

JEU DE RÔLE D E V E R S A I L L E S

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Curufea



Group Xi

Ingredients: Palace, Memory, Currency

The roleplaying game of intrigue and betrayal in the court of King Louis XV. As minor nobles of lesser families, players contend in witty repartee with the the residents of the Palace of Versailles in hopes of winning their confidences or swaying them to their causes. Tarot cards determine the success or failure of every verbal encounter.

VOLUME THE FIRST - RULEBOOK

M M . V I I .

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Introduction

Welcome to the Palace of Versailles, the seat of court intrigue and predominant fashion centre for all of Europe. Marvel at the lace finery, the Chinese silks, the floral and pastel patterns. The sheer extravagance and luxury advertising that this is what nobility is all about.

The King has taken a new mistress of extraordinary intelligence and skill; the great wooer of women, Giacomo Casanova wanders the lands causing joy for many and hatred for husbands. A war in Austria has everyone's attention.

How will you be remembered at court? What impact will you have on the politics of France? How can you make lots and lots and lots of money?

In these decadent times, nobility is beginning to take second place to currency. Everything can be bought and sold. The courtiers will respect the rich over some poor titled peer.

What you need

Things you will need to play:-

- 1 GM
- 1+ Players
- A number of counters to represent Favours and Reputation, preferably wooden or metal coins. About 20 per player should be more than enough.
- Writing gear
- Character sheets
- Two decks of Tarot cards, preferably the 18th century Marseilles deck. One deck for the players, and one deck for the GM.

You can print out your own copy on this page:

<http://www.curufea.com/Wikka/wikka.php?wakka=VersaillesTarot>

Forget your grandiose visions of endless antechambers and gilded salons. As a novice courtier you'll be assigned--if you're lucky--to a nasty little attic with barely enough room to cut a curtsy. In the remoter reaches of the godforsaken garrets of Versailles, duchesses have been known to waste away slowly from starvation, completely forgotten, and obscure princesses to die of cold on long winter nights. Meanwhile, you'll find yourself bereft of useful employment--every possible government position has already been assigned to someone else, almost always based on heredity. (The royal valets de chambre are all members of the Bontemps family; royal mole catchers are always Liards.) Don't give up hope, though--social eminence can still be yours, provided you push the right buttons.

- Sycophancy Will Get You Everywhere

There are many ways for you to insinuate yourself into the king's good graces. An impoverished widow, Madame de Maintenon, once agreed to take discreet charge of raising Louis XIV's illegitimate children; she ended up becoming the king's mistress and, eventually, his wife. Barring such luck, you can at least take advantage of every possible opportunity to fawn. For instance, when the king's dinner passes you on its way from the kitchen to his table, you are expected to sweep the floor with the plume of your hat and declaim, quietly but with reverence, "La viande du Roi."

- See and Be Seen

At Versailles, every royal event--births, deaths, even autopsies--is gawked at by throngs of courtiers. If you're very lucky, you'll be one of those who crowd the king's bedroom each morning to watch him wake up, get dressed, put on his shoes, and be shaved. Same thing at bedtime (each night, as a single mark of favour, the king chooses a courtier to hold the candle while he undresses). At meals, you should stare raptly at each bite that the King takes; sometimes he even dines in public, which means that any decently dressed citizen may queue up to file through the dining room and glimpse him chewing. His descendant Louis XVI drew popular acclaim--not enough, alas!--for his ability to knock the top off a soft-boiled egg with a single stroke of his fork (a feat that, in retrospect, seems eerily to foreshadow the final few seconds of his existence).

- Niceties

If you don't want to plunge precipitately from your exalted social perch, you'll have to master the intricate etiquette of the court. It's far from self-evident. For example, you'll commit a grave faux pas if you knock at a door--you're expected, rather, to scratch, using the little finger of your left hand, whose nail you've grown long for that express purpose. The matter of who may sit in whose presence, and in what sort of chair, is a never-ending source of friction: When the duc de Lorraine claimed the right to seat himself in an armchair in front of the king's sister-in-law, it led to an international incident.

From Adam Goodheart's [How to Succeed at Versailles](#).

Printing this Document

A note on printing ... This is a fairly large work split into two documents and not all of it is necessary for play. The Sourcebook consists of compiled reference material from various articles and histories for those players wishing to add more detail to their game.

I have not been able to incorporate the complete history of the 18th century in France, and some simplifications and shortcuts of the social structure have been made to facilitate a roleplaying game (in other words, don't base any history homework on this game). But if you would like to know more or incorporate further details, I highly recommend the links quoted below.

Credits and Bibliography

Many thanks to these people for their online and printed resources that have been ruthlessly exploited:-

- Kath Watson
Research librarian, University of Canberra.
- Economic and Social conditions in France during the Eighteenth Century by Henri Sée translated by Edwin H. Zedel, 1927
available as online pdf here -
<http://socserv2.mcmaster.ca/~econ/ugcm/3ll3/see/18thCentury.pdf>
- Wikipedia
<http://en.wikipedia.org>
- Heraldica
<http://www.heraldica.org>
- The History of Costume by Braun & Schneider - c.1861-1880
available as online here - <http://www.siue.edu/COSTUMES/history.html>
- The French Army: History, Organization
<http://napoleonistyka.atspace.com/>
- Travels in France and Italy During the years 1787 1788 and 1789 by Arthur Young
- An Introduction to Eighteenth Century France by John Lough, M.A., Ph.D. 1962
- Calendrier des spectacles sous l'Ancien Régime
<http://foires.net/cal/cal.shtml>
- Transportation Cost by Iver P. Cooper

This game was written for the [Game Chef contest of 2007](#).

The text is printed in Baskerville, an eighteenth-century font created by John Baskerville (1706--1775).

Character Creation

Creating a noble courtier for the French court of the 18th century is a fairly simple matter. The first place to start is their reasons for being at court:-

- Are they being presented to court for the first time because they have come into their majority?
- Are they bringing a matter before the King that requires his attention?
- Are they there for social reasons? A ball, a play, a particular unveiling of a work of art or new book of philosophy?
- Are they (God forbid) not noble at all, but hoping to obtain a peerage through connections or deeds?

Are you a noble, a member of a noble house or family or are you, in fact, a peer? Do you hold the title for your peerage? Do you attend parliament in Paris and arbitrate justice for your manor or castle?

Other points to consider are your family, friends who you regularly talk to, and acquaintances you patronise.

There are two methods to create a character-

1. Randomly or semi-randomly using Tarot cards
2. Point distribution allowing you to create a character based on backgrounds and ideas you already have.



