and other defenses.

**Opportunity:** Noblists negotiate late into the night, trying to gain advantage between the Frondeurs and the Royalist faction.

**Opportunity:** Royalists debate addressing the demands of the people settling old scores under the cover of the riot.

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### August 27, morning: Brushes with Death

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Dutifully fulfilling the queen's orders, Séguier, his brother and his daughter serenely set out for the Palais de Justice. However, the militia columns refuse to open the barricades for the chancellor's coach. Séguier is surrounded by a hostile crowd of silversmiths. He, his brother—Bishop de Meaux—and his daughter flee the coach and hide in the closets of a house along the Quai des Grands Augustins. The crowd ransacks the house in search of them, but fails to find them. Meilleraye arrives later to extract the chancellor from the closet.

While attempting to restore order along the Quai des Grands Augustins, Meilleraye is momentarily alone. A clockmaker approaches and attempts to assassinate him, but the man's pistol misfires. Disturbed by his brush with death, Meilleraye gathers his royal guards and retreats to the Palais-Royal.

**Opportunity:** Frondeurs may attempt to capture Séguier and persecute him. Historically, Séguier escapes and the crowd seeks a new target of their persecution. If the mob grabs him and throws him in the river, use the Fury results table to determine the effects. The result may change the course of history!

**Opportunity:** Historically, the marshal escapes unhurt, but Frondeur agents may attempt to intercede. If they wound or kill the marshal, roll on the Fury results table. The result may change history!

## 7. TE DEUM

Date	Location	Mood	Bread
August 26-28	Paris, France	5 Defiant	5 Marginal

### August 27, dinner: Judges' Procession

Parlement marches in solemn procession to the Palais-Royal. The mobilized militia remove the chains and dismantle the barricades in their path. The judges come to demand Broussel's release.

Anne forces them to wait in an antechamber and then refuses to see them. However, Queen Henrietta Maria of England, a refugee in Anne's court, speaks to Anne privately—perhaps recounting to her the dangers of pushing Parlement too far. She convinces Anne to see the judges.

Anne relents and grants Parlement audience. First President Molé delivers a speech in which he requests liberty for Broussel and Blancmesnil. She agrees to liberate Broussel only if Parlement agrees to cease meddling in political affairs. Molé and company flatly decline. She orders them out of the Palais-Royal and the judges are forced to trundle back through the streets empty-handed.

### August 27, afternoon: The Butcher

En route back to the Palais de Justice, where rue de l'Abre-Sec and rue de la Croix-du-Trahoir meet, the crowd surrounds Parlement. Showering them with defiant jeers, they refuse to let them return without a guarantee of Broussel's liberty. A butcher steps forth, places a pistol under First President Molé's chin and announces that Molé will be his hostage, since Séguier escaped him. Remarkably, Molé maintains his composure and speaks calmly to the furious bourgeoisie.

Fearing for their lives, some judges disrobe and slip into the crowd, but most accede to the crowd's demand and return to the Palais-Royal to confront Anne again.

**Opportunity:** Frondeur agents may egg on the butcher or try to talk him down. Historically, the unnamed butcher backs down and simply reiterates the people's demands. However, if Molé is wounded or killed by the crowd, roll on the Fury results table to determine the effects of this unforeseen accident. The result may change the course of history! The historical result is that the failed persecution causes the crowd size to increase by one.

※ **Political Action:** The Fronde issues a Demand for release of their compatriot judges.

## 7. TE DEUM

Date	Location	Mood	Bread
August 26-28	Paris, France	5 Defiant	5 Marginal

### August 27, afternoon: People's Barricade +1 Mood

A column of peasants and *marginiaux* barricade the Pont Marie, defying the royal will.

Provost Le Féron mobilizes militia columns loyal to him and marches on the "vagabonds" and "riff raff" on the Pont Marie. A brief skirmish ensues, after which the poor and oppressed are routed and driven from the city.

**Opportunity:** Peasants and *marginiaux* may rally and defend Pont Marie. A prominent *marginiaux* may take command of their column.

**Opportunity:** True to the bewildering dynamics of class warfare, rather than ally with the oppressed, the bourgeoisie soon turn on their less fortunate brothers and sisters on the Pont Marie. Both sides may participate in a brief skirmish for the bridge. If Le Féron is wounded or killed, it is a scandal: -1 Mood. If the protagonists get involved in this skirmish, use the mob battle test to determine the results. Le Féron's column counts in this case as a battalion and the defenders of the bridge as an enraged crowd.

### August 27, evening: Caught in a Vise +3 Mood

Locked in a room on the ground floor of the Palais-Royal, the judges' deliberations last until the evening. They end when the judges agree to Anne's conditions.

Couriers are sent to the prisons and families of the imprisoned, and royal criers go out to the 16 quarters of the city, declaring the queen's decision to liberate the presidents.

**Demands met:** Anne agrees to meet both of the people's outstanding demands, elevating mood by +3. See Outcomes.

‡ **Mood:** Anne's last ditch maneuvers lifts mood to 5/defiant.

### August 27, night: Vigil

Wary of trickery, the militias stand vigil throughout the night.

**Opportunity:** The night of the 27th is the last opportunity to get up to no good in Paris for a while. Note that, barring unaccounted modifications by the protagonists, the mood of the city on this night should be 6/irate.

**Opportunity:** Any nighttime street skirmish is seen by the Frondeurs as a betrayal by the Royalists, and by the Royalists as a revolt of the Frondeurs. Cooler heads in the Noblists and Cardinalists must prevail upon their allies, lest the city devolve into revolutionary chaos.

## 7. TE DEUM

Date	Location	Mood	Bread
August 26-28	Paris, France	5 Defiant	5 Marginal

### ✠ OUTCOMES

The outcome of this moment is delicate and complicated, and thus bears a bit of unwinding. First, let us examine the demands issued by the people.

**Demand:** During the fracas, the bourgeoisie (and all of the right-minded people of Paris) issue a clear demand: The queen must release Broussel and Blancmesnil from prison.

**Demand:** Their outstanding demand: Bring justice down on the corrupt *partisans* and intendants.

✠ **Mood:** During the course of events, the mood slips from 5/defiant to 2/furious, triggering persecutions of the ruling faction. It's perilously close to full on revolt. Cardinal Mazarin quietly convinces Anne to relent and release her white-knuckle grip on the moment. When the mood is this close to enraged revolt, the only sure way to rise back up is to agree to the people's demands. Showing weakness galls Anne, but she swallows her pride in this moment and agrees to release the judges (+2 Mood), and to bring justice to the corrupt officials and tax farmers (+1 Mood). Combined with Le Féron's action against the poor, the city will return to an irate attitude at Mood 6.

Broussel and Blancmesnil are returned home by coach on the morning of the 28th. Their demands met, the people of Paris lower their guard throughout the day and life in the city slowly returns to normal.

As a condition to her release of the arrested judges, Anne forces Parlement to relent its political union and its debates on royal power. This condition is a token political victory for the queen. Though they nominally agree, the Frondeur judges react by increasing their prosecution (and persecution) of corrupt *partisans* to demonstrate their loyalty to the people.

✠ **Bread:** The riots deplete the city's bread supply, reducing it by -1 and the looting roll for the soldiers is -1, triggering scarcity. Scarce supply has the following effects: mood cap 6, Crowd Strength -2, Starving Beggars modifier -1/-1, faction Influence modifier -3, price modifier +2 Obligation, poison & plague saves modifier -3.

✠ **Aims:** The Fronde is caught wrong-footed by Anne's aggression. It's the people who rise up in a fury to save them. Anne accomplishes her aim to force Parlement to submit, though it is a costly, even pyrrhic, victory. The Princes devolve into self-serving pomperly after their recent string of successes.

## 8. INSTRUMENTUM PACIS MONASTERIENSIS

Date	Location	Mood	Bread
October 24-26	Paris, France	6 <i>Irate</i>	3 <i>Scarcity</i>

### ♣ OVERVIEW

The Treaty of Münster and the entire Peace of Westphalia is a major victory for Cardinal Mazarin. The terms of the treaty are entirely in France's favor—they consolidate gains and provide room to continue maneuvers when it suits Mazarin.

The Parlement puffs itself up in its Declaration of October 24. And, to the surprise of the more savvy political audience, Queen Anne accepts the declaration without public comment. Has Parlement won this battle? Has the abuse of power been thoroughly checked? Have the people been relieved of their odious tax burdens? It would seem so, as the remainder of 1648 passes peacefully.

### ♣ PATRONS & FIGURES OF NOTE

Name	Role	Faction
President Pierre Broussel	IC	Fronde
President Mêmes	IC	Fronde
Henri d'Orléans, Duc de Longueville	IC	Fronde

### ♣ ANTAGONISTS

Cardinal Mazarin	IC	CoS
Abel Servien	Agent	Cardinalist

### ♣ SUPPORTING CAST

The judges of Parlement	—	Fronde
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### ♣ AIMS & INFLUENCE

Faction	Inf	Aims
Council of State	☒	<input type="checkbox"/> Defend France's interests at home and abroad. <input type="checkbox"/> Appoint competent ministers of state.
Fronde	☒	<input checked="" type="checkbox"/> Stand up against the State's abuse of power. <input type="checkbox"/> Enlist the aid of the nobles.
The Princes	☒	<input type="checkbox"/> Preserve our ancient rights and privileges. <input type="checkbox"/> Take up a cause or battle despite impossible odds. <input type="checkbox"/> Secure the best positions in the government.

### ♣ EVENTS

#### October 14: *Droits des Vins*

Innkeepers and wine merchants protest at the Palais de Justice, demanding the lowering of duties on wines.

## 8. INSTRUMENTUM PACIS MONASTERIENSIS

Date	Location	Mood	Bread
October 24-26	Paris, France	6 <i>Irate</i>	3 <i>Scarcity</i>
<b>October 24:</b> The Treaty of Münster		<b>+1 Mood</b>	

After seven years of negotiations, the Holy Roman Empire and France agree to a treaty to end the hostilities and *casus belli* of their thirty-year-long war. In the agreement, France retains the bishoprics of Metz, Toul and Verdun near Lorraine, and receives some cities of the *Décapole* in Alsace as well as the city of Pignerol near the Spanish Duchy of Milan. In addition, in an effort to circumvent a reignition of the war, all parties recognized the Peace of Augsburg (1555), in which each state had the right to determine its own religion (*cuius regio, eius religio*). However, subjects were no longer forced to follow the conversion of their ruler, and rulers are allowed to choose Catholicism, Lutheranism, or Calvinism. January 1624 was defined as the date for determining the dominant religion of a state. All ecclesiastical property was to be restored to the condition of 1624. Christians living in principalities where their denomination was not the state church are guaranteed the right to practice their faith in private as well as in public during certain hours. And lastly, France and Sweden are recognized as guarantors of the imperial constitution with a right to intercede.

**Opportunity:** Negotiating for France in Münster were Henri d'Orléans and Abel Servien. They return home implacable enemies, brimming with hatred for one another. Perhaps an opportunistic ally could gain the notice of one or the other by playing the political field.

**Opportunity:** Abel Servien, Mazarin's agent at the talks, did everything in his power to delay the inevitable treaty, so that France could continue to wring gains out of the weakened Holy Roman Empire and Spanish Netherlands. However, even the vaunted "Peace-Killing Angel" had limits to his gifts. Condé's victory at Lens broke the grip of Hapsburg military power in the region. The Emperor could no longer delay coming to the table in earnest. And the extreme difficulty in generating tax revenue in France meant that Mazarin's ability to further exploit his gains was nullified. That said, should you wish to break with history here and continue the war in Germany, then merely fund the French state with a billion or so *livre* or find the Hapsburg an army and someone willing to command it against de Condé, Gramont and Turenne.

‡ **Mood:** The news of France's gains in the treaty acts as a military victory, raising spirits to 7/frustrated.

## 8. INSTRUMENTUM PACIS MONASTERIENSIS

Date	Location	Mood	Bread
October 24-26	Paris, France	6 Irate	3 Scarcity

### October 24: The Declaration

In an instance of impeccable timing, Parlement issues a special declaration to the Council of State and the people of Paris. In it, they reiterate their demands and the gains they won over the summer, primarily “tax relief for the people.”

*We very strictly inhibit and forbid our tax farmers, their clerks, and others to increase in the future the said duties and taxes, upon penalty of peculation.*

Their declaration also decries corruption among royal officials, asserts amnesty for all Frondeurs, defines the jurisdiction of Parlement and the other courts and protects all royal officials (including judges) from imprisonment via the dreaded *lettre de cachet*.

Both queen and cardinal sign off on the declaration without so much as a remonstrance from the Council of States’ magistrates.

**Opportunity:** Parlement’s declaration represents their last moment in the sun before a dark, bitter winter. If there’s any unfinished business indirectly related to the Fronde, now is the time to settle it: Family to visit, injuries to recover from, patrons to mollify, finances to tidy up, etc. Save old scores for 1649, for there will be ample opportunities to settle those accounts after Twelfth Night.

### October 25: The Request +1 Mood

On the heels of Parlement’s declaration emerges what appears to be the first fully formed satirical, political editorial pamphlet, entitled: *la Requête des trois états du Gouvernement de l’Île de France au parlement de Paris, contre Mazarin*. More coherent and witty than the bills and placards tossed about during the action of the summer, the anonymous pamphlet causes a sensation among the people and is destined to be imitated thousands of times.

✚ **Mood:** The pamphlet is an unexpected delight, granting +1 mood.

✚ **Political Action:** The Fronde Publishes a pamphlet that introduces the idea of Mazarin’s irredeemable corruption.

### October 26: Slingshot War

Perhaps a coincidence, or perhaps instigated by the publication of The Request, a group of street urchins smash the windows of Cardinal Mazarin’s stables and carriage house at the Palais-Cardinal.



## 8. INSTRUMENTUM PACIS MONASTERIENSIS

Date	Location	Mood	Bread
October 24-26	Paris, France	6 Irate	3 Scarcity

### ✦ OUTCOMES

Paris stumbles to the end of 1648 exhausted and embittered against those who thought they were to be loved and protected by both rulers and subjects. The news of the victory in the Thirty Years War and the new, final Declaration by Parlement are greeted with muted enthusiasm at best. People are more worried about the bread shortage than anything else.

The political action doesn't heat up again until the beginning of 1649.

✦ **Mood:** Barring unforeseen events, Paris ends 1648 at 8/frustrated.

✦ **Bread:** Scarce supply has the following effects: mood cap 6, Crowd Strength -2, Starving Beggars modifier -1/-1, faction Influence modifier -3, price modifier +2 Obligation, poison & plague saves modifier -3.

✦ **Fall Harvest:** The fall harvest roll comes up 4 and suffers -1 due to the flood calamity at the start of the year. This nets a harvest result of +3 bread, pushing supplies back to 6/Enough at the conclusion of this moment.

✦ **Aims:** Mazarin achieves his aim to defend France's interest at home and abroad, but the Council does not yet reshuffle its cabinet. The Frondeurs and Princes are courting one another behind the scenes, but no outright alliance manifests in 1648.



LE VRAY  
 PORTRAICT  
 DV PERE DV  
 Peuple.



ET LE  
 GRAND  
 SYPपोर्टE  
 de la France.

Agé de 75. ans.

LA FRANCE  
 A MONSIEVR  
 DE BROVSEL  
 CONSEILLER DV ROY  
 EN SA COVR DE PARLEMENT  
 de Paris.

A MONSIEVR  
 DE BROVSEL  
 CONSEILLER DV ROY  
 EN SA COVR DE PARLEMENT  
 de Paris.

SONNET.

**L**A plainte, grace aux Dieux ne m'est plus defendu  
 Et c'est l'vnique bien qui me peut conoler,  
 Je puis dire auioird huy que la voix m'est rendue:  
 Car sans toy de Broussel ie ne scaurois parler.

La longueur de mes maux m'a si fort confondu,  
 Que sans pouuoir crier ie me voyois voler:  
 Sans toy, noble Caton, apres qu'on m'a tondue  
 Au gré des Financiers on m'allot immoler.

Sans ma ioye il n'est rien de si grand que ta gloire,  
 Il faut qu'en lettres d'or on trace dans l'Histoire,  
 Iniques où de ton zele s'est posté.

Cette illustre action ne marque point de charmes,  
 Et pour le mieux apprendre à la posterité,  
 Qu'on sçache que pour toy tout Paris prit les armes.

DV PELLETIER.

SONNET.

**L**A plus haute Vertu doit ceder à la tiende  
 Et ie n'en connoy point qu'on luy puisse éгалer,  
 Des Grecs & des Romains la lag: sic arciende,  
 Rent en ta Personne, & te vient signaler.

Toutefois elle prend le titre de Chrestienne,  
 Et chacun est d'accord qu'on ne peut l'ébranler  
 Telle ne fut jamais cette vertu Payenne,  
 De ce luy qui pour Rome a voulu s'immoler.

Vn Illustre Consul mourut jadis pour Rome,  
 Et le Tibre pleura la mort de ce grand homme,  
 Qui voulut que son sang payât sa liberté.

La France, grace aux Dieux, quoy qu'en dise le Tibre,  
 Parle plus hautement de sa félicité,  
 Puis que De Broussel vit, & que la France est libre.

DV PELLETIER.

A PARIS, De l'Imprimerie de Claude Morelot,  
 le 15 Octobre 1648.



ÆTATIS SVÆ 31<sup>o</sup>  
LA VIE  
PARISIENNE



# Mentalities

*Long live the king, and liberty for Broussel!*

—cries of the Frondeurs on the streets of Paris, August 26, 1648

**O**ur hoary old antiquaries have plumbed the records and produced new nationalities specific to France, languages to accompany them and a new religious sect gaining prominence in Paris in 1648. But that is not all, we also provide political affiliations based on your birth quality, and a slew of mentalities to represent visitors, guests and transplants from around the world living in Paris.

## Nationalities of Paris

When beginning a game in Paris, use the Nationality and Religion tables found in this chapter rather than those found in **Book 2: Les Fruits Malheureux**. Rather than presenting the French as a monolithic entity, the Nationality table provides more detail on regional differences present in France of 1648. It also offers the opportunity for the player to generate a transplant, guest or visitor.

## TABLE OF NATIONALITY AND LANGUAGE

### 2d6 Nationality

2-9	French	Region (2d6)	Languages		
2	Breton	Breton	Breizh	French	English
3	Picard	Picard	Picard	French	Dutch
4	Gascon	Gascon	French	Basque	Spanish
5	Norman	Norman	French	English	Latin
6	Burgundian	Burgundian	French	German	Latin
7	Parisian	Parisian	French	Latin	
8	Parisii <sup>1</sup>	Parisii	French	Latin	
9	Lorrainer	Lorrainer	Lorrain	French	German
10	Béarnaise	Béarnaise	French	Basque	Spanish
11	Provençal	Provençal	Occitan	French	Italian
12	Navarrese	Navarrese	Basque	French	Spanish
<b>10-12 Not French</b>					
2	Spanish	Spanish	Spanish	Latin	Italian
3	Catalan	Catalan	Catalan	French	Spanish
4	Bavarian	Bavarian	German	Latin	Czech
5	Bohemian	Bohemian	Czech	Latin	German
6	Polish	Polish	Latin	Polish	French
7	Italian	Italian	Italian	Spanish	Latin
8	Swiss	Swiss	French	German	Latin
9	Dutch	Dutch	Dutch	German	French
10	United Kingdoms (1d3) 1: English, 2: Scotch, 3: Irish				
			English	Gaelic	Welsh
11	Walloon	Walloon	French	Walloon	Picard
12	American	American	French	Algonquian	Spanish

<sup>1</sup> Parisii is our attempt to give a name to a people who had not yet adopted an identity of their own. These are the resident of the Île-de-France region outside of Paris, the most populace area in France—also known as the Généralité de Paris in 1648. The appellation “Francilien” is not bestowed upon them until 1986 by a French politician. Since these people were once the Parisii tribe, whose capital was Lutetia, we thought it appropriate to bestow upon them a name that people of our period would at least understand.

## ROLL FOR NATIONALITY

Roll 2d6 on the Table of Nationality and Language to determine whether your character is **French** or **Not French**. Then roll 2d6 again to determine your character's nationality in the designated subset.

**French mentalities:** If you generate a French result, use the Religions of Paris table found in this book to generate your religion and the new Parisian Politics table to determine your character's political mentality.

**Not French mentalities:** If you generate a Not French result, consult the Transplants, Guests and Visitors section of this chapter to determine your religion and politics.

This table introduces regional mentalities rather than monolithic national identities—which don't quite yet exist in 1648 anyway. So while people may loosely identify as French, they more strongly identify with their home region. When using the nationality experience conditions for advancement, you can replace "country" with your home region or city, or use events that affect all of France. Both work for the purposes of advancement.

## SELECT LANGUAGES

This Nationality and Language table supercedes the all-too-brief national languages list found in **Book 2**.

Each nationality mentality is listed with two or three languages. The first language listed is their native language; the others are part of their national languages list.

- ☞ Set the native language rating to 3/6 according to the standard procedure.
- ☞ Characters who are not French, but have an Intelligence score of 16-17, may choose French as an additional language option—they're visiting Paris after all.
  - ◆ If French is included in their nationality list, include Latin as an option.
  - ◆ If both French and Latin are already offered, then add Spanish as an option. After that, offer Greek or Arabic.

You may find that some less worldly folk from the more remote provinces can't communicate well with Parisians. To this we say: Welcome to seventeenth-century Paris!

# Religions of Paris

Our further research has uncovered for us a growing Catholic sect in Paris, the Augustinists. We have modified the religion table to accommodate them. Use this table for the French nationalities:

2d6	Religious Affiliation
2-3	Lutheran
4-8	Catholic
9-10	Huguenot
11	Augustinist
12	Jewish

## AUGUSTINIST

Augustinist is a branch of Catholicism that follows closely the teachings of Saint Augustine. Their philosophy is contained in the 1640 publication *Augustinus seu doctrina Sancti Augustini de humanae naturae sanitate, aegritudine, medicina adversus Pelagianos et Massilianses* by Cornelius Jansen. In the treatise, Jansen proposes that Saint Augustine was chosen by the Catholic god to reveal his doctrine, therefore any Catholic thought contrary to Augustine's should be revised to match it.

Augustinists believe that humanity is tainted at birth and thus inclined to depravity throughout their lives. They believe in predestination, much like the Calvinists, and that only the grace of their god can save one from eternal downfall.

Led by Abbé de Saint-Cyran, Abbess Marie Angélique Arnauld and her theologian brother, Antoine Arnauld, their sect grows more popular in Paris, gaining adherents among the nobility and the learned. Playwright Jean Racine and the enchanting Duchesse de Longueville (sister of the great Prince de Condé) are avowed Augustinists.

The Jesuits see Augustinism as a threat and have proposed that it is a heresy akin to Calvinism. To demonstrate their point, they have published a number of "responses" to Jansen's original work to cast aspersions on the nature of Augustinism. In their writing, the Jesuits

also doggedly refer to the sect as Jansenism—an attempt to link it to Calvinism. Their thinking is to diminish it by tying it solely to its creator, reducing it to another “ism” in the minds of Catholics.

The Jesuit’s efforts have won to their side the Coadjutor of Paris, de Gondi, and no less than Prime Minister Mazarin himself, who believes that the sect is a threat to the safety and sanctity of France. Nonetheless, Saint-Cyran, Abbess Arnould and Msr. Arnould all continue to teach their beliefs in Paris at the convent Port-Royal and its attached primary school.

## Parisian Politics

As Parlement resists the royal will, the political landscape of Paris shifts dramatically in 1648. New coalitions form from unlikely allies. When creating a Parisian, rather than rolling on a general table, reference your character’s birth quality and use the following table:

### Parisian Political Faction Table

**Marginaux:** Actor, prostitute, urchin, soldier, filou, sailor

• **Political Faction:** 1-3: Populist, 4: Royalist, 5: Frondeur, 6: Noblist

**Peasant:** Laborer, villein, farmer

• **Political Faction:** 1-2: Populist, 3: Royalist, 4-5: Frondeur, 6: Noblist

**Commoner:** Printer, fish monger, passeur

• **Political Faction:** 1-2: Populist, 3: Royalist, 4-5: Frondeur, 6: Noblist

**Artisan:** Smith, carpenter, clothier, mason, plumber, clock maker

• **Political Faction:** 1-2: Populist, 3: Royalist, 4-5: Frondeur, 6: Noblist

**Bourgeoisie:** Merchant, financier, architect, famous artist

• **Political Faction:** 1: Populist, 2: Royalist, 3: Bourgeoisie, 4-5: Frondeur, 6: Noblist

**Noblesse d’épée sans titre:** Écuyer, chevalier, dame, gentilhomme

• **Political Faction:** 1-2: Cardinalist, 3: Royalist, 4: Frondeur, 5-6: Noblist

**Noblesse de robe:** Minister, judge, intendant

• **Political Faction:** 1: Noblesse de robe, 2: Royalist, 3-5: Frondeur, 6: Noblist

**Noblesse d’épée avec titre:** Sieur, seigneur, baron, vicomte, comte, marquis

• **Political Faction:** 1-2: Royalist, 3: Cardinalist, 4-6: Noblist



## THE PEOPLE (POPULIST)<sup>2</sup>

The people is a new political concept introduced in the Mood and Factions & Politics chapters of this book. The people are not a faction per se, but a neutral middle who want justice, peace and prosperity—not oppression, misery and taxes.

## COALITIONS

Coalitions are a new political concept introduced in the Politics chapter of this book. They represent two or more political groups joining forces to increase their collective power. Crucially, coalitions attract members of the people to join their ranks.

**Council of State:** The Royalists form a coalition with the Cardinalists as well as some members of the people. If you are a member of the Royalists or Cardinalists, you are in the Council of State coalition.

**The Fronde:** The Fronde is a coalition formed of members of the bourgeoisie, robe nobles and the people. The Fronde is such a powerful new political idea, the coalition has its own political mentality. Those who join the Fronde cease to advance their previous mentality (Bourgeoisie, Populist, etc.) and instead become Frondeurs.

**The Princes:** We also refer to the Princes who add to their Noblist faction with members of the robe nobles, bourgeoisie, clergy and the peasants who serve them.

## FRONDEURS

A loose coalition of the robe noble judges, the bourgeoisie, the working people of Paris, the Fronde is supported by a cadre of opportunistic nobles, looking to undermine royal power. Together, they oppose the Council of State's recent tax increases and other measures that would increase the state's authority.

Recently formed, the elder Captain Guitaut tells us that their name means slingshot and was invented by one of the judges of Parlement in the winter of 1648:

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2 Please forgive us for borrowing a modern political term—populist—and repurposing it for our use. These are not modern, racist, authoritarian leanings.

*It seems that a few days ago Councilor Bachaumont told the Palace that the rioters resembled the schoolboys who rage in the ditches of Paris only to disperse when they see the civil lieutenant—and to reconverge when he passes. So they grabbed up the word on the hop—like the beggars did in Brussels—they called themselves slingers. Today and yesterday, everything was at the Fronde, breads, hats, gloves, muffs, fans...<sup>3</sup>*

On the streets of Paris, one can hear snippets of revolutionary songs like this one:

*A slingshot wind arose this mornin'; I believe it blows against Mazarin. A slingshot wind arose this mornin'.<sup>4</sup>*

## Transplants, Guests and Visitors

If a player rolls a non-French nationality, roll again on these tables for their Religion and Politics mentalities. If the result “as Parisian” is generated, roll again using the French politics or religion tables. This result represents transplants who have either grown up in or spent many years in Paris and have adopted her customs.

We also acknowledge that these lists of religions and politics lack nuance. We hope you will indulge us for now as we intend to put flesh on these bones in our future works.

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3 From Alexander Dumas, *Twenty Years After*, chapter XX. Original French: *Il paraît qu'il y a quelques jours le conseiller Bachaumont a dit au Palais que tous les faiseurs d'émeutes ressembloient aux écoliers qui frondent dans les fossés de Paris et qui se dispersent quand ils aperçoivent le lieutenant civil, pour se réunir de nouveau lorsqu'il est passé. Alors ils ont ramassé le mot au bond, comme ont fait les gueux à Bruxelles, ils se sont appelés frondeurs. Aujourd'hui et hier, tout était à la Fronde, les pains, les chapeaux, les gants, les manchons, les éventails...*

4 From Alexander Dumas, *Twenty Years After*, chapter XX: Original French (which rhymes much more sensibly): *Un vent de Fronde, S'est levé ce matin; Je crois qu'il gronde, Contre le Mazarin. Un vent de Fronde, S'est levé ce matin!*

## RELIGIONS OF TRANSPLANTS, GUESTS AND VISITORS

Nationality	Religion				
	Roll 2d6	2-7	8	9	10-12
Spanish	Catholic	Converso	Morisco	as Parisian	
Catalan	Catholic	Huguenot	Jewish	as Parisian	
Bavarian	Catholic	Lutheran	Jewish	as Parisian	
Bohemian	Catholic	Calvinist	Jewish	as Parisian	
Polish	Catholic	Orthodox	Jewish	as Parisian	
Italian	Catholic		Jewish	as Parisian	
Swiss	Calvinist	Catholic	Lutheran	as Parisian	
Dutch	Calvinist	Catholic	Jewish	Baptist	
English	Anglican	Baptist	Puritan	as Parisian	
Scottish	Presbyterian	Anglican	Catholic	as Parisian	
Irish	Catholic	Anglican	as Parisian		
Walloon	Catholic	Lutheran	Calvinist	as Parisian	
American	Catholic	Puritan	Traditional	as Parisian	

**Anglican:** You are a member of the Church of England. Your highest prelate is the King of England, followed by the Archbishop of Canterbury. You do not follow the Papist ways and you despise meddling Jesuits, but neither are you an extremist like the Puritans or Levellers. You appreciate the right to divorce without interference of meddling priests and popes.

**Baptist:** You believe the Church of England was not adequately reformed when it split from the Roman Catholic church. And, honestly, even the main Protestant Reformations aren't enough for you. You follow the teachings of John Smyth and Thomas Helwys, who teach that the Bible is to be the only guide and that the only sacrament that the Christian scriptures require is the believer's baptism along with a personal confession of faith.

**Converso:** Converso is the slang term for a Spanish person of Jewish faith who has been forced to convert to Catholicism. The player may decide if they have adopted their forced faith or if they secretly practice Judaism.

**Morisco:** Morisco is a derogatory term used to describe a Spanish person of Moorish descent who has been forced to convert from Islam to Catholicism. The player may decide if they have adopted their forced faith or if they secretly practice Islam.

**Puritan:** You are an English Protestant who strongly believes that the Anglican Church is corrupt and full of Papists. Your closest religious sisters and brothers are Calvinists, but you believe in more pure worship and doctrine, as well as personal and corporate piety that some feel can be attained only by disassociating from all other Christian sects, which is one reason many of your believers have struck out to the colonies in search of religious freedom. "Puritan" is a name that others have placed on you to diminish you. You refer to yourself as "the godly," "saints," "professors," or "God's children."

**Presbyterian:** You follow the Scottish Kirk and its teachings, which traces its roots to Saint Columba's mission in the sixth century. It is a Christian church, but with inflections of its Celtic origins. In 1560, influenced by the preachings of John Calvin, the Scottish Kingdom adopted Presbyterianism as the state religion and published the First Book of Discipline, which set down doctrinal issues, established regulations for church government, including the creation of ten ecclesiastical districts with appointed superintendents which later became known as presbyteries. Your sect's symbol is a burning bush.

**Traditional:** You follow the old ways, from before the arrival of the short-sighted French, Spanish or English priests and preachers. You believe that Gici Niwaskw is the Great Spirit, before whom there was no color or sound. The Great Spirit called forth Tobla, a giant turtle, from the primordial waters, and crafting the land on its shell. After this creation the Great Spirit fell asleep and began to dream of creatures and plants. When Gici Niwaskw would rouse from their slumber, they discovered their dreams had become reality and populated the world with living things. You believe the world has evolved through two previous ages, the ancient and golden. Now you live in the present age, in which humans are sadly separated from the rest of the animals.

## POLITICS OF TRANSPLANTS, GUESTS AND VISITORS

Nationality	Politics				
	Roll 2d6	2-7	8	9	10-12
Spanish	Hapsburg	Apolitical	Revolutionary	as Parisian	
Catalan	Generalitat	Free Republican	Senyist	as Parisian	
Bavarian	Electorate	Hapsburg	as Parisian		
Bohemian	Hapsburg	Temná doba	Electorate	as Parisian	
Polish	Rzeczpospolita	Catholic	Sarmatian	as Parisian	
Italian	Papist	Hapsburg	Savoyard	as Parisian	
Swiss	Helvetian	<i>Defensionale</i>	Hapsburg	as Parisian	
Dutch	Republican	Hapsburg	Mercantilist	as Parisian	
English	Roundhead	Cavalier	Dissenter	as Parisian	
Scottish	Covenanter	Royalist	Leveller	as Parisian	
Irish	Confederate	Traitor	Royalist	as Parisian	
Walloon	Hapsburg	Mercenary	as Parisian		
American	Loyalist	Abolitionist	Colonist	as Parisian	

**[American] Loyalist:** You are an American who is loyal to the crown of your birth above all else: French, Spanish or English. You may choose.

**[American] Abolitionist:** You are an American who believes the enslavement and transport of fellow human beings is against the laws of your crown, god and nature itself. You seek to emancipate and liberate the enslaved whenever the opportunity arises—through legal or even extra-judicial means if necessary.

**[American] Colonist:** You are an American who recognizes the authority of their sovereign, but believes that the colonies need certain independent rights to survive and prosper in the New World.

**[Bavarian] Electorate:** You believe that the true leader of Europe is the Holy Roman Emperor, and that the Electors of the Empire are the only true arbiters of power in the realm. Your elector is Maximilian I, Prince-electoral of Bavaria. Having been betrayed by your Bohemian brothers in the decades of ongoing war, you are fighting to regain your birth rights, religious prerogatives and even your Rhenish homeland.

**[Bohemian] Temná Doba:** You believe that the Protestant Reformation and the wars of the Counter-Reformation have ruined your lands and culture, bringing down upon them an age of darkness. As such, you are a rebel, opposed to the Hapsburgs and all the petty lickspittles who stain your beautiful white mountain homes with their blood and filth.

**[Bohemian] Electorate:** You believe that the true leader of Europe is the Holy Roman Emperor and that the Electors of the Empire are the only true arbiters of power in the realm. Your electors are Ferdinand III—who also happens to be the King of Hungary and the Holy Roman Emperor himself—and his son Ferdinand IV, junior co-monarch and also King of Hungary and Croatia as well as King of the Romans.

**[Catalan politics]:** Found in **Book 5: Homage to Catalonia**

**[Dutch] Republican:** The Dutch Republic is perhaps the most liberal state in all of Europe. Funded by the enormous profits of its merchants flowing in and out of Amsterdam and Rotterdam, the republic is a haven for religious liberty and a center for unprecedented artistic and scientific exploration. The Dutch Republic is currently at war with the Spanish Netherlands, who lays claim to the Republic and seeks to impose its Catholic rule over the Dutch citizens.

**[Dutch] Mercantilist:** As a Dutch mercantilist, you believe in the political influence and necessity of commerce and trade. You support the Dutch East India Company (VOC)—the largest corporation in the world—in its mission to open trade with Indonesia, China, India and Japan.

**[English] Roundhead:** You support Parliament against the Cavalier and Royalist forces of King Charles I. You may believe in establishing a constitutional monarchy or in creating a democratic republic, free of kings. Your commander-in-chief of the first English Civil War was Thomas Fairfax. However, his moderate party was outmaneuvered by the more politically adept Cromwell and his radicals. You bear the roundhead name owing to many members of your faction wearing their hair close-cropped and bluntly cut.

**[English] Cavalier:** You are an English supporter of the one true heir and king, Charles I—and more generally, you believe in the

divine right of kings to rule. Your side is embroiled in a protracted civil war with the Roundheads, Dissenters, Covenanters and Levellers...and things are not going well for your side.

**[English] Dissenter:** You like to mix politics and religion. As such, you oppose state interference in religious matters, and believe that the people have the right to found their own churches, schools and communities. Oliver Cromwell has given your movement his blessing and times are good for Dissenters in England. That said, many are exporting Dissenter values to the New World.

**[Italian] Papist:** The Catholic Church is the most powerful international organization in the world. It is the one true religion. Thus, you believe that the Pope in Rome is the greatest religious and temporal power on Earth.

**[Italian] Savoyard:** You are a partisan of the Duchy of Savoy, which is a vital political and commercial leverage point sitting between Italy, France and Switzerland. Nominally, your sovereign is Duke Charles Emmanuel II, who only this year assumed the crown after his mother's long regency. However, Christine of France is the true power in Savoy. Charles Emmanuel leads a dissipated life of pleasure, while his mother continues her shrewd regency unchecked by his vicissitudes.

**Hapsburg:** You believe that the true power in Europe is the Hapsburg dynasty ruling the Holy Roman Empire and Spain.

**[Irish] Confederate:** In 1641 and 1642, you and your allies overthrew the English king in Ireland in the name of self-governance, land ownership, religious freedom and discrimination. Despite the crown's protests, the Irish Confederacy is now a self-governing kingdom. However, reaching fighting back the Royalists, Covenanters and Parliamentarians occupying Ireland required a bloody toll of massacre and famine, with all sides employing brutal scorched earth tactics to achieve victory. Under the direction of rebel leaders Phelim Roe O'Neill and his brother Owen O'Neill, the Confederacy made a pact with the Royalists to work against the Roundhead Parliamentarians in England. That choice has played out poorly.

**[Irish] Traitor:** Irish by birth, but you don't give a fig for the Confederacy. You want peace, or money, or someone else's lands,

and you're prepared to sell your neighbor to Cromwell to get it. Suffice to say that this is not a popular opinion among your neighbors.

**[Irish] Royalist:** You are a staunch believer in the power of the ruling monarchy of the United Kingdom—Charles I and the Stuarts. You're a rare bird and most of your fellow countrymen hate you.

