

Characteristics

[parent_page_rulesversailles](#) All statistics are rated between 1 and 10.

Body

- **Strength** — Only ever used by manual labourers and those of low birth likely to engage in fisticuffs.
 - Game use : Add this score to any card you use in skill resolutions requiring Strength
- **Agility** — The nobleman's main characteristic other than Repartee (see below), used for duelling as well as dance.
 - Game use : Add this score to any card you use in skill resolutions requiring Agility. This characteristic is also used when duelling to determine the accuracy of shots or sword use.
- **Endurance** — The ability to stave off disease or ride long distances ahorse.
 - Game use : Add this score to any card you use in skill resolutions requiring Endurance. This characteristic is also used to determine if a particular injury will be mortally wounding or only a minor wound (see [Injury and Death](#)).

Memory

How others think of you and what you think of yourself. This includes many of the statistics that lesser games would regard as "wisdom" or "ego".

- **Beliefs** — Any convictions the character has. This can be something as simple as *France is the greatest nation in the world: 4* or something silly like *The King should never wear grey: 3*. Religious matters, political ideas and philosophy should all be expressed as Beliefs if the character has any opinions on the matter. A character should have at least three or more beliefs."
- **Reputation** — Can be specialised into different major and minor social classes - or even into particular groups, guilds or families.
 - Commoners (Farmers, Tanners, Coopers, Tinkers, Reeves, Weavers etc)
 - Merchants (Wool traders, Leather traders, Guild leaders, First Class etc)
 - Military (Officers, Veterans, Rank&File of standing armies)
 - Clergy (Particular monastery or nunnery, a priory, the upper ranks)
 - Nobility (Local nobility, Landed knights, Lesser peers, Higher peers, Foreign nobility)
 - Royalty (A particular member of the family, Foreign royalty)
- **Favours** — Various sorts to different people. The class of the person who owes you the favour compared to your own should be regarded as a multiplier to the cost (i.e. A peasant expecting a minor favour of the King would need to pay 18 points, and for a noble to have the same, only 6 would be paid).
 - Trivial (1)
 - Minor (3)
 - Significant (5)
 - Major (7)
 - Oath (10)

Examples of the different levels