Random Character Creation

Creating a random character, whether as a PC or NPC, is similar to the process gone through by tarot card readers when they invent their future predictions. Take a Tarot deck, shuffle it, and lay out the cards in a "Spread". Have a look at where the cards are within the spread to determine what the character's game information is.

The Spreads

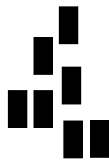
There are two spreads made for a character if you want a detailed description. The first is for the game-related statistics, and the second is for personality and background.

Characteristics

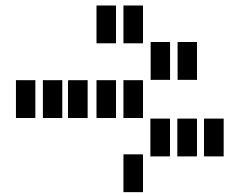
For characteristics, lay the cards out in 10 rows. Some rows will have only one card. When a particular item has several cards, add them together. No characteristic should exceed 10.

The positions

- 1. Class (1 card)
- 2. Birth (1 card)
- 3. Body (1 card)
- 4. Beliefs (2 cards)
- 5. Reputations (2 cards)



- 6. Favours (2 cards)
- 7. Repartee (2 cards)
- 8. Skills (5 cards)
- 9. Contacts (3 cards)
- 10. Currency (1 card)



Interpretation

	Major Arcana	Minor Arcana
Class	see "Interrupt" in the tarot card description	Suit = Major Class, Number = Minor Class
Birth	see "Birth" in the tarot card description	see "Birth" in the tarot card description
Body	see "Body" in the tarot card description	see "Body" in the tarot card description
Beliefs	group as many "descriptors" into an appropriate belief as you can, and count each as +1 point for that belief	Suit, Staves = Sports, Chalices = Dance and theatre , Coins = Academics and philosophy , Swords = Profession Number = levels of the beliefs (can be split amongst several)
Reputations	see "Interrupt" in the tarot card description, Level of reputation=8	Suit = Major Class, Number = Level of reputation
Favours	see "Interrupt" in the tarot card description, Level of favour=8	Suit = Major Class, Number = Level of favour
Repartee	see "Repartee" in the tarot card description	see "Repartee" in the tarot card description
Skills	see "Skills" in the tarot card description	Suit = skill area, Number = points to be distributed
Contacts	see "Interrupt" in the tarot card description, Level of contact=8	Suit = Major Class, Number = Level of contact
Currency	Number = livres readily available. If Merchant x10, If Noble x100	Number = livres readily available. If Merchant x10, If Noble x100

Personality and Background

While this spread is easier to do, the interpretation is harder. Lay twelve cards out in a circle to form a clock face. Each position on the clock represents a separate zodiac house. 12 of the cards in the Tarot also represent zodiac signs. There are several things to look for in this spread-

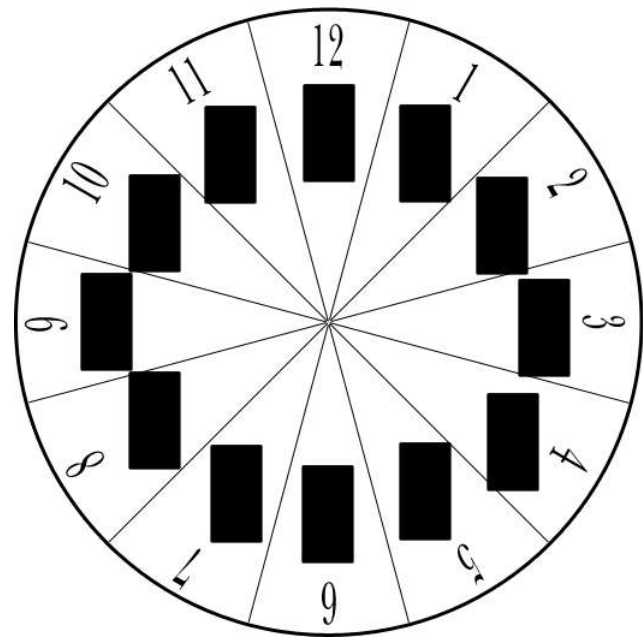
1. Which "zodiac" card is in which position.
2. Which other major arcana cards are in which position.
3. Where minor arcana cards fall.

The positions

1. identity, personality, disposition
2. values, finances, possessions
3. communications or travel
4. home, family, heritage
5. creativity, children, romance
6. work and health
7. marriage or any other partnerships
8. support from others, regeneration
9. education, religion, philosophy
10. profession / career, reputation, social status
11. friendships, aspirations
12. fears, sub-conscious, and secrets

The "zodiac" cards

- The Hierophant.
Ares ... leadership role
- The Sun.
Taurus ... domestic role
- The Moon.
Gemini ... expressiveness
- The Star.
Cancer ... sympathetic or emotional nature
- The World.
Leo ... pride or self-assurance
- The Empress.
Virgo ... industrious nature
- The Emperor.
Libra ... cooperative or diplomatic nature
- The High Priestess.
Scorpio ... motivation or determination
- Justice.
Sagittarius ... philosophy or idealism
- Temperance.
Capricorn ... resourcefulness
- Strength.
Aquarius ... intellect
- The Hanged Man.
Pisces ... intuition



Interpretation

- If a "zodiac" card falls within one of the positions, that is how the character views that area. i.e. If The Sun falls in the ninth position, the character probably lives as a teacher or curate - or they view education, religion or philosophy as a particularly domestic thing to do.
- If another major arcana card falls on a position, you can either interpret it according to that card's meaning (see the descriptors in the [Tarot chapter](#)) or you can regard it as a null (the character doesn't care about that subject).
- For the numerical cards, regard them as how important the subject of that position is according to the suit of the card (see the faculties in the [Tarot chapter](#)). i.e. An 8 of Staves in the fourth position means the character invests most of their creative energy in their home and family or their heritage.

Planned Character Creation

The preferred method of creating characters for Versailles is to have a good idea as to the personality and background of the kind of character you wish to play. Then, with that foreknowledge, to plan the construction of your character to fit within the game rules.

Types of Characters

In general, the majority of player characters should be courtiers. Versailles is all about palace intrigue and the use of vast amounts of money for bribing, gambling or providing entertainment. Only with the GM's permission should a player think of taking a character of a lesser social class, because characters of lesser class will need to have a plot built around them to either incorporate why the other players would interact with them, or how the character is going to obtain nobility.

Also be aware that a noble can belong to the military or the clergy while still maintaining their nobility.

Noble

The default character is a lord or lady (seigneur or dame)- a noble of a noble house who is in the immediate family of a peer (ie, the second son of a Count).