**[Polish] Rzeczpospolita:** The Polish Republic is one of the most liberal and egalitarian in Europe. Its institutions must be supported and the liberties it provides must be expanded to all of its Polish and Lithuanian citizens.

**[Polish] Sarmatian:** The pride of Polish nobility stretches back to antiquity and it is these Sarmatian values—honor, pride and drunkenness—that shall see Poland rise to the status of greatest kingdom of Europe.

**[Scottish] Covenanter:** You are a Scottish Protestant who signed the National Covenant in 1638, pledging to resist changes imposed by King Charles I on the Scottish church—which you refer to as The Kirk. In 1640, your faction took control of Scotland. However, despite preferring the Parliamentarians, your faction supports Charles I in the ongoing English Civil War against Cromwell and his Roundheads.

**[Scottish] Royalist:** As a Scot, you are a staunch believer in the power of the ruling monarchy of the United Kingdom—Charles I and the Stuarts. You are currently engaged in a civil war with the Roundheads...and your coalition is losing.

**[Scottish] Leveller:** An outgrowth of the Roundheads of the New Model Army, Levellers believe in popular sovereignty, extended suffrage, equality before the law and religious tolerance. You prefer to talk to the people and ask them what it is that they want and need in politics through pamphlets, petitions and speeches.

**[Spanish] Apolitical:** You keep your head down and your mouth shut. Getting involved in politics never does anyone any good.

**[Spanish] Revolutionary:** You seek to overthrow the oppressive Spanish monarchy and replace it with a constitution and a government who is responsible to its people.

**[Swiss] Helvetian:** You are part of the Swiss old guard and still believe in the political future of the Swiss Confederation—despite the forceful realities of the Protestant Reformation and Thirty Years War. This Swiss Confederation prefers to refer to itself by its female personification, Helvetia or, officially, *Confoederatio Helvetica*. She is typically pictured in a flowing gown, with a spear and a shield emblazoned with the Swiss flag, and with braided hair, bearing a wreath as a symbol of confederation. On the title page of his 1642 *Helvetia, Rhaetia et Valesia Topographia*, Matthäus Merian shows two allegorical figures seated below the title panel: one is the figure of an armed Eidgenosse, representing Swiss military prowess or victory, the other is a female Abundantia allegory crowned with a city's ramparts, representing the Swiss territory or its fertility.

**[Swiss] Defensionale:** The Protestant Reformation split the Swiss Confederacy into two hostile factions. That said, while Europe beneath her was shredded by war, Switzerland remained relatively peaceful. This peace was carefully constructed in a series of military and political maneuvers. Zürich built state-of-the-art defenses while other cantons concluded mercenary contracts and defence alliances with partners on all sides of the conflict. In 1647, as the Swedes advanced on Lake Constance, the mercenary contractors came together and signed the Defensionale von Wil—the beginning of a new era of “permanent armed neutrality.” You believe this aggressive defensive posture is best for the future of the Swiss.

**[Walloon] Mercenary:** You are the child of a proud, ancient people—living among these wind-blasted hedges long before the Romans dared show their faces. Now, hemmed in on all sides, your people are surrounded by powerful, dangerous political entities: the Kingdom of France, the Holy Roman Empire, The Spanish Netherlands and the Dutch Republic. You believe that the future of Wallonia is in its military traditions, a nation of hard-bitten soldiers hiring themselves out to fight for the highest bidder. Fight and they will value you too much to conquer you.

# Parisian Mentality

Your knowledge of the streets of Paris is represented by your Parisian nationality mentality. During the course of their adventures, protagonists may use their Parisian mentality to find people and places in Lutetia. Test using the following modifiers:

<b>Act Like a Local: Parisian Nationality Test Difficulty</b>	<b>Df</b>
Find a monument: The Bronze King, Place Royale, Notre-Dame	+4
Find a city gate: The Bastille, Port Saint-Denis, Port Saint-Martin, etc.	+3
Find a large street or bridge: rue Saint-Denis, Pont Neuf, etc.	+2
Find a cathedral: Saint-Germain-des-Prés, Saint-Sulpice	+1
Find a noble's mansion: Hôtel de Condé, Hôtel de Nevers	
Find a flophouse, inn or accommodation	±0
Find a well or fountain	
Find one of the islands in the Seine	
Find a market or bookseller: Les Halles, Place Maubert, etc.	-1
Find a church, small bridge or side street	-2
Find a cabaret, tennis court or room to let: La Mouton Blanc, La Sphère	-3
Find a gambling den, brasserie or brothel	-4
<b>Modifiers</b>	
At night	-1
On Sunday	-1
In the rain	-1



# Political Mentality

Your faction is represented by your political mentality. During the course of their adventures, protagonists may use their political mentality to find people and places important to their political faction. Test using the following modifiers:

<b>Exercising Political Clout</b>	<b>Df</b>
Find a rank and file member of your political faction	+1
Find a well known meeting place of your political faction	±0
Organize a meeting of rank and file members of your political faction	-1
Gain an audience with an agent of your political faction	-2
Find a little-known meeting place of your political faction	-2
Gain an audience with the inner circle of your political faction	-4
Find a secret meeting place of your political faction	-5
Gain audience with the leadership of your political faction	-6
<b>Political Intrigue</b>	<b>Df</b>
Identify leadership of an enemy political faction	+1
Find a rank and file member of an enemy political faction	-1
Find a well known meeting place of an enemy political faction	-2
Gain an audience with an agent of an enemy political faction	-4
Find a little-known meeting place of an enemy political faction	-4
Gain an audience with the leadership of an enemy political faction	-8
Find a secret meeting place of an enemy political faction	-10

## PERSONAL REPUTATION

One's reputation factors into the exercise of clout and intrigue. Modify the political mentality test thusly:

<b>Political Reputation</b>	<b>Mod</b>
Reputation greater than faction's Power rating	+1
Reputation equal to or +1/-1 of faction's Power	±0
Reputation less than faction's Power	-1





# Lifepaths

*The generals and ministers make empires great, but it's the poets who kindle a civilization's lights.*

— Alexandre Dumas, *The Red Sphinx*

**D**ear reader, in **Book 2: Les Fruits Malheureux**, we avowed the lofty goal of detailing the struggle gripping Paris in 1648, but our effort fell short and we committed a grave sin—generalization. We made the oft-repeated mistake in our attempt to represent all of France. In that book, the bundle of ideas we sewed together only barely held its seams. But here, in this new chapter of lifepaths, we attempt to remedy our fault and provide you with a suite of lifepaths that detail more specifically life in Paris in 1648.

The first thread, to carry the metaphor, is a revised Birth Quality table. If beginning a game in Paris or if you're using the new Parisian nationality, roll on this table to discover your foundling's birth quality.

Then, of course, consult the 21 new lifepaths provided herein. We have incorporated Parisians from all walks of life: from the gutter to the school to the stage to the battlefield.

To complete the set, do not neglect the new Mentalities chapter found in this book. It provides further specificity and detail on what it is to be French in 1648 as well as the opportunity to be from another land—though why one would wish to be anything other than French, I do not know.

# Parisian Birth Quality

## 3d6 Parisian Quality of Birth Table

3-6	<p><b>Marginaux:</b> Actor, prostitute, urchin, soldier, <i>filou</i>, sailor</p> <p>• <b>Income Source:</b> 1-3: None, 4: Labor, 5-6: <i>Salé Boulot</i></p> <p>• <b>Obligations:</b> 2</p>
7-8	<p><b>Peasant:</b> Laborer, villein, farmer</p> <p>• <b>Income Source:</b> 1: None, 2-4: Labor, 5-6: Produce</p> <p>• <b>Obligations:</b> 3</p>
9-12	<p><b>Commoner:</b> Printer, fish monger, <i>passeur</i></p> <p>• <b>Income Source:</b> 1-4: Labor, 5-6: Business</p> <p>• <b>Obligations:</b> 2</p>
13-14	<p><b>Artisan:</b> Smith, carpenter, clothier, mason, plumber, clock maker</p> <p>• <b>Income Source:</b> 1-3: Labor, 4-6: Business</p> <p>• <b>Obligations:</b> 2</p>
15	<p><b>Bourgeoisie:</b> Merchant, financier, architect, famous artist</p> <p>• <b>Income Source:</b> 1: Auction, 2-4: Business, 5: <i>Logeur</i>, 6: Usury &amp; <i>Zinskauf</i></p> <p>• <b>Obligations:</b> 2</p>
16	<p><b>Noblesse d'épée sans titre:</b> <i>Écuyer</i>, chevalier, dame, <i>gentilhomme</i></p> <p>• <b>Income Source:</b> 1-4: None, 5: <i>Charge</i>, 6: Benefice</p> <p>• <b>Obligations:</b> 1</p>
17	<p><b>Noblesse de robe:</b> Minister, judge, intendant</p> <p>• <b>Income Source:</b> <i>Droit Annuel</i> and 1-4: None, 5: <i>Logeur</i>, 6: Benefice</p> <p>• <b>Obligations:</b> 2</p>
18	<p><b>Noblesse d'épée avec titre:</b> <i>Sieur</i>, <i>seigneur</i>, baron, <i>vicomte</i>, <i>comte</i>, marquis</p> <p>• <b>Income Source:</b> 1: None, 2: <i>Charge</i>, 3: <i>Logeur</i>, 4-5: Benefice, 6: Taxation</p> <p>• <b>Obligations:</b> 0</p>



# Lifepaths

As is now customary, the requirements and skill descriptions for these lifepaths may be found in the latter half of this chapter.

## ACTOR

In Paris, the two most prominent troupes are the *Comédiens du Roi* and their rivals in the *Comédie du Marais*. When not working the boards, actors are expected to satisfy the more carnal appetites of their audience.

<b>Actor</b>	Req: None    Base HP: 2d2    Lifepath HP: +0-1
	Saves: Chance, Poison & Plague    Starting Age: 15+1d8
<i>Chanteur/euse</i>	Increase Opera skill rating by one.
<i>Classical</i>	Increase Poetics skill rating by one.
<i>Ensemble</i>	Increase Stagecraft skill rating by one.
<i>Ballet de Cour</i>	Increase Dance skill rating by one.
<i>Desired</i>	Increase Skin Trade skill rating by one.
<i>Sensation</i>	Increase reputation by 1d2 per sold out performance, but decrease by 1d4 per empty room you sing to. Take only once.
Equipment	Leotard, mask, make-up case, and a large sack containing a collection of men's and women's threadbare clothes.
Names	Turlupin, Bellerose, Gros-Guillaume, Gautier-Gargouille, Floridor, Monfleury, La Champmeslé

E	2nd	3rd	4th	5th	Fin	Actor Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Perform any role in a play or stage a traditional play.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Perform a lead role in a play.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Turn tricks for the stage manager.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Sabotage a rival's performance.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Form an actor's troupe.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Stage a new, innovative production.

### ANTIQUARY

Evidence-based research is a novel technology in 1648. Its exploration is led by amateur antiquaries who wish to determine the facts about history. Therefore, rather than looking to legend, folk tales, myths or the Bible, they seek out local genealogies and local artifacts to determine who dwelt in the past and what their lives were like.

<b>Antiquary</b>	Req: Latin    Base HP: 2d2    Lifepath HP: +0-1 Saves: chance, poison & plague    Starting Age: 21+2d10
<i>Archaeologist</i>	Increase Archaeology skill rating by one.
<i>Chorographer</i>	Increase Nationality mentality rating by one.
<i>Traveler</i>	Take a second Nationality in Rome, Persia or Egypt. Increase its rating by one each time you take this skill.
<i>Genealogist</i>	Increase Genealogy skill rating by one.
<i>Linguist</i>	Increase Latin, Greek or Persian rating by one. Choose one.
<i>Modernist</i>	+1 damage to Educate, Flatter and Shame actions when presenting an argument with facts and hard evidence to support them.
Equipment	Threadbare suit of unfashionable clothing, rain cape, buckle shoes, broad-brimmed hat, walking cane, a sheaf of cotton paper, drawing charcoal and a wooden carrying case containing many small curios.
Names	Denys, Lambin, Olaus, Poggio, Lefèvre, Aenaeas, Valla, Lorenzo, Leland, Heylin, Leandro, Saxton, Ashmole

**Gnosis:** Gain +1d2 gnosis per starting level of Antiquary.

E	2nd	3rd	4th	5th	Fin	Antiquary Experience Conditions
■	□	■	□	■	■	Study the genealogy of an obscure family.
■	■	■	□	□	■	Travel to Rome, Persia or Egypt.
■	□	■	□	■	□	Convince someone using facts and evidence.
□	■	□	■	□	■	Discover an unknown or overlooked artifact.
■	□	■	□	■	□	Write an accurate history of a misunderstood topic.
□	■	■	■	■	□	Fall in love but choose your work over your lover.

## ARTILLERY OFFICER

With every battle of this age, the importance of artillery grows more significant. Increasingly, artillery is not just for use in sieges to reduce fortresses or on ships to fire broadsides, but as mobile guns sighted at infantry and cavalry formations. For each application, there is a specialized piece of ordnance, and each piece requires its own technical considerations: powder, shot, weight, heat and cooling. Thus, more a technician than a soldier, the artillery officer's skills are in high demand in armies around the globe.

<b>Artillery Officer</b>	Req: <i>Charge</i> Base HP: 1d6+1    Lifepath HP: +1d3-1
	Saves: artillery, terror    Starting Age: 19+2d6
<i>Commander</i>	Increase Leadership skill rating by one.
<i>Specialist</i>	Increase Ordnance skill rating by one.
<i>Mathematician</i>	Increase Mathematics and Geometry skill ratings by one each.
<i>Copyist</i>	Increase Latin language skill rating by one.
<i>Steadfast</i>	Increase Sang Froid rating by one. In addition, increase Morale by one when leading an artillery team.
<i>Bombardier</i>	Increase accuracy with artillery by +1. Combine with Int modifiers.
Equipment	Sabretache, hat, knee-length breeches, boots, shirt, justacorps, a coil of matchcord, flint and steel. A fleet-footed riding horse with tack, harness and saddlebags and nervous servant (+1 dependent).  In addition, choose one kit: <ul style="list-style-type: none"> <li>• <i>Grenadier</i>: Hatchet, grenade satchel, four grenades.</li> <li>• <i>Sapper</i>: Petard, poignard, brace of pistols, 20 rounds of shot, powder and priming powder in a shot bag, powder horn and powder flask and a jaunty cap.</li> <li>• <i>Cannonier</i>: Falconet or minion drake, draft horse, keg of powder, three balls and a bag of shot.</li> </ul>
Names	Henri, La Tour, Sébastien, Urbain, Jacques, Armstrong, Paul

**Gnosis:** Gain +1d3 gnosis per starting level of Artillery Officer.

E	2nd	3rd	4th	5th	Fin	Artillery Officer Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Organize a battery of fire on a target.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Personally sight a gun and destroy a target.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Defend a position despite impossible odds.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Reduce a fortress through bombardment.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Write a treatise on or history of artillery.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Earn or purchase a promotion.

**AUTHOR**

You are a skilled stylist, seeking to take your place among the great authors of the past, or perhaps hoping to unseat popular figures like Corneille and take their place as the darling of society.

However, to sit in a garret and scribble all day is not enough to earn your bread. Authors must be skilled in poetics, stagecraft and composition—to produce novels, plays and poems for your adoring public. Of course, even life as an author is not without its perils. They may be attacked by critics and forced to defend themselves with the most deadly instrument: the pen.

<b>Author</b>	Req: None    Base HP: 2d2    Lifepath HP: +0-1
	Saves: Chance, Terror    Starting Age: 18+2d4
<i>Classical</i>	Increase Poetics skill rating by one.
<i>Director</i>	Increase Stagecraft skill rating by one.
<i>Auteur</i>	Increase Composition skill rating by one.
<i>Unassuming</i>	Increase Fashion skill rating by one.
<i>Society</i>	Increase reputation by +1d3 for a play beloved by critics but +1d6 for a play beloved by the people.
<i>Le stylo est...</i>	+1 to hit for Shame and Insult actions in the press when responding to criticism of your work or when criticizing the work of others.
Equipment	Suit of unfashionable clothes, buckle shoes, quill, ink, penknife, journal, candle and a lead candlestick.
Names	Madeleine, Pauline, Marie, Pierre, Corneille, Rotrou

E	2nd	3rd	4th	5th	Fin	Author Experience Conditions
■	□	□	□	□	■	Correspond with a friend, relative or rival.
□	□	■	□	■	□	Write poetry and perform it at a salon.
■	■	□	■	□	■	Write a novel and have it published.
■	□	■	□	■	□	Write a play and see it staged.
■	■	□	■	□	■	Gain a wealthy or powerful patron.
□	■	■	■	■	□	Defy tradition and innovate a new style or form of play, poem or novel.

## BARBER SURGEON

Barber surgeons cut hair and trim beards, as one would expect. They also perform minor surgeries on teeth, ingrown nails or impacted carbuncles. They are a beloved fixture of any neighborhood.



<b>Barber Surgeon</b>	Req: 3 <sup>e</sup> État	Base HP: 2d2	Lifepath HP: +0-1
	Saves: Chance, Poison & Plague		Starting Age: 18+2d10
<i>Surgeon</i>	Increase Chirurgie skill rating by one.		
<i>Le Coiffure</i>	Increase Barber skill rating by one.		
<i>Blood-Soaked</i>	Increase Sang Froid skill rating by one.		
<i>Habile</i>	Increase Improvise skill rating by one.		
<i>Beside Manner</i>	+1 to hit with Beg Pardon actions when apologizing for injury or pain to the other party. Maximum +5 bonus. Combine with Charisma modifiers.		
<i>Reliable</i>	+1 reputation per person helped in the barber's chair.		
Equipment	Leather apron, razor, shears, whetstone, strop, leather bit, pomade, tonic, shoes and a set of clean clothes.		
Names	Barbour, Butts, Tully, Aylef, Samon, Vicary		

**Gnosis:** Gain +1d3-1 (0-2) gnosis per starting level of Barber Surgeon.

E	2nd	3rd	4th	5th	Fin	Barber Surgeon Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Give someone an excellent coiffure.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Save someone's life in the barber chair.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Prick a churlish customer with your razor.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Sew up a disagreeable wound or set a bad break.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Excise dead weight, no matter how painful.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Bleed a patient back to health.

**BEGGAR**

Sadly, the iniquitous economic system of our times crushes the poor and vulnerable beneath its wheels. Those pressed flat on the road to penury lose wealth and property and are forced to fend for themselves, begging for what they can and stealing the rest. The beggars of France are not without their own resources, though. They're numerous and organized, so when they gather en masse they make the bourgeoisie quite uncomfortable.

<b>Beggar</b>	Req: <i>Marginaux</i> Base HP: 1d3+1 Lifepath HP: +1d2-1
	Saves: Chance, Artillery Starting Age: 15+2d10
<i>Mendiant</i>	Increase Beg skill rating by one.
<i>La Faim</i>	Increase Steal skill rating by one.
<i>L'Indigent</i>	Increase Nationality mentality rating by one.
<i>Modeste</i>	+1 damage when using the Implore or Beg Pardon action against someone of higher precedence.
<i>Pauvre Petit</i>	When you have the lowest precedence in a duel of wits, increase your reputation armor by one.
<i>Appauvri</i>	Subtract one from precedence and Wealth. Lose all property.
Equipment	Rags and a tin pan or bowl.
Names	Maurice, Madeleine, L'Oie, Dilenci

**Argot:** As a member of the Court of Miracles, the beggar gains access to a special language skill called "Argot." Argot is considered part of their native language list and may be chosen as a primary, secondary or tertiary language.

E	2nd	3rd	4th	5th	Fin	Beggar Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Beg for your supper.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Steal bread for you or someone you care about.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Protest the injustice of the system.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Point out the truth or make a rude joke to make the bourgeoisie or nobles uncomfortable.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Eat and drink so much it hurts.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Reject the chance to return to respectability.

## BENEDICTINE



You have joined a monastery or abbey under Benedictine rule. You've taken vows of chastity, conversion of life and obedience and now live and work in a monastery or abbey under an abbé.

**Benedictine Rule:** Set both Wealth and Precedence to 0. Donate your property to the monastery.

<b>Benedictine</b>	Req: Christian	Base HP: 2d2	Lifepath HP: +1d2-1
	Saves: Terror, Chance	Starting Age: 16+2d6	
<i>Theosis</i>	Increase Goëtia skill rating by one.		
<i>Divine Offices</i>	Increase Religion mentality rating by one.		
<i>Copyist</i>	Increase Latin skill rating by one.		
<i>Ora</i>	+1 damage to the Confess action when professing a deeply held or scandalous secret.		
<i>...et Labora</i>	Increase Labor, Carpentry and Cookery skill ratings by one.		
<i>Cenobite</i>	Reduce Precedence and Wealth to 0. Increase Precedence by 1 per level of Cenobite after the first.		
Equipment	Breviary, Holy Bible, rosary, sandals, black tunic, scapular and cowl.		
Names	Rupert, Gregory, Sturm, Ansgar, Ambrose, Gerard, Thierry, Nicolas, Luc, Ursin, Bernard, René, Hildegard, Gertrude		

**Gnosis:** Gain +1d3 gnosis per starting level of Benedictine.

E	2nd	3rd	4th	5th	Fin	Benedictine Monk Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Submit to the Abbé's will despite your desires.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Help others before you would help yourself.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Form an unbreakable bond with a monk or nun.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Turn aside from temptation.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Copy a forgotten or banned text from the library.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Submit to temptation.

### CAVALRY OFFICER

On the field, you lead a squadron or company of Guards, Musketeers or Young Gentlemen in battle. Off the field, you eat and drink with your fellow officers, gamble, carouse and duel. If you are lucky, your parents purchased for you a *charge d'affaires*—an officer’s commission—granting you command of a unit. If you were less fortunate, you had to earn the opportunity to purchase the commission from the king—a cost of 50,000 to 60,000 livres for a captaincy. If you were unfortunate, you had to earn your promotion as a result of an act of battlefield bravery.

<b>Cavalry Officer</b>	Req: <i>Charge</i> Base HP: 2d4    Lifepath HP: +1d3-1
	Saves: Artillery, Terror    Starting Age: 16+1d12
<i>Commander</i>	Increase Leadership 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>La Mode</i>	Increase Fashion skill rating by one.
<i>Equestrian</i>	Increase Rider skill rating by one.
<i>Chevalier</i>	+1 to hit with sabers, rapiers, cutlasses and firearms when mounted (up to a maximum of +5). Combine with your Strength or Dexterity modifier.
<i>La Gloire</i>	Increase Reputation by 1d6.
Equipment	Sabretache, hat, knee-length breeches, hose, shoes, shirt, justacorps and cloak. A war horse with tack and harness, and saddlebags. A servant and groom (+2 dependents)  In addition, choose one kit: <ul style="list-style-type: none"> <li>• <i>Chevalier</i>: Saber, two cavalry pistols, helmet and a cuirass.</li> <li>• <i>Dragoon</i>: Cutlass, mousqueton, cuirass and a jaunty cap.</li> <li>• <i>Officer of Musketeers: La mousquetaire</i>, two pistols and a mail shirt (requires prior Musketeer lifepath).</li> </ul> All also start with 20 rounds of shot, powder and priming powder in a shot bag, powder horn and powder flask.
Names	Louis, Antoine, Philibert, Franz

E	2nd	3rd	4th	5th	Fin	Cavalry Officer Experience Conditions
■	□	■	□	■	■	Win a duel to prove your courage and dash.
■	■	■	■	■	□	Win a battle on the back of your horse.
■	□	■	□	■	■	Acquire a fine horse of rare quality.
□	■	□	■	□	□	Earn a promotion.
□	■	□	■	□	■	Cut a dashing figure in society.
■	□	■	□	■	■	Secure a patron who will advance your career.

## CUTTHROAT

Paris is a wonderful city, but it is not without its darker elements. Certain neighborhoods are unsafe for outsiders to pass through due to the gangs of *coupe-gorges* who call them home. These cutthroats have been pushed to the bottom of society and decided to fight back in the only way they know how: violence.

They typically keep to their own, mixing with the mercelots, gamins and filous who run the city streets—rolling working fools who cross their paths. However, these unfortunate gallows birds may on occasion find work in the employ of unscrupulous bourgeoisie or nobles who have scores to settle or turf to claim.

<b>Coupe-Gorge</b>	Req: <i>Marginaux</i> Base HP: 2d3      Lifepath HP: +1d2
	Saves: Chance, Terror      Starting Age: 16+2d6
<i>Stalker</i>	Increase Sneak skill rating by one.
<i>Looter</i>	Increase Break skill rating by one.
<i>Cold Blood</i>	Increase Sang Froid skill rating by one.
<i>Coupe-Gorge</i>	When attacking from ambush, increase initiative with poignards and similar weapons by one. Combine with Dexterity modifiers.
<i>Mélee</i>	+1 to hit in hand-to-hand combat. Maximum +5 bonus. Combine with Strength modifiers.
<i>Force</i>	Increase damage with melee weapons in the following steps: +1, +2, +d4, +d6, +d8. Combine with Strength modifier.
Equipment	Poignard, culottes, loose-fitting shirt, battered broad-brimmed hat, worn leather shoes and an empty purse.
Names	Michel, Franz, La Polonaise, Le Balafré, L'Italienne, Couteau

**Argot:** As a member of the Court of Miracles, the cutthroat gains access to a special language skill called “Argot.” Argot is considered part of their native language list and may be chosen as a primary, secondary or tertiary language.

E	2nd	3rd	4th	5th	Fin	Coupe-Gorge Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Eliminate an unsuspecting fool just for fun.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Take a job you know you shouldn't.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Find a young thing to fall in love with.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Stand up to the authorities.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Steal something precious or unique from a victim.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Form a gang of cutthroats to rule the streets.

## DOCTOR

Acting as surgeons and physicians, doctors are in no short supply, as formal training to practice medicine is encouraged but not required by law. Anyone who professes knowledge of human anatomy may take a Latinized or Greeked name and begin treating wealthy patrons.<sup>1</sup>

Medical science is limited, but not entirely primitive. There are two obstacles to the best treatment of patients: one is an institutionally incomplete knowledge of human anatomy; the other is the incomprehension of the true origins of disease.

Most doctors use existing methods to best treat their patients. Others take a more self-interested and creative outlook, selling quack medicines to the desperate in order to profit from the vulnerable.

<b>Doctor</b>	Req: Latin    Base HP: 2d2    Lifepath HP: +1d2-1
	Saves: Chance, Poison & Plague    Starting Age: 21+2d10
<i>Surgeon</i>	Increase Chirurgie skill rating by one.
<i>Physicker</i>	Increase Physic skill rating by one.
<i>Philosopher</i>	Increase Chymistry skill rating by one.
<i>Studied</i>	Increase Latin and Greek skill ratings by one.
<i>Authoritative</i>	+1 damage to Implore and Shame actions when attempting to motivate a patient to right action.
<i>Reputable</i>	Increase reputation by 1d2 per person cured, but decrease by 1d4 for each patient who dies in your care.
Equipment	Leather attaché case, set of small knives, medicines, tonics, vial of hemlock, a fine suit (fashionable in the 1630s).
Names	Carolos, Paracelsus, Paulenius, Nicholau, Francisco, Albertus

**Gnosis:** Gain +1d3 gnosis per starting level of the Doctor lifepath.

**Recipes:** Willow bark, Genièvre, Powder of Sympathy and Antidote.

E	2nd	3rd	4th	5th	Fin	Doctor Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Treat an illness with medication or surgery.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Dissect a cadaver.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Invent a new medicine for a common ailment.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Write a treatise on the treatment of a disease.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Lecture your patient on their poor health choices.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Perform research on the efficacy of a treatment.

1 Doctors often take Latinized names to emphasize their educated credentials.

## DUELIST

Duelists are rare these days—relics of a dying chivalric age. While duels of honor are as important as ever, dueling has been outlawed. Thus if caught, a duelist could be arrested and become entangled in someone else’s affairs.

Even so, honor is the only thing we truly own. So it must be defended, even if it means hiring a scarred swordsman to take up your cause. These seasoned fighters will stand in for the vulnerable or infirm for a price. For an even greater price, they will insult and bait a chosen target into challenging them to a duel—and then finish them off while claiming to have defended their own honor.

<b>Duelist</b>	Req: Soldier or Petty Noble	Lifepath HP: +1d2
	Saves: Chance, Terror	Starting Age: — <sup>2</sup>
<i>Seasoned</i>	Increase Sang Froid skill rating by one.	
<i>Fencer</i>	Increase to-hits with sabers, rapiers and cutlasses by one up to a maximum of +5. Combine with your Strength modifier.	
<i>Touch</i>	On a hit, before rolling for damage, you may opt to do 1 pt of damage instead of rolling (and Strength modifier does not apply). This skill may be taken only twice. If Touch is taken a second time, the damage point cannot be absorbed by armor.	
<i>Duelist</i>	Increase reputation by one per duel won according to your client’s wishes and the unwritten laws of dueling.	
<i>Intimidating</i>	+1 damage to Threaten actions involving physical violence.	
<i>Scarred</i>	Ignore hits that deal only 1 hit point of damage. The Scarred skill combines to work with armor. May be taken only once.	
Equipment	A fine suit, boots, belt, cloak, rapier and pistol.	
Names	Étienne, Latil, Vincent, de Pisnay, Souscarrières	

E	2nd	3rd	4th	5th	Fin	Duelist Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Win a duel fighting on someone else’s behalf.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Spare the life of a target you’ve been engaged to kill.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Take a target’s life out of anger or arrogance.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Strictly obey the proper rules of dueling.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Fall in love with your target or client.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Accept a duel you can’t win.

2 The Duelist lifepath cannot be taken as a character’s first, therefore they have no base HP and no starting age listed.



## Paris, 1648: The World of Miseries & Misfortunes

hawk quack medicinal cures to the sick, who are willing to pay anything for a small bottle of hope. The least scrupulous use their status to gain access to quarantined zones and simply rob the corpses (or soon-to-be corpses) and move on.

Because no disaster befalls humanity without some humorous observation, the survivors of plagues dubbed these quacks and thieves “Doctor Beaky.” In Italy, the costume is now a staple in theater and puppet shows. And while the good doctor brings some laughs, more often than not, the sight of him attends dread. Those who see Doctor Beaky know that the Grim Reaper is not far behind.

<b>Empiric</b>	Req: none      Base HP: 2d3      Lifepath HP: +1d2-1
	Saves: Chance, Terror      Starting Age: 18+2d10
<i>Miasmatic</i>	Increase Physic skill rating by one.
<i>Charlatan</i>	Increase Parley skill rating by one.
<i>Quack</i>	+1 to hit with Educate and Poison actions regarding fake medicine or false cures. You may lie using Educate.
<i>Plague Doctor</i>	Increase Search skill rating by one when looking for the dead or dying.
<i>Traveller</i>	Increase Nationality mentality rating by one.
<i>Dirty Job</i>	Increase Rook skill rating by one.
Equipment	Wide-brimmed hat, ankle-length waxed leather overcoat, a bird-like beak mask, waxed leather pants, waxed leather gloves and waxed leather boots. A valise case containing: lavender, lancets, razors, onions and a snake.
Names	Michel, de Nostredame, Giovanni, Ventura, Niall, Charles

**Gnosis:** Gain +1d2-1 (0-1) gnosis per starting level of Empiric.

E	2nd	3rd	4th	5th	Fin	Empiric Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Be hired as an empiric during a plague outbreak.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Take a census of the dead and dying in town.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Comfort the dying with false hope.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Invent a new medicine for a common ailment.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Alleviate the doomed of any personal valuables that might block their way into Heaven.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Attempt to cure the sick or dying, no matter how unqualified you are for the task.

### EXPLORER

The wealthy, the ambitious and the mad set out from great cities and nations to find on distant shores, treasure, slaves and land to conquer for their royal masters. Explorers are survivors of those expeditions returned to Europe to seek new opportunities.

<b>Explorer</b>	Req: Merchant or Patent    Base HP: 1d6+1    Lifepath HP: +1d2
	Saves: Artillery, Terror, Chance    Starting Age: 23+2d6
<i>Navigator</i>	Increase Navigate skill rating by one.
<i>Intuition</i>	Increase Improvise skill rating by one.
<i>Captain</i>	Increase Leadership skill rating by one.
<i>Keen Eye</i>	Increase Search skill rating by one.
<i>Accuracy</i>	Increase to hit with muskets and pistols by one (up to a max +5 bonus). Combine with your Dexterity modifier.
<i>Malarial</i>	Decrease P&P saves by -2. Subtract 1 from starting life expectancy.
Equipment	Wide-brimmed hat, cloak or rain cape, shirt, leather breeches, leather belt, poignard, socks, riding boots and snapsack. In the snapsack: lantern, jar of whale oil, flint and steel, two candles, hook and line, hatchet, tooth brush, soap and extra socks. Choose one: pouch of tobacco, loaf of sugar or bar of chocolate. In addition, choose one set of the following: • Rifle and cutlass • Rapier, brace of pistols, buff coat • Harquebus and cuirass Plus 12 apostles on a bandolier, a shot bag containing a powder flask and a powder horn.
Names	Hernan, Christoph, Vasco, Armand, Valentin, Mary, Laura, Hortense, Olympia, Alfonse, Eugene, Jean

E	2nd	3rd	4th	5th	Fin	Explorer Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Journey to a new place outside of your home country.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Return home with something or someone rare, precious, unique or new.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Learn a new language.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Push on into the unknown when everyone else would turn back.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Claim a place or people for your sovereign, regardless of their desires or independence.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Conduct a daring overland trek or dangerous sea voyage.

**FACTOR**

Factors operate trading posts (called factories) for mercantile concerns in the Americas, the Levant, India, Indochina, China and Japan. It's a business with thin margins, selling to the locals on commission. Often, the target communities are self-sufficient and must be forcibly induced to acquire the factor's quality goods.

<b>Factor</b>	Req: Clerk, Factorum or Sailor	Lifepath HP: +1d3-1
	Saves: Poison, Chance	Starting Age: — <sup>3</sup>
<i>Mercer</i>	Increase Trade skill rating by one.	
<i>Negotiator</i>	Increase Parley skill rating by one.	
<i>Bookkeeper</i>	Increase Accounting skill rating by one.	
<i>Foreign Trade</i>	Take a second, non-European Nationality mentality of your choice and increase its rating by one.	
<i>Commission</i>	Increase Wealth by one. May be taken only once.	
<i>Colonialist</i>	+1 to hit with the Threaten action against opponents who don't speak your language.	
Equipment	Log book, pen and ink, battered hat, threadbare suit, worn shoes, handkerchief, a fan and a loaded pistol. Also a beleaguered servant (+1 dependent).	
Names	Jan, Alexander, Isaac, Phillip, Franz, Seibold, Chen, Renxie, Ho, Minte, Taki	

E	2nd	3rd	4th	5th	Fin	Factor Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Establish a new factory.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Form a trade partnership with a merchant.
<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 type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Create a local demand for your wares.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Experience a moment of profound regret.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Secure a monopoly through official license.



3 The Factor lifepath cannot be taken as a character's first, therefore they have no base HP and no starting age listed.

**FILLE-DIEU**

The Daughters of God—*Les Filles-Dieu*—is a religious commune situated on rue Saint-Denis, near the Saint-Denis gate. Founded in 1270, the commune’s mission is to provide housing, food, work and rehabilitation for women who worked in the skin trade of Paris. The women taken in by the order become lay nuns, and may stay at the boarding house so long as they maintain its rules: keep their Divine Offices, aid fellow Filles-Dieu and do not practice prostitution. Some of the women earnestly attempt to reform, while others merely use the commune as a place to rest while they get back into the game.

<b>Fille-Dieu</b>	Req: <i>Marginaux</i> Fem. Base HP: 2d2 Lifepath HP: +1d2-1
	Saves: Terror, Poison & Plague Starting Age: 12 +3d6
<i>Divine Offices</i>	Increase Religion mentality rating by one.
<i>Connected</i>	Increase Nationality mentality rating by one.
<i>World Weary</i>	Increase Sang Froid skill rating by one.
<i>Professional</i>	Increase Parley skill rating by one.
<i>La Mode</i>	Increase Fashion skill rating by one.
<i>Reformed</i>	Increase Mend, Cookery or Carpentry ratings by one.
Equipment	White robe, black coat, crucifix, rosary and sandals.
Names	Agnes, Cerise, Mary, Delilah, Sucra

**Argot:** As a former member of the Court of Miracles, the Fille-Dieu gains access to a special language skill called “Argot.” Argot is considered part of their native language list and may be chosen as a primary, secondary or tertiary language.

E	2nd	3rd	4th	5th	Fin	Fille-Dieu Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Ingratiate yourself to the Mother of the order.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Acquire a wealthy patron to support you.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Acquire a young bravo to protect you.
<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 those who hurt you.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Confide your secrets to one of your sisters.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Found your own chapter of the Order.

## FRANCISCAN

The Franciscans or, more accurately, the Orders of the Friars Minor, are a Christian religious community founded in 1209 by the sainted preacher Francis of Assisi. Their primary rule is the *Solet annuere*: “to observe the holy Gospel of our Lord Jesus Christ by living in obedience, without property and in chastity.”

As a monk or nun in the order, you live and work in a monastery or priory with a group of other monks or nuns. The monastery is governed by an abbé or prior to whom the monks pay obeisance. However, Franciscans are not confined to their houses like other orders. Theirs is a mendicant order, and as such, they go forth and preach, begging for sustenance and shelter as they travel.

**Solet annuere:** Set Wealth and Precedence both to 0. Donate your property to the order.

<b>Franciscan</b>	Req: Catholic      Base HP: 2d2      Lifepath HP: +0-1
	Saves: Terror, Poison & Plague      Starting Age: 16+2d6
<i>Theologian</i>	Increase Theology skill rating by one.
<i>Mendicant</i>	Increase Beg skill rating by one.
<i>Divine Offices</i>	Increase Religion mentality and Latin language rating by one each.
<i>Inquisitor</i>	+1 to hit with Accuse when levying charges of witchcraft or heresy. Maximum +5 bonus. Combine with Charisma modifier.
<i>Preacher</i>	+1 to hit with Educate actions at shouting distance.
<i>Cordalier</i>	Your starting precedence is 0. Increase precedence by one for each level after the first level of <i>Cordalier</i> .
Equipment	Breviary, Holy Bible, rosary, sandals, gray or brown tunic, scapular, cowl and cord belt.
Names	Matteo, Bernardino, Marthe, du Tremblay, Leclerc, Maria, Angela, Astorch, Armand, François

**Gnosis:** Gain +1d4 gnosis per starting level of Franciscan.

E	2nd	3rd	4th	5th	Fin	Franciscan Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Preach the word of God to the poor.
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Beg for food and shelter.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Undertake a mission to a distant shore or capital.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Extract a confession of heresy or witchcraft.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Make a pilgrimage to visit the crypt at the Church of <i>Santa Maria della Concezione</i> in Rome
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Become a Vicar General of your own house.

**MADemoisELLE**

*French: Gentle woman*



Young noble women are raised with many, many expectations regarding their education, elocution, fashion and marriage prospects. They are all too often viewed as bargaining chips by their parents in a game to win wealth and reputation in society.

Be that as it may, young women are educated at convents and taught manners in the houses of their illustrious aunts.

Many use this education as a springboard into careers as authors, stewards and powerbrokers.

<b>Mademoiselle</b>	Req: Noblesse, Fem    Base HP: 2d2    Lifepath HP: +1d2-1 Saves: Chance, Poison & Plague    Starting Age: 15+1d4
<i>Grace</i>	+1 reputation armor in a duel of wits.
<i>Elocution</i>	Increase native language and Composition ratings by one each.
<i>Classicist</i>	Increase Classics skill rating by one.
<i>Wit</i>	Increase Politics mentality rating by one.
<i>Piety</i>	Increase Religion mentality rating by one.
<i>Charm</i>	+1 to hit with Flatter and Implore actions.
Equipment	A rosary, a Bible, a romance novel, a respectable dress, respectable shoes and a bodkin.
Names	Marie, Jeanne, Constance, Anne

E	2nd	3rd	4th	5th	Fin	Mademoiselle Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Charm a friend of your father or mother.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Engage in a political cause of your own.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Declaim poetry at a salon and earn applause.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Go on an adventure away from home.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Gain the patronage of an older, more sophisticated lady.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Choose your own suitors.

## MERCELOT

Mercelots are grifters and con artists who work the streets of Paris. They counterfeit coins and pick pockets, but their favorite pastime is to inveigle the naive into elaborate cons. Using legitimate-seeming documents, they beg passersby for help raising money to pay a fine to free their spouse from prison—or some similar invention to get tourists or kind-hearted folk to part with coin. Or, even more entertaining, a group of them will pretend to be simple beggars. When they feel the time is right, one of them will pretend to have violent seizures—foaming at the mouth and convulsing in a convincing manner. The others will then pretend to help, crying that they need a doctor, or rather, money to see a doctor. They’ll pass the hat and implore the crowd to help. Works every time.

<b>Mercelot</b>	Req: <i>Marginaux</i> Base HP: 2d2      Lifepath HP: +1d2
	Saves: Chance, Terror      Starting Age: 13+1d12
<i>Courtard</i>	Increase Beg skill rating by one.
<i>Capon</i>	Increase Steal skill rating by one.
<i>Hubain</i>	Increase Counterfeit skill rating by one.
<i>Grifter</i>	Increase Rook skill rating by one.
<i>Rifodé</i>	The mercelot can use falsified documents or thin evidence as truth requirements in a duel of wits. Take only once.
<i>Sabouteus</i>	+1 to hit with Implore attacks in a duel of wits when claiming to have seizures or to be possessed. Maximum +5 bonus. Combine with Charisma modifier.
<b>Equipment</b>	Forged certificates, poignard and humble clothing.
<b>Names</b>	César, Jacques, Euphrenie, Genièvre, Grif, Mercy

**Argot:** As a member of the Court of Miracles, the mercelot gains access to the special language skill called “Argot.” Argot is considered part of their native language list and may be chosen as a primary, secondary or tertiary language.

E	2nd	3rd	4th	5th	Fin	Mercelot Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Pick a pocket or cut a purse.
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Beg for what you need.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Forge an egregiously false document.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Run a grift on a bourgeois or noble fool.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Gain the confidence of a wealthy elder.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Decline a legitimate job, office or sinecure.

## MILITARY ENGINEER

Military engineers trace their tradition back to the Roman Legions. These are determined, learned souls who understand that to be effective, an army must be able to move along roads, cross bridges and shelter in credible fortifications. An intelligent commander will then turn to their military engineer to provide technical knowledge on creating and destroying fortifications and towns.

Alas, the military engineer is not a glorious profession. Rarely does one see them exalted in the presence of a king, but it is an increasingly necessary role. Wise generals who can envision the future of warfare seek individuals skilled in these arts.

<b>Military Engineer</b>	Req: Officer (any)    Base HP: none    Lifepath HP: +1d2
	Saves: Artillery, Terror    Starting Age: — <sup>4</sup>
<i>Commander</i>	Increase Leadership skill rating by one.
<i>Specialist</i>	Increase Ordnance skill rating by one.
<i>Mathematician</i>	Increase Mathematics and Geometry skill ratings by one each.
<i>Ceinture de fer</i>	Increase Fortifications skill rating by one.
<i>Ingénieur</i>	Increase Engineer skill rating by one.
<i>Strategist</i>	Increase Military Doctrine skill rating by one.
Equipment	Sabretache, hat, knee-length breeches, boots, shirt, justacorps and cloak. A sturdy riding horse with tack and harness. A mule with harness holding an axe, a shovel and a pick. A servant and a grenadier (+2 dependents).  In addition: • <i>Officer</i> : Brace of cavalry pistols, a rapier or saber, gorget and cuirass, 20 rounds of shot, powder and priming powder in a shot bag, powder horn and powder flask.
Names	Henri, La Tour, Sébastian, Urbain, Jacques, Armstrong, Paul

**Gnosis:** Gain +1d2 gnosis per starting level of Military Engineer.

E	2nd	3rd	4th	5th	Fin	Military Engineer Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Construct a road or bridge for military purposes.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Construct a road or bridge for civilian purposes.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Win a siege as attacker or defender.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Write a treatise on military engineering.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Earn a promotion.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Build a fortress.

4 The Military Engineer lifepath cannot be taken as a character's first, therefore they have no base HP and no starting age listed.

## SEMINARIAN

The most thorough form of education for young men is likely the Jesuit seminary. Not just a training ground for Jesuit brothers, admission to the seminaries is sought after by promising candidates everywhere who wish to enter politics, law or the robe nobility. Those accepted into seminary become novices. Their education in philosophy, theology and mathematics lasts between 2-4 years. At the end of that initial phase of training, they may continue in the order as a brother or a scholastic. Brothers are “temporal coadjutors” and handle duties like cooking, accounting, lawyering, etc. for the order. Scholastics, or “spiritual coadjutors,” undertake the long and arduous path to priesthood. Typically, the Jesuits require novices to swear simple, perpetual vows of poverty, chastity and obedience.

<b>Seminarian</b>	R: Any except Marginaux Base HP: 2d2 Lifepath HP: +1d2-1
	Saves: Terror, Chance Starting Age: 14+1d6
<i>Scholastic</i>	Increase Latin and Greek language ratings by one.
<i>Hebraist</i>	Increase Hebrew language rating by one.
<i>Novitiate</i>	Increase Catholic mentality rating by one.
<i>Theologian</i>	Increase Theology skill rating by one.
<i>Arithmetician</i>	Increase Mathematics skill rating by one.
<i>Rhetorician</i>	Use logical or ethical points and gain +1 to hit with your next duel of wits action.
Equipment	Writing tablet, ink stone, quill, thoroughly scraped paper, simple black uniform and shoes with holes in them.
Names	Aloysius, Frederick, Karl, Xavier, Ignatius, Francis, Peter, Pedro, Jan, Francisco, Edmund, Pierre-Jean, Ippolito

**Gnosis:** Gain +1d4 gnosis per starting level of Seminarian.

E	2nd	3rd	4th	5th	Fin	Seminarian Experience Conditions
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Study your lessons over other distractions.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Win a debate on a philosophical or political topic.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Translate a Latin, Greek or Hebrew text.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Teach another something you have recently learned.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Obey an order from the General despite misgivings.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Swear your simple, perpetual vows to the Society.

### UNIVERSITY STUDENT

Headquartered at the Sorbonne, the University of Paris is a place of many contradictions. Nominally, it is dedicated to teaching its students grammar, the classics of the Greek and Latin authors, decretals, French literature, theology and mathematics—indeed, a comprehensive list of courses.

The university is divided into four main colleges, not of academic specialization, but of representative “nations”: French, German, Norman and Picard. The students of these nations feud with each other constantly, often erupting into drunken brawls that spill out into the streets and squares surrounding the schools.

However, when the rights of the university, its rectors or students are threatened by outsider organizations like the Franciscans or the Jesuits, the students and faculty unite and carry their protests to the Hôtel de Ville or even the Palais-Royal.

<b>University Student</b>	R: Bourgeoisie or Noble Base HP: 2d2 Lifepath HP: +1d2-1 Saves: Poison & Plague, Chance Starting Age: 15+1d6
<i>Scholar</i>	Increase Latin rating by one.
<i>Classicist</i>	Increase Classics skill rating by one.
<i>Representative</i>	Increase Nationality mentality rating by one.
<i>Novitiate</i>	Increase Catholic mentality rating by one.
<i>Débaucher</i>	Increase Break skill rating by one.
<i>Drunk</i>	Improve your poison & plague save against wine by 1.
Equipment	A quill, inkstone, writing tablet, valise case, bottle of wine, slovenly uniform, worn out shoes and a cudgel.
Names	François, Marie, Albrecht, Johannes, Jean

E	2nd	3rd	4th	5th	Fin	University Student Experience Conditions
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Wildly celebrate to the point of drunkenness.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Use your education to make someone feel small or stupid.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	Put your rival school in its proper place!
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Begrudgingly admit that you learned something.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Quit school.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Graduate.

# Requirements

## 3<sup>e</sup> ÉTAT

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

## BOURGEOISIE

One must have the Bourgeois birth quality 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, only 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 livre. An officer's commission could easily cost 50,000 or 60,000 livres. 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.

In character creation, money talks. Anyone with an annual income equivalent of 100,000 (Wealth rating 9/10) or greater may purchase a *charge* on the spot if they so desire. Test Wealth as per the standard rules. If successful, you now have a commission as an officer (a subaltern for youths or a lieutenant for adults) in the service of your choice.

## CHRISTIAN

One must be Christian—of any sect—to take this lifepath.

## FEMALE (FEM)

One must be female (or passing as one) to take this lifepath.

**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.

**MERCHANT**

One must have previously taken at least one level on the Merchant lifepath in order to take this one.

**NOBLESSE**

One must have the *Noblesse de robe* or *Noblesse d'épée* birth quality to take this lifepath.

**PATENT**

One must acquire a patent of nobility to take this lifepath.

In character creation, money talks. Anyone with an annual income equivalent of £100,000 (Wealth rating 9/10) or greater may purchase a patent on the spot if they so desire. Test Wealth as per the standard rules. If successful, you now have a patent that creates you as a petty noble without title. If failed, follow the standard Wealth test procedures.

**PROTESTANT**

One must have the Protestant religion mentality to take this lifepath.



# Lifepath Skills

This section contains entries only for the new lifepath skills found in this book. Other skills can be found in **Book 2: Les Fruit Malheureux**.

## Archaeology

*Intelligence*

The study and knowledge of the customs, places and persons of ancient civilizations, in particular Rome, Greece and Egypt.

## Authoritative

—

+1 damage to Implore and Shame actions when attempting to motivate a patient to right action.

## Bedside Manner

*Charisma*

+1 to hit with Beg Pardon actions when apologizing for injury or pain to the other party. Maximum +5 bonus. Combine with Charisma modifiers.

## Beg

*Charisma*

The art of asking for money on the streets is practiced by those who have been displaced from a better situation. The ask has been refined into a near-science by guilds and clans of beggars. Spend a day begging in Paris and pass your skill test and you earn a gift of 1/6 Wealth.

## Barber

*Wisdom*

Cut hair, shave beards, lance boils, pull teeth, bleed and treat wounds. Barbers are vital members of every neighborhood and military unit.

If a patient suffers from an infected wound or open sores, you may treat them. Pass the skill test and grant them one hit point of immediate recovery or increase an impending poison & plague save by one.

## Bombardier

*Intelligence*

Add +1 to hit with artillery pieces. Maximum +5 bonus. Combine with Intelligence modifier.

**Cenobite & Cordalier** —

When taking the first level of the Franciscan or Benedictine lifepaths, reduce Precedence and Wealth ratings to 0. If either the Cenobite or Cordalier skill is taken a second time, increase Precedence by one and so on. Do not increase Wealth through this skill, though Wealth may be gained and increased organically through the standard rules—even if this violates the precepts of the sect.

**Charm***Charisma*

+1 to hit with Flatter and Implore actions when being polite, self-deprecating, humble, flirtatious or witty. Combine with your Charisma modifier.

**Chevalier***Strength or Dexterity*

+1 to hit with sabers, rapiers, cutlasses and firearms when mounted (up to a maximum of +5). Combine with your Strength or Dexterity modifier as appropriate.

**Chirurgie***Wisdom*

Using Chirurgie, a surgeon extracts or removes cancerous or diseased flesh, organs or limbs, rotted or impacted teeth or musket balls lodged in the flesh or organs. The surgeon may also sew up tears in flesh and muscle and set broken bones.

If treating a disease, see the rules for the specific disease in **Book 4**.

If assessing the status of a patient, test Chirurgie.

- ☪ Success grants an accurate diagnosis.
- ☪ Failure provides an inaccurate one.

If treating the injured who may or may not require surgery, test Chirurgie:

- ☪ On success, do one hit point of damage now but increase their rate of healing by +1 hit point to 1d3+1.
- ☪ On failure, cause 1d3 points of damage. If this damage reduces a patient to 0 hit points, see the rules below for saving those dying of their wounds.

## Paris, 1648: The World of Miseries & Misfortunes

If treating those dying of injury, consult this table and test Chirurgie:

State	Mod	Effect
<i>Cut down</i>	—	Cannot be saved.
<i>Mortally wounded</i>	-4	Extend their life for another 1d6 days.
<i>Pierced through</i>	-3	Remove a limb (-6 Str, Dex or Con) or trepan (-6 Int, Wis or Cha)
<i>Shattered</i>	+2	Victim recovers to 1 HP in 10 minutes.
<i>Mad with pain</i>	-2	Survive but permanently lose 2d3 hit points. If loss results in 0 HP, death claims victim regardless.
<i>Broken</i>	-1	Survive but lose a hand (-3 Str), foot (-3 Dex), nose (-3 Cha), lung (-3 Con) or eye (-3 Int).

### 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.

### Composition

*Wisdom*

To write is a discipline and skill. The truly gifted auteur does not confine themselves to one form but is able to move between verse, dialogue and prose with ease.

### Cookery

*Wisdom*

You know how to prepare meals from a set of ingredients, whether impromptu or a recipe. Omelettes are a popular meal and easy to prepare.

### Dirty Job

*Charisma*

Increase Rook skill rating by one.

### Drunk

—

Increase poison & plague saves against wine by one.

### Duelist

—

Increase reputation by one per duel won according to your client's wishes and the unwritten laws of dueling. The reputation increase requires your client's gratitude in order to stick.

**Engineer***Intelligence*

The construction of good roads, bridges and buildings is one of the fundamental arts of civilization. Below is a list of suggested constructions and the modifiers to construct them.

☞ Bivouac	+1	☞ Manor	-4
☞ Bridge, wooden, simple	±1	☞ Mill	-2
☞ Bridge, wooden, complex	±0	☞ Road, dirt	+1
☞ Bridge, stone, simple	-2	☞ Road, raised or paved	-1
☞ Bridge, stone, complex	-12	☞ Tower, stone	-4
☞ Church, small	-3	☞ Tower, wooden	±0
☞ Country home	-1	☞ Townhouse	-3
☞ Factory	±0	☞ Tunnel	±0
☞ Foundry	-6	☞ Villa	-6

These jobs require tools and materials, which the engineer must provide. In addition, these jobs require a labor force of no less than  $2 \times$  its negative modifier. Jobs with a positive modifier can be constructed by the engineer.

*For example, four helpers for a simple stone bridge whereas an engineer can build a bivouac on their own.*

The time for a job is one month  $\times$  its negative modifier number. Or one day  $\times$  its positive modifier number. To speed the job along, each additional 10 workers added reduces the time required by one day.

**Fortifications***Intelligence*

The military engineer leads teams of laborers in constructing a variety of types of fortifications. We provide here a list of possible types of military constructions:

☞ Arsenal	-11	☞ Fortress	-75
☞ Barricade	+1	☞ Rampart	-2
☞ Castle	-50	☞ Tower, stone	-4
☞ Ditch	+1	☞ Tower, wooden	-1

These jobs require tools and materials, which the engineer must provide. In addition, these jobs require a labor force of no less than  $2 \times$  its negative modifier. Jobs with a positive modifier can be constructed by the engineer.

## *Paris, 1648: The World of Miseries & Misfortunes*

*For example, four helpers for a stone tower whereas an engineer can dig a ditch on their own.*

The time for a job is one month  $\times$  its negative modifier number. Or one day  $\times$  its positive modifier number. To speed the job along, each additional 10 workers added reduces the time required by one day.

### **Genealogy**

*Intelligence*

The study of lineage through documentary records and the ability to recognize and recite notable progenitors and their descendants.

### **Grace**

—

In a duel of wits, increase your reputation armor by one. You must be eligible for reputation armor in this duel of wits in order to benefit from this skill.

### **Intimidating**

*Charisma*

+1 damage to Threaten actions involving physical violence.

### **Inquisitor**

*Charisma*

+1 to hit with Accuse when levying charges of witchcraft or heresy. Maximum +5 bonus. Combine with Charisma modifier.

### **Labor**

*Strength*

Digging ditches, shoveling coal and chopping wood are the most honorable skills a person can know. They are necessary and appreciated the world around.

### **Le stylo est...**

—

+1 to hit for Shame and Insult actions in the press when responding to criticism of your work or when criticizing the work of others.

### **Malarial**

—

Travel to foreign lands imposes a toll upon the body of the explorer. Increase (penalize) poison & plague saves by 2 per level of this skill. In addition, decrease life expectancy by 1 per level of this skill.

**Navigation***Wisdom*

Using techniques developed by the Portuguese and refined by the English and French, you are able to use the latest quadrant instrument to give a line of position on a chart or map within one nautical mile of your actual position. Modifiers include:

- ☪ Open ocean -2
- ☪ Unfamiliar waters -2
- ☪ Any weather but clear and calm -2 to -8

**Opera***Charisma*

Opera is popular among the elites today, so if one wishes to be paid and fed, one must learn how to sing with gusto.

**Physic***Intelligence*

A physicker mixes doses of medicines. If successful, increase the subject's saves for poison & plague by the numerator of the Physic skill. The effect lasts for one day or one save, whichever happens first. If the Physic test fails, the game master may let it pass, inflict 1d4-1 points of damage to the patient or force a poison & plague against ague.

**Poetics***Wisdom*

One must understand Aristotle's Poetics—especially the Three Unities—to be able to write for or perform on the stage. Or at least that's what the old queen tells you. You've never read them yourself, but you know enough to keep to the Classical forms while on stage, lest the rotten vegetables fly from the audience.

**Preacher**

—

+1 to hit with the Educate action when instructing on the primacy of the Holy Scripture. Max +5 bonus. Combine with Charisma modifier.

**Reliable**

—

Increase reputation by 1 per person helped in the barber's chair. This reputation increase requires payment or thanks in order to stick.

**Reputable**

—

Increase reputation by 1d2 per person cured, but decrease by 1d4 for each patient who dies in your care. The reputation increase requires gratitude or payment in order to stay. The reputation loss may be mitigated by apologizing to your former patient's family.

**Rifodé** —

The mercelot is an accomplished scam artist who can use falsified documents or thin evidence as truth requirements in a duel of wits. Take only once.

*For example, they might justify an accusation of a crime by waving some quasi-official documents in the face of their victim.*

**Sabouteus** —

Mercelots are adept at all forms of chicanery, but one of their favorite tactics is to use faked seizures as a pretext to implore passersby for money or other forms of aid.

Gain +1 to hit with Implore attacks in a duel of wits when claiming to have seizures or to be possessed. Maximum +5 bonus. Combine with Charisma modifier. This tactic may be used only once per duel of wits or combat. If it fails, it may not be used against its target again.

**Sensation** —

Increase reputation by 1d2 per sold out performance, but decrease by 1d4 per empty room you sing to. Take only once. This reputation increase requires gratitude from an adoring fan in order to stick.

**Skin Trade**

*Charisma*

After theatrical performances, the bourgeoisie and nobles yearn to frolic with the fauns and nymphs who flitted across the stage. So the madame who runs the theater turns out all of the actors—men and women. If you want a part on stage, you turn tricks backstage. It's unpleasant, but it's just a job, and it's not too dissimilar from acting.

A successful Skin Trade skill tests grant +1 to hit your client with Seduction and Implore actions. Or extracts a gift appropriate to your client's Wealth rating.

**Society** —

Increase reputation by +1d3 for a play beloved by critics and +1d6 for a play beloved by the people. These increases count separately and both require gratitude from a critic or fan respectively in order to stay.

**Stagecraft**

*Wisdom*

Make-up, costumes, scenery and lighting are integral aspects to putting on a command performance.

**Touch**

Duelists maintain uncanny control of their blades. On a hit, before rolling for damage, you may opt to do 1 pt of damage instead of rolling (and the duelist's Strength modifier does not apply). This skill may be taken only twice. If taken a second time, the point of damage cannot be absorbed by armor.

## Starting Ages for Lifepaths

Starting Lifepath	Starting Age Roll
Actor	15+1d8
Antiquary	20+2d10
Artillery Officer	19+2d6
Author	18+2d4
Barber Surgeon	18+2d10
Beggar	15+2d10
Benedictine	16+2d6
Cavalry Officer	16+1d12
Cutthroat	16+2d6
Doctor	21+2d10
Duelist	None
Empiric	18+2d10
Explorer	23+2d6
Factor	None
Fille-Dieu	12+3d6
Franciscan	16+2d6
Mademoiselle	15+1d4
Mercelot	13+1d12
Military Engineer	None
Seminarian	14+1d6
University Student	15+1d6





# LE GRAND SYSTÈME





# *Le Grand Système*

*L*e *Grand Système* is a book unto itself, containing two major mechanisms—Mood and Factions & Politics—as well as many minor mechanisms to represent bread supply and battles. In the two rather elaborate major systems, we hope to represent the political and economic forces that pressure the people of Paris in 1648. But these are not mechanisms of individual actions, rather in combination, the *Grand Système* represents masses of people and ideas, churning through history, striving for a better future.

That said the interaction of the mechanisms of the *Grand Système* creates space for protagonists to make opportunistic decisions furthering their own self-interest. For we believe this selfish opportunism was the driving political mechanism of the day. When someone acted selflessly, for the greater good, the truly remarkable moments emerged into history.



# Mood

*It is not easy to incite seditions, but when they are aroused, it is difficult to stop their course.*

—Pierre Lenet, June 5, 1650

**W**hen the people are roused to anger, only the will of God is more powerful. The mass of humanity is unto a great dragon, slow to wake but full of fire and vengeance when its rest is disturbed. This chapter provides the game master with systems for representing people en masse, as a crowd or, should moods turn sour, as a mob. Its scope is meant to encompass a city—like Paris—or a region—like Normandy.



# The People

Politically, demographically, this chapter represents the unrepresented—people who are not members of political factions. To be politically represented in Paris in 1648—to be counted in a census or to be able to vote in the election for provost—one had to own property and be male. This type of accounting obviously leaves a lot to be desired. In fact, historian William Beik suspects more than 60% of the populace goes unrepresented by this measure. But the events of the Fronde show that lack of representation didn't rob them of their voice. These people shouted, protested and made demands of their leaders—and with increasing effect. While it was easy for the wealthy elites of Paris to simply dismiss the people as an unruly mob, such attitudes show only their lack of humanity.



## Moods of the People

At the most basic level, the mood system provides the game master with a vocabulary and atmosphere through which they can describe the setting of Paris. If they wish to go further, the game master can track the mood, actions and effects of the people as they struggle with the political reality of the day.

We have divided the attitude of the people into 12 levels: joyous, contented, happy, resigned, weary, dissatisfied, frustrated, irate, defiant, angry, furious and enraged. Each mood triggers an action amongst the people. Some actions are simple and pleasant: When the people are happy, they sing and dance and say hello to their neighbors. Some actions are more fraught: When the people are irate, they protest at the halls of power.

- ☪ The game master tracks and alters mood after each event of the moment—historical or novel.

**MOOD TABLE**

Scale	Mood	Action	Effect
20	Joyous	<i>Celebrate</i>	-1 bread, -1 mood, crowds gather in the streets
19	Contented	<i>Sigh</i>	People say pleasant things to neighbors and strangers
18	Happy	<i>Sing</i>	Cheerful new songs composed
13-17	Resigned	<i>Work</i>	+1 to the Harvest roll
11-12	Weary	<i>Drink</i>	Taverns are full of sleeping drunks
9-10	Dissatisfied	<i>Grumble</i>	Pamphlets printed, songs composed
7-8	Frustrated	<i>Complain</i>	Speeches given, placards posted, pamphlets printed
6	Irate	<i>Protest</i>	Crowds gather to protest and issue a demand
5	Defiant	<i>Barricade</i>	The people issue another demand, erect barricades
3-4	Angry	<i>Riot</i>	Crowd riots, destroys property, -1 bread
2	Furious	<i>Persecute</i>	Make an example of someone
0-1	Enraged	<i>Revolt</i>	-2 bread, to arms, attack ruling faction

**JOYOUS/CELEBRATE**

Joyous people celebrate. They dance in the streets and host parades to honor the object of their affection: the king, a victorious general or the beneficent queen.

- ☉ Subtract -1 mood and -1 bread from the stocks when the people finish celebrating because it is impossible to maintain these heights of joys.

**CONTENTED/SIGH**

When all of their needs are met and the parties have ended, the people think to themselves that life is good. They offer pleasantries to one another and cheerful greetings to strangers.

**HAPPY/SING**

Happy people sing and dance in the taverns, at weddings and during holidays.

**RESIGNED/WORK**

When the people are resigned to their fate, they bury their troubles in their work.

- ☉ If the people are resigned in the spring or autumn of the year, the city or region is granted +1 to the Harvest roll. Discontent during the summer is perfectly natural. See the Bread Addendum and its Seasonal Supply rules.

### **WEARY/DRINK**

When the people are weary, they drink. When the people are drinking, the taverns are full and talk is loose.

- ☪ If the situation warrants it, the game master may roll a die of fate for the weary people.
  - ♦ On the result of a 1, subtract -1d4 from the current mood as the drink goes to their heads.
  - ♦ On a 2-5, there's no change to mood.
  - ♦ On a 6, +2 mood.

### **DISSATISFIED/GRUMBLE**

When the people are dissatisfied, they grumble in the form of sardonic songs and sharply worded placards and pamphlets.

- ☪ When they are dissatisfied, the people make a press attack against the ruling faction or coalition or one of their prominent members.
  - ♦ Choose Insult or Shame and roll to hit at Press distance. If successful, apply the results to the target's Will and reputation.
  - ♦ If the crowd is supported by a faction or person they favor, the favored one may pen the pamphlet or song, making the attack on behalf of the people.

Targeting the king or queen in this way is a capital offense. If caught, you may be tried and sent to the Bastille or executed. If possible, the target tracks down the offending press and destroys the machine.

### **FRUSTRATED/COMPLAIN**

When the people are frustrated, they gather to publicly complain, making speeches, posting placards and distributing pamphlets.

- ☪ The people issue a demand each time their mood descends to frustrated (see the Demands heading of this chapter).
- ☪ The complaint acts as a press attack against the ruling faction or coalition or one of their prominent members.
  - ♦ Choose Accuse, Insult, Shame or Threaten and roll to hit at Press distance. If successful, apply the results to the target's Will and reputation.
  - ♦ If the crowd is supported by a faction or a person they favor, the favored one may pen the pamphlet or song, making the attack on behalf of the people.

**IRATE/PROTEST**

When the people are irate, they protest and crowds gather outside of the halls of power.

- ☪ The protest also manifests as a press attack against the ruling faction or coalition or one of their prominent members.
  - ♦ Choose Accuse, Insult, Shame or Threaten and roll to hit at Press distance. If successful, apply the results to the target's Will and reputation.
  - ♦ If the crowd is supported by a faction or one whom they favor, the favored one may pen the pamphlet or song, making the attack on behalf of the people.
- ☪ The people may issue a demand each time their mood descends to irate (see the Demands heading of this chapter).

**DEFIANT/BARRICADE**

The intensity of the people's mood increases as more people take to the streets, clogging intersections and defying calls for peace and public order.

- ☪ The crowd draws chains and sets up barricades at the intersections of the streets. If attacked, they defend the barricades.
  - ♦ They now control the barricaded area unless they are opposed and driven back.
- ☪ The crowd may issue a demand each time their mood descends to defiant (see the Demands heading of this chapter).
- ☪ The defiant people publish pamphlets and continue their press attack against the ruling faction or coalition or one of their prominent members.
  - ♦ Choose Implore, Accuse, Insult, Shame or Threaten and roll to hit at Press distance. If successful, apply the results to the target's Will and reputation.
  - ♦ If the crowd is supported by a faction or person they favor, the favored one may pen the pamphlet or song, making the attack on behalf of the people.

## ANGRY/RIOT

When the people are angry, they transform into a mob and riot. To begin, do the following:



- ☞ Reduce the bread supply in the city or region by one.
- ☞ Barricade the streets or intersections, if they are not already.
- ☞ If mood descended to angry, issue a new demand if appropriate.
- ☞ Occupy four city quarters or neighborhoods.
  - ◆ If the areas are unoccupied by soldiers or faction forces, the mob gains control.
  - ◆ If the areas are occupied by soldiers or faction forces, the mob battles them for control.
  - ◆ If the crowd gains control of an area, they ransack or destroy one asset—the enemy's or their own.
  - ◆ See the Crowds, Mobs & Battles Addendum for rules on battles and controlling areas of the city.
- ☞ Meanwhile, publish angry pamphlets or post inflammatory placards and make a press attack against the ruling faction or coalition or one of their prominent members.
  - ◆ Choose Shame or Threaten and roll to hit at Press distance. If successful, apply the results to Will and reputation.
  - ◆ If the crowd is supported by a faction or person they favor, the favored one may pen the pamphlet or song, making the attack on behalf of the people.
- ☞ After the riot, roll on the Riot Effect table below:

### Roll Riot Effect

1	The mob's mood becomes bloodthirsty: -1 mood
2	Rioting causes the mob to roil and swell: +1 crowd size
3	The riot spreads: the mob moves to adjoining area and destroys asset
4	Confront an opposing force of soldiers or a faction and battle them
5	Persecute a member (any type) of the ruling faction (see Furious/Persecute)
6	The mob's appetite for destruction is sated for now: +2 mood

**FURIOUS/PERSECUTE**

When the mob is furious, they persecute members of the faction who has drawn their outrage. Do the following:

- ☞ The mob takes over six quarters or neighborhoods.
- ☞ The mob first seeks a leader or member of the inner circle of the ruling faction or coalition.
  - ✦ If they cannot get their hands on a figure of note, the mob will then seek any high-reputation member of that faction.
  - ✦ If they cannot get their hands on a reputable figure, the mob persecutes rank and file members of the faction they seek to make an example of.
  - ✦ If no one is available to punish, the mob riots using the Angry/Riot procedure.
  - ✦ In addition, if the mob does not lay hands on a leader, inner circle or reputable figure, roll 1d6 on the Fury Effect table below:

Roll	Fury Effect
1	The mob's thirst can be slaked only with blood: -1 mood
2	The mob seeks a new victim in this moment: +1 crowd size
3-4	The mob hunts a new victim in the next event
5-6	The mob's fury sublimates into an angry riot: +1 mood

- ☞ When the mob lays hands on the target of their fury, the victim must save vs terror.
  - ✦ If successful, roll 1d4 on the Caught in a Mob table found in the Crowd, Mob & Battles Addendum.
  - ✦ If failed, roll 2d4 on the Caught in a Mob table.
- ☞ The fury also manifests as an attack in the press against the ruling faction or coalition or one of their prominent members.
  - ✦ Choose Poison, Accuse, Insult, Shame or Threaten and roll to hit at Press distance. If successful, apply the results to the target's Will and reputation.
  - ✦ If the crowd is supported by a faction or person who they favor, the favored one may pen the pamphlet or song, making the attack on behalf of the people.

**Slaking their thirst:** If the mob persecutes an agent, inner circle or leader of a faction, increase its mood by +1 per day for five days, starting on the following day.

## **ENRAGED/REVOLT**

When enraged, the people revolt. They demand changes to institutions of government and will now take matters into their own hands—directly attacking the ruling or popular faction.

To begin a revolt:

- ☪ The people erect barricades at intersections if they are not already in place.
- ☪ An enraged crowd appears in the streets in every unoccupied quarter of the city.
- ☪ From these quarters, they initiate street battles with the forces of the ruling faction or coalition in adjacent areas.
  - ♦ The mob leaves ally-controlled quarters alone for the moment.

The mob then:

- ☪ Persecutes members of the ruling faction (as per Furious/Persecute)
  - ♦ When enraged, rather than lifting mood by +1 per persecution, after each persecution roll on the Fury effect table.
  - ♦ Only high-ranking persecutions trigger the roll. Persecutions of rank and file members or unfortunate, mistaken victims, do not lighten their mood.
- ☪ Riots and destroys the ruling faction's assets and property (as per Angry/Riot).
  - ♦ Do not raise the mood from this destruction.
  - ♦ If the revolutionaries fail to destroy a target, they move on to another location and attempt to destroy it.
- ☪ The revolutionaries publish scathing pamphlets: Make a press attack against the ruling faction or coalition or one of their prominent members.
  - ♦ Choose Poison, Accuse or Threaten and roll to hit at Press distance. If successful, apply the results to the target's Will and reputation.
  - ♦ If the crowd is supported by a person whom they favor, the favored one may pen the pamphlet or song, making the attack on behalf of the people.

**Anti-Delight:** People in revolt are immune to the uplifting effects of delights. In fact, manufacturing a delight for a group in revolt could backfire. See *State of the World* for information on delights.

**Riot & Plenty:** Revolutionaries *can* be placated by times of plentiful food supply. Bounty and Plenty both increase mood as per the standard procedure.

**Negative Mood:** If mood decreases further due to an injustice, shortage, fury or something similar, track the deficit of mood if it drops below 0. Mood must make up the deficit in order to improve.

## Unreasonable People

The darkening mood of the crowd represents a strain on the fabric that binds society together. As it is stretched thin, the people become surly and wary. As its threads start to snap, the social order begins to break down.

☐ The current mood level represents the ceiling for Precedence in the city or region.

*If mood is 5, then the maximum Precedence one can exert is 5.*

This phenomenon means that people of mood 10 or greater obey the traditional social order with its Precedence maximum of 10. But as the mood descends, the strands of the social fabric begin to fray and the people are not so deferential. To a Furious (mood 2) or Enraged (mood 1) mob, everyone is equal—and subject to their wrath regardless of their birth station.

## Demands

When they believe they are being treated unfairly, the people make demands of the ruling faction. Demands typically focus on tax relief, removal of soldiers from the city, expansion of their rights, adequate food, justice and so on.

## MAKING DEMANDS

As their mood descends, the people make demands of their leaders:

- ☪ When frustrated, the mob issues a demand.
- ☪ When irate, the mob issues a demand.
- ☪ When defiant, the mob issues a demand.
- ☪ When angry, the mob issues a demand.
- ☪ When furious, the mob issues a demand.

An agitated people are required to make only one demand. Additional demands are optional. Also note that as mood rises, the people do not make demands.

## MEETING DEMANDS

The ruling party may meet the people's demands, though they rarely do so as they are under no obligation to voluntarily heed the voice of the people. However, should they concede a point, meeting demands can lift the sour mood of the people. If the people are in a mood short of revolt, do the following:

Mood	Meeting Demands
+2	First demand met by the ruling faction or coalition
+1	Additional demands met by the ruling faction or coalition

If the game master has any doubts on whether to meet a demand or not, we advise them to either follow the course of history or to err on the side of self-interest and opportunism.

**Meeting Revolutionary Demands:** If the people's mood descends to Enraged/Revolt, the surest way to end the uprising is to meet the demands of the revolutionaries. However, ruling elites often find the demands distasteful, as the people typically ask for justice, accountability and fairness. Meeting the demands of the revolutionaries increases mood like so:

Mood	Meeting the Demands of the Revolutionaries
+4	First demand met by the ruling faction or coalition
+2	Second demand met by the ruling faction or coalition
+2	Third demand met by the ruling faction or coalition
+1	Additional demands met by the ruling faction or coalition

## UNMET DEMANDS

If the ruling party fails to meet a demand by the end of the moment, the game master may roll 1d6 on the table below:

Roll	Unmet Demands Effect
1	The people suspect they've been duped: -1 mood
2	The people's numbers grow: +1 crowd size at protests
3-4	The protests continue
5-6	The people grow frustrated and drift away: +1 mood

## LOBBYING FOR DEMANDS

To push the ruling faction to accept demands, a protagonist may target an influential member of the political faction with a duel of wits and attempt to convince them to see matters your way. As they say, politics is personal.

## GENERATING DEMANDS

These demands are not issued by a specific faction, but by the voice of the people. Who represents the people during the course of play? If a protagonist is favored by the people, they may act as the people's voice and articulate a demand. Otherwise, the game master generates the demands of the people upon the ruling faction or coalition.