Points to Distribute: 70

- Body
Maximum of 20 points amongst the three characteristics (Strength, Agility, Endurance)
- Memory
 - Beliefs
At least 2 Beliefs of at least 2 points each. There is no limit to the amount you may start with.
 - Reputation
Maximum of 2 Reputations in major classes, or 4 in minor classes.
 - Favours
Maximum of 1 favour.
- Background
 - Contacts
Maximum of 4 contacts.
 - Currency
multiply the amount of points you assign by ten to determine how many livres you have on you.
- Repartee
Maximum of 30 points amongst the four characteristics (Wits, Flattery, Spite and Conviction).
- Skills
Maximum of 40 points amongst Empathy and Social, Intellectual, Physical, and Professional and Miscellaneous skills groups.

Peers

As a peer you enjoy the rights and responsibilities of a peer (See [Peerages](#)). Choose your peerage: as there were great variations in the amount of money earned by each title, it is quite possible to be a rich Chevalier that earns more than a poor Comte.

- Title
 - A duke (Latin dux, literally "leader") is the governor of a province, usually a military leader.
 - A count (Latin comes, literally "companion") is an appointee of the king governing a city and its immediate surroundings, or else a high-ranking official in the king's immediate entourage (the latter called "palace counts" or "counts Palatine").
 - A marquis is a count who was also the governor of a "march": a region at the boundaries of the kingdom that needed particular protection against foreign incursions (margrave in German).
 - A viscount is the lieutenant of a count, either when the count is too busy to stay at home, or when the county is held by the king himself
 - A baron (a later title) is a direct vassal of the king, or of a major feudal lord like a duke or a count
 - A castellan (or châtelain) is the commander in charge of a castle.
- +10 Contacts (amongst up to 3 NPCs)
- +10 for Memory
- You owe two other characters (PC or NPC) Significant Favours, or three characters Minor Favours.

Characteristics

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**
The difference between your major class and that of the person who owes you the favour should be regarded as a multiplier to the cost:
i.e. A peasant [Class 7] expecting a minor favour of the King [Class 1] would need to pay 18 points [3 x 6], and for a noble [Class 2] to have the same, only 3 would be paid [3 x 1].

Trivial (1 pt)	Minor (3 pts)	Significant (5 pts)	Major (7 pts)	Oath (10 pts)
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Examples of the different levels

Level	Beliefs	Reputation	Favours
1	You almost have an opinion	Someone may have heard of you	Trivial - you saved a seat for them in the theatre once.
2	You have an opinion	Some have heard of you	
3	You have a firm opinion	You're known by most	Minor - you paid some debts of theirs once.
4	You have a strong conviction	It's rare that someone hasn't heard of you	
5	You would stand up to your peers in your belief	You are regarded as one of them	Significant - they owe their current lifestyle to your help
6	You would suffer ridicule and public embarrassment for your belief	They always include an invitation to you	
7	You would suffer torture for your beliefs	When people think of them, they think of you	Major - you saved their life
8	You would kill for your beliefs	You are a champion to them	
9	You would die for your beliefs	You are entrusted with all their closely guarded secrets	
10	You would suffer the death of loved ones for your belief	They are your devotees	Oath - they have bound their fate to yours with a life debt
11+	You are actively organising armies or cults to convert others to your way of thinking	They worship you	

Backgrounds

There are various background descriptors and statistics that should be written out to fully describe your character:

- **Contacts**
Specific people, family or friends who share a relationship with your character. The level of the contact can be used directly in skill resolutions with them. The class differences between your character and the person with whom you have the contact count as a multiplier in the same way as for Favours.
- **Currency**
in Livres - How much money you have on your person.
- **Description**
The physical description of what your character looks like, including the clothing they normally wear.
- **Birth**
Are they the heir to the peerage or a second son or daughter? Who are your parents? Where was the character born? (See regions below.)
- **History**
How did your character grow up? What was their homelife like? Did they have any notable adventures before coming to court? How big are their estates, and how much do they make in a year?



Regions

- | | | |
|---|---|---|
| 1. Alsace
Capitol:Strasbourg
Manorial Dues:Average | 13.Corse
Capitol:Ajaccio
Manorial Dues:Average | 25.Lyonnais
Capitol:Lyon
Manorial Dues:Average |
| 2. Angoumois
Capitol:Angoulême
Manorial Dues:Trivial | 14.Dauphiné
Capitol:Grenoble
Manorial Dues:Average | 26.Maine
Capitol:Le Mans
Manorial Dues:Minor |
| 3. Anjou
Capitol:Angers
Manorial Dues:Average | 15.Flandre
Capitol:Lille
Manorial Dues:Trivial | 27.Marche
Capitol:Guéret
Manorial Dues:Average |
| 4. Artois
Capitol:Arras
Manorial Dues:Average | 16.Foix
Capitol:Foix
Manorial Dues:Average | 28.Nivernais
Capitol:Nevers
Manorial Dues:Average |
| 5. Aunis
Capitol:La Rochelle
Manorial Dues:Average | 17.Franche-Comté
Capitol:Besançon
Manorial Dues:Average | 29.Normandie
Capitol:Rouen
Manorial Dues:Minor |
| 6. Auvergne
Capitol:Clermont-Ferrand
Manorial Dues:Oppressive | 18.Gascogne
Capitol:Bordeaux
Manorial Dues:Oppressive | 30.Orléanais
Capitol:Orléan
Manorial Dues:Trivial |
| 7. Béarn
Capitol:Pau
Manorial Dues:Average | 19.Guyenne
Capitol:Bordeaux
Manorial Dues:Oppressive | 31.Picardie
Capitol:Amiens
Manorial Dues:Average |
| 8. Berry
Capitol:Bourges
Manorial Dues:Average | 20.Île-de-France
Capitol:Paris
Manorial Dues:Average | 32.Poitou
Capitol:Poitiers
Manorial Dues:Average |
| 9. Bretagne
Capitol:Rennes
Manorial Dues:Rigorous | 21.Languedoc
Capitol:Toulouse
Manorial Dues:Average | 33.Provence
Capitol:Aix-en-Provence
Manorial Dues:Average |
| 10.Bourbonnais
Capitol:Moulins
Manorial Dues:Average | 22.Landau
Capitol:Landau
Manorial Dues:Average | 34.Roussillon
Capitol:Perpignan
Manorial Dues:Average |
| 11.Bourgogne
Capitol:Dijon
Manorial Dues:Average | 23.Limousin
Capitol:Limoges
Manorial Dues:Average | 35.Saintonge
Capitol:Saintes
Manorial Dues:Average |
| 12.Champagne
Capitol:Troyes
Manorial Dues:Minor | 24.Lorraine
Capitol:Nancy
Manorial Dues:Harsh | 36.Touraine
Capitol:Tours
Manorial Dues:Average |

Classes

Possibly the most important statistic for any character in the game. Your class determines your quality of life and your fate.