## LEGITIMATE CLAIMS

As the opportunities for demands emerge, only lodge legitimate grudges. Do not make superfluous claims merely to flood the channel with effluvia. Focus demands on the needs of the moment. Demands may include:

- ♦ Cessation or easement of taxes
- ♦ Release of popular or political prisoners
- ♦ End of a law deemed unjust
- ♦ Removal of soldiers from the city
- ♦ Arrest or exile of unpopular figure
- ♦ Establishing new rights
- ♦ Or something else germane to your particular moment.





# Factions & Politics

*All kings seem to be under a bad star.*

—Henriette-Marie de Bourbon, February 1649

**I**n 1648, the world roils with revolutions—in philosophy, science, warfare and politics—but it is the struggle for power, representation and justice that is forefront on the minds of the people. This struggle does not take place in a vacuum. Power grants control of the apparatuses of state. To gain control of those mechanisms—to take power—one must have influence among one’s peers and over the people. To become influential, one must exert one’s will on the world.

The Factions & Politics rules attempt to answer political questions. While *Miseries & Misfortunes* is a game about playing the fate of individuals caught in the jaws of impossible odds and terrible decisions, in this age political form groups to take action. Therefore, we must address represent people when they act together in a large group and the effects these concerted actions have on other groups and the city at large. Or, more specifically, have answers for questions like: Does that law get passed? Do taxes get collected? Do the soldiers suppress the riot? To answer these questions in a credible, engaging way, we must first instantiate factions in our world. Like characters, we must display their component parts, then we must show you how they interact.

## **POLITICS IS PERSONAL**

The world of the seventeenth century is intimate and the politics of the day are personal. But that is a phrase that you have likely heard before. So what do we mean when we say personal, exactly? Allow me to explain: While the will of the people is real and the rage of the mob is something to be feared, maneuvers in the halls of power are undertaken by individuals. Nations are small and fragile; faceless corporations do not yet exist. Instead, powerful personalities attempt to accomplish their private aims.

This dynamic suits our purposes eminently. As our players undertake the roles of protagonists attempting to enact the wishes of these potentates, the action naturally creates an engaging roleplaying game. It is the individual characters who must bring change to the world.

Why belabor this point, here and now? Because this chapter steps back from the personal and assumes a broader view of the actions of groups of actors. But in the end, history falls into the hands of the Annes, Mazarins, Serveins, and de Batzes. It is they who accomplish their faction's aims and push them to immortality—or fail and drag them to obscurity.

## **THE GOAL OF THE POLITICAL GAME**

It is perhaps questionable to view politics as a game that can be won by one side at the expense of all others, for this is a game that doesn't end, whose rules are constantly evolving. That said, we can see clear lines of incentives and behaviors in the politics of the day.

If we had to ascribe one goal of the whole game, it is this: Victory in politics is to shape the world in the image of your values. Practically, in the game this will require one's group to accomplish its aims, increase its influence, gain power, gain rights and gain wealth.

## **POLITICAL ACTION**

In service of that lofty goal, factions perform actions to bolster their position and degrade their opponents. Ultimately, factions want to gain power while taking power from the opposition. They can do this through influence and battle.

# How to Use Factions & Politics

These rules are mainly for the game master's use. They are employed between plots or at the end of seasons or years to track the machinations of the larger wheels slowly turning in the background of the campaign.

**Lonely Fun:** We refer to systems like the one contained in the Politics chapter as “lonely fun.” They are intended for the game master to tinker with and reflect on between sessions on their own.

The players engage with these rules as agents of factions attempting to accomplish their aims. Achieving aims requires the efforts of individuals and the corporate whole working in concert. In play, satisfying the conditions of aims arises in the form of plots and missions for the protagonists. They can be a part of historical or novel moments.

## **POLITICS FOR THE GAME MASTER**

These rules are primarily for the game master and are intended to operate between sessions. We invite the game master to use them either to prepare for an upcoming session or to stop and reflect on the action of a session and how it relates to the political situation.

When using Factions & Politics, the game master:

- ☞ Assesses the outcomes of protagonist actions in regards to faction aims.
- ☞ Assesses historical moments in regard to faction aims.
- ☞ Advances faction Influence if the faction's aims were met.
- ☞ Initiates and resolves Political Actions.
  - ✦ When taking an action, the game master subtracts faction will and Resources costs from the faction's reserves.
- ☞ Tracks any shifts in faction Power

**En Avante:** When using a Political Action, the game master may be called to test a faction's Influence. Doing so may require a roll in advance of the result manifesting in play. Knowing the results in advance allows the game master to prepare to introduce twists into the plot.

## POLITICS FOR THE PLAYERS

Players can engage with factions through their protagonists in a number of ways:

- ☞ Use the politics mentality to find members of their faction, arrange meetings and more.
- ☞ Gain the favor or patronage of the leadership, inner circle or even an agent of factions.
- ☞ Become an agent, member of the inner circle or possibly even leadership of a faction.
  - ♦ If a player's protagonist is a faction leader, once per event, they decide which actions the faction takes.
- ☞ Accomplish an aim for a faction.
- ☞ Publish a pamphlet denouncing a faction (which counts as a press attack against the faction).
- ☞ Discuss politics with the game master between moments and help brainstorm ideas for political actions.

# Political Factions

Despite the power of the individual, the world is a mosaic of shifting political factions—groups of individuals who come together with a will to have their collective voice heard. These groups then use their influence to consolidate power to the advantage of their members.

Political factions collect members who share one or more mentalities—nationality, politics and religion—and pool their resources to form a common cause with their compatriots.

Nearly every character in **Miseries & Misfortunes** is a member of a political faction. Their membership is represented by their political mentality. This mentality represents beliefs and goals shared across the group. Politics answers the question: When the group acts as one, what do they hope to accomplish?

*Our factions include, the Royalists, Frondeurs and Noblists.*

# Elements of a Political Faction

A faction has the following attributes: Aims, Mentalities, Imprimator, leadership & agents, rights, assets, Resources, Power, Influence and Political Will.

## EXAMPLE FACTION: THE FRONDE

1/6	2/6	3/6	4/6	5/6	7/8	Frondeur Aims
✗	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	■	Stand up against the State's abuse of power.
✗	■	■	■	■	■	Set up printing presses for pamphlets.
■	<input type="checkbox"/>	■	■	■	■	Secure Parlement's independence.
■	■	■	<input type="checkbox"/>	■	■	Enlist the aid of the nobles.
■	■	■	■	<input type="checkbox"/>	■	Expel Mazarin from France.
■	■	<input type="checkbox"/>	■	■	<input type="checkbox"/>	Reduce the tax burden for the people.

The Fronde (Coalition)		Class	Bourgeoisie, Robe						
Power	46	Influence	1/6	Will	41	Res	44	Imp	4
Obligations	19	Mixed taxes and exemptions (2), Respectable lifestyle, leadership/inner circle (6)							
Coalition	Noblesse de Robe (5), Bourgeoisie (14), People (15)								
Leadership	Coadjutor de Retz								
Inner Circle	President Pierre Broussel, Henri d'Orléans (Duc de Longueville), First President Mathieu Molé, President Guillaume de Lamoignon Blancmesnil, President Jacques le Coigneux, Advocate General Omer Talon								
Agents	Comte de Rochefort, Louvière Broussel, Abbé Paul Scarron, Marie de Longueville								
Mentalities	French, Catholic, Frondeur								
Rights (9)	Bear arms, collect taxes, pass laws, tax exemption, make arrests, monopoly, licenses, collect annuities								
Soldiers	None								
Assets	Printing presses (6), carts and wagons, workshops, estate, hôtel								

## **AIMS**

Factional aims are similar to experience conditions for lifepaths. They set goals for the faction and govern how its Influence grows. We've generated aims according to the faction's historical record.

## **FACTION MENTALITIES**

Like individuals, factions have mentalities. Their primary mentality is, of course, their politics. However, certain factions may require additional mentalities in order to be a member.

In the case of factions, the mentalities are not rated. They act as descriptors for the corporate group and requirements for members.

## **LEADERSHIP & AGENTS**

In addition to its rank-and-file membership, each faction has its leadership, inner circle and agents. Leaders make the ultimate decisions for the faction, the inner circle advises them and agents are capable individuals dispatched to further the faction's aims.

## **IMPRIMATUR**

Each faction lays claim to a source of its Power and rights. We call these claims imprimatur. This facet of a faction is rated from 1 to 7.

## **RIGHTS**

Rights grant legal protections, guarantees and ownership over aspects of the state. For example: passing laws, collecting taxes and raising armies.

## **ASSETS**

Most factions own property or material resources for use by the leadership, agents or even rank and file. Assets include ships, printing presses and fortresses.

## **RESOURCES**

Resources is a pool of points representing the faction's wealth, material and land. The game master or protagonist leaders spend faction Resources when they take political action.

Resources is haunted by its shadowy twin: obligations. Like characters, factions are required to account for their taxes, lifestyle and debts.

## **POWER**

Power represents a political faction's control over the apparatus of state. It is measured in a pool of points generated by its membership, its imprimatur and its rights.

In terms of the game system, Power is akin to hit points. A faction reduced to 0 Power is destroyed. However, a faction with Power higher than its opponent—or with the highest Power in the city—gains many nice perks.

## **INFLUENCE**

Influence gives a political faction sway among their peers and, more importantly, among the people. It is rated like a skill. The game master or protagonist leaders may test a faction's Influence when it takes certain political actions.

## **POLITICAL WILL**

Like individuals, the corporate body of a faction shares a collective will. As in the basic game system, will acts as a sort of mental hit points for the faction. However, it has additional uses in the politics system as it represents the cohesion of the group. Thus, will acts as a special reserve of will for faction members and factions must expend will when they take political action.

Will can be attacked and damaged by pamphlets or speeches from opposing factions. When Political Will is reduced, faction membership becomes emotional or demoralized.

# Aims

Faction aims are equivalent to experience conditions for our protagonists. They represent the political goals and priorities of the group. Like experience conditions, when certain sets of these aims are accomplished, the faction's level and Influence increases.

## **ACHIEVING AN AIM**

Aims represent significant gains for the faction. They typically require the effort of individual leaders, inner circle or agents to accomplish.

When assessing the criteria for marking an aim achieved, the game master should play charitably, and should assess if the goals were met in the present, even if the status quo won't last.

Once achieved, they increase the faction's Influence going forward.

*For example, once the Fronde sets up their printing presses, they flood the streets with pamphlets mocking Mazarin.*

### ADVANCING INFLUENCE

As a faction accomplishes the required aims for its current Influence rating, its Influence increases. When faction Influence increases, do the following:

- ☪ Advance Influence to the indicated value: 2/6, 3/6, etc.
- ☪ Increase individual member reputation by +1. Be thanked by the leadership or inner circle to make the increase permanent.
- ☪ Increase faction Will by +1.
- ☪ A new agent or member of the inner circle joins the faction.

### COMPLETING ALL FACTION GOALS

A faction who accomplishes all of its aims for level 6 does not have to leave its course, as one would on a lifepath. Instead, do the following:

- ☪ Rewrite three faction aims (without cost or penalty).
- ☪ Reshuffle the inner circle or leadership, if appropriate.

After this is done, achieving faction aims advances Influence from its current level—from 7/8 to 9/10 to 11/12 to 19/20 to 96/00, etc.

### CHANGE OR MODIFY FACTION AIMS

If the leadership or inner circle needs to change their aims mid-stride—before reaching Influence 7/8—they must pay a price.

- ☪ Reduce their Influence numerator by -1 and choose one of the following:
  - ♦ Oust the faction's inner circle
  - ♦ Pay Resources equal to the faction's current Influence denominator (6, 8, 10, etc.)
  - ♦ Depose or replace the faction's leader

# Faction Mentalities

Factions may have one, two or three mentalities. Members are required to adopt these mentalities upon joining. The most restrictive and exclusive factions use three mentalities. More open factions use one or two mentalities.

*For example, the Royalists require the mentalities of French, Catholic and Royalist. Whereas the Frondeurs require only the French nationality and the Frondeur political mentality.*

Factions in coalition with another faction need not share mentalities, and their respective mentalities are not required of their coalition partners.

# Leadership & Agents

Most factions are led by one of their number who was appointed to the position, elected, created the faction or took power for themselves. The faction leader is typically supported by an inner circle of advisors. And all are in turn underpinned by a handful of loyal agents.

One may be the member of multiple factions. It's customary for the leaders of coalition members to be a part of the inner circle of the ruling faction.

*Cardinal Mazarin is the leader of the Cardinalist faction and sits on the Council of State of the Royalist faction as a member of their inner circle.*

## LEADERS

Most groups have a single leader, while some might share power between two. One can lead only one faction at a time.

*The Royalist faction is led by Queen Anne.*

A faction ruled by a council, like a guild or the Catalonian *Generalitat* uses the inner circle as its leaders.

## INNER CIRCLE

All factions possess an inner circle of decision makers, advisors and consultants. One can be in the inner circle of a faction while being a member at any level of another faction.

*For example, the Royalists' inner circle includes Cardinal Mazarin, Mademoiselle de Motteville, Chancellor Séguier and Secretary of State for War le Tellier.*

## AGENTS

All factions have in their ranks one or more agents who see to the day-to-day (or night-to-night) affairs of the group. One can be an agent of multiple factions at once, but those who discover your split allegiances will question your loyalty.

*Royalist agents include Anne's servant, la Porte, and Marie-Claire de Fleix, her maid of honor. Cardinalist agents include Maréchal de Gramont, Abel Servien, the Peace-Killing Angel and one Charles de Batz, a former musketeer.*

**Protagonist Agents:** Protagonists make excellent agents for political factions. Their various talents (and loose morals) mark them as the perfect hands to reach out and forcibly guide the direction of fate. Scenarios for our protagonists involved at this level include:

- ♦ Convincing leaders
- ♦ Spreading rumors
- ♦ Suppressing dissent
- ♦ Agitating dissent
- ♦ Spreading wealth around
- ♦ Formulating demands
- ♦ Importing bread
- ♦ Hoarding grain

## LITTLE FAVORS

If you have incorporated the Favor rules into your campaign, you can integrate them with this chapter. Protagonists who perform small favors for the members of a faction (and who share at least one of its mentalities) might gain the notice of its inner circle or its leaders, after which a potential patron steps forward and requests a small service from the protagonists. Should they perform it in accordance with the traits of the patron, our protagonists shall earn their favor and be inducted as an agent of the faction.

## COLLECTIVE FACTIONS

Though rare, collectives do exist. In this structure, the membership votes on the direction they wish the faction to take. Test Influence against itself to make a decision. If failed, the faction sits idle as members debate what to do. However slowly they make decisions, it must be said that collective factions are robust in that they have no leaders to arrest or assassinate.

# Imprimatur

All factions claim a source of authority, called imprimatur. This source creates the base for a faction's Power and Influence. Challenging, modifying or stripping a faction of their imprimatur can disrupt their base of power.

Source	Power	Mentality
God	7	Religious
Pope	6	Catholic
Bloodline	5	Noblist
Crown	4	Royalist
Foreign Entity	2-4	Foreign Politics
Independent Right	2	Factional
Sui Generis	1	Factional

**Source Mentality:** Adoption of an imprimatur also demands adoption of a certain mentality.

*One cannot have the Pope's imprimatur unless one is Catholic, for example.*

- ♦ A foreign political mentality is dictated by the foreign power who backs the faction (like the Hapsburgs, for example).

## ANCIENT BLOODLINE

Certain families of sword nobles claim legitimacy due to their ancient bloodline stretching back to the founding of the kingdom. While they respect the crown (or at least pretend to), they often hold themselves independent of its power.



## CROWN

Certain families and organizations derive their power and rights directly from the crown. Do not mistake this breed of power with the king, queen or emperor, who derives their power from God. Examples include the state ministers, robe nobles and sword nobles who owe their vassalage to the king or queen.

## FOREIGN POWER

Diplomats, spies and agents derive their power from their allegiance to foreign states. This power is tolerated when it is convenient and abrogated when it becomes a threat.

Imprimatur of a foreign power grants the faction 2-4 Power. The range depends on the strength and proximity of the foreign power to the political stage. The game master can set the power in that range.

## GOD

Popes, kings, queens and emperors claim legitimacy directly from God—not from the will of the people nor from Parlement. It is worth noting that Protestants claim their legitimacy directly from God rather than through an intermediary like the Pope. Folks outside of the faction often react poorly to this claim of divine providence. They demand proof and, whether or not any is produced, react violently to the news.

## **INDEPENDENT RIGHTS**

Guilds, cities and universities have won centuries-long battles to secure rights and guarantees from the crown. Of course, one might say these rights could be revoked by the crown at any time, but these groups do hold the power to strike, withhold taxes and even riot. Exercising the privilege of the king is not as simple as it seems.

## **POPE**

Catholics claim the Supreme Pontiff as their shepherd—the rock upon which their church is built—and the apostolic successor to Saint Peter, who was designated by their Christ to lead. Claiming the Pope as their spiritual and temporal leader, Catholic factions grant themselves all manner of rights under their own laws and traditions. These claims can often run afoul of other temporal powers like kings and Parlement.

## **SUI GENERIS**

Political factions outside of the mainstream claim they derive power from their own fact of being. These are often groups of rebels, bandits, heretics or humanist philosophers.

## **CLAIMING AUTHORITY OF IMPRIMATUR**

Occasionally, a protagonist must represent the authority of their faction in order to be taken seriously. They may do so in two circumstances:

- ☞ In a duel of wits, a protagonist may claim the authority of their faction's imprimatur. To do so, announce your affiliation, demand to be seen as an equal or superior and test Politics.
  - ♦ Success increases precedence by +1 for one round of the duel of wits, up to a maximum of the Imprimatur's value if the Imprimatur is greater than precedence.
  - ♦ Failure costs -1 reputation.
- ☞ If denied entry or custom at an establishment, a protagonist agent may demand or insist on entry based on their faction membership. To make this demand, they announce their affiliation and test Politics.
  - ♦ Success temporarily adds their faction's Imprimatur value to their reputation for gaining entrée.
  - ♦ Failure costs -1 reputation.

# Rights

Political factions have rights and assets which they zealously protect. Rights grant legal protections, guarantees and ownership over aspects of the state.

## THE POWER OF RIGHTS

In addition to their self-evident importance, each right grants the owning faction +1 Power. A right lost subtracts -1 Power.

## NEW RIGHTS

Dear reader, the rights we illustrate for you here are but a small sampling of the rights of the French of 1648 and, needless to say, of the rest of the world. In fact, the world was an intensely bureaucratic one. Therefore, we encourage you to develop and insert your own rights into the governments, polities and organizations—especially as the people begin issuing demands. Create a tangled mass of contradictions, carve outs and exceptions to protect self-interest; it's what Parlement would do themselves.

## POWER TO THE PEOPLE

During the course of play, it is highly likely that the people will grow frustrated or irate and then make demands for a new right—for example, the right not to be arrested without a government-issued warrant. Or the right to be held in prison for only 24 hours before being seen by a judge. Or perhaps even the right to a fair trial. These demands are fair play under our system, though agreeing to one complicates affairs a bit. Since the people are not intended to be a true faction, they should not have rights assigned. However, grant them rights we must. Assign the people the right and increase their Power by 1. However, note the total Power of their rights separate from their membership. The total of the people's membership plus their rights can render them the most powerful faction.

Should their membership ever be reduced to 0, then the people are destroyed as a popular force (and something has gone terribly wrong). But these rights do not count toward their total to prevent dissolution. Also, their rights cannot be transferred into other factions.

## LIST OF RIGHTS

Faction Rights	Imprimatur	Granted to
Create and grant titles	God, Pope	Crown, Princes
Create and grant offices	God, Pope	Council of State
Create and grant rights	God	Crown
Bear arms	Crown	<i>Noblesse d'Épée</i> , Bourgeoisie
Tax contracts	Crown	Bourgeoisie
Pass laws	Crown	<i>Noblesse de Robe</i>
Collect annuities	Crown	<i>Noblesse de Robe</i>
Collect rent	Crown	<i>Noblesse</i> (both), Bourgeoisie, Clergy
Tax exemption	God, Pope	<i>Noblesse</i> (both)
Make arrests	Crown	Royalists, <i>Noblesse</i> (both), Bourgeoisie
Military operations	Crown	<i>Noblesse d'Épée</i>
Monopoly	Crown	Bourgeoisie
Legal exemption	Pope	Clergy
Tithe	Pope	Catholic bishops
Rulership	God	Crown
Issue license	Crown	Crown, <i>Noblesse de Robe</i>

**Create and grant titles:** The leadership of this faction has the right to create and bestow noble titles on existing nobility or to ennoble those they deem worthy—sieur, seigneur, baron, marquis, count and even, duke. Typically, such grants are attended with land, estates and castles—as well as an annual income. Of course, such grants require significant service (usually of the financial sort, starting at £100,000) to the granting faction.

**Create and grant offices:** The leaders of this faction possess the right to create and grant offices like judgeships, secretaries of state, ministers, abbés and even military ranks. Typically, such grants are attended with an annual pension. Of course, such grants require significant service (usually of the financial sort, starting at £50,000) to the granting faction.

**Create and grant rights:** Perhaps the most powerful right, the leaders of this faction can create and bestow rights on themselves or other factions.

*In France, this power is checked by Parlement translate all such rights into law. When working together, the judges manifest the desires of the Council of State. However in 1648, their relationship is so fractious, Parlement refuses to pass all proposed laws.*

**Bear arms:** This faction has the right and duty to bear arms in defense of the crown.

**Tax contracts:** Wealthy families purchase the right to collect taxes from the crown. They are allowed to keep what funds they collect from the citizens of the city or region.

**Pass laws:** This right imparts the responsibility to pass laws proposed by the ruling faction. It is close in application to the ability to grant rights, as a legislative body could pass a law bequeathing a right to a group, but passing laws requires due process, rather than mere royal edicts.

**Collect annuities:** This faction has been granted a concession which sees them paid an annual fee for their office or service. The amount is determined by the grantor, but typical amounts range from  $\text{£}300$  to  $\text{£}30,000$ .

**Collect rent:** This faction has been granted the right to collect rent from their tenant's use of the property they own.

**Tax exemption:** This faction has been made exempt from one form of taxation. Multiple exemptions require multiple rights.

**Make arrests:** This faction has the right to make arrests.<sup>1</sup>

**Military operations:** This faction has the right to form soldiers or nobles into units ready for war or defense.

**Monopoly:** Mercantilism is conducted in a particular manner in 1648. To trade, one applies to the crown for a monopoly of a product in a region—for a fee, of course. Once granted, the merchant-venturer must exploit the monopoly to profit—and they may defend their monopoly both in court and with force if necessary. This faction has been granted a license for a monopoly for a certain period of time.

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1 Traditionally, the right to make arrests is reserved by the crown and the nobility, but the bourgeoisie leaders have gained the right to maintain law and order in cities and therefore make arrests. On their land, the nobility can make arrests and issue sentences for everything short of a capital crime. The Grand Châtelet and Parlement can issue arrest orders in conjunction with their legal casts. Arrest warrants made by the crown are issued through the dreaded *lettres de cachet*—the result is inevitably imprisonment in the Bastille or Vincennes. Limiting the cardinal's ability to issue such warrants is one of Parlement's many demands to the crown.

**Legal exemption:** It is traditional that ecclesiastics are exempt from secular laws. Even for capital crimes, the first estate are tried in ecclesiastical courts. There is one curious exception, however. For the crime of heresy, ecclesiastics are tried in the king's courts.

**Tithe:** The Catholic church possesses the right to tithe its members—a holy tax, as it were. In France, the tithe is referred to as the *dîme*. Its name speaks of the tenth of the peasant's harvest or artisan's product of a year. The *dîme* is assessed by local abbeys on behalf of the king. During the collection, a *décimateur*, stores produce and items in a tithe barn in the village—often the largest structure in the area after the parish church. After collection, a portion of the *dîme* is given to the bishopric and the remainder to the parish canons, priests and vicars. Needless to say, the peasants and commoners despise this system.

**Rulership:** This right enshrines in law the divine right granted by God to the king and queen to rule. This right is jealously guarded for obvious reasons. It can be stolen or challenged by others who claim they have the divine right to rule—perhaps being of the same blood as the king and queen.

## Assets

Faction assets are materials and facilities controlled by the group and utilized to achieve its aims. These are significant resources—more than just a townhouse—and each represents one point of the faction's Power. Assets include, but are not limited to:

- |                    |                    |
|--------------------|--------------------|
| ☪ Abbey, cloisters | ☪ Ports            |
| ☪ Arsenals         | ☪ Printing presses |
| ☪ Cargo ships      | ☪ Villages         |
| ☪ Carts and wagons | ☪ Vineyards        |
| ☪ Factories        | ☪ Warships         |
| ☪ Mills            | ☪ Foundries        |

### CORPORATE ENTITIES

An asset is considered owned by a faction and not an individual.

*For example, when an abbé dies, the cloister (and its mills and vineyards) remains in possession of the order.*

# Resources

Resources represents the wealth and means of the faction.

## RESOURCES RATING

A faction's Resources is its Power base + the total number of its assets.

*The Council of State has Resources 40. Power base 30 + 10 assets: Abbey (Val-de-Grâce), Arsenal, 4 x Castle (Châtelet, Louvre, Temple, Vincennes), Hôtel (Palais-Royal), Fortress (Bastille), Hospital (Les Invalides), Estate (Saint-Germain-en-Laye).*

Some assets add to Resources only once, no matter how many are owned. See the Purchase: Assets political action for a list.

## LINE OF CREDIT

Individuals may grant the faction a line of credit, which grants +1 Resources to the faction. The creditor's Wealth denominator must be equal to or greater than the faction's current Resources score.

*With a Resources of 40, the Council of State can only accept credit from individuals with Wealth 96/00 or greater.*

## FACTIONAL OBLIGATIONS

Just as individuals have obligations, so do factions. Calculate their obligations like so:

- ☞ Factions exempt from taxes have a base obligation of 1. All others have a base obligation of 3.
- ☞ Set the lifestyle of the faction: natural (0), bread alone (1), respectable (2), fashionable (4) or lavish (5).
- ☞ Each member of the leadership and inner circle of a faction counts as a dependent.
- ☞ Each asset the faction owns counts as an obligation.

At the conclusion of a moment, if obligations are greater than resources, the faction is in straitened circumstances and they must divest assets, demobilize soldiers or take on debt to bring Resources equal to obligations.

## DEBTS

Leadership may borrow to cover the difference between Resources and obligations. Note the difference and decide the repayment terms and the interest on repayment—1 to 15 Resources points of interest accrue each year. Factions pay their debts according to their repayment terms on the 1st of the year from their current Resources total.

**Finance:** A member of the faction's leadership or inner circle may test their Finance skill to finance their debt. They may either test to find a lender to cover their debt or they may test to refinance their debt and defer repayment to a future date.

**Collateral:** In order to take on debt, a faction must offer collateral in the form of one or more of its assets. The Resources cost of the collateral asset must be equal to or greater than the amount of debt. If the loan goes unpaid, the lender may claim the collateral.

## RESOURCE REGENERATION

Resources regenerate at the end of each moment by an amount equal to the faction's total assets. Resources cannot regenerate above its maximum value set by Power base + assets.

*The Council of State's 10 assets provide an income of 10 Resources points at the start of the moment.*

# Power

The ultimate goal of a faction is to accumulate Power and use it to rule. A faction's Power flows from its Power base, assets, imprimatur and rights.

## FACTION POWER

To generate a faction's Power score, total its values for Power base (1-100), imprimatur (1-7), rights (+1 per right) and assets (+1 per asset).

*The Council of State's Power score is: 46  
(base 30 + 9 rights + 7 imprimatur)*

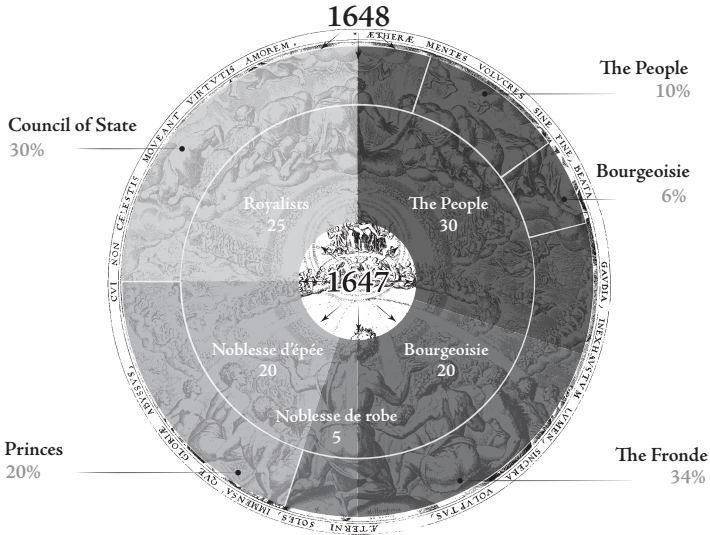
*The Fronde's Power score is: 46  
(base 34 + 8 rights + 4 imprimatur)*

*The Princes' Power score is: 30  
(base 20 + 5 rights + 5 imprimatur)*

**POWER BASE**

A faction's Power base is their share of the population that adheres to their political mentality. This base number is a percentage of 100.

*In 1647, the factions of Paris were Royalists (25), Noblesse d'épée (20), Noblesse de robe (5), Bourgeoisie (20) and the People (30).*



**Power of the People:** The People is our catchall category to represent the classes of the Third Estate—especially peasants, commoners and artisans, with *marginiaux* and bourgeoisie shoring up the flanks. They represent a central, unaligned faction in the political Power struggle—a middle ground who doesn't care much for partisan politics. In our conception, they essentially represent their own pseudo-faction, though their aims are simple: to live comfortably and peacefully. The people of this middle polity may be drawn into factions through political actions or forming coalitions.

**COALITION**

In order to control the apparatus of state, factions may form coalitions. While the member factions remain distinct in terms of leadership, inner circle, agents, rights and Influence, they pool their Power. But to be truly successful in politics, one must draw the people into your coalition.

## Paris, 1648: The World of Miseries & Misfortunes

*As the events of 1648 roil the capital—with the Royalists attempting to force Parlement to grant them new rights—coalitions form and new factions emerge. Taking up the cause of tax relief, the judges of the Noblesse de robe (5) find common cause with the artisans and merchants of the Bourgeoisie (14) and, due to the judges' anti-tax rhetoric, many of The People (15) join as well. Together they form what becomes known as The Fronde—now with a Power base of 34.*

*Reacting to this new threat, the Royalists (25) form a new Council of State and appeal to the People (15), the Bourgeoisie (6) and the Noblesse d'épée (20) to join their cause to save France. The sword nobles and remaining bourgeoisie decline to join. Only 5 points of the People, loyal to the king and queen above all else, throw their lot in with them—leaving 10 points of the People unaligned. This coalition with grants the Council of State a Power base of 30.*

*The sword nobility rejected the Royalist call because they see an opportunity to secure their own power during the coming struggle between the Council of State and the Fronde.*

When forming a coalition, we must decide how the group presents itself to the world. One faction may take the lead in the coalition and the resulting group is simply known by the leading faction's political mentality. This was the case for the Council of State, who are more often just called the Royalists. Or the group may form a true coalition and invent a new political mentality to represent them. This was the case for the Fronde, who did not exist prior to 1648.

### **GAINING POWER**

A faction may increase its Power in the following ways:

- ☪ Form a coalition with another faction
- ☪ Influence the people to adopt the faction's cause
- ☪ Influence another faction's membership to switch sides or join another faction
- ☪ Gain or create a right for the faction
- ☪ Create or assert an imprimatur

## LOSING POWER

Power decreases when:

- ☪ The faction loses Power due to the Influence of another faction
- ☪ Their faction imprimatur degraded
- ☪ Their faction loses a right
- ☪ Their coalition loses a member

**0 Power:** To discredit or destroy a faction, reduce it to 0 Power. Its members are forced into exile, go into hiding or forced to convert to another ideology.

## HIGHER POWERS

Power differentials have the following effects:

- ☪ A faction or coalition with the highest total Power in a city or region gains +2 modifier to Influence rolls.
- ☪ A faction or coalition whose Power is higher than another faction's gains +1 to Influence the lesser faction.
  - ✦ This modifier does not apply to influencing the People.
- ☪ Members of the most powerful faction in the city or region gain the Aura of Power.

## THE AURA OF POWER

Protagonist and antagonist agents of powerful factions are granted certain benefits. Agents of the most powerful faction gain:

- ☪ +1 reputation
- ☪ +1 morale
- ☪ +1 modifier to all Charisma tests

**Sycophants:** In addition, when a faction takes over the top Power spot in a city or region during the course of play, each agent receives an application from a supplicant who wishes to aid them or join their cause. These supplicants are servants, gamines, soldiers and clerks or similar.

- ✦ Roll on the Sycophants table below in each column for their lifepath, Wealth rating, personality and motivation.
- ✦ Their level is two lower than that of the character.
- ✦ If taken on, they count as a dependent (+1 Obligation).

2d6	Lifepath	Wealth	Personality	Motivation
2	Duelist	0/6	Polemical	Revenge
3	Cutthroat	0/6	Conservative	Employment
4	Passeur	0/6	Friendly	Remuneration
5	Soldier	0/6	Suspicious	Duty
6	Clerk	0/6	Garrulous	Vindication
7	Student	1/6	Shy	Ambition
8	Factotum	2/6	Stubborn	Boredom
9	Fille-Dieu	3/6	Loyal	Whimsy
10	Gamin	4/6	Flirtatious	Fulfillment
11	Jesuit	5/6	Agreeable	Forgiveness
12	Antiquary	7/8	Obsequious	Absolution

**Archrivals:** If two factions share the highest total Power in the city or region, the higher imprimatur breaks the tie in their favor. If both claim the same imprimatur, then no faction gains the Aura of Power benefits. Try harder.

**Lost Halo:** All Aura of Power benefits are lost should the faction's Power slip from the top spot.

**Fallen Star:** If the faction slips from the top spot, a protagonist with sycophants must make a save vs chance for each of them. If successful, they stay. If failed, the hanger-on makes some excuse and departs the protagonist's company.

## Influence

Influence measures how effective the faction is at spreading its message and accomplishing its aims. This sway is disconnected from Power. For example, a faction may have high Influence and low Power or little Influence and much Power.

### INFLUENCE RATING

The ability is rated like a skill. When a faction is first formed, its Influence begins at 1/6 and increases (to 99/00 if possible) as the faction accomplishes its aims.

- ☞ Influence is used only to target factions or the people, not individuals.

## WANING INFLUENCE

Reduce Influence under the following conditions:

- ☐ -1 Influence when the faction rewrites its aims prior to accomplishing them. This modifier is a reduction in rating, not a roll modifier.
- ☐ -1 Influence if the faction changes leadership or reshuffles its cabinet. This is a reduction in rating, not a roll modifier.

## MEMBERS HELPING MEMBERS

A faction or coalition with higher Power may help a faction with lower Power with Influence tests and street battles.

## INFLUENCE MODIFIERS TABLE

Use the following modifiers as needed when testing Influence.

*For example, Catholics gain +1 to Influence one another, but Catholic Royalists gain -1 to Influence Catholic Frondeurs. However, if both sides share the Parisian national mentality, then the total modifier is  $\pm 0$ .*

Influence Modifiers Table	Df
<b>MENTALITIES</b>	
Each mentality shared with target	+1
Each mentality differing with target	-2
<b>POLITICAL ACTION EFFECTS</b>	
Agitated (per agitator employed against)	-2
Bribes	+2
<b>BREAD SUPPLY LEVEL MODIFIERS</b>	
Bountiful	+2
Plentiful	+1
Marginal	-1
Short	-2
Scarce	-2
Desperate	-4
Famine	-5
Starvation	-6

Influence Modifiers Table	Df
<b>MOOD LEVEL MODIFIERS FOR INFLUENCING THE PEOPLE</b>	
Joyous mood	+2
Contented mood	+1
Dissatisfied mood	-1
Frustrated mood	-2
Irate mood	-3
Defiant mood	-4
Angry mood	-8
Furious mood	-16
Enraged mood	-32

## Political Will

Each faction possesses a collective will that represents its cohesion and resistance to subversion. Using the press, one can attack the members of a faction. Reduce their will to 0 and you will stymie their efforts on many fronts.

### GENERATING POLITICAL WILL

To generate a faction's base will score, add together the values for their imprimatur, Power base and their level.

*The Council of State's will is 39 (30 + 7 + 2).*

### ATTACKING POLITICAL WILL

Faction will may be damaged by successful press attacks, speeches and lost battles.

### SPENDING POLITICAL WILL

Unlike individual will, factions must expend their Political Will to take political action. See the Political Actions section at the end of this chapter for the individual costs.

- ☪ If an expense would take a faction to 0 will, do not spend the will and do not take the action. It is better to do nothing than risk dropping Political Will to 0.

**HALF WILL**

If a faction's Political Will drops half or below due to damage or expenditure, test the faction's Influence over its members.

- ☞ Success prevents negative effect.
- ☞ Failure indicates some members become demoralized and desert:  
Reduce the faction's Power by 1 and increase the Power of the People by 1.

**Ø WILL**

If damage or expenditure reduces faction will to 0 or less, process the effects below:

**Stunned:** The faction may not execute its current action or its action in the following event (attacker's choice).

**Desertions:** Reduce faction Power by 1 and increase People Power by 1.

**Dispirited:** Reduce by 1 the morale of all members of the faction until will is restored to 50% or greater of its maximum.

**Crushed:** Excess damage to Political Will that would reduce the value below 0 is passed down to the faction's individual members. All faction members immediately suffer the excess damage to their personal will.

**Convinced:** If Political Will is reduced to 0 from a speech or press attack, the faction's leaders, inner circle and agents must abide by the victory conditions imposed by the verbal weapons used to damage their collective will.

**REGENERATING POLITICAL WILL**

Political will regenerates at the conclusion of each moment by an amount equal to the faction's imprimatur value plus the Charisma modifier of its leadership.

*With the imprimatur of God (7) and Anne's Charisma 16 (+2), the Royalist faction regains 9 will per moment.*

## DRAWING ON POLITICAL WILL

Protagonists and antagonists who are ranking members of a faction—as agents, inner circle or leadership—may draw upon their faction's will if their will is reduced to 0 as a result of a duel of wits attack (personal or in the press).