There are two kinds of class distinctions - major and minor. There are seven major classes (Peasant, Servant, Merchant, Military etc), but within each of these classes are a number of minor classes. Whenever the rules call on you to check for a difference in classes, subtract the lower major class from the larger major class. If you both belong to the same major class, subtract the lower minor class from the larger minor class.

1. Royalty

Roi, Reine, Dauphin, Dauphine, Prince, Princesse

2. Noble - Chalices (Hearts)

- Upper (older) Nobility:
A peer (the holder of the title), or a the family of the peer
Grand Duc, Grande Duchesse, Marquis, Comtesse, Vicomte, Baronne, Baronnet,
- Lower (newer) Nobility:
A peer (the holder of the title), or a noble (member of the family of the peer)
Grand Duc, Grande Duchesse, Marquis, Comte, Comtesse, Vicomtesse, Baron, Chevalier.
- The Royal Household
Office holders and servants of the King.

3. Clergy - Coins (Diamonds)

- Archbishop
- Bishop
- Cardinal
- Vicar
- Curate

4. Military - Staves (Clubs)

- Guard Cavalry:
Life Guards, Gendarmes, the Guard, Horse Grenadiers, Life Guards of the King of Poland.
- Guard Infantry:
French Guards, Swiss Guards.
- Cavalry:
Gendarmes of France, heavy cavalry, carabiniers, dragoons.
- Line Infantry
- Militia:
Provincial Militia, Coast Guard Militia, Bourgeois Militia.

5. Merchant - Swords (Spades)

- First class:
Printers, book dealers, surgeons, apothecaries, haberdashers, clothiers, goldsmiths,



hardware dealers, card makers, button makers.

- Second class:
Food suppliers (bakers, butchers, pastry cooks, pork butchers, cooks, wine merchants),
saddlery & hides, shoemakers, upholsterers.
- Third class:
Metals & furniture.
- Fourth class:
Building trades, cobblers.

6. Servant

7. Peasant

- Landowners
- Rich tenant-farmer
- Tenant-farmer
- Villager
- Métayer (agricultural labourer)
- Landless agricultural labourer

Order of Precedence

A list of who to precede whom into a room, seating arrangements and importance.

1. Roi/Reine
2. Duc/Duchesse
3. Dauphin/Dauphine
4. Prince/Princesse
5. Marquis/Marquise
6. Comte/Comtesse
7. Vicomte/Vicomtesse
8. Baron/Baronne
9. Seigneur(Chevalier)/Dame
10. Chatelain/Chatelaine

Skills

Repartee

The primary skill used in Versailles is Repartee, which is broken down into four different areas:

- Wit - Staves (Clubs)
Jokes, banter, puns, sarcasm, and wit to delight onlookers and confuse arguers.
- Conviction - Swords (Spades)
Reasoned debate, facts, and conviction to add weight to your repartee.
- Flattery - Chalice (Hearts)
Compliments, obsequiousness, and flattery to ingratiate yourself.
- Spite - Coins (Diamonds)
Insults, insinuations, and spite to rile, anger, and set a person in their place.

Empathy and Social Skills

Suit: Chalice (Hearts)

- Acting
Performing in the theatre.
- Bribery
Knowing when and where, and how much is appropriate.
- Bureaucratics
Knowing of the proper paperwork and procedures of parliament.
- Dog handler
The breeding and training of hunting dogs.
- Falconer
The breeding and training of hunting falcons and hawks.
- High Society
The etiquette of the table.
- Horse handler
The breeding and training of horses.
- Interrogation
Discovering information through less gentlemanly means.
- Oratory
Declamation, the giving of speeches and toasts.
- Seduction
The ability to gain the intimate trust of another.
- Storytelling
Weaving a story in an entertaining manner.
- Streetwise
The ability to realise you are about to be mugged, and where to go to get items of dubious legality.
- Trading
Also includes Haggling

Intellectual Skills

Suit: Coins (Diamonds)

- Accounting
Knowing how fast you are falling into debt.
- Alchemy
How the various humors of the body and the alignments of the stars cause this unusual metal of sodium to burn in water.
- Astrology
Interpreting God's plan for your client through his movements of the heavens.
- History
Can be specialised to different areas or families.
- Knowledge
Knowledge of individual subjects (i.e. knowledge of local birds, knowledge of knots)
- Literacy
Not so much the ability to read, as to how well read one is. Mainly pertaining to current popular literature.
- Natural Sciences
Observing natural forces and postulating on the causes.
- Poetry
Not just the ability to listen and appreciate it, but also to write it.

Physical Skills

Suit: Staves (Clubs)

- Climbing
Useful for walls and ropes.
- Dancing
One of the primary skills used at court.
- Fencing
Using swords for duelling.
- Firearms
Primarily the use of pistols in duelling.
- Lock picking
Some nobles still insist on privacy!
- Riding
Staying on the back of a horse no matter what speed or terrain.
- Sleight Of Hand
Palming coins or cards without being seen.
- Stealth
How not to be seen when sneaking from boudoir to boudoir.

Professional and Miscellaneous Skills

Suit: Swords (Spades)

- Appraisal
Evaluating the worth of an object based on its materials, the artistic interpretation, and the breeding of the artist.
- Concealment
Hiding secret letters, or discovering where they might be hidden.
- Cryptography
Letter substitution codes are all the rage. With this skill you can attempt to convert them back into the French.
- Deduction
You know, on reflection, considering their state of undress, I don't really think that was his visiting niece.
- Demolitions
Remember, remember the fifth of November, The gunpowder, treason and plot, I know of no reason why gunpowder treason Should ever be forgot.
- Disguise
With the use of the correct wig, false nose, and sufficient padding you may appear like another courtier.
- Forgery
Imitating someone else's hand in personal letters or for signatures.
- Gambling
The skill to use so as not to immediately destitute yourself when playing at cards or dice.
- Language
Non-French languages as spoken in less civilised courts. Specify which language you wish to know (multiple languages can be learnt). You should also use this skill for the classical languages of Latin and Greek for which most educated persons are familiar.
- Lip reading
Understanding most of a conversation from across the room merely by observing the lip movements of those present.
- Mechanics
Being able to understand or even repair these new mechanical devices.
- Mimicry
Imitating another person's mannerisms or voice.
- Navigation
Determining where you are and how to get to other places using the stars or landmarks.
- Medicine
How the various humors of the body and the alignments of the stars cause this person to have a headache and the chewing of willow bark to be efficacious.
- Professional Skill
Define a general skill for your profession that isn't listed separately, such as fishing, farming, scribe, etc.
- Shadowing
Following someone without them being aware of you.
- Survival
Being able to live off the land, mostly through poaching.
- Tactics
Knowing how quickly musketeers can walk, and how quickly concentrated musket fire will reduce their ranks.
- Tracking
Being able to follow a fleeing person who is incautious of their trail.

The Use of Cards

Tarot cards are used extensively in Versailles to resolve combat, repartee, and the outcomes of the use of various skills.

Getting cards

Start of the session

The deck of cards should be shuffled and dealt by the GM. The GM deals each player 5 cards at the start of the session.

New Cards

New cards are only acquired through successfully using skills, participating in a repartee (even if your character isn't present) and after each attack when fencing.

Expending Cards

Unsuccessfully using a skill, arguing sides in a repartee or making attacks or defences while fencing all use cards. Often the cards used are discarded and not replaced. Cards may also be discarded at any time.

Hands

A player should not have more than 5 cards in their hand at any time. If they are forced to take a sixth card, they must then immediately discard cards down to the limit of 5.

Using Skills

Turn Order

The GM plays a card from their hand to represent the difficulty of the task. Alternatively, the GM can go through the GM deck and chooses a card that matches the difficulty and type of task. This card may be placed face down if the player's character would not be aware of how difficult a particular task is (for example, the character may be very stupid or the NPC may be using skills).

The player then places one or more cards from their hand face up.

- Minor Arcana cards must be of the same suit as the skill being used (i.e. If using a Physical skill, such as Climbing, you may only play a card of the Staves suit).

Any Minor Arcana card that exceeds the character's skill level counts as being at that skill level (i.e. playing a 10 of Coins for a History skill check, will only count as a level 5 card if the character's History skill is level 5).

- Major Arcana cards may also be played to add to the skill (see Tarot Descriptions).

Reputation, Beliefs and Favours

In general, both Reputation and Favours can be used to influence the use of social skills in much the same way as in Repartee combat (see the Repartee section below). They may be applicable for other kinds of skills resolutions as well (i.e. using a favour to cause a member of your gambling group to help you win). Occasionally, if the GM allows it, suitably strong Beliefs may also influence skill resolutions.

Using Body

The three Body characteristics are used as skills if the character does not possess the appropriate skill, or if there isn't a skill applicable. If the character does have the skill, then the characteristic is added to the total of any cards played.

(i.e. A character without the climbing skill would use their Strength characteristic to climb a wall. If a character has the climbing skill, then their Strength would be added to the cards they play when attempting to climb)

Using Repartee

The four Repartee characteristics may be substituted for other kinds of skills if the GM deems it appropriate.

(i.e. If deciphering a code without the cryptography skill, a character could use their Wits characteristic)

Skill Resolution

If the value of all the cards and counters played equals or exceeds the difficulty of the task (as determined by the GM - or another player if comparing skills), the skill succeeds. Cards that were played for the skill check are discarded.

The player that succeeds in using their skill may refresh their cards by drawing up to their hand limit of 5.

Players that fail do not receive replacement cards until there is a new scene (i.e. The GM determines sufficient time has passed that the skill could be retried).

Repartee

Description

A player decides they wish to influence one or more other characters (NPC or PC) through conversation.

Glossary

A Turn - Everyone in the game, including the GM, has an action (see section below)

Debaters - Other characters that are present in the repartee and playing cards.

Beliefs - The convictions a player has on various subjects.

Instigator - The player who initiates the Repartee

Order of Play - Unless otherwise stated, the order of play always begins with the GM, then proceeds in a clockwise direction from the Instigator.

Sides - Your character's position in a repartee. There are nearly always at least two sides in a repartee, and it is very important that any card or counter played in repartee is defined as to what exactly it represents.

Turn Order

1. The Instigator defines who their character is trying to convince, and what they are trying to convince them of. Usually this is the person or persons with whom they are currently conversing. If they wish to influence others, they must first get their attention.
2. Reputation

The Instigator can place any applicable reputation counters they wish on the table to represent their initial ability to convince others. Other players may then apply their reputation to their side of the repartee or by adding it to the Instigator's side.
3. Instigate

The instigator plays a card from their hand of the same suit as the action they are taking (i.e. To make a Witty remark a card of the Staves suit should be played).
4. If the instigator does not wish to roleplay the conversation for the card but merely describes what it represents, someone else may speak on behalf of the instigator's character (this includes the GM or other players even if they have no characters present). This is equivalent to Participating in the repartee.

The instigator should turn the card horizontal as an indicator of this intention. When a different player has roleplayed that character's conversation, turn the card back to vertical.
5. Actions

Every character involved in the repartee may now have an action.

 - If a player plays a card to Encourage or Argue, they need not roleplay what their character says, but can just turn the card horizontal and say "my character is encouraging/arguing this side". This allows other players to come up with what their character actually does say, and participate if they desire. When a different player has roleplayed that character's conversation, turn the card back to vertical.
 - If a player (or the GM) wishes to Introduce a new side to the repartee, they add a new card. You must roleplay the creation of a new side in the repartee.
 - If a player (or the GM) wishes to Concede their side in the repartee, and no other player has modified their card in any way, they turn their card over.

6. Ending

After the first round, the instigator should check to see if the repartee has reached its end:

- There is only one card on the table (meaning that no one wished to contest the topic).
- There is only one face up card on the table (meaning that all other sides have conceded).
- One side of the argument shows a King, the highest card (meaning the argument for that side is irrefutable).
- No cards are changed in a round (meaning that everyone participated, but was satisfied with the values of the arguments).
- There is a Major Arcana card on the table - the repartee has been interrupted.

Actions

- Instigate a topic of conversation
Play a card to start a Repartee. The Instigator may roleplay the conversation of their character, but need not.
- Introduce a new side to the repartee
Play a card to represent a new side in the current repartee. You must roleplay your character's conversation.
- Interrupt the conversation
Play a Major Arcana card onto the table, ending the repartee. When you play the card, you must describe how the repartee is interrupted. You can use any of the images on the card, or the meaning of the card.
- Concede your side of the argument
If no other player has modified the card representing your side in a repartee, you can turn the card over and concede the argument. While you will lose the card, you will not have your Beliefs modified.
- Encourage the topic
Play a card of higher value to replace the current card representing one side of a topic
The current card you are replacing must be equal to or lower than your character's relevant stat.
The current card goes into your hand.
- Argue a topic
Play a lower value card to replace the current card representing one side of a topic
The current card you are replacing must be equal to or lower than your character's relevant stat.
The current card goes into your hand.
- Participate in the topic
Without playing a card, you roleplay for your character in the repartee.

Beliefs

- If your character is arguing for something they believe in, add the value of your Belief to that card.
- If your character is arguing against something they believe in, subtract the value of your Belief from that card.

Reputation

- The Instigator

The Instigator should look at their reputation with each character involved in the repartee.

The Instigator may only use the highest applicable reputation they have.