To do so, the character firmly states their affiliation in a manner appropriate to the range of the attack—whispered, spoken, shouted or published—as well as their rejection of the implications to their honor that their attacker has made.

Then test their politics mentality with a negative modifier equal to the amount by which they were reduced below 0.

*If an attack reduces will to -2, the player tests their politics mentality with a -2 modifier.*

If successful, the character immediately regains will equal to their Wisdom modifier plus 1. Characters with a negative modifier may not benefit from this maneuver.

❶ Faction will is then reduced by the Wisdom modifier, whether the politics test is successful or not.

# Political Events

At the conclusion of an event, the game master assesses the outcome for its political impact. They should ask:

- ❶ Did the faction in question achieve an aim as a result of the event?
- ❶ Did the faction in question gain or lose Power as a result?
- ❶ Did the faction in question gain or lose Influence as a result?
- ❶ Did the faction in question gain or lose resources as a result?

Based on that assessment alone, a game master may adjust faction ratings accordingly. Should you require more guidance on the effects of political actions, consult the Political Actions section at the end of this chapter.

# Paris, 1648 Factions

## POLITICAL LANDSCAPE OF PARIS 1648

We represented five factions in **Book 2: *Les Fruits Malheureux***: Royalists, Cardinalists, Noblists, Frondeurs and Hapsburgs. Let's review them briefly.

**Royalists:** These are the people loyal to the king and queen. Led by Queen Anne and the boy king, Louis Dieudonné, they are advised by Cardinal Mazarin, Chancellor Séguier and Secretary Le Tellier.

**Cardinalists:** Here is the smallest and most unpopular faction: those who support the aims of the prime minister, Cardinal Mazarin. Though Mazarin sits in the inner circle of the Royalists, he also leads this small group. He is supported by Superintendent d'Émery and Marshal de Gramont.

**Noblists:** The nobility of France is proud, strong and wealthy. Their traditions and rights stretch back for generations, predating even the current dynasty. They seek to protect their privileges against the centralizing impulses of the Royalists, and are reluctantly led by Prince Gaston d'Orléans, who is advised by the Prince de Condé and his cousin, the Prince de Conti.

**Frondeurs:** This group is new to the scene in 1648, having just recently coalesced from the hot anger of the working people of Paris and supporters from other factions. They have no leadership at the start of the year, but a collection of popular figures guide the movement: President Pierre Broussel, Henri d'Orléans, First President Mathieu Molé, President Blancmesnil, President Coigneux, Advocate General Omer Talon.

**Hapsburgs:** In the Hapsburgs, we represent a massive, monolithic enemy faction. These are the forces of Spain and Austria who seek to rule Europe and conquer the New World, crushing France in the bargain. They're led by Emperor Ferdinand and King Philip IV of Spain.

While these political mentalities represent a reasonable position from which to start exploring seventeenth century France, this

volume focuses on Paris specifically and as such requires from us more nuance. Let's examine the political landscape of Paris in 1647 and early 1648. We find the city split between six camps: Royalists, Cardinalists, Sword Nobles, Robe Nobles, Bourgeoisie and the People.

**Sword Nobles:** The sword nobles of Paris represent the old guard of France, true defenders of the kingdom. They are lead by the princes.

**Robe Nobles:** The robe nobility is a new breed of noble, looked down upon by the old guard, but instrumental to the functioning of the state. They are the judges and ministers of Parlement and the royal court. They are nominally—reluctantly—lead by Chancellor Séguier, as the chancellor is the highest ranking robe noble.

**Bourgeoisie:** The middle class of Paris represent a powerful political voice and one that is surprisingly unified. These are the wealthy, nouveau riche bankers, financiers, doctors and architects, but also the barbers, bakers, butchers and carpenters of this storied city.

**The People:** While the People are not a faction in our strict definition, since they have no unifying Political Will, they remain a political force that cannot be ignored. The People are the great, unrepresented swath of humanity living and working in Lutetia: the vendors, laborers, servants, beggars and so many others shoved to the margins—including women and children. We have alluded to the power of the People in the Mood chapter. Here we shall demonstrate that a faction cannot govern without the consent of the People.

As the curtain rises on the bloody opera of 1647, the lines of power fracture, fragment and redraw themselves into new coalitions. Recognizing the frailty of the nascent French state, Queen Anne and Cardinal Mazarin begin to consolidate resources and authority under the crown in a manner soon to be known as absolute monarchy. The political bodies around them react, reflexively convulsing, attempting to hold onto the old order or carve power for themselves in this new world. Thus in the dawning hours of 1648, we see newly formed political coalitions. These are the groups that shall fight for the soul of France:

**The Council of State:** The Royalists close ranks with the Cardinalists and consolidate their power. They draw in a cadre of loyal sword nobles, judges and bourgeoisie as well as those among the People who love the king above all else. But the Council's grip on power is tenuous.

**The Princes:** Realizing that a frightful dawn approaches—in which their class becomes subservient to the ruling Royalists—the sword nobles act with a will. They attempt to step into the political arena as powerbrokers. They possess wealth, arms and honor. Surely they can leverage their power to gain the upper hand without risking a civil war and, thus, the destruction of everything they're fighting to defend.

**The Fronde:** The Fronde—the Slingshot—is the popular movement of the day. This group represents an ad hoc, hastily formed, unlikely coalition between the robe nobility and the bourgeoisie, backed by a groundswell of popular support. Protesting the overtaxation of the people and the corruption of the State, they question the fundamentals of royal authority. As such, these Frondeurs represent the most dangerous political movement to emerge in France since the Reformation.

In order to better represent the political situation in Paris in the year 1648, we have formed coalitions from the original factions presented in **Miseries & Misfortunes Books 1 & 2**.

- ☪ The Royalists and Cardinalists form a coalition and now share Aims as the Council of State.
  - ♦ This coalition now represents the Royalist and Cardinalist mentalities.
- ☪ The Fronde is also a coalition faction, here reconstituted as members of the robe nobles, bourgeoisie and the people.
  - ♦ This coalition is represented by the Frondeur mentality.
- ☪ The Noblists form a loose coalition with allies from the bourgeoisie, the robe nobles and their people. We call them here the Princes.
  - ♦ The Noblist mentality is now represented by this coalition.

Below, we provide you with the Aims of each faction as well as their Power, Influence and other corporate abilities.

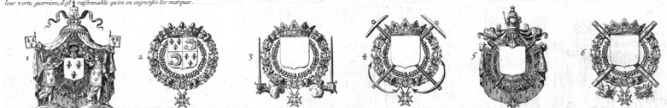
### COUNCIL OF STATE

The Council of State is the ruling body of France. It consists of the Queen Regent, her prime minister, a handful of princes and a selection of officials: Superintendent of Finance, the Secretary for War and the Keeper of the Seals, also known as the Chancellor.

1/6	2/6	3/6	4/6	5/6	7/8	Council of State Aims
X	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Fund the state through taxes or loans.
X	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Defend France's interests at home and abroad.
X	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	Appoint competent ministers of state.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Rein in the power of the princes.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Force Parlement to submit to the royal will.
<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Drive the Hapsburgs out of the Netherlands.

Council of State (Coalition)					Class Royals				
Power	46	Influence	1/6	Will	39	Res	40	Imp	7
Obligations	22	Tax exempt, lavish lifestyle, leadership/inner circle (5)							
Coalition	Royalists (25) and the People (5)								
Leadership	Queen Anne								
Inner Circle	Cardinal Mazarin, Chancellor Séguier, Mademoiselle Françoise Bertaut de Motteville, Superintendent d'Émery, Marshal de la Meilleraye, and Secretary of State for War le Tellier								
Agents	Maréchal Gramont, Abel Servien, Captain Guitaut, Lieutenant Comminges of the Guards, Charles de Batz, First President Molé, Finance Minister de la Vieuille, Vicomte de Turenne, La Porte (Anne's factotum), Marie-Claire de Fleix (maid of honor), Governess de Senecey								
Mentalities	French, Catholic, Royalist								
Rights [9]	Rulership, create and grant titles, create offices, bear arms, collect taxes, pass laws, tax exemption, make arrests, conduct military ops								
Soldiers	Army of Picardy (full strength), army of Flanders (full strength), company of Swiss Guards (failure to report), regiment of French Guards (failure to report), company of Garde du Corps (failure to report)								
Assets	Abbey (Val-de-Grâce), Arsenal, 4 x Castle (Châtelet, Louvre, Temple, Vincennes), Hôtel (Palais-Royal), Fortress (Bastille), Hospital (Les Invalides), Estate (Saint-Germain-en-Laye)								

*Les armes, pourvus de la croix de France, sont en usage de nosseigneurs.*



### THE FRONDE

The Fronde is a loose coalition of the robe noble judges, the bourgeoisie, and the working people of Paris all supported by a cadre of opportunistic nobles who are looking to undermine royal power. Together, they oppose the Council of State's recent tax increases. Their symbol is the slingshot.

1/6	2/6	3/6	4/6	5/6	7/8	The Fronde's Aims
✗	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	■	Stand up against the State's abuse of power.
✗	■	■	■	■	■	Set up printing presses for pamphlets.
■	<input type="checkbox"/>	■	■	■	■	Secure Parlement's independence.
■	■	■	<input type="checkbox"/>	■	■	Enlist the aid of the nobles.
■	■	■	■	<input type="checkbox"/>	■	Expel Mazarin from France.
■	■	<input type="checkbox"/>	■	■	<input type="checkbox"/>	Reduce the tax burden for the people.

The Fronde (Coalition)		Class	Bourgeoisie, Robe Noble						
Power	46	Influence	1/6	Will	41	Res	44	Imp	4
Obligations	19	Mixed tax status (2), respectable lifestyle, leadership/inner circle (6)							
Coalition	Noblesse de Robe (5), Bourgeoisie (14), People (15)								
Leadership	Coadjutor de Retz								
Inner Circle	President Broussel, Duke d'Orléans, First President Molé, President Blancmesnil, President Coigneux, Advocate General Talon								
Agents	Comte de Rochefort, Louvière Broussel, Abbé Scarron, Duchesse de Longueville								
Mentalities	French, Catholic, Frondeur								
Rights (8)	Bear arms, collect taxes, pass laws, tax exemption, make arrests, monopoly, licenses, collect annuities								
Soldiers	None								
Assets	Printing presses (6), carts and wagons, workshops, estate, hôtel								

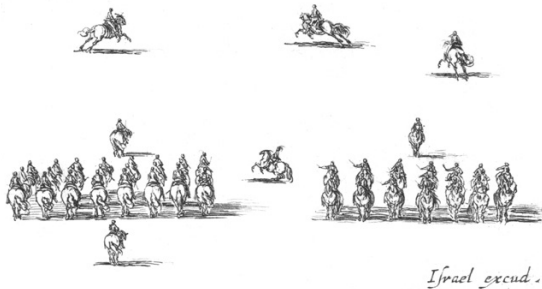


## THE NOBLE PRINCES

The Noble Princes are a loose confederation of powerful, wealthy sword nobles who hope to maintain their own power and check the authority of the royalty. They are lead reluctantly by their most senior, highest-ranking member: Gaston d'Orléans. Their ranks include some of the brightest stars of the day: Prince de Condé, his cousin the Prince de Conti, and the beloved of the people, the Duke de Beaufort.

1/6	2/6	3/6	4/6	5/6	7/8	The Noble Princes' Aims
✘	■	■	■	□	■	Preserve our ancient rights and privileges.
■	□	■	□	■	□	Defend France from foreign invasion.
■	■	□	■	□	■	Take up a cause or battle despite impossible odds.
■	□	■	■	□	■	Secure the best positions in the government.
✘	■	■	■	■	□	Remind the monarch where the real power lies.
■	■	□	■	■	□	Thwart the machinations of Mazarin.

The Princes		Class Noblesse d'épée							
Power	30	Influence	4/6	Will	24	Res	30	Imp	5
Obligations	19	Tax exempt, fashionable lifestyle, leadership/inner circle (4)							
Coalition	—								
Leadership	Gaston d'Orléans								
Inner Circle	Prince de Condé, Prince de Conti, Duc de Beaufort								
Agents	Aramis, Athos, Comte de Bussy-Rabutin, Chevalier Gramont								
Mentalities	French, Catholic, Noblist								
Rights [5]	Bear arms, tax exemption, make arrests, collect annuities, conduct military operations								
Soldiers	Gens d'armes squadrons (10), infantry regiments (3)								
Assets	Estates (6), Castles (3), Hôtel (Luxembourg)								



# The March of History

If playing a historical moment, many faction aims are decided by the events of record. At the conclusion of the moment, the game master marks the aims accomplished according to the listed events. No roll is necessary.

## DIVERGENCE & UNCERTAINTY

Given that this is a roleplaying game, we expect that our protagonists or even a throw of the dice will interfere with the mechanisms of history. Should the actions of individuals block or otherwise prevent a historical event from coming to pass, the game master cannot mark the aim achieved. For this moment, the faction is stymied in their aims.

Should a faction be blocked like this, we assume the group will continue to operate in the background, attempting to pursue their aims in future moments if possible, but they are now running against time.

At this juncture, we have almost certainly diverged from history. However, events flow forward and there may yet be an opportunity for the faction to accomplish its aims. The game master should continue to monitor the developments of the events and plots to determine if the faction's aims are fulfilled at another moment.

## HISTORICAL TRAJECTORY

Given the nature of the Moments system, it's likely that factions will operate automatically during the moments our protagonists are recovering from their exertions, studying or traveling. This mechanism provides the game master with two small options to determine if the faction gets back on course.

- ☪ If the faction was stymied by a calamity, force of nature or another one-off disaster or unexpected shift—like the actions of a protagonist—then the game master may test the faction's Influence in the next moment.
  - ♦ If successful, the faction rights itself and completes the blocked aim.
- ☪ If the faction was blocked due to the efforts of another faction, the game master may test the faction's Influence opposed by the Influence of the interfering faction. Use these results:

**Historical trajectory wins:** The faction accomplishes their aim.

Mark it as accomplished.

**Opposing faction wins:** The opposing faction denies history!

Do not mark the aim accomplished, as it simply cannot be. If relevant, the opposing faction may mark one of their own aims accomplished if related to thwarting the historical trajectory.

**Both successful, historical trajectory high:** History is ascendent.

The faction gains +1 to their next Influence test to accomplish their aims.

**Both successful, opposing faction high:** The struggle is costly.

The faction attempting to right the historical ship suffers a loss in the form of: Power, arms, an asset, a figure of note or increased expense. The game master may decide the precise cost.

**Tied result:** The action of this moment is a deadlock. The factions may try to oppose each other again at the conclusion of the next moment.

**Both fail:** The action is costly to both. Neither make progress toward their aims and both suffer a cost: Power, arms, an asset, a figure of note or increased expense. The opposing side decides the cost in this case.

## **ROLEPLAYING A FACTION**

Achieving faction aims moves us along a historical track. They can also serve as objectives for the protagonists. While they are useful, we acknowledge that they might not encompass every situation a faction and its leadership may find itself in during the course of play. Here we offer some advice for the game master when making decisions about how factions behave.

To begin:

- ☐ All factions profess lofty ideals and progressive goals. When times are good for them, they may even attempt to accomplish some of them.

*Anne and Cardinal Mazarin insist their actions are done to preserve France from the Hapsburg threat and make her great again.*

That said, there are some mitigating factors that play on these ideals:

- ☪ A faction always acts in its own self-interest, even if that self-interest destroys others or undermines their own ideals.
- ☪ A faction or organization never “does the right thing” if that act would sacrifice even a sliver of its own power or self-interest.

*Anne would sooner go to war with her own people than compromise.*

When threatened, all factions seek self-preservation above all else:

- ☪ If their self-interest is blocked by an obstacle—like another faction’s right or a public work like a bridge—a faction will act to destroy that obstacle to get their way. Even if this act damages their own self-interest in the long term.
- ☪ If accused of a transgression or crime, a faction denies or lies. A faction never admits to wrongdoing unless forced to.
- ☪ If they perceive a threat, a faction denounces, shames or accuses those who they feel threaten them, even if their denunciation is a lie—and even if they must attack their own membership.
- ☪ If the perception of threat persists, a faction banishes, exiles or murders those who it believes are a danger to its self-interest—even if they must destroy their own agents and inner circle in the process.

## Destroying a Faction

It is difficult but not impossible to destroy a faction.

### Ø POWER

A faction with no Power is a tragic thing indeed. When finally reduced to Ø Power, the shock of their collapse reverberates through society. Do the following:

- ☪ All members of the destroyed faction suffer -1d8 Will damage, and -1 to maximum Will permanently.
- ☪ Subtract -1d6 reputation from all members of the destroyed faction. Members may apologize to the ruling faction to try to earn forgiveness.

- ☞ Apply a -1 modifier to all Wealth tests for members for the remainder of the moment or until the conclusion of the next moment. The game master decides.
- ☞ All faction members suffer -1 morale until the end of the moment or until the conclusion of the next moment. The game master decides.
- ☞ Any debt collateral is claimed by lenders.
- ☞ Armed bands dissolve, become mercenaries or marauders.
- ☞ Lastly, 0-1 dependents quit each protagonist member. Roll 1d2-1.

The destruction of a faction may cause a scandal as per the rules in the Mood chapter. The game master may assess the situation as they see fit.

## Political Actions

Despite the volatility of the human heart and the unpredictability of politics, factions tend to behave in a constrained, even predictable, manner. We have attempted, dear reader, to codify their possible maneuvers in a set of “political actions,” similar to how we have codified attacks in a Duel of Wits or feats of arms in a traditional duel. Here, these actions are intended to represent group or corporate efforts rather than individual endeavors. One group applies itself against another opposing group in an effort to change the political landscape.

The actions are as follows: Agitate, Appeal, Bribe, Challenge, Demand, Demonstrate Strength, Deploy Soldiers, Exercise Rights, Finance, Lure, Publish, Purchase, Rally, Refuse and Spread Rumors.

### SELECTING ACTIONS

Political actions may be selected by the game master in advance of an event to direct a faction’s efforts or a faction’s efforts may be assessed after an event and put into terms of one of the political actions. If the players control a faction, they should discuss openly with the game master what their intent is.

Both sides should endeavor to make credible, sensible and exciting political action selections that best represent the tone of their game

and the historical atmosphere. Political actions are not intended to be played as a hidden-action-reveal game, but rather a collaborative way to frame and guide the chaos of the day.

**POLITICAL ACTION TIMING AND COST**

Each political action costs Resources (R) and Political Will (W). Each faction may perform one action per event provided they have enough Political Will and Resources to spend to fund the action. Subtract the appropriate amounts from the acting faction’s total when they select this action. If the faction cannot pay the costs, they cannot select the action.

**AGITATE (1 R, 1 W)**

Unscrupulous patrons may engage the service of professional agitators to stir up the crowd or disrupt an opposing, targeted faction. Pay 1 Resources point and 1 Will per agitator employed.

- ☐ The targeted faction suffers -1 to Influence rolls per agitator for the remainder of the moment.

Agitators are, by their nature, rather volatile. After this action is resolved, roll once on the table below:

1d6	Agitations	Effect
1	Agitators discovered	They confess their employers
2	Wild rumors	The people invent and adopt a new idea
3	Dark suspicions	The agitators go too far: -1 mood
4	Riled up	-1 to Protest, Riot and Persecution subtable rolls
5	Adopted Narrative	Make a Speech attack against the target faction
6	Work well done	No further effect

**APPEAL (3 R, 4 W)**

The leadership of this faction makes an appeal to the People in an attempt to draw them into the faction.

- ☐ Test Influence with applicable modifiers from the Influence Modifiers table.
  - ◆ If successful, transfer 1 Power from the People into your faction’s Power base.
  - ◆ If failed, all faction members lose 0-3 reputation (1d4-1).



**Refute Rumor:** The faction's leadership may preach against the truth of a rumor, lest it take hold among its rank and file. Test Influence:

- ♦ If successful, the rumor is refuted and no longer believed to be true. It can no longer affect the mood of the city.
- ♦ If failed, the rumor is believed to be true by the rank-and-file and it endures into the next moment.

**Remonstrate Law:** Using the Challenge political action, your faction may critique a law or legal decision. To remonstrate, the faction must have members of the robe nobility in its inner circle or leadership.

- ♦ Remonstrance may be done as a speech attack or a press attack using the Remonstrate action, if your intent is to damage the will of the faction who promulgated such gibberish. If using the press, your faction must have printing press assets.
- ♦ Or a remonstrance may be issued using a Law skill test from one of your jurists, if you just want to make a point. If successful, the law is either nullified, sent back to court or returned to the sovereign with notes.

### DEMAND (1 R, 3 W)

A faction may issue demands to other factions. These demands are similar to the demands issued by the people as described in the Mood chapter, but they differ in a significant fashion. Since they originate from a faction, satisfying them does not lift mood. So what value do they have in the politics of factions? Demands may be used as bargaining chips for factions. Each demand from one faction is equivalent in value to any demand made by another faction. Satisfying the conditions of one demand may be traded for the satisfaction of another demand—from your faction or another. Trading these demands as bargaining chips is a central feature of politics. Agreeing to factional demands is typically voluntary, but accession may be coerced through other means.

*Factional demands include rights for the faction, but more often involve personal gains for the leadership and inner circle like grants of titles, offices and similar positions.*

## DEPLOY SOLDIERS (SEE BELOW)

A faction may deploy its soldiers on a mission. This action deploys all available soldiers in the city (not individual units). The owning faction may decide to which areas they are deployed, so long as they can trace a clear line of control from their headquarters to the destination. Deployed soldiers will do the following: control a section of the city, battle occupants of a section they do not control, intimidate occupants and slaughter civilians.

The Resources cost of deploying units of soldiers increases as their Force type does. This Resource fee is paid once per moment, when the force is deployed. Consult the table below:

Res	10	8	5	4	3	2	1	0
Force	Army	Wing	Regiment	Battalion	Company	Squadron	Peloton	Group

Deployed soldiers may do one of the following per event (the Will cost per action is listed in parenthesis):

**Control (1 w):** The soldiers are stationed in a section of the city merely to occupy it and control it for their faction. See Crowds, Mobs & Battles for the control rules. While in control of an area, soldiers may capture or destroy assets at the direction of their leaders.

**Intimidate (2 w):** A faction may deploy soldiers on the streets to attempt to intimidate a target. Deploy soldiers and test Influence. If successful, then the target faction may not take a political action at the next event and suffers 1d6 damage to Political Will.

**Battle (3 w):** If deployed to an occupied section of the city or to a neighborhood adjacent to one occupied by an opposing force or faction, the soldiers may be ordered into battle. See Crowds, Mobs & Battles for the battle rules.

**Slaughter (5 w):** If the city's mood is at 9/Dissatisfied or higher, soldiers may be deployed to an area of the city and instructed to slaughter members of the People or a target faction. Doing so has the following effects:

- ♦ -1d3 mood due to the calamity of the slaughter
- ♦ -1d3 Power to the targeted faction

In addition, deploying soldiers into the streets has other effects.

**Looting:** Soldiers loot. After each deployment, at the end of the moment, assess the amount of looting the soldiers conducted.

Roll 1d3-1 and subtract the result from the current bread supply.

**Mood:** Deploying soldiers onto the streets always causes mood to drop by -1. See State of the World for more on events like these.

### EXERCISE RIGHTS (1 R, 1 W)

Factions with active rights may exercise them. For example, they may pass laws, make arrests, collect taxes, etc. Below are example effects:

**Arrest:** With the right to make arrests, your faction may arrest the leaders, inner circle, agent or agitators of a targeted faction, removing them to a prison like the Bastille, Temple or Vincennes.

**Ban:** With the right to pass laws, your faction may issue a ban or bull against a target faction.

**Collect:** With the right to collect taxes, you may make good on your contracts. Find your tax contract type on the list below and choose a specific target, if necessary:

Tax	Target	Collection
<i>Taillon</i>	People	3d6 Res
<i>Gabelle</i>	Any except clergy or nobility	3d6 Res
<i>Aides</i>	People, Bourgeoisie	2d6 Res
<i>Douane</i>	People, Bourgeoisie	3d6 Res
<i>Dime</i>	People	1d10 Res

- ✦ Subtract the full result from the target's Resources and add half of the result to your faction's Resources. The other half is paid to tax farmers for collection fees or is stolen.
- ✦ Reduce mood by -1.
- ✦ If collecting on the People, since they have no Resources, reduce their Power by -1, as the vulnerable die from starvation and disease.

**Grant:** With the right to grant titles or offices, your faction may assign individuals with new positions in its organization. Typically, the crown does not offer these grants for free. See the Purchase political action for suggested prices.



### **FINANCE (1 R, 2 W)**

Your faction may generate Resources by financing its debt and assets. To dance with the Devil, do the following:

- ☐ Select one of your faction's assets or debts and test Influence. Or, if a member of the faction's inner circle or leadership possesses the Finance skill, they may test their skill in place of the faction's Influence.
  - ◆ If successful, the asset or debt becomes collateral for a new debt. The value of the financing is equal to the cost to purchase -1. Add this amount to your faction's Resources.
  - ◆ Increase your faction's Obligations by 1 for a number of moments equal to the value of the financing.
  - ◆ If failed, the bankers offer you a deal of half the value of the asset at a rate of +2 Obligations per moment. Take it or leave it.

### **INSIST (1 R, 3 W)**

A faction may insist another group perform its role in society, if the following conditions are met.

- ☐ The insisting faction must have Imprimatur equal to or higher than the target.
- ☐ And the insisting faction must have granted the target faction rights or offices in the past.

If these conditions are met, the insisting faction may choose to do one of the following:

- ☐ Test Influence opposed by the target faction's Influence using the Influence modifiers table. If successful, they perform their role.
- ☐ Or the faction leaders or inner circle may make a speech attack using the Implore, Threaten or Shame weapons against the target faction's will.

### LURE (1 R, 4 W)

A faction may ply its Influence to lure members of another group to join its cause or to return to whence they came.

- ☐ Test Influence using the modifiers from the Influence modifiers table.
  - ♦ If successful, the faction moves one point of Power from the target group to the Power column of a faction of their choosing.
  - ♦ Any members influenced to leave a faction for another, adopt the political mentality of the faction or coalition they join (but remain in their social class and birth quality).

If another faction opposes the lure with a lure of their own during the same event, use the following results:

**Clear winner:** Deduct one point of Power from the target faction and add it to any faction the winner chooses.

**Both succeed:** Each side loses -1 Power and the People gain +2 Power.

**Tie:** The faction with the higher Power breaks the tie in their favor. They take one point of Power away from their opponent and assign it to themselves.

**No winner:** No Power exchanges hands and the targeted group becomes resistant to manipulation. -1 to future Influence tests against them.

## **PUBLISH (1 R, 2 W)**

Publishing a book, paper or pamphlet is the surest way to get your ideas out into the vibrant intellectual world. Despite the dominance of hoary old traditions like the Divine Right of Kings, new ideas that challenge the traditional ways of thinking are alive in 1648. Heliocentrism, humanism, observation and induction are ideas gradually taking hold, transforming the way humanity sees the world from within.

Of course, ideas can also take a darker pallor. Xenophobia and religious intolerance fester like a cancer in the hearts of the peoples of Europe, ready to corrupt and destroy the small gains won since the Renaissance.

The Publish action requires that the faction have a printing press asset.

**Publish Idea:** Before a new idea can be disseminated, it must be germinated in a two-step process: It must be conceived by an influential philosopher or theologian and then they must write it into a form that the people can consume or absorb.

- ♦ To conceive an idea, test Theology, Mathematics, Astronomy, Chymistry or a similar skill. Failure indicates that denouncing the idea is granted a +4 modifier.
- ♦ To write down the idea, test the Composition or Latin skills for written works. The game master may assess complex, esoteric or unpopular ideas with a difficulty penalty from -2 to -12. Failure indicates the idea must be rewritten.
- ♦ Once the idea is thusly instantiated, a faction may test its Influence with applicable modifiers to disseminate it among the people or a faction. Or simply hand the book to an influential figure of note or protagonist.

**Publish Pamphlet:** Less formal than a reasoned, published idea, pamphlets are used to attack the will of target factions.

- ♦ Announce the topic of your pamphlet. Using the Soul of Wits rules, select a verbal weapon at Press distance and target a faction. Roll to hit and damage against will and reputation as appropriate. Will damage is applied to the faction. Reputation damage is applied to individuals.

**PURCHASE (x R, 2 W)**

Factions may leverage their Resources to purchase arms, assets, bread, a delightful fête, offices in the government, rights for their members, units of soldiers and tax contracts. Purchase at this magnitude benefit the faction as a whole—or at the least its leaders and inner circle. Prices are variable and listed in the descriptions and tables below.

**Asset:** A faction may purchase an asset as its Political Action—provided it has the Resources and the required right to do so. Asset costs are listed below.

Asset	Resources cost	Requirement	Res Value
Abbey, cloister	15	Precedence: Noblesse	+1 per
Academy	9	Grant rights, license	+1 per
Arsenal	10	Right: Bear arms	+1 per
Cargo ship	3	Right: Monopoly	+1 once only
Carts and wagons	2	Right: Monopoly	+1 once only
Castle	5	Right: Collect rent	+1 per
Estate	7	Right: Collect rent	+1 per
Factory	5	Right: Monopoly	+1 per
Fortress	12	Right: Collect rent	+1 per
Foundry	7	Right: Monopoly	+1 per
Hospital	5	Grant rights, license	+1 per
Hôtel	4	Nothing but money	+1 per
Line of credit	—	Gift of line of credit	+1 per
Mill	4	Right: Monopoly	+1 per
Port	50	Right: Collect rent	+1 per
Printing press	3	License	+1 once only
Villa	5	Right: Collect rent	+1 per
Village	6	Right: Collect rent	+1 per
Vineyard	6	Right: Collect rent	+1 per
Warship	4	Right: Bear arms	+1 once only
Workshop	2	Right: Monopoly	+1 once only

**Arms (x r, 1 w):** A faction lacking arms may purchase them. Test Influence to buy muskets and ammunition. The cost is 1 Resources point per 10 points of Power base. Due to the nature of militia defense of cities, the people have ready access to basic weaponry like pikes and halberds. In fact, many artisans and bourgeoisie neighborhoods train in columns should the need

arise for them to defend their homes en masse. While there are firearms in the hands of the populace, muskets, powder, ball and matchcord are not so widely distributed. A faction with an arsenal asset is considered to have arms at the ready.

**Bread (x r, 1 w):** One can buy grain or flour from other regions and ship it to the affected city or region to feed the hungry. Test Trade to locate stocks of flour for purchase (and ovens to bake it in).

- ♦ If successful, allocate the number of Resources points according to the bread supply in the region. Releasing the bread into the city or region increases the bread supply by one. Alternately, a faction may keep it all for themselves.

Supply	10	9	6-8	5	4	3	2	1	0
Bread	<i>Bountiful</i>	<i>Plentiful</i>	<i>Enough</i>	<i>Marginal</i>	<i>Shortage</i>	<i>Scarce</i>	<i>Desperate</i>	<i>Famine</i>	<i>Starv.</i>
Res	½	1	1	2	4	5	6	7	8

**Fête (1 r, 1 w):** The ruling party may throw a party or celebration for the People. To do so, spend 1 Resources point per 5 points of People Power. The effect is a delight for the People. Typically, this grants +1 mood, unless the mood turns to enraged/revolt.

**Offices:** In the winter of 1648, Mazarin sparks a scandal when he creates 24 new Master of Request offices to be sold to generate revenue for the war. Can a faction pool its Resources and buy such an office for its leaders or inner circle? Provided that the purchasing faction has the necessary rights to robe nobility, we don't see why not. These offices come with an annual income of roughly their cost × £10,000 for the individual. The price for an office is added to the seller's coffers at one less than its cost. This increase takes them above their Power base + Assets maximum.

Offices for Sale	Resource Cost
President	10
Councillor	9
Intendant	8
<i>Receveur Général</i>	7
Master of Requests	7
Judge, <i>Chambres des Comptes</i>	6
Judge, <i>Cour des Aides</i>	6
Judge, <i>Cour des Monnaies</i>	6
<i>Contrôleur Général des Finances</i>	5
Junior Judge	4

**Rights:** Purchasing a right from another faction is never straightforward. To begin, the selling faction must have the right to grant this right. And since a new right grants +1 Power, the cost may be set by the owning faction at whatever level they desire, up to the maximum cost of the purchaser’s current Power level. Should the exchange be made, half the purchase price goes straight into the Resource coffers of the selling faction. This increase takes them above their Power base + Assets maximum.

**Soldiers:** To form forces of soldiers and such, one must pay the Resources cost. To do so legally also requires the right to bear arms and the right to conduct military operations. Armed bands are described as a type of force. The Resources cost of hiring units of soldiers increases as the force grows. Consult the table below:

Res	20	15	10	8	6	4	2	1
<b>Force</b>	<i>Army</i>	<i>Wing</i>	<i>Regiment</i>	<i>Battalion</i>	<i>Company</i>	<i>Squadron</i>	<i>Peloton</i>	<i>Group</i>

- ♦ In addition, when hiring soldiers, one must roll on the Starving Beggars table found under the Hiring Soldiers heading of the Crowds, Mobs & Battles Addendum.

**Tax Contract:** The crown sells the rights to collect taxes to wealthy financiers called tax farmers or *partisans*. The purchaser then “farms” the tax collection and attempts to recoup or profit on their purchase. Rather than collect in full themselves, the *partisans* frequently subcontract out collections. It’s a system rife with corruption and inhumanity. A faction must have the right to collect taxes in order to make this purchase. For collections, see the heading under the Exercise Rights action.

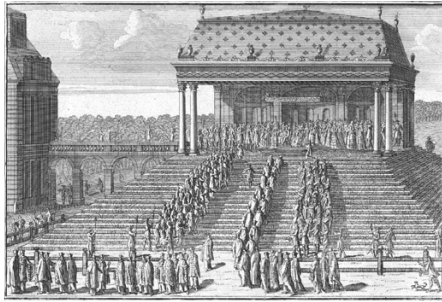
Tax	Type	Cost	Requirement
<i>Taillon</i>	Hearth tax on peasants	15	Right: Tax contract
<i>Gabelle</i>	Salt tax on all but clergy	25	Right: Tax contract
<i>Aides</i>	Consumer goods tax	10	Right: Tax contract
<i>Douane</i>	Import and customs tax	12	Right: Tax contract
<i>Dime</i>	One tenth of produce tax	11	Right: Tithe

### **RALLY (1 R, 3 W)**

Factions are affected by the mood of the city or region in which they reside. However, since they represent a group identity, their leadership may act as a bulwark against merely following the madding crowd.

If the mood of the city or region pulls members of their faction into an undesirable state, the faction's leadership may attempt to dissuade their group from taking untoward action.

- ☞ Test Influence with applicable modifiers from the Influence Modifiers table.
  - ◆ If successful, the leadership may set the mood of their faction's members up to two levels higher than the current level of the people.



### **REFUSE (X R, 4 W)**

A faction may take the purely defensive act of defiance, refusing to perform its role in the body politic: as a unit, its members refuse to pass laws, perform their labors, hold mass or something similar. Doing so indicates its relationship with other factions is currently blocked and any dependent operations or coordination between the groups ceases: collection of taxes, prosecution of battle, trials for crimes, etc. The action has the following effects:

- ☞ The faction's members go on strike and refuse to perform their role in the government, workforce, church, etc.
- ☞ During this event and until they play another political action, Influence tests against the refusing faction suffer a negative modifier equal to the faction's Power.
- ☞ The Resource cost is equal to the faction's own Influence numerator -1 (minimum 1). Refusal also inflicts a -1 Resource cost on the faction being refused.

**SHOW OF STRENGTH (SEE BELOW)**

The leadership or inner circle of a faction may summon its people to make a show of strength. Choose a desired option from the list below and test Influence to determine if the faction's people heed the call.

**Gather (2 r, 1 w):** Faction membership may gather at a locale and make their presence felt. Faction leadership may test its Influence to gather its membership at a desired location.

**Barricades and Blockades (3 r, 2 w):** To defend their turf, a faction may incite its members to erect barricades and drag chains across their streets. Doing so grants the faction control of the area. The amount of barricades, etc. depends on the faction's Power.

**To Arms (4 r, 3 w):** A faction may call its members to arms and go forth to occupy another area of the city or region. In general, there is no shortage of pikes, halberds and cutlasses within easy reach of those who wish to take them up—whether or not they are sword nobles. Even muskets are easy to come by, we must add.

- ♦ See the Street Battles heading in this chapter for details.
- ♦ Factions called to arms obey the Starving Beggars rules under the Hire Soldiers action.
- ♦ However, rather than roll, faction forces automatically suffer two penalties for their forces: failure to report and lacking munitions. Otherwise, they are somewhat better off than typical soldiers in that they have food, shoes and discipline.

For more information on faction forces, see the Crowds, Mobs & Battle Addendum.

**SPREAD RUMOR (1 R, 3 W)**

Rumors, innuendos and myths are looser, softer ideas—more ephemeral and inflammatory, and always false. Using the Spread Rumor action, a faction can circulate an idea in the city or region for one moment.

*For example, one may start a rumor of a scandal, an impending invasion, impending arrest or passage of an unjust law.*

To begin rumor mongering, target a faction, social class or the people and perform the following steps:

**Speak the lie aloud:** A protagonist, antagonist or supporting cast member must utter the kernel of the falsehood in a setting in which they can be overheard. Should they deem it necessary, the game master may call for a Parley test or a successful duel of wits using the Poison action to make the utterance stick.

**Talk around town:** Pass the rumor into your faction’s membership and use them to spread the word around the city. To impose this evil on the world, test your faction’s Influence using the modifiers below.

**The lie becomes truth:** If successful, the rumor becomes truth for the current moment and is treated as such by all factions or individuals, except the individuals who incited it.

**Rumor duration:** Rumors fade away at the conclusion of the moment. A rumor may be renewed in a subsequent moment if it was not challenged, refuted or otherwise proven false.