(i.e. If you have a reputation: soldiers 3 and a reputation: Lord Gilbert 6, and you are in conversation with both soldiers and Lord Gilbert, you only use the 6)

Take that amount of counters and place them with the initial card.

- Other Debaters

When other characters take part, they should look at their own reputation.

Take the highest scoring reputation that is relevant (ie it applies to at least one other character present) and either:

add counters to the Instigator's card

add counters to whichever other card on the table represents the side of the repartee they wish to support

Favours

New or Old Favours

It is possible to win a new Favour from someone through winning repartee, or to get rid of an existing Favour. The difficulty depends on the level of the favour, the differences in classes and how many other characters are present to overhear. Add all the numbers together, and that is how much you will need to overcome to obtain or get rid of a favour.

- Only one attempt at a favour with a given person can be done per day.
- The arguments for obtaining a favour do actually have to make sense, and may also be truthful (i.e. "You may not know this, my dear Duke, but I have lowered the wharf fees in my province recently which will go good for those with goods to ship such as yourself. "

Points

- Favour types
 - Trivial (1), Minor (3), Significant (5), Major (7), Oath (10)
- For each level of difference in major class
 - +/- 2
- For each level of difference in minor class (ie First Class Tradesman to a Second Class, or a Knight to a Count)
 - +/- 1
- For each person present other than those involved in the Favour
 - +1

Cashing in Favours

A favour is worth points towards victory in repartee - add the cost of the favour as counters to your side (ie cashing in a Minor favour is worth 3 points). You can only cash in a favour if it is relevant and will affect all the characters on the opposing side(s). The GM should decide if this is the case or not. You must roleplay how you apply the favour in the current repartee (i.e. "I believe the count will back me up on this when I say the King is indeed a liar").

Ending

At the end of the repartee the following events occur-

1. Winner Determination

- The side with the highest value (face up card and counters) wins the repartee. If there are more than one side with the highest value, the repartee is inconclusive.
- If the repartee is interrupted, the character(s) with the highest value wins a partial victory.

2. Discards

- All face-up Kings and Major Arcana cards are discarded.
- Any player may choose to discard as many of their own cards as they like.

3. Returns

- All face-up cards currently on the table are returned to the players who played them.

4. New Cards

- All face-down cards and discarded cards are reshuffled into the deck.
- All players who participated in the repartee receive cards from the deck up to their hand limit of 5.



Französischer Marschall und Subaltern-Offizier.

Victory

Full Victory

1. Check the Beliefs of the characters involved in the repartee who have not conceded (more than one may be affected). Compare them to the argument that the winner of the repartee was making:
 - If the Beliefs are diametrically opposed, then they will be reduced.
 - If the Beliefs are the same, then they will be added to.
 - If they have no Beliefs that are relevant, they will get a new Belief. ("I've never really thought about it before, but now that you mention it...")
2. The number added or subtracted is based on the difference between the winner's value and their own, minus the differences in classes (a peasant will have difficulty convincing the king of anything)
 - Any Belief at zero is removed.
 - Any negative numbered Belief should be reworded into its opposite and made positive. (i.e. "The King is a liar: -4" would become "The King is honest: 4")
 - A Belief may only be modified once per day.

Difference between the values - class	Points added/removed to the Belief
Up to 50% of their final value i.e. winner's value:7 minus character's value:5, amongst characters of the same class = difference of 2	1
Up to 100% of their final value i.e. Winner's value:10, their value:5	2
Over 100% of their final value i.e. Winner's value:12, their value:5	3

Partial Victory

- Any player who wins a partial victory can choose to instigate a repartee at any time in the future with the final value they had achieved - even if they no longer possess the appropriate cards/counters. None of the original characters need be present for this new repartee either.
- For the first turn of that new repartee, no player may argue down that value.

Duelling

Duels nearly always occur between men, and only of a class higher than servant. As most clergy are also nobles, they may also duel. Duels are almost always fought between men of the same social class, anything less would be dishonourable! Duelling occurs when someone has had their honour slighted to such an extent that nothing but your death (or serious wounding) will recompense the act. Some will let great dishonour befall them and still never ask for a duel. Others will challenge you to the death if you spill their salt.

After the offence, whether real or imagined, the offended party will demand "satisfaction" from the offender, signalling this demand with an inescapably insulting gesture such as throwing the glove before them.

It is up to the GM when an NPC calls for a duel - usually the person's fitness and ability are a determining factor. There are some nobles that specialise in duelling and delight in causing challenges.

There are two methods of duelling popular in the eighteenth century: pistols and swords.

The Second

Despite the method chosen, there must always be a second present for each party. Usually this is the best friend of the person challenged, and the best friend of the challenger. The duties of the second are:

- in the event of the primary dueller not being able to finish the duel the second will take their place. This is usually done in duels with swords where one's expertise is limited.
- acts as a witness.
- looks after the nasty business of carrying survivors to hospital or moving bodies.
- to check that the weapons are equal and that the duel is fair. This includes counting paces out for pistol duels.

Others

There may also be a neutral arbiter present. The arbiter is either chosen by both parties, or one is hired.

Time and Location

Dawn is the traditional times for a duel. Duelling is outlawed in most cities therefore, if it occurs, it is usually secretive and out of town.

Degree of the Duel

At the choice of the offended party, the duel may be:

- to first blood, in which case the duel would be ended as soon as one man is wounded (even if the wound was minor);
- till one man is so severely wounded as to be physically unable to continue the duel;
- to the death, in which case there will be no satisfaction until the other party is mortally wounded;
- or, in the case of pistol duels, each party has fired one shot. Even if neither man has been hit, if the challenger states that he is satisfied, the duel will be declared over. A pistol duel can continue until one man is wounded or killed, but to have more than three exchanges of fire is considered barbaric, and somewhat ridiculous if no hits are achieved.

Duelling with Pistols

How the Duel proceeds

At the start of the duel, it should be determined which type of pistol duel they wish to perform: a simultaneous duel, or a duel of turns. For a duel of turns, a coin is tossed to see which duellist shoots first.

Both duellists choose their weapons. Usually the offender chooses first. The seconds then check the weapons to make sure they are suitably functional.

The seconds then pace out the distance between the duellists. The standard distance is 10 paces from a middle point. Usually after pacing, the second will place a sword as a marker for where the duellist should stand. The number of paces can vary with the severity of the offence - becoming an increasingly shorter distance. Any offence that is so minor that the paces would be more than 15 in number is not worth duelling over.

Once the duellists have reached their marks, they turn side-on.

The offended party may declare the duel over at any time, even if the conditions of the duel have not been met (such as first blood, or wounding).

The Simultaneous Duel

Both duellists raise their guns. The arbitrator tells them when to fire. If both parties miss, the offended party may call for another shot, and if both parties miss then, a third time.

1. Each character draws the top card from the deck face down without looking.
2. Both characters then turn the cards face up at the same time.
3. For each card-
 - If the card is a major arcana card
 - lower than the number of paces, the shot misses.
 - higher than the number of paces minus the character's Agility, the shot is a flesh wound or graze.
 - higher than the number of paces, the shot hits.
 - If the card is a minor arcana card
 - higher than the character's Firearm's skill + Agility, the shot misses.
 - higher than the character's Firearm's skill, the shot is a flesh wound or graze.
 - lower than the number of paces divided by two (rounded up), the shot misses. (e.g. if ten paces are walked, a 4 or lower card will miss)
 - otherwise the shot hits.
4. Note: At any time during the firing, if anyone plays The Fool card, the pistol jams and does not fire. Even if the shot would have hit.
5. Where the shot hits is determined by the suit of the card, how deadly by the number (the higher the number, the more deadly the wound)-
 - Staves (Clubs) - Lower Legs, knees and feet
 - Swords (Spades) - Groin, thigh and hips
 - Chalices (Hearts) - Stomach and chest
 - Coins (Diamonds) - Head, shoulder or firing arm
 - Major Arcana - Firing party's choice as to location, if it isn't a flesh wound it will be a Critical Wound (see [Injury and Death](#)) no matter what the Endurance of the target is.

The Duel of Turns

The duellist who won the toss raises their gun while the other duellist prepares to receive the blow.

- Play proceeds as per the Simultaneous Duel except only the firing party draws and reveals a card.
- If the receiving party is able to fire in return (depending on the severity of the wounding) they may then draw a card. The GM may apply penalties depending on how wounded they are.

Duelling with Swords

How the Duel proceeds

At the start of the duel, it should be determined how serious the duel is to be at the choice of the offended party, the duel may be:

- to first blood, in which case the duel would be ended as soon as one man is wounded (even if the wound was minor);
- till one man is so severely wounded as to be physically unable to continue the duel;
- to the death, in which case there will be no satisfaction until the other party is mortally wounded;

Both duellists choose their weapons. Usually the offender chooses first. The seconds then check the weapons to make sure they are suitably functional.

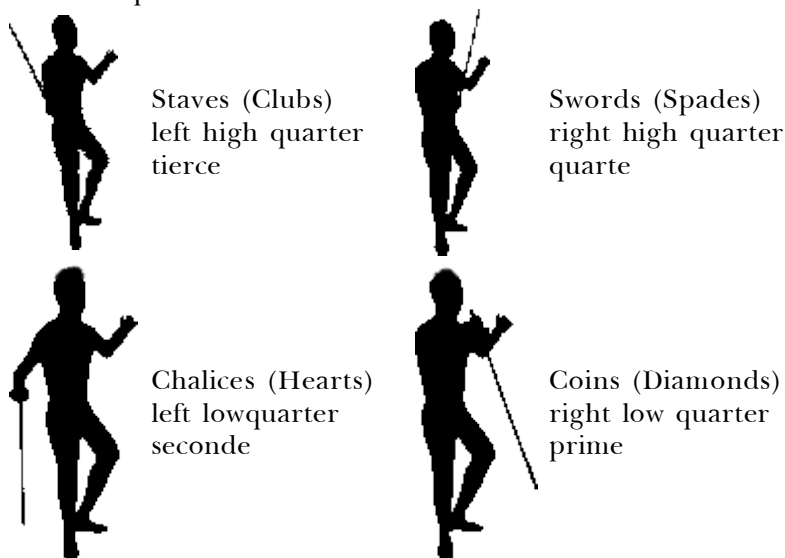
An arbiter or the seconds start the duel.

The offended party may declare the duel over at any time, even if the conditions of the duel have not been met (such as first blood, or wounding).

The Meaning of the Cards

Minor Arcana

The Minor Arcana cards are the basic blows made during the fencing bout. Each suit represents a different quarter of the attack-



The numbers represent the degree of skill used to attack or defend with.

The court cards have special meanings:

- Jack
Feint - Play another non-court card and nominate which suit it is (which quarter it attacks).
- Knight
Lunge - Play a non-court cards and ignore the skill limit (ie if you have Fencing of 5, and play a 10 of staves, it counts as a 10)
- Queen
Ballestra - Play two non-court cards of the same suit and add them together. Each card is limited by skill as normal.
- King
Flèche - Play a non-court card and double it, ignore the skill limit.

Major Arcana

The Major Arcana cards are used to represent movement and can be used to dodge attacks or make special manoeuvres.

- If the card contains a human looking left or right
 - If left, you move left and dodge any quarte or prime attack.
 - If right, you move right and dodge any tierce or seconde attack.
- If the card contains a human looking straight ahead
 - You move backwards and dodge all attacks.
- If the card contains multiple humans
 - You move to the side, dodge the attack and may then counter attack as though performing a Lunge
- If the card does not show any humans at all.
 - You disarm your opponent.

Fighting the Duel

The offended party usually attacks first. Each player in the duel should have a full hand of 5 cards.

To Attack

The attacker plays any minor arcana card they wish. The strength of the attack is equal to the value of the card, up to the maximum of their fencing skill level. A character without a fencing skill may normally only attack if they play a Knight or Queen card to perform a Lunge or Flèche, or if they play a major arcana card with multiple humans depicted.

To Defend

The defender may do one of two things-

1. Dodge

play a major arcana card to move out of the way

2. Parry

play a minor arcana card of the same suit as the attacking card.

- If the card is less than the attacking card minus the defender's fencing skill level the attack gets through. (ie if the attack card is a 7, the defending card is a 3 and the defender's fencing skill is 3 or less)
- If the card is greater than or equal to the attacking card minus the defender's fencing skill level the attack is parried. (ie if the attack card is a 7, the defending card is a 3 and the defender's fencing skill is 4 or more)
- If the card is greater than the attacking card, the defender has Riposted and may immediately play another minor arcana card as an attack, this attack card need not be of the same suit.
 - This attack may be defended against in the normal way and may also be parried or riposted. See "To Attack" above. The only limit to how many ripostes there can be is the amount of cards in each player's hands that are relevant.

If the defender does not riposte, then it is now their turn to attack.

If the defender did riposte, then the attacker is the last character NOT to have riposted.

New Cards

After each attack, both players may discard as many cards as they have left, and redraw up to their hand limit of 5.

The Palpable Hit

If the attacking card is not parried or dodged, a hit is scored.