- ♦ If a rumor is sustained for three consecutive moments, it is converted into an idea (bypassing the need to test to create and articulate it conceptually).

**Bread supply modifiers:** The less bread there is in the city or region, the more easily rumors take hold.

<b>Supply</b>	<b>10</b>	<b>9</b>	<b>6-8</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>0</b>
<b>Bread</b>	<i>Bountiful</i>	<i>Plentiful</i>	<i>Enough</i>	<i>Marginal</i>	<i>Shortage</i>	<i>Scarce</i>	<i>Desperate</i>	<i>Famine</i>	<i>Starv.</i>
<b>Mod</b>	-4	-2	-1	±0	+2	+4	+6	+8	+10

**Mentalities:** -2 for each of a faction’s mentalities that are contradicted by the rumor.

*A rumor that the Christian’s God doesn’t exist won’t easily take hold, for example.*

**Other influences:** Use applicable modifiers from the Influence Modifiers table as necessary.



# ADDENDUM: BREAD

To be happy, productive and respectful, people need to eat. In France, the people must have their bread.<sup>1</sup> It is more than a staple, it's a right. To represent the omnipresence of bread and its necessity, we have abstracted the supply of bread into a 0-10 11-point scale, similar to what we have done for mood. As the supply fluctuates, so too does the disposition of the people.

## BREAD SUPPLY TABLE

Supply	Bread	Mood	Cap	CS	SB	Inf	Price	P&P
10	Bountiful	+1	20	+1	+1/0	+2	-	+2
9	Plentiful	+1	20	+1	—	+1	—	+1
6-8	Enough	—	18	—	—	—	—	—
5	Marginal	—	9	+1	—	-1	—	-1
4	Shortage	—	7	-1	-1/1	-2	+	-2
3	Scarce	-1	6	-2	-1/1	-3	++	-3
2	Desperate	-1	5	-3	-2/2	-4	+++	-4
1	Famine	-1	5	-5	-2/3	-5	++++	-5
0	Starvation	-1	5	-6	-3/3	-6	+++++	-6

## Bread Supply Levels

There are nine possible levels for bread supply: bountiful, plentiful, enough, marginal, shortage, scarce, desperate, famine and starvation.

### BOUNTIFUL

Bumper crops have filled the granaries. At 10 supply, food is so cheap that prices drop, mood increases, faction Influence is more effective, people are less susceptible to disease, celebratory crowds are larger and even soldiers are better fed.

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1 We use bread here as a stand-in for food supply, but other staple crops also fit the model: maize in the Americas and rice in Asia, for example.

### **PLENTIFUL**

There is more than enough bread to go around. At 9 supply, prices drop, mood increases, faction Influence is more effective, people are less susceptible to disease and celebratory crowds are larger.

### **ENOUGH**

There is enough bread to go around. No one need go hungry.

### **MARGINAL**

Supplies of wheat and flour are low, and the people speculate that there will soon be a shortage. This anxiety plays upon their nerves. The maximum mood at marginal supply is 9/Dissatisfied. If mood is higher than 9, reduce it to 9 immediately. In addition, crowd sizes are one step smaller, faction Influence suffers a small penalty and people are more susceptible to poison & plague.

### **SHORTAGE**

A shortage of wheat, flour, firewood, mills, bakeries or even bakers at their ovens means there isn't enough bread to go around. The maximum mood during a shortage is 7/Frustrated. If mood is higher than 7, reduce it to 7 immediately. In addition, crowd sizes are two steps smaller, soldiers begin to desert, faction Influence suffers a penalty, prices increase and people are more susceptible to poison & plague.

### **SCARCE**

People go hungry due to the lack of bread. The maximum mood when bread is scarce is 6/Irate. If mood is higher than 6, reduce it to 6 immediately. In addition, crowd sizes are three steps smaller, soldiers desert, faction Influence suffers a penalty, prices increase and people are more susceptible to poison & plague.

### **DESPERATE**

People grow desperate and slaughter animals for food, even ones dear to them. Some begin eating grass and boiling leather. The maximum mood when supplies are desperate is 5/Defiant. If mood is higher than 5, reduce it to 5 immediately. In addition, crowd sizes are four steps smaller, soldiers desert, faction Influence suffers a penalty, prices increase and people are more susceptible to poison & plague.



## FAMINE

From astride his emaciated horse, Famine stalks the living, bringing with him pestilence. The maximum mood during a famine is 5/ Defiant. If mood is higher than 5, reduce it to 5 immediately. However, crowd sizes are five steps smaller, soldiers are hardly effectual, faction Influence suffers a steep penalty, prices increase astronomically and people are more susceptible to poison & plague.

- ☪ At the start of each moment when the city or region suffers from famine, roll 1d6. On a 1, a plague erupts in the city or region.
  - ♦ If the plague emerges, all residents in the city or region must save vs poison & plague with a -5 famine modifier. Failure indicates they have caught the plague.

## **STARVATION**

The full effects of famine take hold. People drop dead in the streets; bodies fill the gutters. When the people are starving, the maximum mood is 5/Defiant. If mood is higher than 5, reduce it to 5 immediately. However, crowd sizes are a pitiful six steps smaller, soldiers are little more than starving beggars, faction Influence suffers a steep penalty, prices cruelly increase and people are the most susceptible to poison & plague.

- ☞ At the start of each moment when a city or region is starving, roll 1d6. On a 1 or 2, a plague erupts in the city or region.
  - ✦ If the plague emerges, all residents in the city or region must save vs poison & plague with a -6 starvation modifier. Failure indicates they have caught the plague.

# Bread Supply Effects

Bread can affect mood, maximum mood (Cap), Influence (Inf), Crowd Strength (CS), fighting strength of soldiers (SB), price (+/-) and poison & plague saves (P&P).

## **MOOD**

A lack of bread makes people uneasy. Modify mood as indicated. Effects are cumulative as bread supply increases or decreases multiple steps.

## **CAP**

This number indicates the maximum mood in a region at this level of bread supply. Folks tend to be manifestly unhappy during a famine. If the mood is higher than the cap, ignore the supply level +/- mood modifier and set mood to the cap level.

## **CROWD SIZE**

Short supplies make the people nervous. For example, some will remain at home rather than risk protesting in the streets. As the people grow hungrier, many prioritize fending for themselves over taking up the cause, whereas others simply no longer have the

strength to fight. Apply this modifier to determining the size of a crowd or mob when the people gather to protest, barricade, riot, persecute or revolt in the affected city or region.

### **STARVING BEGGARS (SB)**

Starving beggars refers to the sorry state of soldiers as food supplies dwindle. Soldiers desert when there's no food. However, officers and sergeants will try to hold an army together, even against its will. When you see this modifier, do the following:

- ☞ Apply the first number (x/y) as a modifier to the Starving Beggars table roll when hiring soldiers (+1 to -3). See the Hiring Soldiers heading in the Crowds, Mobs & Battles addendum.
- ☞ The second number indicates how many rolls to make on the Starving Beggars table when hiring soldiers at this bread supply level.
- ☞ If a force of soldiers is already deployed when the bread supply fluctuates, modify their force size by the first number listed: (+1 to -3).

*For example, during a bread shortage (SB -1/1), hiring a unit of soldiers requires one roll on the Starving Beggars table at a -1 penalty. Whereas, a regiment in the field during this shortage is reduced by one step of strength—to a company-level force—as soldiers desert.*

### **INFLUENCE (INF)**

As hunger takes its toll, people grow more suspicious and guarded—and factions suffer. Apply this modifier to faction Influence tests in the city or region.

### **PRICE INCREASE (+)**

Food shortages cause prices to inflate. At each increase, raise lifestyle obligations in the city or region for the season by 1 for each +.

*For example, Bread Alone is typically 1 Obligation. During times of desperate bread supply (+++), living on Bread Alone is 4 Obligation.*

### PRICE DECREASE (-)

Reduce lifestyle obligations by 1 when at this supply level.

### POISON & PLAGUE (P&P)

A steady diet fortifies us, whereas a lack of nutrition renders us vulnerable to maladies. Apply this modifier to all poison & plague saves in the city or region at this supply level.

## Seasonal Supply

At the conclusion of each season, the game master applies the following modifiers to the bread supply:

### SEASON SUPPLY TABLE

Season	Effect
Winter	-2 bread
Spring	-1 bread
Summer	No effect
Autumn	See below

### END OF THE HARVEST TABLE

At the end of autumn, roll 1d6 on Harvest table below with these modifiers:

- ☪ -1 per calamity in the year previous
- ☪ +1 if people's mood was Resigned (13-17) during the spring or autumn.

Result	Harvest Type	Effect
0	Disastrous harvest	-1 bread
1	Bad harvest	No increase in bread supply
2	Uncertain harvest	Roll 1d4 for bread supply increase
3-6	Harvest	+3 bread
7	Bumper	+4 bread



# ADDENDUM: STATE OF THE WORLD

**P**olitical maneuvers are not the sole determinant of mood in the city. Natural disasters, wars, harvests and ghastly crimes all weigh on the soul of the people as well.

## Event Types

We have divided the possible effects into five categories: calamity, delight, injustice, scandal and taxes.

### **CALAMITY**

Calamities include war, plagues, floods and other similar natural disasters. Famines which result from these calamities are separately represented in the Bread system.

- ☪ Each calamity subtracts -1d3 from mood.
- ☪ Each calamity in the spring, summer and autumn subtracts -1 from the harvest roll.

### **DELIGHT**

Delights are simple pleasures which improve the mood of the people. They include: prominent births, prominent deaths, a just verdict, military victory, parades, major holidays, criminal executions and municipal or civil improvements (bridges, canals, sewers, paving stones, public transport, street lights, postal service, etc.).

- ☪ Each delightful event increases mood by +1.
- ☪ Delights restore 1d2-1 will to their observers or participants.

☾ Delights proffered during a revolt may be received poorly. If the ruling elite provide a delight for the revolutionaries, test the ruling faction's Influence.

- ♦ If they succeed, then there is no effect.
- ♦ If the Influence test fails, then -1 mood.

### **INJUSTICE**

Injustices include arrests of popular or beloved figures, assassinations, loss of rights or income, imposition of new taxes, soldiers acting against the people, sham trials and sham executions.

☾ Each public injustice subtracts -1 from mood.

### **SCANDAL**

Scandals make the people uneasy. Scandals include murder and violent crime, exposing corruption, grain hoarding, a leader whose religion doesn't align with the people, an inappropriate love affair, the king exiting the capital in secrecy or a plot uncovered.

☾ Each scandal subtracts -1 from mood.

### **TAXES**

No one enjoys tax collections.

☾ A tax collection subtracts -1 from mood.

## **State of the World**

Absent a more directed idea, the game master may roll on this events table at the conclusion of a moment or at the end of a season.

Roll	Event	Type	Effect
2	Plague	C	-1d3 mood, -3 Crowd Strength
3	Fire	C	-1d3 mood, destroy neighborhood or faction asset
4	Flood	C	-1d3 mood, destroy one quarter
5	Prominent death	D	+1 mood
6	Holiday	D	+1 mood
7-10	All is well	—	No change in mood
11	Murders	S	-1 mood
12	Grain hoarding	S	-1 mood, -1 bread

**Type Key:** C=Calamity, D=Delight, S=Scandal.

# ADDENDUM: CROWDS, MOBS & BATTLES

**G**atherings of people take on their own dynamics depending on the size of the group, their purpose and their collective mood.



## Crowds & Mobs

In our Mood framework:

- ☪ From Mood 20 to 13 (Joyous to Resigned), a gathering is just a group of people, no matter how large.
- ☪ From Mood 12 to 5 (Dissatisfied to Defiant), gatherings form crowds who grumble, jeer, shout and protest. They can be frightening, but they are not violent.
- ☪ At Mood 4 and lower (Angry to Enraged), a gathering of people becomes an angry, violent mob.

## Paris, 1648: The World of Miseries & Misfortunes

In order to represent masses of people in the system, we rate them with the following criteria: Mood, Size, Control, Terror Save, Artillery Save and Chance Save.

### CROWD & MOB TABLE

Mood	Size	Control	Terror	Artillery	Chance
Weary	12s	Intersection	14 ±0	14 +6	4 +6
Dissatisfied	100s	Block	13 -1	15 +5	5 +4
Frustrated	200s	Dizaine	12 -3	16 +4	6 +2
Irate	500s	Quarter	10 -5	17 +3	7 ±0
Defiant	1,000s	2-3 quarters	9 -6	18 +2	8 -2
Angry	5,000s	4-5 quarters	8 -7	17 +1	9 -4
Furious	10,000s	6-8 quarters	7 -8	16 ±0	10 -6
Enraged	50,000s	City (16 quarters)	6 -9	15 -1	11 -8

### MOOD

The mood of the city determines how large a crowd or mob is when the people gather. The angrier the city is, the more people will take to the streets.

### SIZE

Crowd size is indicated by a multiple of people: dozens, hundreds, two hundreds, etc. The number is a rough minimum. It goes without saying that a crowd in the streets creates quite a disturbance, blocking traffic and interfering with daily business. Bread Supply Modifier: Modify the crowd size with the effects of bread supply. If crowd size is reduced below 12 people due to a lack of bread or other size-reducing modifiers, no mob forms, or the existing one disperses.

Supply	10	9	6-8	5	4	3	2	1	0
Bread	Bountiful	Plentiful	Enough	Marginal	Shortage	Scarce	Desperate	Famine	Starv.
Size	+1	+1	—	+1	-1	-2	-3	-5	-6

### CONTROL

As gatherings grow in size, they grow in strength and spread more fear. The bigger the crowd, the more widespread the disturbance. Thus, crowds and mobs can control areas of the city. The types of areas of control are: intersection, block, *dizaine* (subquarter), a single quarter, multiple quarters and the whole city.

- ☞ A crowd that forms in an area and erects barricades controls that area if it is otherwise unoccupied by a faction or force of soldiers.
- ☞ A crowd that riots, persecutes or revolts in an area of the city gains control of that area if it is otherwise unoccupied.
- ☞ If a crowd forms in an occupied area, they will attempt to oust the current occupants and take over control for themselves. See the Street Battles rules in this chapter for more on this process.

## SAVES

The Crowds & Mobs subsystem employs saving throws to represent both the people's reactions to threats and the way others react to the masses. We chose to model the system in this way to give the sense of inertia and chaos inherent to mobs and street battles. The system doesn't represent choosing the best tactics, but instead one's ability to withstand chaos. See the Battles heading of this chapter for details on using crowd and mob saving throws.

# Faction Forces

This table displays the size of faction forces and the amount of territory they can control in the city. The size indicated is an approximate range.

## FACTION SHOW OF STRENGTH TABLE

Power	Size	Control	Terror		Artillery		Chance	
61+	50,000s	City (16 Qs)	6	-9	15	-1	11	-8
56-60	10,000s	6-8 quarters	7	-8	16	±0	10	-6
51-55	5,000s	4-5 quarters	8	-7	17	+1	9	-4
36-50	1,000s	2-3 quarters	9	-6	18	+2	8	-2
31-35	500s	Quarter	10	-5	17	+3	7	±0
16-30	200s	<i>Dizaine</i>	12	-3	16	+4	6	+2
11-15	100s	Block	13	-1	15	+5	5	+4
6-10	12s	Intersection	14	±0	14	+6	4	+6

## FACTION POWER

Unlike crowds and mobs, members of a faction are drawn into the streets based on their faction's Power rating. When a faction

performs the Show of Strength action, consult the Power column at their current rating. The relevant row displays the size of the force they can muster, the area they control and the saves for that group.

*If The Fronde (Power 39) mobilizes a Show of Strength, 1000s of bourgeoisie take to the streets, occupying two or three quarters of the city.*

# Soldiers

## DEPLOYING SOLDIERS

When deploying soldiers, consult the table below:

Force	Personnel	Control	Terror	Artillery	Chance
Army <sup>1</sup>	10,000s	City (16 Qs)	2 -9	6 -6	5 -8
Wing <sup>2</sup>	5,000s	6-8 quarters	3 -8	10 -5	7 -6
Regiment <sup>3</sup>	2,000s	4-5 quarters	5 -7	14 -4	9 -4
Battalion <sup>4</sup>	1,000s	2-3 quarters	7 -6	16 -3	11 -2
Company <sup>5</sup>	500s	Quarter	9 -5	12 -2	11 ±0
Squadron <sup>6</sup>	100s	<i>Dizaine</i>	11 -3	10 -1	9 +1
Peloton <sup>7</sup>	50s	Block	13 -1	8 ±0	7 +2
Group <sup>8</sup>	12s	Intersection	16 ±0	6 +2	5 +3

1 As a rough and abstract measure, we estimate an army to consist of 8-12 regiments. Armies are commanded by one or more generals.

2 A wing is our designation for a large portion of an army: left, right or center, consisting of 2-4 regiments. Wings are commanded by marshals and lieutenant generals.

3 A regiment is a unit of footsoldiers usually similarly armed, but sometimes paired with pike and supporting muskets. A regiment consists of 2 battalions and is commanded by a colonel.

4 A battalion is a coherent, independently operating unit of soldiers, all similarly armed. It can be broken into 4 companies if necessary and is commanded by a captain.

5 A company is the smallest operational unit of soldiers on the battlefield. They are commanded by lieutenants.

6 Squadrons designate cavalry units. They are typically commanded by ranking nobles who have fielded the unit at their own expense.

7 A *peloton* is the French term for squad, containing roughly 50 soldiers. Squads are rarely used operationally due to their small size.

8 A group is merely our term of convenience for anything less than a *peloton*.

## FORCE

Soldiers are not a mob nor are they motivated by Mood or power. Instead, they are hired and deployed as a force—either a unit or collection of units. When deploying soldiers, consult the Force column to determine their size. The relevant row displays the size of the force, the area that force can control and the saves for that size of force—the personnel numbers provided are very rough equivalents.

**Long guns:** Regiments, wings and armies are equipped with artillery. Other forces possess artillery only if they have explicitly gained them in play or through a historical outcome.

- ♦ The Bastille fortress is equipped with artillery.

## HIRING SOLDIERS: STARVING BEGGARS

Some say the soldiers of our day are little more than starving beggars with guns. When hiring soldiers, roll 1d6 on the Starving Beggars table below to determine the condition of the force.

- ☞ Apply the result to their force size (reducing it) and modify their saves if necessary.
- ☞ If the current bread supply level calls for multiple rolls, the results stack.

1d6	Unit Condition	Force Modifier	Saves Modifier
0	Mutinous	-1	-2 all saves
1	Failure to report	-1	-1 all saves
2	Starving	-1	—
3	Lacking munitions	—	No artillery
4	Poor discipline	—	-2 terror saves
5	Lacking shoes	—	-1 all saves
6	Full strength	—	—
7	<i>Esprit de Corps</i>	—	+1 terror saves

**Starving on deployment:** If a force of soldiers is already deployed when the bread supply drops to shortage or below, reduce its force size according to the Bread Supply table.

**Bountiful deployment:** If a force of soldiers is deployed and the bread supply jumps to bountiful, increase their force size by 1 or alleviate the Starving condition from the results above.

# Street Battles

This ruleset covers scenarios in which groups battle for control of the streets. In a street battle, there are three types of forces at play: the people as a mob, a faction's members called to arms and actual soldiers. The goal of a battle is to gain control of a section of the city and force out other occupying groups.

## CONTROL

Within the city, possible areas of control are: intersection, block, *dizaine* and quarter. Taking control of an area is done using the Barricade, Riot, Persecute and Revolt crowd actions, as well as the Deploy Soldiers and Show of Strength Political Actions.

If an area is currently unoccupied, then the first force to move into or appear in that area gains control of it. If an area is occupied when another force enters or appears in it, then a street battle commences.

Control is considered to be top down: Control a quarter and you control the *dizaines*, blocks and intersections within the quarter. Control an intersection in an otherwise unclaimed quarter and you control only that intersection.

**Occupations:** The area fought over often depends on the size of the force a faction can field. A small group can occupy only an intersection, but a large enough force can occupy multiple quarters at once. That said, the largest concentration of soldiers one can have in the city is one battalion per quarter. Whereas the mob is more amorphous: Opponents always face the total crowd size, even if the mob occupies multiple quarters.

**Whose streets? Bourgeoisie streets:** In Paris, when called by their faction leaders, the bourgeoisie and the people can gather or build barricades in any section of the city except the areas immediately surrounding the Louvre or the Palais-Royal. The areas around the Palais-Royal and the Louvre are considered occupied by the Queen's Swiss and French Guards regiments unless she deploys them elsewhere.

**Bastille Saint-Antoine:** Also, one cannot fully control Paris until the Bastille fortress is occupied by one's forces. In these rules, the Bastille counts as a separate, seventeenth quarter. It can be occupied and controlled by a faction force equivalent to 500s/31+ power, an irate mob or a company of soldiers. And those who control the Bastille control the entrance to the eastern portion of the city. At current, the Royalists control the Bastille.

## STREET BATTLE SAVES

Each force has three saving throw types—terror, artillery and chance. The first saves column in bold is the force's own save; the second column is the modifier this force imposes on its opponents for that type of save.

**Terror:** A mob emanates waves of terror, soldiers and their guns sow chaos.

- ♦ The bold number in the left column indicates the crowd, mob, faction or force's save vs terror.
- ♦ The second column represents the terror it projects. The negative number in the right column indicates the penalty one suffers to terror saves against a group of this size.

**Artillery:** The bold number in the first Artillery column represents the crowd, mob, force or unit's resistance to gunfire. The second column represents its efficiency in deploying artillery against its enemies.

- ♦ Forces with grayed out artillery modifiers do not possess artillery by default and thus cannot force their opponent to make an artillery save unless they acquire an arsenal or guns.
- ♦ Thus the gray number in the right column for Crowds & Mobs indicates the modifier for the target of the masses' ire should they get their hands on some long guns.

**Chance:** The first Chance column represents the crowd, mob, faction or force's resistance to mayhem and bad luck. The right column indicates the modifier to chance saves for anyone caught up in or pursued by this group.

## BATTLE RESOLUTION

The intent of these rules is to quickly resolve street battles in a way that provides nuanced outcomes. When one group meets another, the game master makes a series of saving throws to determine the results.

**Artillery phase:** When two groups attempt to control the same area, first determine if the forces have artillery or not. If artillery is present, the force may choose to fire or hold its fire. If it fires, the target of the gunfire must save vs artillery using the modifiers in the right hand Artillery save column. Apply the effects according to the Artillery Casualties section following this one.

Artillery Phase		
	Artillery save pass	Artillery save fail
<b>Target suffers:</b>	Casualties	Casualties, Death or Destruction

**Terror phase:** Terror is the most common feeling one encounters in a street battle. Whether civilians facing down a cavalry charge or soldiers being pelted with bricks and roof tiles from the windows above them, everyone feels terror. When two forces clash, both must save vs terror. Apply the modifier listed with your mob or force to your opponent's roll. Use the matrix below to determine the outcome.

Terror Phase		
	B saves vs terror	B fails save
A saves vs terror	<b>Battle:</b> the battle rages on with no clear winner. Neither side controls the area.	<b>Routed:</b> Group B is driven from the area. Group A gains control.
A fails save	<b>Routed:</b> Group A is driven from the area. Group B gains control.	<b>Standoff:</b> The two forces decline to come to grips. A standoff ensues. The current occupant remains in control of the area.

**Standoff result:** Reduce each group size by one step.

**Battle result:** Add +1 size to participating crowds or mobs.

**Route result:** Reduce the routed group's size by -1 step.

## ARTILLERY CASUALTIES

If an artillery barrage inflicts casualties to a force, apply damage to the target using the Ordnance table in **Book 4: More Miseries**.

**Damage:** If the result indicates a damage roll, the result of the dice indicates the number of casualties suffered by the targeted force.

*If saker shot does 3d6 damage and the result is 11, then eleven members of the targeted force fall screaming.*

- ◆ If that number is equal to or greater than the number of individuals in the force, the unit is effectively destroyed.
- ◆ If the casualties reduce the force size to the next size threshold, reduce the strength of the force.

**Death:** If an artillery barrage indicates a Death result, then one important personage is killed in the gunfire: an officer, lover, trusted servant, beloved dependent, figure of note or patron!

- ◆ If a protagonist generates a death result from artillery, they must either spend a point of exertion or give up the ghost.
- ◆ If the game master determines that there is no worthy target in the doomed force, then they may roll for damage with a +1dX modifier.

**& Destruction:** The artillery result may offer destruction as an option. In this case, the game master or owner of the force may choose to damage an asset, if there's one in the field of battle.

## DESTROYED FORCES

Street battles can be costly for all involved.

- ☉ If a faction force is reduced by two size steps due to a battle or suffers casualties that reduce its membership to 0, it is destroyed. Subtract -1 Power from the owning faction.
- ☉ If a force of soldiers is reduced by two size steps due to a battle or suffers casualties that reduce its membership to 0, it is destroyed. That force of soldiers is no longer deployable. The owning faction does not lose Power as a result, but they must hire more soldiers.
- ☉ If a mob loses a street battle and, in the process, is reduced by two sizes, then the casualties cause The People to lose -1 Power.

# Caught in the Mob

Being caught in a mob riot or street battle is a harrowing experience. Bodies crush against you as the unified voice of the mob rises to a fevered pitch...it's enough to make one's heart give out.

## **BAD LUCK: CAUGHT BY ACCIDENT**

Individuals accidentally caught in a mob or street battle must save vs chance. Apply the chance save modifier based on the size of the mob or force surrounding them.

- ☪ If successful, roll 1d4 on the Caught table below.
- ☪ If unsuccessful, roll 2d4 on the Caught table below.

## **CAUGHT BY RIOT, PERSECUTION AND REVOLT**

Individuals chased by a rioting, persecuting or revolting mob must save vs terror. Apply the terror save modifier based on the size of the mob targeting them.

- ☪ If successful, roll 1d6 on the Caught table below.
- ☪ If unsuccessful, roll 1d8 on the Caught table below.

## **CAUGHT IN A STREET BATTLE**

After making terror saves for the forces in a street battle, all individual protagonist and supporting cast participants must save vs chance applying the modifier for the opposing force's chance save.

**Passed chance save:** Roll 1d4+1 on the Caught table below.

**Failed chance save:** Roll 2d4-1 on the Caught table below.

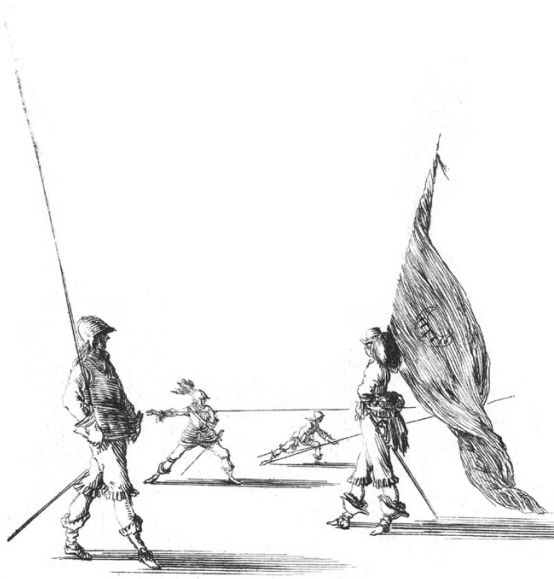
2d4	Caught Result	Effect
1	Miraculously unscathed	Just a bit of dust on your ruff
2	Cloak/hat/loup lost	Perhaps if you look, you'll find it
3	Clothing ripped and torn	Reduce appearance to Bread Alone or Natural
4	Dragged to the river...	Can you swim? Save vs chance or drown
5	Captured by (roll 1d3)...	1: The enemy 2: Your own side 3: Cutthroats
6	Hit by a (roll 1d4)...	1: Pistol 2: Musket 3: Rifle. 4: Stone
7	Stabbed by a (roll 1d3)...	1: Poinard 2: Halberd 3: Pike
8	Trampled by (roll 1d3)...	1: Crowd (1d6 dmg) 2: Horse (2d4 dmg) 3: Horse and cart/carriage (3d4 dmg)

# Skirmishes with Militia

There might be a time when our protagonists are forced into unlucky circumstances and must engage in combat with the militia of Paris. In anticipation of such a regrettable event, we provide for you militia stat blocks for the bourgeoisie and their supporters.

The table below shows the distribution of members of a militia unit and their weaponry. We've divided the militia into two configurations, militia units on the streets at the barricades and militia units who occupy or defend buildings. The main difference being the quantity of muskets and stone throwers.

Type	At Barricade	At Building	Initiative	Dmg
Militia with paving stone	1d2	1d6	16	1d2
Militia with pike	2d3	1d3	6	1d6
Militia with halberd	2d3	1d3	7	1d6
Militia with musket	1d2-1	2d3	4	2d4
Militia captain with cutlass	1d2-1	1	14	1d6
Militia colonel	Game master's choice			



BOURGEOISIE MILITIA							
<b>MEASURES</b>							
HP	1	Will	2	Reputation	9	Precedence	2
<b>SAVES</b>							
<i>Poison &amp; Plague</i>		16		<i>Terror</i>		16	
				<i>Artillery</i>		16	
				<i>Chance</i>		16	
<b>GOVERNING ABILITIES</b>							
Str	9	Int	9	Wis	9	Dex	9
Con	9	Cha	9				
<b>COMBAT</b>							
Melee	+0	Musketry	+0	Def	9	Dg	9
Morale	6	Wits	+0				

BOURGEOISIE MILITIA CAPTAIN							
<b>MEASURES</b>							
HP	3	Will	4	Reputation	10	Precedence	3
<b>SAVES</b>							
<i>Poison &amp; Plague</i>		15		<i>Terror</i>		15	
				<i>Artillery</i>		15	
				<i>Chance</i>		15	
<b>GOVERNING ABILITIES</b>							
Str	10	Int	10	Wis	10	Dex	10
Con	10	Cha	10				
<b>COMBAT</b>							
Melee	+0	Musketry	+0	Def	10	Dg	10
Morale	7	Wits	+0				

BOURGEOISIE MILITIA COLONEL							
<b>MEASURES</b>							
HP	6	Will	6	Reputation	15	Precedence	4
<b>SAVES</b>							
<i>Poison &amp; Plague</i>		14		<i>Terror</i>		14	
				<i>Artillery</i>		14	
				<i>Chance</i>		14	
<b>GOVERNING ABILITIES</b>							
Str	11	Int	11	Wis	11	Dex	11
Con	11	Cha	11				
<b>COMBAT</b>							
Melee	+0	Musketry	+0	Def	11	Dg	11
Morale	8	Wits	+0				



# ADDENDUM: WAR OF WORDS

**T**he printed word is a vital element in the political landscape of 1648 Paris. While there is only one heavily regulated newspaper, and journalism has not formed its academic or professional roots, editorials are published daily in the form of pamphlets on the topics of current events, politics and religion.

## Like Swarms of Flies and Hornets

The period of the Fronde sees an explosion of words published in the form of satirical and editorial pamphlets. Contemporary Guy Patin likens the daily effusion to “swarms of flies and hornets” generated by the summer heat of Paris.

In **Miseries & Misfortunes**, we invite the printed word into the game through a number of venues. The most active is through a Press attack in the Duel of Wits system from the Soul of Wit chapter in **Book 1: Roleplaying in 1648 France**. Incorporating the Mood of the People and Factions & Politics systems into your game will trigger many, many press attacks as moods shift and factions publish pamphlets.

In order for these written swarms of flies and hornets to function smoothly, we should make a handful of clarifications in this addendum.

## PRESS ATTACKS

The system instructs the game master to make many press attacks against factions or individuals. When called to do so,

- ☪ Do not use the Precedence initiative system or the Avec Permission rule. The attacks are triggered according to the mood level or political actions.
- ☪ Choose an appropriate verbal weapon to represent the attack. The People's reactions are Dictated in the Mood chapter, but factions may publish pamphlets with nearly any intent.
- ☪ Roll to hit using the target number for Press distance. If you score a hit, roll for damage.
  - ♦ If a figure of note is supporting the People or the faction, use their relevant Intelligence modifiers for the attack.
  - ♦ Apply damage to the target faction's Political Will and the reputation of individuals in the entire faction. Or to the targeted figure's personal will and reputation.
  - ♦ If one faction attacks another, the faction with the higher Influence rating gains +1 damage.
  - ♦ Apply Imprimatur armor to attacks against the faction and Precedence armor against personal attacks. Armor protects both will and reputation.
- ☪ Should an attack reduce a targeted faction to 0 Political Will, consult the procedure for 0 Will under the Political Will heading of the Factions & Politics chapter. If an attack reduces an individual to 0 Will, see the rules in the Soul of Wits chapter in **Book 1**.
  - ♦ In addition, a faction reduced to 0 Will must abide by the victory conditions for this verbal weapon—or any other verbal weapons that were used against them during this moment.
- ☪ The targeted side does not respond to the attack with an attack of their own unless their political action calls for it.
- ☪ The People cannot be targeted with pamphlets.

**Protagonist Press:** Should one or more of the protagonists occupy a leadership or inner circle position in a faction, or should they be

one of the People's many beloved, the game master shall relinquish control of those press attacks and instruct the players to make the appropriate rolls.

**Rate of Fire:** The maximum rate of fire for press attacks is once per day. If multiple events occur in a single day, the press may only fire its salvo once during this particular skirmish.

## PRESS ASSETS

In order to make an attack in the press, a faction must have at least one press asset. The People are considered to have an inexhaustible, indestructible supply of presses.

- ☉ If a faction has more than one press asset dedicated to this attack, add +1 to hit for each press after the first.
- ☉ Each printing press asset can freely engage in one action per moment. If forced into a second action, the press suffers a -2 to-hit penalty.

**Imprimatur Armor:** This armor is ablative like standard armor, but it refreshes at the end of the current moment.

Imprimatur	Armor
Ancient bloodline	3 pts/1d2 per attack
Crown	4 pts/1d2 per attack
Foreign power	3 pts/1d2 per attack
God	6 pts/1d3 per attack
Independent Rights	2 pts/1d2 per attack
Pope	5 pts/1d3 per attack
Sui Generis	1 pt

# Speeches on the Bridge

While printing press technology has changed the battlefield of modern politics, the old way of the tongue has not yet been abandoned. Daily pontificators mount the galleries of the Pont Neuf and harangue crowds against the evils of Cardinal Mazarin and his devilish coterie.

Should a political action call for a speech against another faction, we must modify the Duel of Wits procedure slightly.

### **POLITICAL SPEECHES**

These political speeches are considered a salvo in the longer running battle. Therefore, do not play out the entire course of a duel of wits. Instead, conduct the procedure for a single attack.

- ☪ Do not use the Precedence initiative system or the Avec Permission rule. These speeches are triggered according to the mood level or political actions.
- ☪ Choose an appropriate verbal weapon to represent the speech.
- ☪ Roll to hit using the target number for Shouting distance. If you score a hit, roll for damage.
  - ♦ If a figure of note is supporting the People or the faction, use their relevant Charisma modifiers for the attack.
  - ♦ Apply damage to the target faction's Political Will and the reputation of individuals in the entire faction. Or to the targeted figure's personal will and reputation.
  - ♦ If one faction attacks another, the faction with the higher Influence rating gains +1 damage.
  - ♦ Apply Imprimatur armor to attacks against the faction and Precedence armor against personal attacks. Armor protects both will and reputation.
- ☪ The targeted side does not respond to the attack with an attack of their own unless their political action calls for it. This round in the duel of wits ends at the conclusion of the attack.
- ☪ The People cannot be targeted with speeches.
- ☪ Should the attack reduce a targeted faction to 0 Political Will, then see the procedure for 0 Will under the Political Will heading of the Factions & Politics chapter. If an individual is reduced to 0 Will, see the rules in the Soul of Wits chapter in **Book 1**.
  - ♦ In addition, a faction reduced to 0 Will must abide by the victory conditions for this verbal weapon—or any other verbal weapons that were used against them during this moment.

# Weapons of Wit Table

We've recreated the Weapons of Wit table here, focusing on shouting/speech and press type attacks, omitting the action requirements for space.

Weapon	Speech			Press		
	Hit	Will	Rep	Hit	Will	Rep
<b>Accuse</b>	16	1d4	—	12	2d6	1d6
Victory	Your target angrily denies wrongdoing or bitterly admits the truth.					
<b>Beg Pardon</b>	18	1d2	—	16	1d4	—
Victory	Your target forgives, but does not forget or forgets, but does not forgive.					
<b>Bribe</b>	19	xd2	—	20	1d6	—
Victory	Your target accepts your offer.					
<b>Confess</b>	20	1d3	—	16	1d6	1d8
Victory	Your target believes your confession and thinks you brave for bringing it forward or your target is scandalized by what you admit and refuses to associate with you any longer.					
<b>Educate</b>	r20	1d2	—	18	1d3	—
Victory	Your target learns.					
<b>Flatter</b>	18	1d2	—	14	1d4	—
Victory	Your target is smitten with you.					
<b>Implore</b>	20	1d2	—	r20	1d8	—
Victory	Your target does as you ask.					
<b>Insult</b>	16	1d6	1d3	9	1d6	1d6
Victory	Your target is angry with you and either quietly vows revenge or openly challenges you.					
<b>Poison</b>	20	1d2	—	10	1d6	1d6+1
Victory	Your target changes their opinion of the other person and either thinks less of you or pulls you into their confidence.					
<b>Remonstrate</b>	r20	1d4	—	13	1d3	1d3
Victory	You judge the target's argument illegal, unprecedented or immoral.					
<b>Seduce</b>	19	1d2	—	r20	1d2	—
Victory	Your target falls in love with you or your target attempts to be physically intimate with you.					
<b>Shame</b>	17	1d10	—	16	1d4	1d6
Victory	Your target is humiliated and either bursts into tears or flies into a rage.					
<b>Threaten</b>	20	1d4	—	15	1d6	—
Victory	Your target calls your bluff or is cowed and blubbers for mercy.					

### **PEOPLE ACTIONS**

Each time the people's mood becomes frustrated, irate, defiant, angry, furious and enraged, they fire off a pamphlet targeting the ruling faction, their inner circle or their leadership.

### **PRESS ATTACKS**

Press attacks at a faction level target the faction's will. The attacking faction rolls to hit using the target number of their chosen attack type. If they hit, they do damage as indicated. Since factions don't have reputation, reputation damage is applied to individuals, not the faction.

## **Experience Conditions**

We also hint at the necessity of publication in the experience conditions for the lifepaths. Many require the protagonist to publish a work or treatise on a certain subject in order to advance. And finally, as you will see later in this chapter, the press is a venue for disseminating new political ideas.



# ADDENDUM: FORMING FACTIONS

When the elites play their costly games, it is the body and soul of the people that are at stake. No state functions without people; no power holds without the support of the people.

For these functions and supports to manifest among the people, they must consent to be governed—tacitly, reluctantly or willingly. No political structure can exist for very long without the consent of those it seeks to rule.

At this juncture, one might leap to point out the extreme examples in which this model is problematic: slavery and despotism. Let us say that we believe that consent can be forced, extracted or tricked out of a group of people. And going further, universal consent isn't necessary for government. People can deny or withhold their consent—they can resist power. In our model, those in power who perpetrate the crimes of slavery and tyranny against their fellow humans possess the consent of enough cruel, ignorant souls to enforce their will on those who resist. Thus a minority may govern a majority.

How do we give consent for governance? Or worse, have it taken from us? Humans do not consciously give their consent to be governed at birth. Consent is usually included as part of an invisible, unspoken compact between people and their government. The people are granted certain rights and freedoms in return for their support of the ruling regime. The arrangement is acknowledged and reinforced as each plays their role in the political and cultural system.

In **Miseries & Misfortunes**, the dynamic of creating and granting consent is represented by the forces of power and politics—and our

conceptual structure of how government, culture and society interact. Yet in order for this model to come to life, we must acknowledge another force that plays upon it: a desire to have what you do not. We believe there are three fundamental desires: rights, food and power.

Politics is created when one group claims power and another demands rights, food or power in return for recognizing that power.

### **POLITICAL TRADITION**

This arrangement is expressed in certain traditions—political ideas introduced into the culture in the past (and with enough force) that they have become accepted wisdom. For example, the Divine Right of Kings dominates political thought in 1648 France. It's a political scheme that attempts to harmonize despotism and religiosity in a way that gains the consent of the people by framing inequality as both natural and supernaturally ordained all at once.

For better or worse, the people have consented to this philosophy for the moment. They believe that being ruled by royal and noble blood is the right and proper state of the world. Even so, they are not blind to the injustices and shortcomings of the system.

## **Forming a Faction**

Factions form and dissolve as history churns up traditions, ideas and rights. It is possible that during the course of your play of **Miseries & Misfortunes**, new factions wish to emerge.

- ❏ To form a new faction, one must first possess an idea that unifies its members—this idea forms the faction's political mentality. See Creating the Idea heading below.
- ❏ Once the idea is in hand, now decide on a group of founders. Often, the founders are the originators and disseminators of the originating idea.
  - ♦ Decide who among the founders becomes the faction's leader and inner circle—or if the faction will be led by committee or as a collective. For protagonist-led factions, this process may require a duel of wits or other intensive negotiations.

- ☞ The leadership of the faction declares an imprimatur for themselves and their future members.
  - ♦ Leadership may arrange for their imprimatur to be recognized by an existing religious or political institution.
  - ♦ For a faction formed from just an idea without further support or validation, their imprimatur is *Sui Generis*.
  - ♦ Honestly, the leadership can claim whatever they want—but antagonistic claims will be met with violence by the established factions.
  
- ☞ The leadership of the faction declares a right for themselves and their future members.
  - ♦ The right claimed can be anything, but we recommend choosing something that enshrines or legitimizes the faction's existence.
  - ♦ To be clear, the faction does not yet have this right! The right must be bestowed by an extant political faction who has the power to do so—either voluntarily or through demands, bribery or coercion.
  
- ☞ The leadership creates the faction's Resources.
  - ♦ They may donate their personal property to the faction as its first assets.
  
- ☞ The faction needs rank and file members. To draw them in, the leadership of the faction must make an appeal to their base.
  - ♦ Appealing to the base requires a public speech (a duel of wits at shouting distance) or a public discourse in the press (a duel of wits at press distance). See *Estates of Power* below for rules on generating the opposition to this idea.
  - ♦ If won, the faction gains their first rank and file members.
  - ♦ Once they have rank and file members, the faction gains 1 Power and 1/6 Influence. Deduct the 1 Power from the relevant faction or from the people.
  - ♦ Once it has rank and file members, generate the faction's will.

# Creating the Idea

Despite the dominance of hoary old traditions like the Divine Right of Kings, new ideas that challenge the traditional ways of thinking are alive in 1648. Heliocentrism, humanism, observation and induction are ideas gradually taking hold, transforming the way humanity sees the world from within.

Of course, ideas can also take a darker pallor. Xenophobia and religious intolerance fester like a cancer in the hearts of the peoples of Europe, ready to corrupt and destroy the small gains won since the Renaissance.

## **PUBLISH OR PERISH**

To bring an idea to life, one must publish it as either a political action or as the individual effort of a protagonist. The idea must then survive a Challenge action from an opposing view point.

## **RUMORS TAKE ROOT**

Alternately, a rumor may become an idea if it survives denunciation and is renewed in three different moments.

## **NEW MENTALITY**

Once these rather loose conditions are satisfied, the idea forms the basis for a new mentality. Its creator must name it and describe its worldview. The mentality is usually political, but it can be religious or national, if that is the direction desired.

In order to complete the birthing process for this idea, someone must adopt the new mentality as their own—either the creator or one of their adherents.

## **ADOPTING IDEAS AS AIMS**

Once you have created your idea and pushed it out into the world, it may be adopted as an Aim by an existing faction or a new faction can form around this idea—with the idea as one of their Aims.

**Adopting Aims:** To induce a faction to adopt an idea an Aim, you must convince them of the merit of the new philosophy. Using the Educate or Implore press attacks, you might publish pamphlets

targeting a particular faction. Reduce your target faction to  $\emptyset$  will with either of these attacks and they change one aim to represent the idea at the start of the next moment. Obviously, this requires either a very well-timed attack or a constant barrage of pamphlets on the subject—as other press attacks might cause the faction to examine other victory conditions.

- ☞ The game master may apply the following modifiers to the attacks attempting to force adoption of the idea:
- ♦ -4 if the idea has been transmitted only through oration.
  - ♦ -2 if the idea has been published.
  - ♦ If the idea has been disseminated both in writing and through oration, there is no penalty.
  - ♦ -2 per faction mentality that it challenges.

**Persuading Leadership:** Rather than targeting the entire faction, a protagonist (or antagonist) can personally, methodically target the leadership and inner circle of a faction and defeat each of them in turn in a duel of wits using the Educate action. Once leadership is convinced of the merits of this new Aim, they will change Aims at the start of the next moment to suit the new idea.

## Estates of Power

In 1648, people are divided along class lines more than any other. There is a pervasive, poisonous belief that who one's parents are matters more than one's skills, talents or even actions. For our purposes, this means that it is easier to found a faction from one's social peers. However, we also believe that this system provides opportunity for social change, as one can reach out to other like-minded people despite the circumstances of their birth.

### INDUCTING THE RANK AND FILE

When inducting your first group of rank-and-file members into your faction, you must first identify them based on their social class.

## Paris, 1648: The World of Miseries & Misfortunes

Either use your Nationality or Religion mentality to locate a target group or roll percentile dice on the Social Strata of Paris table below to see who turns up.

### CLASS, PRECEDENCE & IMPRIMATUR

When testing your mentality, determine which social class you will target and consult the Precedence vs Imprimatur table. Reference your target class on the left and your new faction's imprimatur along the top. The result is a modifier for your Nationality or Religion test.

Precedence vs Imprimatur	God	Pope*	Crown	Bloodline	Foreign Power	Ind. Rights	Sui Generis
Clergy (P8-9)	-4	±0	-1	-2	-3	-4	-6
Nobility (P5-7)	+1	+1	-1	±0	-1	-3	-4
Bourgeoisie (P4)	+2	+1	+1	+1	-2	±0	-2
Artisan (P3)	+3	+2	±0	+1	-3	+1	-1
Commoner & Peasant (P1-2)	+4	+2	-1	+2	-4	+1	±0
Marginaux (P0)	-3	-2	-2	-1	±0	±0	+1

\*Catholics only.

#### Mood Modifiers for Mentalities Tests

Scale	13-17	11-12	9-10	7-8	6	5	3-4	2	0-1
Mood	<i>Resigned</i>	<i>Weary</i>	<i>Dissatis.</i>	<i>Frustrated</i>	<i>Irate</i>	<i>Defiant</i>	<i>Angry</i>	<i>Furious</i>	<i>Enraged</i>
Mod	±0	-1	-2	-3	-4	-5	-6	-7	-8

### MAKING YOUR CASE TO THE PEOPLE

Once you've found your target group, you must debate them in a public forum. To do so requires a handful of novel steps. First, we must generate an archetypical opponent rather than a particular individual. To do so:

- ☞ The game master uses the governing abilities, Will, Precedence, Reputation and Duel of Wits modifiers from the Social Strata of Paris table below.
  - ♦ Once the game master rolls for the governing abilities, be sure to include any additional modifiers in the final Duel of Wits and Will modifier totals.

## SOCIAL STRATA TABLE

Social Strata of Paris table

1-40	<i>Marginaux</i> : Actor, prostitute, urchin, soldier, filou, sailor, beggar, servant									
	Int	7 <sup>+1d6</sup>	Cha	10 <sup>+1d3</sup>	Wis	9 <sup>+1d6</sup>	Will	5d3	Pre	0
DoW: +2 to hit with Threaten action. +2 damage to Implore and Beg Pardon actions. <b>Rep</b> : 1d6-1										
41-53	<i>Peasant</i> : Laborer, villein, farmer									
	Int	8 <sup>+1d6</sup>	Cha	9 <sup>+1d4</sup>	Wis	10 <sup>+1d4</sup>	Will	5d3	Pre	1
DoW: +1 to hit with Beg Pardon actions. <b>Rep</b> : 1d8										
54-63	<i>Commoner</i> : Printer, fishmonger, baker, passeur									
	Int	9 <sup>+1d4</sup>	Cha	9 <sup>+1d3</sup>	Wis	10 <sup>+1d3</sup>	Will	5d3	Pre	2
DoW: +1 to hit with Flatter and Implore actions. <b>Rep</b> : 3d4										
64-73	<i>Artisan</i> : Smith, carpenter, clothier, mason, plumber, clock maker									
	Int	9 <sup>+1d4</sup>	Cha	8 <sup>+1d3</sup>	Wis	10 <sup>+1d3</sup>	Will	5d3	Pre	3
DoW: +3 damage to Threaten actions. <b>Rep</b> : 2d6+1										
74-90	<i>Bourgeoisie</i> : Merchant, financier, architect, famous artist									
	Int	9 <sup>+1d6</sup>	Cha	8 <sup>+1d4</sup>	Wis	9 <sup>+1d3</sup>	Will	6d3	Pre	4
DoW: +3 to hit with Bribe actions. <b>Rep</b> : 2d8										
91-96	<i>Clergy</i> : Merchant, financier, architect, famous artist									
	Int	9 <sup>+1d6</sup>	Cha	8 <sup>+1d6</sup>	Wis	11 <sup>+1d4</sup>	Will	6d3 <sup>+1d4</sup>	Pre	8
DoW: +2 to hit with the Educate action, +1 to hit with Accuse, Confess and Threaten actions. <b>Rep</b> : 2d6										
97-98	<i>Noblesse d'épée sans titre</i> : Écuyer, chevalier, dame, gentilhomme									
	Int	8 <sup>+1d4</sup>	Cha	8 <sup>+1d6</sup>	Wis	8 <sup>+1d4</sup>	Will	4d3	Pre	6
DoW: +2 damage to Implore and Flatter actions when using the proper etiquette with nobility. <b>Rep</b> : 1d6+4										
99	<i>Noblesse de robe</i> : Minister, judge, intendant									
	Int	9 <sup>+1d6</sup>	Cha	8 <sup>+1d4</sup>	Wis	9 <sup>+1d3</sup>	Will	6d3 <sup>+2</sup>	Pre	5
DoW: +2 to hit with Remonstrate; +1 damage to Bribe actions against the judge, but the judge gains +1 to hit on their next action. <b>Rep</b> : 10+1d10										
00	<i>Noblesse d'épée avec titre</i> : Sieur, seigneur, baron, vicomte, comte, marquis									
	Int	9 <sup>+1d6</sup>	Cha	12 <sup>+1d4</sup>	Wis	8 <sup>+1d4</sup>	Will	4d3 <sup>+4</sup>	Pre	7
DoW: +2 to hit with the Flatter action. <b>Rep</b> : 6d6										

## **POWER OF THE PEOPLE**

If the protagonist is victorious in the duel of wits against the targeted group, they convert this small audience into one point of Power base for their nascent faction. Recall that Power base is always a percentage of 100, thus this point of faction Power must either be deducted from the Power allocated to the People or from another faction's Power.

- ☞ In terms of faction Power allocation, *marginiaux*, peasants and commoners are considered The People.
- ☞ Artisans are considered *Bourgeoisie*.
- ☞ In Paris, clergy are considered either *Noblesse d'épée sans titre* or The People. The player forming the faction may decide.

Once you have completed this step, generate your faction's Political Will and complete the process for forming your faction described in this chapter.



# ADDENDUM: PEOPLE AS PATRON

It is possible to earn the favor of the common people as a sort of patron. Earning their favor requires one go among them and spend time to learn their plight, and to speak to their leaders and representatives. This addendum refers to the Favor and Patronage rules found in **Book 4: More Miseries**.

## The People's Traits

Like singular patrons, the people demand their chosen ones embody certain traits. The game master chooses one or two traits from the list in the Favor chapter of **Book 4: More Miseries**.

*Perhaps Piety and Wealth in Rome, or Puissance and Fashion in Paris.*

In addition to the traits described in the main list of this chapter, the people also always seek sympathy and oratory.

**Sympathy:** Sympathy for the plight of the poor, overtaxed, overworked common folk is a basic requirement for earning their support. Beware that if you are high-born, sympathizing with the “lower” classes can have a deleterious effect on your reputation.

**Oratory:** To truly win the favor of the people, one must be able to speak to them, and there is nothing more powerful than gathering them together and exhorting them en masse. Of course, such performances are bound to be noticed by one's peers and perhaps even the press.

# The People's Notice

## GAINING POPULAR PATRONAGE

One must gain the notice of the people prior to gaining their favor. To gain their notice, one must have the requisite reputation and one must make a good accounting of oneself during a public event at which the crowd of *menu peuple* is gathered. The game master will call for an appropriate test in the moment:

*Perhaps Theology for preaching a mass, Fashion for an appearance at a ball or Leadership for conduct during a street battle.*

Gaining notice is more difficult the more upset the people are. Use the following modifiers based on the crowd's mood:

Gaining Notice Table

Scale	0-1	2	3-4	5	6	7-8	9-10	11-12	13-17
Mood	<i>Enraged</i>	<i>Furious</i>	<i>Angry</i>	<i>Defiant</i>	<i>Irate</i>	<i>Frustrated</i>	<i>Dissatis.</i>	<i>Weary</i>	<i>Resigned</i>
Mod	-8	-7	-6	-5	-4	-3	-2	-1	±0

- Ⓒ People as patron is limited to a city or region.
- Ⓒ One must have a reputation of 25 or higher to attempt to earn the favor of The People.

## THE PEOPLE'S MISSION

Once a protagonist has attracted their notice, they must perform a mission or deed for the people—in strict accordance with their desired traits. They must defy royal authority, defeat one of their enemies, satisfy one of their demands or something similar. If they do so, they earn the people's favor. Fail to do so and they'll no longer consider the protagonist a candidate for their affections.

# The People's Favor

Once a protagonist has successfully completed their mission, the people will grant them gifts, support and information. In addition to the standard benefits of a patron, winning the favor of the people in

that city or region grants the favored one the ability to gather large crowds together in public spaces by making a Nationality test with modifiers applied from the Gaining Notice table above.

### **DISAPPOINTING THE PEOPLE**

Should a protagonist disappoint the people, they will let them know it at every opportunity. They will approach them on the street and reproach them. They'll heckle them from crowds. They'll leave word with their servants at their house. They might even refuse them custom at their establishments.

☞ Disappointing the people causes -2d4 reputation loss.

### **BETRAYING THE PEOPLE**

The people have a sensitive disposition and a long memory. They consider their betrayal a scandal. If betrayed, they deny all custom at their businesses and otherwise withdraw their support from the protagonist completely. Should they be in the proper mood, they will make the protagonist the target of their persecution or riot. It is unwise to betray the people.

☞ Betraying the people causes -2d6 reputation loss.

## The Many Beloved

The people can favor one person from each class: one royal, one member of the clergy, one noble, one bourgeoisie, one artisan, one commoner, one peasant and one *marginiaux*. Not all positions need be filled at all times. If a position you desire is filled, only death and betrayal can dislodge the beloved from their place in the bosom of the people. Perhaps you might have to arrange matters to suit yourself.



# ADDENDUM:♦ MENU PEUPLE

**M**enu people: an old French term for the little people, the common folk. We felt that to fully enjoy a game of **Miseries & Misfortunes**, the game master must have ready access to a collection of support cast characters. Thus our beleaguered monk, Brother Mathieu, has undertaken the task to create an example character from each lifepath in **Books 2 & 6**.

Each character is level 3 and has had their birth quality and governing abilities rolled organically. Rather than using the advice for creating opposition found in **Book 4**, we chose this method to show that strength and weakness, fortitude and foible are a part of life in Paris in 1648.

## COMBAT MODIFIERS AND MEASURES

Brother Mathieu has listed each character with measures of their combat effectiveness: melee, musketry, defense, dodge, morale and wits. Melee indicates their modifier to hit in hand-to-hand combat, musketry their modifier to hit with firearms, wits their modifier to hit in a duel of wits. In general, we've totaled modifiers for lifepaths and governing ability modifiers. Bracketed numbers include conditional modifiers like being mounted or leading from the front. Damage modifiers are listed with each weapon. Bracketed defense scores include armor.

## MORTAL COIL & GNOSIS

These characters are not listed with mortal coil or gnosis. If you wish, players may generate these measures themselves.

## ADDENDUM: Le Menu Peuple

<b>ACTOR</b>					
Birth Quality	Peasant		Lifestyle	Bread Alone	
Lifepaths	L3 Actor		Property	Rented Flat	
Dependents	Elder brother (in-law), Drunk uncle (blood)				
<b>MEASURES</b>					
Age	21		Reputation	1	
Hit Points	9		Wealth	2/6	
Will	6		Obligations	7	
Precedence	1		Income Source	Labor	
<b>SAVES</b>					
<i>Poison &amp; Plague 12</i>		<i>Terror 16</i>		<i>Artillery 16</i>	
<i>Chance 13</i>					
<b>GOVERNING ABILITIES</b>					
Str 9	Int 7 <sup>-1</sup>	Wis 11	Dex 12	Con 14 <sup>+1</sup>	Cha 16 <sup>+2</sup>
<b>CORE SKILLS</b>					
Break	1/6	Str	Sang Froid	2/6	Con
Improvise	1/6	Wis	Search	1/10	Int
Listen	1/6	Wis	Sneak	2/6	Dex
Parley	4/6	Cha	Traverse	1/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
Picard	3/6	Nat.	Picard	5/6	
Huguenot	1/6	Rel.			
Noblist	1/6	Pol.			
<b>LIFEPATH SKILLS</b>					
Opera		5/6	Stagecraft	3/6	
Poetics		3/6	Dance	2/6	
Skin Trade		5/6			
<p><b>Sensation:</b> +1d2 rep per sold-out performance,          -1d4 rep per empty room you sing to.</p>					
Melee +0	Musketry +0	Def 9	Dg 12	Morale 9	Wits +2
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Leotard, plain cloak			Mask, make-up case, large sack containing collection of men's and women's threadbare clothes		
<b>ARMS</b>			<b>ARMOR</b>		
None			None		

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<b>AMERICAIN</b>					
Birth Quality	Artisan	Lifestyle	Fashionable		
Lifepaths	L3 Americain	Property	City Home		
Dependents	Infirm grandfather (in-law), Younger cousin (in-law), Impecunious lover (leading lavish lifestyles)				
<b>MEASURES</b>					
Age	18	Reputation	15		
Hit Points	11	Wealth	9/10		
Will	2	Obligations	15		
Precedence	3	Income Source	Business		
<b>SAVES</b>					
<i>Poison &amp; Plague 12</i>		<i>Terror 12</i>	<i>Artillery 16</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 7 <sup>-1</sup>	Int 8 <sup>-1</sup>	Wis 13 <sup>+1</sup>	Dex 9	Con 14 <sup>+1</sup>	Cha 14 <sup>+1</sup>
<b>CORE SKILLS</b>					
Break	3/6	Str	Sang Froid	5/6	Con
Improvise	4/6	Wis	Search	1/6	Int
Listen	2/6	Wis	Sneak	4/6	Dex
Parley	2/6	Cha	Traverse	2/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
American	2/6	Nat.	French	5/6	
Catholic	4/6	Rel.			
Royalist	2/6	Pol.			
<b>LIFEPATH SKILLS</b>					
<b>Scarred:</b> Ignore hits of 1 pt of damage					
<b>Strong Back:</b> +1 inventory for carried items.					
Melee -1	Musketry 0	Def 7	Dg 9	Morale 8	Wits +1
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Ragged clothes, fur cap			None		
<b>ARMS</b>			<b>ARMOR</b>		
Poignard (1d3-1)			None		

ANTIQUARIAN					
Birth Quality	Artisan	Lifestyle	Respectable		
Lifepaths	L3 Antiquary	Property	City Home		
Dependents	Child (blood), Nephew (adopted)				
MEASURES					
Age	30	Reputation	5		
Hit Points	5	Wealth	2/6		
Will	4	Obligations	7		
Precedence	3	Income Source	Business		
SAVES					
<i>Poison &amp; Plague</i>	13	<i>Terror</i>	16		
		<i>Artillery</i>	16		
		<i>Chance</i>	13		
GOVERNING ABILITIES					
Str	13 <sup>+1</sup>	Int	16 <sup>+2</sup>	Wis	9
		Dex	11	Con	11
		Cha	16 <sup>+2</sup>		
CORE SKILLS					
Break	2/6	Str	Sang Froid	1/6	Con
Improvise	1/6	Wis	Search	4/6	Int
Listen	2/6	Wis	Sneak	1/6	Dex
Parley	3/6	Cha	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
Dutch	2/6	Nat.	Dutch	5/6	
Persian	2/6	Nat.	Farsi	3/6	
Calvinist	3/6	Rel.	German	3/6	
Republican	2/6	Pol.	French	3/6	
			Latin	4/6	
LIFEPATH SKILLS					
Archaeology	5/6		Genealogy	5/6	
<b>Modernist:</b> +3 damage to Educate, Flatter, and Shame actions when presenting an argument with facts and evidence to support them					
Melee	+1	Musketry	±0	Def 13	Dg 11
				Morale	9
				Wits	+2
CLOTHING & APPEARANCE			EQUIPMENT		
Threadbare suit of unfashionable clothing, rain cape, buckle shoes, broad-brimmed hat			Walking cane, sheaf of cotton paper, drawing charcoal, wooden carrying case containing many small curios		
ARMS			ARMOR		
None			None		

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ARTILLERY OFFICER					
Birth Quality	<i>Noblesse sans titre</i>	Lifestyle	Bread Alone		
Lifepaths	L1 PN, L2 Art. Off.	Property	City Home		
Dependents	Widowed infirm aunt (in-law), infirm mother (adopted/filial), nervous servant (leading Bread Alone lifestyles)				
MEASURES					
Age	24	Reputation	18		
Hit Points	8	Wealth	7/8		
Will	4	Obligations	9		
Precedence	3	Income Source	Business		
SAVES					
<i>Poison &amp; Plague 16</i>		<i>Terror 13</i>	<i>Artillery 14</i>	<i>Chance 15</i>	
GOVERNING ABILITIES					
Str 10	Int 10	Wis 10	Dex 10	Con 9	Cha 9
CORE SKILLS					
Break	1/6	Str	Sang Froid	2/6	Con
Improvise	1/6	Wis	Search	1/6	Int
Listen	3/6	Wis	Sneak	1/6	Dex
Parley	1/6	Cha	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
Parisian	3/6	Nat.	French	4/6	
Catholic	1/6	Rel.	Latin	3/6	
Noble	1/6	Pol.			
LIFEPATH SKILLS					
Leadership	3/6	Ordnance	2/6		
Fashion	1/6	Geometry	2/6		
Rider	1/6	Mathematics	2/6		
<b>Fencer:</b> +1 to hit with sabers, rapiers, and cutlasses					
<b>Main Gauche:</b> In hand-to-hand combat, gain +1 defense or an additional attack with a -4 penalty					
<b>Etiquette:</b> +1 damage to Implore and Flatter actions when using the proper etiquette with nobility					
<b>Courage:</b> +1 morale when leading an artillery team					
<b>Bombardier:</b> +2 accuracy with artillery					
Melee	+0 [+1]	Musketry	+0	Def10[11]	Dg 10
		Morale	7	Wits +0	
CLOTHING & APPEARANCE			EQUIPMENT		
Omitted for space. See page 196			Omitted for space. See page 196		
ARMS			ARMOR		
Falconet (see Ordnance in Book 4)			None		
Rapier (1d4)					

<b>AUTHOR</b>					
Birth Quality	Artisan	Lifestyle	Fashionable		
Lifepaths	L3 Author	Property	Townhouse		
Dependents	Niece (blood), Infirm grandfather (in-law), Infirm father (blood) (leading Respectable lifestyles)				
<b>MEASURES</b>					
Age	22	Reputation	25		
Hit Points	7	Wealth	9/10		
Will	3	Obligations	14		
Precedence	3	Income Source	Business		
<b>SAVES</b>					
<i>Poison &amp; Plague 15</i>		<i>Terror 12</i>	<i>Artillery 16</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 7 <sup>-1</sup>	Int 10	Wis 13 <sup>+1</sup>	Dex 7 <sup>-1</sup>	Con 13 <sup>+1</sup>	Cha 13 <sup>+1</sup>
<b>CORE SKILLS</b>					
Break	1/10	Str	Sang Froid	2/6	Con
Improvise	3/6	Wis	Search	1/6	Int
Listen	2/6	Wis	Sneak	1/10	Dex
Parley	3/6	Cha	Traverse	1/10	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
French, Parisian	3/6	Nat.	French	4/6	
Catholic	1/6	Rel.	Latin	2/6	
Royalist	1/6	Pol.			
<b>LIFEPATH SKILLS</b>					
Composition	4/6		Poetics	4/6	
Fashion	4/6		Stagecraft	4/6	
<b>Society:</b> Gain 1d3 reputation for a play beloved by critics or 1d6 reputation for a play beloved by the people					
<b>Le stylo est...:</b> +2 to hit for Shame and Insult actions in the press when responding to criticism of your work or when criticizing the work of others					
Melee -1	Musketry -1	Def 7	Dg 7	Morale 8	Wits +1
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Suit of unfashionable clothes, buckle shoes			Quill, ink, penknife, journal, candle, lead candlestick, tambour		
<b>ARMS</b>			<b>ARMOR</b>		
None			None		

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<b>BARBER SURGEON</b>					
Birth Quality	Commoner	Lifestyle	Bread Alone		
Lifepaths	L3 Barber Surgeon	Property	Country Home		
Dependents	Drunk uncle (filial/adopted) (leading Bread Alone lifestyle)				
<b>MEASURES</b>					
Age	36	Reputation	3		
Hit Points	4	Wealth	3/6		
Will	8	Obligations	9		
Precedence	2	Income Source	Labor		
<b>SAVES</b>					
<i>Poison &amp; Plague 13</i>		<i>Terror 15</i>	<i>Artillery 16</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 13 <sup>+1</sup>	Int 15 <sup>+1</sup>	Wis 13 <sup>+1</sup>	Dex 7 <sup>1</sup>	Con 9	Cha 7 <sup>1</sup>
<b>CORE SKILLS</b>					
Break	2/6	Str	Sang Froid	4/6	Con
Improvise	5/6	Wis	Search	2/6	Int
Listen	3/6	Wis	Sneak	1/10	Dex
Parley	1/10	Cha	Traverse	1/10	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
Gascon	2/6	Nat.	French	3/6	
Huguenot	1/6	Rel.	Basque	1/6	
Hapsburg	2/6	Pol.	Spanish	3/6	
<b>LIFEPATH SKILLS</b>					
Barber	4/6		Chirurgie	4/6	
<b>Reliable:</b> +2 reputation per person helped in the barber's chair					
<b>Bedside Manner:</b> +2 to hit with Beg Pardon actions when apologizing for injury or pain to the other party					
Melee +1	Musketry -1	Def 13	Dg 7	Morale 6	Wits -1
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Leather apron, shoes, clean clothes			Razor, shears, whetstone, strop, leather bit, pomade, tonic, handsaw		
<b>ARMS</b>			<b>ARMOR</b>		
None			None		

<b>BEGGAR</b>					
Birth Quality	<i>Marginaux</i>	Lifestyle	Natural		
Lifepaths	L3 Beggar	Property	Homeless		
Dependents	Younger cousin (blood), Widowed infirm aunt (blood), Infirm father (blood)				
<b>MEASURES</b>					
Age	17	Reputation	0		
Hit Points	2	Wealth	0		
Will	2	Obligations	8		
Precedence	0	Income Source	None		
<b>SAVES</b>					
<i>Poison &amp; Plague 17</i>		<i>Terror 16</i>	<i>Artillery 13</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 10	Int 14 <sup>+</sup>	Wis 10	Dex 11	Con 6 <sup>-</sup>	Cha 9
<b>CORE SKILLS</b>					
Break	1/6	Str	Sang Froid	1/10	Con
Improvise	1/6	Wis	Search	2/6	Int
Listen	2/6	Wis	Sneak	2/6	Dex
Parley	1/6	Cha	Traverse	1/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
Burgundian	4/6	Nat.	French	3/6	
Lutheran	3/6	Rel.	German	2/6	
Royalist	1/6	Pol.	Argot	2/6	
<b>LIFEPATH SKILLS</b>					
Steal	3/6	Beg	3/6		
<b>Pauvre Petit:</b> When you have the lowest precedence in a duel of wits, gain +2 reputation armor					
<b>Modest:</b> +3 damage when using Implore or Beg Pardon actions against someone of higher precedence					
Melee +0	Musketry +0	Def 10	Dg 11	Morale 7	Wits +0
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Rags			Tin pan		
<b>ARMS</b>			<b>ARMOR</b>		
Poignard (1d3)			None		

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BENEDICTINE NUN					
Birth Quality	Commoner	Lifestyle	Bread Alone		
Lifepaths	L3 Benedictine Nun	Property	—		
Dependents	Widowed infirm aunt (in-law), Elder brother (blood), Younger cousin (blood)				
MEASURES					
Age	25	Reputation	0		
Hit Points	5	Wealth	0		
Will	2	Obligations	8		
Precedence	3	Income Source	Labor		
SAVES					
Poison & Plague 16		Terror 13		Artillery 16	
Chance 13					
GOVERNING ABILITIES					
Str 6 <sup>-1</sup>	Int 12	Wis 11	Dex 9	Con 10	Cha 10
CORE SKILLS					
Break	1/10	Str	Sang Froid	2/6	Con
Improvise	1/6	Wis	Search	2/6	Int
Listen	1/6	Wis	Sneak	1/6	Dex
Parley	1/6	Cha	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
Navarrese	2/6	Nat.	Basque	4/6	
Catholic	4/6	Rel.	French	2/6	
Royalist	1/6	Pol.	Latin	2/6	
LIFEPATH SKILLS					
Labor	2/6		Goetia	3/6	
Cookery	3/6		Carpentry	2/6	
Ora: +2 damage when confessing a deeply held or scandalous secret					
Melee -1	Musketry +0	Def 6	Dg 9	Morale 7	Wits +0
CLOTHING & APPEARANCE			EQUIPMENT		
Sandals, black tunic, scapular, cowl			Breviary, holy bible, rosary, shovel		
ARMS			ARMOR		
None			None		

CAVALRY OFFICER					
Birth Quality	<i>Noblesse d'épée</i>	Lifestyle	Fashionable		
Lifepaths	L1 PN, L2 Cav. Off.	Property	City Home		
Dependents	Servant, Groom				
MEASURES					
Age	23	Reputation	12		
Hit Points	10	Wealth	7/8		
Will	4	Obligations	11		
Precedence	3	Income Source	Business		
SAVES					
<i>Poison &amp; Plague 16</i>		<i>Terror 13</i>	<i>Artillery 14</i>	<i>Chance 15</i>	
GOVERNING ABILITIES					
Str 11	Int 4 <sup>-2</sup>	Wis 10	Dex 12	Con 12	Cha 17 <sup>+2</sup>
CORE SKILLS					
Break	1/6	Str	Sang Froid	3/6	Con
Improvise	1/6	Wis	Search	1/10	Int
Listen	1/6	Wis	Sneak	1/6	Dex
Parley	3/6	Cha	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
Burgundian	3/6	Nat.	French	5/6	
Huguenot	1/6	Rel.			
Cardinalist	1/6	Pol.			
LIFEPATH SKILLS					
Leadership	5/6		Riding	5/6	
Fashion	5/6				
<b>Chevalier:</b> +2 to hit with sabers, rapiers, cutlasses, and firearms when mounted					
<b>Courage:</b> +1 morale when leading from the front					
<b>Main Gauche:</b> +1 defense in hand-to-hand combat or an additional attack at -4 penalty					
<b>Fencer:</b> +1 to hit with sabers, rapiers, and cutlasses					
Melee +1 [+3] Musketry +0[+2] Def11 [14] Dg 12 Morale 9 [10] Wits +2					
CLOTHING & APPEARANCE			EQUIPMENT		
Hat, knee-length breeches, hose, shoes, shirt, justacorps, cloak			See page 201.		
ARMS			ARMOR		
Saber (1d6)			Helmet, Cuirass		
Two cavalry pistols (1d6)					

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CLERK			
Birth Quality	Commoner	Lifestyle	Bread Alone
Lifepaths	L3 Clerk	Property	City Home
Dependents	None		
MEASURES			
Age	23	Reputation	3
Hit Points	1	Wealth	3/6
Will	3	Obligations	8
Precedence	2	Income Source	Business
SAVES			
<i>Poison &amp; Plague</i>	15	<i>Terror</i>	17
		<i>Artillery</i>	16
		<i>Chance</i>	13
GOVERNING ABILITIES			
Str	9	Int	16 <sup>+2</sup>
Wis	6 <sup>-1</sup>	Dex	9
Con	4 <sup>-2</sup>	Cha	6 <sup>-1</sup>
CORE SKILLS			
Break	3/6	Str	
Improvise	4/6	Wis	
Listen	2/6	Wis	
Parley	2/6	Cha	
Sang Froid	5/6	Con	
Search	1/6	Int	
Sneak	4/6	Dex	
Traverse	2/6	Dex	
MENTALITIES		LANGUAGES	
French	2/6	Nat.	
Catholic	4/6	Rel.	
Cardinalist	2/6	Pol.	
French	5/6		
Dutch	2/6		
LIFEPATH SKILLS			
Theology	2/6	Accounting	5/6
<b>Documentarian:</b> +3 to hit with Accuse, Confess, and Threaten actions in a duel of wits, when you have documents to back it up			
<b>Record Keeper:</b> +3 Search in libraries, archives, or government offices			
Melee	+0	Musketry	+0
Def	9	Dg	9
Morale	6	Wits	-1
CLOTHING & APPEARANCE		EQUIPMENT	
Spectacles, tatty suit of clothes, worn out shoes, shawl, plain cloak		Pen knife, quill set, ink stone, scraps of paper, candle	
ARMS		ARMOR	
None		None	



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DUELIST					
Birth Quality	Artisan	Lifestyle	Bread Alone		
Lifepaths	L1 <i>Soldat</i> , L2 <i>Duelist</i>	Property	City Home		
Dependents	Infirm grandmother, Niece, Younger cousin (all in-laws)				
MEASURES					
Age	27	Reputation	6		
Hit Points	8	Wealth	5/6		
Will	2	Obligations	9		
Precedence	3	Income Source	Business		
SAVES					
<i>Poison &amp; Plague</i> 16		<i>Terror</i> 14	<i>Artillery</i> 15	<i>Chance</i> 13	
GOVERNING ABILITIES					
Str 14 <sup>+1</sup>	Int 8 <sup>-1</sup>	Wis 8 <sup>-1</sup>	Dex 13 <sup>+1</sup>	Con 9	Cha 9
CORE SKILLS					
Break	4/6	Str	Sang Froid	4/6	Con
Improvise	1/10	Wis	Search	1/10	Int
Listen	1/10	Wis	Sneak	2/6	Dex
Parley	1/6	Cha	Traverse	2/6	Dex
MENTALITIES			LANGUAGES		
Parisian	2/6	Nat.	French	5/6	
Catholic	1/6	Rel.			
Frondeur	2/6	Pol.			
LIFEPATH SKILLS					
Melee: +1 to hit with melee weapons			Soldiering	1/6	
Force: +1 damage with melee weapons					
Accuracy: +1 to hit with muskets and pistols					
Drill: Increase initiative with muskets, harquebuses, and rifles by 1					
Fencer: +2 to hit with sabers, rapiers, and cutlasses					
Duelist: +2 reputation per duel won according to your client's wishes and the unwritten laws of dueling					
Intimidating: +2 damage to Threaten actions involving physical violence					
Scarred: Ignore 1-hit-point-damage hits					
Touch: On a hit, you may opt to do 1 or 2 pts of armor-ignoring damage (no roll)					
Melee	+2 [+4]	Musketry	+2	Def 14	Dg 13
		Morale	7	Wits	+0
CLOTHING & APPEARANCE			EQUIPMENT		
Fine suit, boots, belt, cloak			Baldric and bandolier		
ARMS			ARMOR		
Rapier (1d4+1)			None		
Pistol (1d4)					

<b>DOCTOR</b>					
Birth Quality	Commoner	Lifestyle	Respectable		
Lifepaths	L3 Doctor	Property	Rented Flat		
Dependents	Elder brother (blood), impecunious lover, younger cousin (blood)				
<b>MEASURES</b>					
Age	30	Reputation	3		
Hit Points	6	Wealth	1/6		
Will	8	Obligations	9		
Precedence	2	Income Source	Labor		
<b>SAVES</b>					
<i>Poison &amp; Plague 12</i>		<i>Terror 14</i>		<i>Artillery 16</i>	
<i>Chance 13</i>					
<b>GOVERNING ABILITIES</b>					
Str 7 <sup>-1</sup>	Int 13 <sup>+1</sup>	Wis 16 <sup>+2</sup>	Dex 12	Con 13 <sup>+1</sup>	Cha 10
<b>CORE SKILLS</b>					
Break	1/10	Str	Sang Froid	3/6	Con
Improvise	3/6	Wis	Search	2/6	Int
Listen	3/6	Wis	Sneak	1/6	Dex
Parley	2/6	Cha	Traverse	1/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
Parisian	1/6	Nat.	French	4/6	
Catholic	1/6	Rel.	Latin	4/6	
Frondeur	3/6	Pol.	Greek	2/6	
			Dutch	1/6	
<b>LIFEPATH SKILLS</b>					
Physic	4/6	Chirurgie	5/6		
Chymistry	4/6				
<b>Authoritative:</b> +3 damage to Implore and Shame actions when attempting to motivate a patient to right action					
<b>Reputable:</b> +1d2 reputation per person cured, -1d4 reputation for each patient who dies in your care					
Melee -1	Musketry +0	Def 7	Dg 12	Morale 7	Wits +0
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Fine suit of fashion from the previous decade			Leather attaché case, set of small knives, medicines, tonics, vial of hemlock, a gallon of vinegar		
<b>ARMS</b>			<b>ARMOR</b>		
None			None		

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<b>EMPIRIC</b>					
Birth Quality	<i>Marginaux</i>	Lifestyle	Bread Alone		
Lifepaths	L3 Empiric	Property	Rented Flat		
Dependents	Spouse, Younger brother (blood)				
<b>MEASURES</b>					
Age	28	Reputation	1		
Hit Points	4	Wealth	1/6		
Will	4	Obligations	1		
Precedence	0	Income Source	Labor		
<b>SAVES</b>					
<i>Poison &amp; Plague 16</i>		<i>Terror 13</i>	<i>Artillery 16</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 9	Int 12	Wis 9	Dex 9	Con 8	Cha 14 <sup>+1</sup>
<b>CORE SKILLS</b>					
Break	1/6	Str	Sang Froid	2/6	Con
Improvise	1/6	Wis	Search	1/6	Int
Listen	1/6	Wis	Sneak	2/6	Dex
Parley	5/6	Cha	Traverse	1/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
Burgundian	2/6	Nat.	Burgundian	5/6	
Huguenot	3/6	Rel.	Latin	1/6	
Frondeur	1/6	Pol.			
<b>LIFEPATH SKILLS</b>					
Physic		3/6	Rook	4/6	
<b>Plague Doctor:</b> +3 Search when looking for the dead or dying					
<b>Quack:</b> +2 to hit with Educate and Poison actions regarding fake medicine or false cures, and may lie using Educate					
Melee +0	Musketry +0	Def 9	Dg 12	Morale 8	Wits +1
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Wide-brimmed hat, ankle-length waxed leather overcoat, bird-like beak mask, waxed leather pants, gloves, and boots.			A valise case containing: lavender, lancets, razors, onions, and a snake		
<b>ARMS</b>			<b>ARMOR</b>		
Hatchet (1d6)			None		

EXPLORER					
Birth Quality	<i>Bourgeoisie</i>	Lifestyle	Respectable		
Lifepaths	L1 C, L1 M, L1 Exp	Property	City Home		
Dependents	Druncle (blood)				
MEASURES					
Age	34	Reputation	16		
Hit Points	11	Wealth	11/12		
Will	2	Obligations	8		
Precedence	4	Income Source	Auction		
SAVES					
<i>Poison &amp; Plague</i> 16		<i>Terror</i> 16		<i>Artillery</i> 14 <i>Chance</i> 13	
GOVERNING ABILITIES					
Str 9	Int 14 <sup>+1</sup>	Wis 6 <sup>-1</sup>	Dex 11	Con 9	Cha 7 <sup>-1</sup>
CORE SKILLS					
Break	1/6	Str	Sang Froid	1/6	Con
Improvise	1/6	Wis	Search	3/6	Int
Listen	1/10	Wis	Sneak	1/6	Dex
Parley	1/6	Cha	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
Gascon	3/6	Nat.	French	5/6	
Huguenot	1/6	Rel.	Latin	2/6	
Royalist	2/6	Pol.	Spanish	2/6	
LIFEPATH SKILLS					
Accounting	2/6		Finance	2/6	
Theology	1/10		Navigate	1/10	
Trade	2/6		Leadership	1/10	
<b>Documentarian:</b> +1 to hit with Accuse, Confess, and Threaten actions when you can produce the documents to back it up					
<b>Record Keeper:</b> +1 Search when in libraries, archives, or government offices					
<b>Generous:</b> +1 to hit with Bribe actions					
<b>Accuracy:</b> +1 to hit with muskets and pistols					
Melee +0	Musketry +0	Def 9	Dg 11	Morale 6	Wits -1
CLOTHING & APPEARANCE			EQUIPMENT		
Omitted for space. See page...			Omitted for space. See page 207.		
ARMS			ARMOR		
Poignard (1d3)			Buff Coat		
Rapier (1d4)					
Two pistols (1d4)					

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<b>FACTOTUM</b>					
Birth Quality	Peasant	Lifestyle	Bread Alone		
Lifepaths	L3 Factotum	Property	Rented Flat		
Dependents	Infirm grandmother (blood)				
<b>MEASURES</b>					
Age	29	Reputation	0		
Hit Points	5	Wealth	1/6		
Will	3	Obligations	7		
Precedence	1	Income Source	Labor		
<b>SAVES</b>					
<i>Poison &amp; Plague 13</i>		<i>Terror 17</i>	<i>Artillery 16</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 13 <sup>+1</sup>	Int 6 <sup>-1</sup>	Wis 6 <sup>-1</sup>	Dex 14 <sup>+1</sup>	Con 10	Cha 9
<b>CORE SKILLS</b>					
Break	2/6	Str	Sang Froid	1/6	Con
Improvise	3/6	Wis	Search	1/6	Int
Listen	1/6	Wis	Sneak	2/6	Dex
Parley	4/6	Cha	Traverse	2/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
French	2/6	Nat.	French	5/6	
Huguenot	1/6	Rel.			
Royalist	2/6	Pol.			
<b>LIFEPATH SKILLS</b>					
Sub Rosa	2/6				
<b>Discretion:</b> When protecting master's interest in a duel of wits, +2 Will and +2 reputation armor					
<b>Iron Will:</b> If reduced to 0 HP while on an errand or mission for employer, get back on your feet with 1 HP next round (once per mission).					
<b>Quick Hands:</b> +3 initiative for attacks with bare fists, canes, or improvised weapons					
Melee +1	Musketry +1	Def 13	Dg 14	Morale 7	Wits 0
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Conservative suit of clothes, worn leather shoes			Walking staff, attaché case		
<b>ARMS</b>			<b>ARMOR</b>		
Walking staff (1d3+1)			None		

<b>FILOU</b>					
Birth Quality	Commoner	Lifestyle	Bread Alone		
Lifepaths	L3 Filou	Property	Rented Flat		
Dependents	Impecunious lover, Younger brother (blood)				
<b>MEASURES</b>					
Age	16	Reputation	4		
Hit Points	8	Wealth	3/6		
Will	3	Obligations	10		
Precedence	2	Income Source	Labor		
<b>SAVES</b>					
<i>Poison &amp; Plague 13</i>		<i>Terror 15</i>	<i>Artillery 16</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 10	Int 13 <sup>+1</sup>	Wis 13 <sup>+1</sup>	Dex 8 <sup>-1</sup>	Con 12	Cha 7 <sup>-1</sup>
<b>CORE SKILLS</b>					
Break	2/6	Str	Sang Froid	2/6	Con
Improvise	2/6	Wis	Search	1/6	Int
Listen	2/6	Wis	Sneak	1/6	Dex
Parley	1/6	Cha	Traverse	3/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
French	2/6	Nat.	French	3/6	
Catholic	2/6	Rel.	Dutch	2/6	
Noble	1/6	Pol.	English	2/6	
<b>LIFEPATH SKILLS</b>					
Rook	2/6	Sub Rosa	4/6		
Lock Picking	1/10				
<b>Knife Work:</b> +3d damage attacking someone surprised or unarmed with a knife					
<b>Menace:</b> +2 to hit with the Threaten action when suggesting violence while extorting or robbing a victim					
Melee +0	Musketry -1	Def 10	Dg 8	Morale 6	Wits -1
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Threadbare clothes, worn shoes			Hairpin, hammer		
<b>ARMS</b>			<b>ARMOR</b>		
Poignard (1d3)(4d3 when target surprised or unarmed)			None		

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<b>FILLE-DIEU</b>					
Birth Quality	<i>Marginaux</i>	Lifestyle	Bread Alone		
Lifepaths	L3 Fille-Dieu	Property	—		
Dependents	None				
<b>MEASURES</b>					
Age	21	Reputation	0		
Hit Points	5	Wealth	3/6		
Will	2	Obligations	3		
Precedence	0	Income Source	<i>Sale Boulot</i>		
<b>SAVES</b>					
<i>Poison &amp; Plague 13</i>		<i>Terror 13</i>	<i>Artillery 16</i>	<i>Chance 16</i>	
<b>GOVERNING ABILITIES</b>					
Str 8 <sup>-1</sup>	Int 13 <sup>+1</sup>	Wis 10	Dex 10	Con 9	Cha 9
<b>CORE SKILLS</b>					
Break	1/10	Str	Sang Froid	4/6	Con
Improvise	2/6	Wis	Search	2/6	Int
Listen	1/6	Wis	Sneak	1/6	Dex
Parley	5/6	Cha	Traverse	1/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
Swiss	4/6	Nat.	French	4/6	
Lutheran	3/6	Rel.	German	2/6	
Royalist	1/6	Pol.	Latin	1/6	
<b>LIFEPATH SKILLS</b>					
Fashion	3/6	Cookery	3/6		
Melee +0	Musketry +0	Def 8	Dg 10	Morale 7	Wits +0
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
White robe, black coat, crucifix, rosary, sandals			Lantern		
<b>ARMS</b>			<b>ARMOR</b>		
None			None		

<b>FRANCISCAN</b>					
Birth Quality	<i>Marginaux</i>	Lifestyle	Bread Alone		
Lifepaths	L3 Franciscan	Property	—		
Dependents	Infirm mother (blood), Child (in-law), Spouse				
<b>MEASURES</b>					
Age	26	Reputation	0		
Hit Points	5	Wealth	0		
Will	7	Obligations	5		
Precedence	3	Income Source	None		
<b>SAVES</b>					
<i>Poison &amp; Plague 12</i>		<i>Terror 11</i>	<i>Artillery 16</i>	<i>Chance 16</i>	
<b>GOVERNING ABILITIES</b>					
Str 7 <sup>-1</sup>	Int 7 <sup>-1</sup>	Wis 16 <sup>+2</sup>	Dex 12	Con 13 <sup>+1</sup>	Cha 12
<b>CORE SKILLS</b>					
Break	1/10	Str	Sang Froid	2/6	Con
Improvise	3/6	Wis	Search	1/10	Int
Listen	4/6	Wis	Sneak	1/6	Dex
Parley	2/6	Cha	Traverse	1/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
Parisian	2/6	Nat.	French	5/6	
Catholic	5/6	Rel.	Latin	2/6	
Royalist	1/6	Pol.			
<b>LIFEPATH SKILLS</b>					
Beg	2/6		Theology	5/6	
<b>Preacher:</b> +2 to hit with the Educate action at shouting distance					
<b>Inquisitor:</b> +2 to hit with the Accuse action when levying charges of witchcraft or heresy against a target					
Melee -1	Musketry +0	Def 7	Dg 12	Morale 7	Wits +0
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Sandals, brown tunic, scapular, cowl			Breviary, holy bible, rosary, fishing hook & line		
<b>ARMS</b>			<b>ARMOR</b>		
None			None		

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<b>GAMINE</b>					
Birth Quality	<i>Marginaux</i>	Lifestyle	Natural		
Lifepaths	L3 Gamine	Property	Homeless		
Dependents	Older cousin (filial/adopted)				
<b>MEASURES</b>					
Age	9	Reputation	0		
Hit Points	6	Wealth	0		
Will	2	Obligations	6		
Precedence	0	Income Source	None		
<b>SAVES</b>					
<i>Poison &amp; Plague 12</i>		<i>Terror 13</i>	<i>Artillery 13</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 6 <sup>-1</sup>	Int 9	Wis 10	Dex 16 <sup>+2</sup>	Con 13 <sup>+1</sup>	Cha 16 <sup>+2</sup>
<b>CORE SKILLS</b>					
Break	1/10	Str	Sang Froid	3/6	Con
Improvise	1/6	Wis	Search	1/6	Int
Listen	3/6	Wis	Sneak	7/8	Dex
Parley	3/6	Cha	Traverse	9/10	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
French	3/6	Nat.	French	3/6	
Huguenot	1/6	Rel.	German	2/6	
Frondeur	1/6	Pol.	Argot	1/6	
<b>LIFEPATH SKILLS</b>					
Steal	5/6		Charivari	4/6	
<b>Coquin:</b> May use Dexterity instead of Strength for defense, and is always considered a tough shot for missiles.					
<b>Ambuscade:</b> When attacking from ambush, concealment, or via clever stratagem, gain +4 to hit with all weapons for the first attack of the ambush.					
Melee -1	Musketry +2	Def 16	Dg 16	Morale 9	Wits +2
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Ragged clothes, rope belt, no shoes					
<b>ARMS</b>			<b>ARMOR</b>		
Poignard (1d3-1)			None		

INFANTRY OFFICER					
Birth Quality	Noblesse d'épée		Lifestyle	Bread Alone	
Lifepaths	L3 Infantry Officer		Property	Country Home	
Dependents	Elder sister (blood), Servant				
MEASURES					
Age	22		Reputation	21	
Hit Points	9		Wealth	3/6	
Will	3		Obligations	9	
Precedence	6		Income Source	Charge	
SAVES					
<i>Poison &amp; Plague</i> 16		<i>Terror</i> 12		<i>Artillery</i> 13 <i>Chance</i> 16	
GOVERNING ABILITIES					
Str 10	Int 12	Wis 13 <sup>+1</sup>	Dex 11	Con 10	Cha 14 <sup>+1</sup>
CORE SKILLS					
Break	2/6	Str	Sang Froid	4/6	Con
Improvise	2/6	Wis	Search	1/6	Int
Listen	2/6	Wis	Sneak	1/6	Dex
Parley	2/6	Cha	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
French	2/6	Nat.	French	4/6	
Catholic	1/6	Rel.	Spanish	2/6	
Royalist	2/6	Pol.			
LIFEPATH SKILLS					
Fashion	4/6		Leadership	4/6	
Mil. Doctrine	3/6				
<b>Melee:</b> +2 to hit with melee weapons					
<b>Courage:</b> +2 Morale when leading from the front					
Melee +2	Musketry +0	Def 10	Dg 11	Morale 8 [10]	Wits +1
CLOTHING & APPEARANCE			EQUIPMENT		
Hat, knee-length breeches, hose, shoes, shirt, justacorps, cloak			Sabretache, 20 rounds of shot in a shot bag, powder horn, and powder flask, bandolier		
ARMS			ARMOR		
Rapier (1d4)			None		
Pistol (1d4)					

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JUDGE			
Birth Quality	<i>Noblesse de robe</i>	Lifestyle	Respectable
Lifepaths	L3 Judge	Property	Villa
Dependents	Sickly childhood friend		
MEASURES			
Age	31	Reputation	7
Hit Points	6	Wealth	4/6
Will	9	Obligations	14
Precedence	5	Income Source	<i>Droit Annuel</i>
SAVES			
<i>Poison &amp; Plague</i>	16	<i>Terror</i>	12
<i>Artillery</i>	16	<i>Chance</i>	13
GOVERNING ABILITIES			
Str	10	Int	6 <sup>-1</sup>
Wis	13 <sup>+1</sup>	Dex	9
Con	9	Cha	13 <sup>+1</sup>
CORE SKILLS			
Break	1/6	Str	Sang Froid
Improvise	2/6	Wis	Search
Listen	3/6	Wis	Sneak
Parley	3/6	Cha	Traverse
MENTALITIES		LANGUAGES	
French	3/6	Nat.	French
Huguenot	1/6	Rel.	Latin
Hapsburg	1/6	Pol.	
LIFEPATH SKILLS			
Classics	4/6	Law	4/6
<b>Remonstrator:</b> Grants Duel of Wits action: Remonstrate			
<b>Quid Pro Quo:</b> +2 damage to bribe attacks against judge, but judge gains +2 to hit with any action following a bribe.			
Melee	+0	Musketry	+0
Def	10	Dg	9
Morale	8	Wits	+1
CLOTHING & APPEARANCE		EQUIPMENT	
Black silk robes, square black bonnet, red formal robes		None	
ARMS		ARMOR	
None		None	

<b>MADemoiselle</b>					
<b>Birth Quality</b>	Noblesse d'épée	<b>Lifestyle</b>	Respectable		
<b>Lifepaths</b>	L3 Mademoiselle	<b>Property</b>	Country Home		
<b>Dependents</b>	Infirm mother (in-law), younger brother (blood)				
<b>MEASURES</b>					
<b>Age</b>	19	<b>Reputation</b>	12		
<b>Hit Points</b>	2	<b>Wealth</b>	5/6		
<b>Will</b>	3	<b>Obligations</b>	9		
<b>Precedence</b>	6	<b>Income Source</b>	Benefice		
<b>SAVES</b>					
<i>Poison &amp; Plague 14</i>		<i>Terror 16</i>		<i>Artillery 16</i>	
<i>Chance 13</i>					
<b>GOVERNING ABILITIES</b>					
<b>Str 10</b>	<b>Int 8<sup>-1</sup></b>	<b>Wis 10</b>	<b>Dex 10</b>	<b>Con 8<sup>-1</sup></b>	<b>Cha 6<sup>-1</sup></b>
<b>CORE SKILLS</b>					
<b>Break</b>	1/6	Str	<b>Sang Froid</b>	1/10	Con
<b>Improvise</b>	1/6	Wis	<b>Search</b>	1/10	Int
<b>Listen</b>	1/6	Wis	<b>Sneak</b>	1/6	Dex
<b>Parley</b>	2/6	Cha	<b>Traverse</b>	1/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
<b>Navarrese</b>	3/6	Nat.	<b>Basque</b>	7/8	
<b>Catholic</b>	3/6	Rel.			
<b>Royalist</b>	4/6	Pol.			
<b>LIFEPATH SKILLS</b>					
<b>Classics</b>	3/6		<b>Composition</b>	1/6	
<b>Grace:</b> +3 reputation armor in a duel of wits					
<b>Charm:</b> +3 to hit with the Flatter and Implore actions					
<b>Melee +0</b>	<b>Musketry +0</b>	<b>Def 10</b>	<b>Dg 10</b>	<b>Morale 6</b>	<b>Wits -1</b>
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Respectable dress and shoes, truly magnificent peacock feather			Rosary, bible, romance novel		
<b>ARMS</b>			<b>ARMOR</b>		
Bodkin (1d2)			None		

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<b>MERCELOT</b>					
Birth Quality	<i>Marginaux</i>	Lifestyle	Natural		
Lifepaths	L3 Mercelot	Property	Homeless		
Dependents	None				
<b>MEASURES</b>					
Age	28	Reputation	0		
Hit Points	7	Wealth	0		
Will	3	Obligations	2		
Precedence	0	Income Source	<i>Sale Boulot</i>		
<b>SAVES</b>					
<i>Poison &amp; Plague 16</i>		<i>Terror 13</i>	<i>Artillery 16</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 14 <sup>+1</sup>	Int 12	Wis 10	Dex 13 <sup>+1</sup>	Con 9	Cha 14 <sup>+1</sup>
<b>CORE SKILLS</b>					
Break	2/6	Str	Sang Froid	1/6	Con
Improvise	1/6	Wis	Search	1/6	Int
Listen	1/6	Wis	Sneak	3/6	Dex
Parley	3/6	Cha	Traverse	2/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
Provençal	2/6	Nat.	Occitan	5/6	
Catholic	2/6	Rel.	French	1/6	
Royalist	1/6	Pol.			
<b>LIFEPATH SKILLS</b>					
Beg	4/6	Counterfeit	4/6		
Steal	4/6	Rook	4/6		
<b>Rifodé:</b> The mercelot can use falsified documents or thin evidence as truth in a duel of wits					
<b>Sabouteus:</b> +2 to hit with Implore attacks in a duel of wits when claiming to have seizures or to be possessed					
Melee +1	Musketry +1	Def 14	Dg 13	Morale 8	Wits +1
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Humble suit of unassuming clothing			Forged certificates, cards		
<b>ARMS</b>			<b>ARMOR</b>		
Poignard (1d3+1)			None		

MERCHANT-VENTURER					
Birth Quality	<i>Bourgeoisie</i>	Lifestyle	Fashionable		
Lifepaths	L1 C, L2 M-V	Property	Manor		
Dependents	Elder brother (blood)				
MEASURES					
Age	24	Reputation	16		
Hit Points	7	Wealth	19/20		
Will	2	Obligations	13		
Precedence	4	Income Source	Usury		
SAVES					
<i>Poison &amp; Plague 12</i>		<i>Terror 17</i>	<i>Artillery 16</i>	<i>Chance 13</i>	
GOVERNING ABILITIES					
Str 11	Int 10	Wis 7 <sup>-1</sup>	Dex 10	Con 13 <sup>+1</sup>	Cha 12
CORE SKILLS					
Break	1/6	Str	Sang Froid	2/6	Con
Improvise	1/10	Wis	Search	2/6	Int
Listen	1/10	Wis	Sneak	1/6	Dex
Parley	4/6	Cha	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
French	3/6	Nat.	French	5/6	
Catholic	1/6	Rel.	Latin	3/6	
Royalist	2/6	Pol.			
LIFEPATH SKILLS					
Trade	2/6		Accounting	1/6	
Finance	2/6		Theology	1/10	
<b>Generous:</b> +2 to hit with Bribe actions					
<b>Record Keeper:</b> +1 Search skill in libraries, archives, or government offices					
<b>Documentarian:</b> +1 to hit with Accuse, Confess, and Threaten in a duel of wits when you have documents to back up your action					
Melee +0	Musketry +0	Def 11	Dg 10	Morale 7	Wits +0
CLOTHING & APPEARANCE			EQUIPMENT		
Fancy hat, fine hose, buckle shoes, conservative blouse, fine breeches, cloak			Purse, cane, Andalusian courser		
ARMS			ARMOR		
None			None		

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<b>MILITARY ENGINEER</b>					
Birth Quality	<i>Bourgeoisie</i>	Lifestyle	Lavish		
Lifepaths	L1PN,L1AO,L1ME	Property	Estate		
Dependents	Impecunious lover, Infirm mother (blood), Servant, Grenadier				
<b>MEASURES</b>					
Age	28	Reputation	106		
Hit Points	5	Wealth	96/100		
Will	5	Obligations	24		
Precedence	4	Income Source	Zinskauf		
<b>SAVES</b>					
<i>Poison &amp; Plague 17</i>		<i>Terror 13</i>	<i>Artillery 14</i>	<i>Chance 15</i>	
<b>GOVERNING ABILITIES</b>					
Str 9	Int 9	Wis 11	Dex 10	Con 7 <sup>-1</sup>	Cha 9
<b>CORE SKILLS</b>					
Break	1/6	Str	Sang Froid	3/6	Con
Improvise	1/6	Wis	Search	1/6	Int
Listen	1/6	Wis	Sneak	1/6	Dex
Parley	1/6	Cha	Traverse	1/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
Burgundian	2/6	Nat.	French	3/6	
Catholic	1/6	Rel.	German	3/6	
Royalist	2/6	Pol.			
<b>LIFEPATH SKILLS</b>					
Fashion	1/6	Leadership	3/6		
Riding	1/6	Ordnance	2/6		
Geometry	2/6	Mathematics	2/6		
Fortifications	1/6	Engineer	1/6		
Mil. Doctrine	1/6	<b>Courage:</b> +1 morale leading an artillery team			
<b>Fencer:</b> +1 to hit with sabers, rapiers, and cutlasses					
<b>Main Gauche:</b> +1 defense in hand-to-hand combat or an additional attack with a -4 penalty					
<b>Etiquette:</b> +1 damage to Implore and Flatter actions when using the proper etiquette with nobility					
<b>Bombardier:</b> +1 accuracy with artillery					
Melee +0	Musketry +0	Def9 [12]	Dg 10	Morale 7 [8]	Wits +0
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Omitted for space. See page 213.			Omitted for space. See page 213.		
<b>ARMS</b>			<b>ARMOR</b>		
Two pistols (1d4) Rapier (1d4)			Cuirass & Gorget		

MUSKETEER			
Birth Quality	<i>Noblesse d'épée</i>	Lifestyle	Respectable
Lifepaths	L3 Musketeer	Property	Country Home
Dependents	Impecunious lover, Infirm grandfather (blood), Infirm grandfather (in-law)		
MEASURES			
Age	32	Reputation	12
Hit Points	10	Wealth	5/6
Will	1	Obligations	9
Precedence	6	Income Source	Benefice
SAVES			
<i>Poison &amp; Plague 16</i>		<i>Terror 14</i>	<i>Artillery 13</i> <i>Chance 13</i>
GOVERNING ABILITIES			
Str 14 <sup>+1</sup>	Int 8 <sup>-1</sup>	Wis 8 <sup>-1</sup>	Dex 11 Con 11 Cha 11
CORE SKILLS			
Break	1/6	Str	Sang Froid 4/6 Con
Improvise	2/6	Wis	Search 1/10 Int
Listen	1/10	Wis	Sneak 2/6 Dex
Parley	1/6	Cha	Traverse 2/6 Dex
MENTALITIES		LANGUAGES	
French	2/6	Nat.	French 5/6
Jewish	1/6	Rel.	
Cardinalist	2/6	Pol.	
LIFEPATH SKILLS			
Melee: +2 to hit with melee weapons		Rider	3/6
Accuracy: +3 to hit with muskets and pistols			
Esprit de Corps: Increase morale and Sang Froid skill rating by one			
Vive Le Roi: +1 damage and +1d movement when charging the enemy			
Melee +3	Musketry +1	Def 14 Dg 11	Morale 10 Wits +0
CLOTHING & APPEARANCE		EQUIPMENT	
Blue cassock, broad-brimmed hat, respectable clothes		A worn-out horse, slow match, shot bag containing powder and ball for 10 shots	
ARMS		ARMOR	
Rapier (1d4+1)		None	
Musket (2d4)			
Pistol (1d4)			

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<b>PASSEUR</b>					
Birth Quality	Artisan	Lifestyle	Respectable		
Lifepaths	L3 Passeur	Property	City Home		
Dependents	Sister-in-law, Infirm grandfather (adopted)				
<b>MEASURES</b>					
Age	26	Reputation	13		
Hit Points	6	Wealth	9/10		
Will	3	Obligations	11		
Precedence	3	Income Source	Business		
<b>SAVES</b>					
<i>Poison &amp; Plague 17</i>		<i>Terror 15</i>	<i>Artillery 13</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 7 <sup>-1</sup>	Int 8 <sup>-1</sup>	Wis 14 <sup>+1</sup>	Dex 10	Con 6 <sup>-1</sup>	Cha 13 <sup>+1</sup>
<b>CORE SKILLS</b>					
Break	2/6	Str	Sang Froid	1/6	Con
Improvise	3/6	Wis	Search	1/10	Int
Listen	2/6	Wis	Sneak	1/6	Dex
Parley	5/6	Cha	Traverse	1/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
French	4/6	Nat.	French	3/6	
Huguenot	1/6	Rel.			
Frondeur	1/6	Pol.			
<b>LIFEPATH SKILLS</b>					
Carpentry	1/6		Pilot	4/6	
Sub Rosa	4/6				
<b>Strong back:</b> +1 inventory slot for carried items					
Melee -1	Musketry 0	Def 7	Dg 10	Morale 8	Wits +1
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Loose shirt, pantaloons, and a broad-brimmed hat			A small boat, oars and a pole, a coil of rope, powder and shot for two discharges.		
<b>ARMS</b>			<b>ARMOR</b>		
Poignard (1d3-1) Pistol (1d4)			None		

PETTY NOBLE					
Birth Quality	<i>Noblesse sans titre</i>	Lifestyle	Respectable		
Lifepaths	L3 Petty Noble	Property	Townhouse		
Dependents	Younger sister (blood), Widowed infirm aunt (in-law)				
MEASURES					
Age	20	Reputation	11		
Hit Points	8	Wealth	7/8		
Will	2	Obligations	10		
Precedence	3	Income Source	Business		
SAVES					
<i>Poison &amp; Plague 16</i>		<i>Terror 14</i>	<i>Artillery 16</i>	<i>Chance 13</i>	
GOVERNING ABILITIES					
Str 11	Int 9	Wis 8 <sup>+</sup>	Dex 12	Con 9	Cha 6 <sup>+</sup>
CORE SKILLS					
Break	1/6	Str	Sang Froid	1/6	Con
Improvise	1/10	Wis	Search	1/6	Int
Listen	1/10	Wis	Sneak	1/6	Dex
Parley	2/6	Cha	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
French	2/6	Nat.	French	5/6	
Catholic	1/6	Rel.	Latin	1/6	
Noble	2/6	Pol.			
LIFEPATH SKILLS					
Leadership	1/6	Fashion		2/6	
<b>Parry:</b> +3 defense in hand-to-hand combat					
<b>Fencer:</b> +3 to hit with sabers, rapiers, and cutlasses.					
<b>Main Gauche:</b> +3 defense or make an additional attack at -2 to hit.					
<b>Etiquette:</b> +2 damage to Implore and Flatter attacks when using the proper etiquette with nobility.					
Melee +3	Musketry +0	Def 14 [16]	Dg 12	Morale 6	Wits -1
CLOTHING & APPEARANCE			EQUIPMENT		
Worn set of once fashionable clothes, buckled shoes, threadbare cloak, jaunty hat			Sway-backed nag, patent of nobility		
ARMS			ARMOR		
Rapier (1d4)			Buff coat		

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<b>SAILOR</b>					
Birth Quality	Commoner	Lifestyle	Bread Alone		
Lifepaths	L3 Sailor	Property	Rented Flat		
Dependents	Widower infirm uncle (blood)				
<b>MEASURES</b>					
Age	19	Reputation	0		
Hit Points	6	Wealth	2/6		
Will	2	Obligations	8		
Precedence	2	Income Source	Labor		
<b>SAVES</b>					
<i>Poison &amp; Plague 15</i>		<i>Terror 16</i>	<i>Artillery 13</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 13 <sup>+1</sup>	Int 8 <sup>-1</sup>	Wis 10	Dex 13 <sup>+1</sup>	Con 14 <sup>+1</sup>	Cha 4 <sup>-2</sup>
<b>CORE SKILLS</b>					
Break	2/6	Str	Sang Froid	2/6	Con
Improvise	1/6	Wis	Search	1/10	Int
Listen	1/6	Wis	Sneak	2/6	Dex
Parley	2/6	Cha	Traverse	7/8	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
French	2/6	Nat.	French	5/6	
Catholic	2/6	Rel.			
Royalist	1/6	Pol.			
<b>LIFEPATH SKILLS</b>					
Melee: +3 to hit with melee weapons			Sailing Ships	3/6	
Parry: +3 defense			Pilot	1/6	
Gun Crew: +3 to hit when using artillery					
Melee +4	Musketry +1	Def 16	Dg 4	Morale 8	Wits +1
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Colorful pantaloons, smart woolen jacket, oiled cape, curly-toed slippers			None		
<b>ARMS</b>			<b>ARMOR</b>		
Poignard (1d3+1)			None		
Cutlass (1d6+1)					

<b>SOLDIER</b>					
Birth Quality	Peasant	Lifestyle	Bread Alone		
Lifepaths	L3 Soldat	Property	Rented Flat		
Dependents	Child (blood), Elder brother (blood), Drunk aunt (adopted)				
<b>MEASURES</b>					
Age	21	Reputation	0		
Hit Points	10	Wealth	0		
Will	3	Obligations	8		
Precedence	1	Income Source	None		
<b>SAVES</b>					
<i>Poison &amp; Plague 16</i>		<i>Terror 13</i>	<i>Artillery 13</i>	<i>Chance 13</i>	
<b>GOVERNING ABILITIES</b>					
Str 8 <sup>-1</sup>	Int 9	Wis 10	Dex 10	Con 12	Cha 8 <sup>-1</sup>
<b>CORE SKILLS</b>					
Break	4/6	Str	Sang Froid	1/6	Con
Improvise	1/6	Wis	Search	2/6	Int
Listen	1/6	Wis	Sneak	1/6	Dex
Parley	1/10	Cha	Traverse	1/6	Dex
<b>MENTALITIES</b>			<b>LANGUAGES</b>		
French	1/6	Nat.	French	3/6	
Catholic	3/6	Rel.	German	3/6	
Frondeur	1/6	Pol.			
<b>LIFEPATH SKILLS</b>					
Melee: +3 to hit in melee			Soldiering 3/6		
Force: +1d4 damage with melee weapons					
Accuracy: +2 to hit with firearms					
Drill: +1 initiative when using muskets, harquebuses, and rifles					
Melee +2	Musketry +2	Def 8	Dg 10	Morale 6	Wits -1
<b>CLOTHING &amp; APPEARANCE</b>			<b>EQUIPMENT</b>		
Jaunty cap, knee-length breeches, hose, shoes, shirt, leather waist belt			Snapsack, waterskin, candle, whetstone, flint and steel		
<b>ARMS</b>			<b>ARMOR</b>		
Poignard	(1d3+1d4-1)		None		
Musket	(2d4)				

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UNIVERSITY STUDENT					
Birth Quality	Bourgeoisie	Lifestyle	Bread Alone		
Lifepaths	L3 Univ. Student	Property	Townhouse		
Dependents	Nephew (in-law), Younger brother (blood)				
MEASURES					
Age	17	Reputation	7		
Hit Points	3	Wealth	3/6		
Will	1	Obligations	10		
Precedence	4	Income Source	Business		
SAVES					
<i>Poison &amp; Plague 14</i>		<i>Terror 19</i>	<i>Artillery 16</i>	<i>Chance 13</i>	
GOVERNING ABILITIES					
Str 9	Int 14 <sup>+1</sup>	Wis 3 <sup>-3</sup>	Dex 10	Con 8 <sup>-1</sup>	Cha 8 <sup>-1</sup>
CORE SKILLS					
Break	4/6	Str	Sang Froid	1/10	Con
Improvise	1/10	Wis	Search	4/6	Int
Listen	1/10	Wis	Sneak	1/6	Dex
Parley	1/10	Cha	Traverse	1/6	Dex
MENTALITIES			LANGUAGES		
Parisian	4/6	Nar.	French	4/6	
Catholic	4/6	Rel.	Latin	4/6	
Royalist	2/6	Pol.	Dutch	2/6	
LIFEPATH SKILLS					
Drunk: +3 P&P save against wine			Classics	1/6	
Melee +0	Musketry +0	Def 9	Dg 10	Morale 6	Wits -1
CLOTHING & APPEARANCE			EQUIPMENT		
Slovenly uniform, worn out shoes			Quill, inkstone, writing tablet, valise case, bottle of wine, cards		
ARMS			ARMOR		
Cudgel (1d3)			None		



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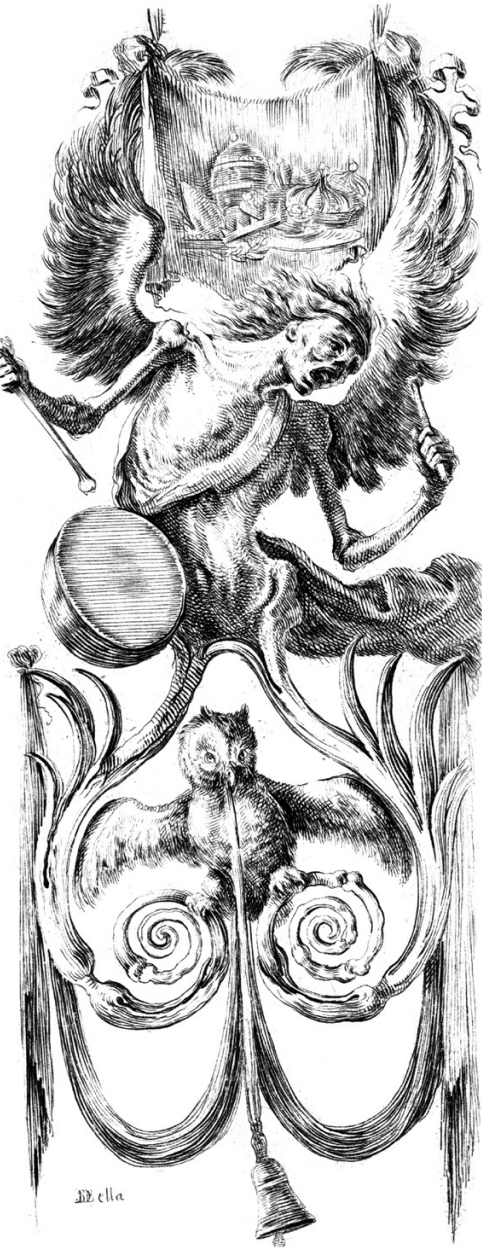
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