- The value of the hit is equal to the numerical value of the attack minus any defensive card that was played.
 - As stab wounds are less damaging than pistol shot, divide the resulting number by 4, and then compare it to Endurance as per the chapter on [Injury and Death](#).
- The area of the body that is hit is determined by the suit of the card.
 - Staves (Clubs) - Weapon arm, shoulder, upper torso and neck
 - Swords (Spades) - Neck, upper torso, non-weapon shoulder and arm
 - Chalices (Hearts) - Weapon leg, lower torso, groin
 - Coins (Diamonds) - Lower torso, groin, non-weapon leg

Injury and Death

A fairly natural consequence of duelling or going to war. Medical technology is not at its best in the eighteenth century, penicillin not yet having been invented and matters of hygiene being very much over looked. Consequently gangrene is a very real possibility and amputation is the often the best solution.

Compare the damage of any particular injury to the character's Endurance characteristic. Each injury should be looked at separately.

Physical Blows

For concussive hits including firearms

- up to 1/4 of your Endurance (rounded up)
Minor Wound - Muscle and skin damage only that will heal with minimum medical attention in a matter of several weeks if kept in good condition.
- up to 1/2 of your Endurance (rounded up)
Major Wound - Broken bone(s) that must be set and can take months to heal. A crippling blow.
- up to 3/4 of your Endurance (rounded up)
Critical Wound - Multiple fractures that have a high probability of never healing well and developing gangrene. Amputation is recommended. The area of the body will not function at all.
- up to your Endurance (rounded up)
Mortal Wound - Gangrene is certain and the area of the body will never function. Death occurs within minutes or hours of the wound unless immediate skilled attention is given.
- over your Endurance (rounded up)
Death by trauma, shock or blood loss.

Cuts

For cuts and stabs

- up to 1/4 of your Endurance (rounded up)
Minor Wound - Muscle and skin damage only that will heal with minimum medical attention in a matter of several weeks if kept in good condition.
- up to 1/2 of your Endurance (rounded up)
Major Wound - Deep muscle punctures and minor cutting of organs that must be stitched and bound and can take months to heal. A crippling blow.
- up to 3/4 of your Endurance (rounded up)
Critical Wound - Severing of muscles and puncturing of organs a high probability of never healing well and developing gangrene or dieing of internal bleeding or blood poisoning. Amputation is recommended. The area of the body will not function at all.
- up to your Endurance (rounded up)
Mortal Wound - Gangrene is certain and the area of the body will never function. Death occurs within minutes or hours of the wound unless immediate skilled attention is given.
- over your Endurance (rounded up)
Death by trauma, shock or blood loss.

Tarot

Using the Tarot in Versailles and examples.

Printable cards

A 100DPI 7 page PDF document suitable for printing on Letter or A4 paper can be found here: <http://www.curufea.com/Wikka/uploads/VersaillesTarot/cards.pdf>. The document itself is 7.5 by 10 inches in size so should leave suitable margins without adjusting your printer settings. Make sure you don't print the cards double-sided.

Card Precedence

Highest to lowest-

King, Queen, Knight, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1.

Roi, Reine, Chevalier, Valet, 10, 9, 8, 7, 6, 5, 4, 3, 2, 1.

The Suits

Tarot suit	Playing-card suit	Element	Gender	Faculty	Repartee	Skills
Staves	Clubs	Fire	Active masculine	Creativity and Energy	Wit	Physical
Coins	Diamonds	Earth	Passive feminine	Material body or possessions	Spite	Intellectual
Chalices	Hearts	Water	Active feminine	Emotions and Love	Flattery	Empathy and Social
Swords	Spades	Air	Passive masculine	Reason and Will	Conviction	Professional and Miscellaneous

Using Major Arcana

Interrupting a Repartee

To interrupt a Repartee you must creatively use as many parts of a Major Arcana card as you can, including its descriptors, image and meaning where possible. It could be as simple as playing The Hermit and having a street beggar yelling at everyone to be quiet.

With each card, is listed typical characters or events that could be used to interrupt when playing that card.

As a skill enhancer

- Descriptor
When played on a skill, if you use at least one descriptor that matches the card, add one point to the total.
- Image
If the image on the card is used in the skill some how, add one point to the total.
- Meaning
If the card is particularly relevant to using the skill (ie playing The Star for an Astrology check, or playing The Fool when bluffing a guard) then add two points to the total.



Tarot Descriptions

The Major Arcana

0 - The Fool (Le Mat)

Interrupt: A simpleton, a foolish child, a jester or comedian.
 Descriptors:
 Beginning, Inconsequence, Innocence, Freedom
 Spontaneity, Originality, Happiness, Non-criticism
 No attachment, Initiative, Adventure, Irresponsibility
 Inexperience, Immaturity, Optimism, Boldness
 Carpe Diem, Creative Chaos, New Beginnings,
 Foolhardiness
 Birth: Alsace
 Body: Str: 6 Agi: 1 End: 5
 Repartee: Wit: 0 Con: 2 Fla: 2 Spi: 6
 Skills: Emp: 5 Int: 6 Phys: 0 Pro: 4

I - The Magician (Le Bateleur)

Interrupt: An astrologer, alchemist or magician.
 Descriptors:
 Action, Consciousness, Concentration, Personal power
 Practicity, Energy, Creativity, Movement
 Precision, Conviction, Manipulation, Self confidence
 Being objective, Focusing, Determination, Initiative
 Intuition, Nonaction, Mystery, Calmness, Silence
 Birth: Alsace
 Body: Str: 2 Agi: 1 End: 4
 Repartee: Wit: 0 Con: 4 Fla: 1 Spi: 2
 Skills: Emp: 4 Int: 1 Phys: 3 Pro: 2

II - The Popess (La Papesse)

Interrupt: An abbess, nun or innocent female maiden.
 Descriptors:
 Intuition, Nonaction, Mystery, Calmness, Silence
 Inner voice, Deep understanding, Discretion, Sensitivity
 Distance, Stability, Wisdom, Unconscious knowledge
 Patience, Looking inward, Contemplation, Subjective mind
 Mothering, Fertility, Sexuality, Abundance
 Birth: Angoumois
 Body: Str: 3 Agi: 0 End: 5
 Repartee: Wit: 1 Con: 2 Fla: 0 Spi: 3
 Skills: Emp: 5 Int: 2 Phys: 1 Pro: 2

III - The Empress (L'Impératrice)

Interrupt: The Queen, the King's mistress or a foreign Queen.
 Descriptors:
 Mothering, Fertility, Sexuality, Abundance
 Material prosperity, Pleasure, Comfort, Power
 Nature, Delight, Desire, Physical attraction
 Health, Sensuality, Beauty, Satisfaction
 Fathering, Stability, Authority, Power
 Birth: Angoumois
 Body: Str: 3 Agi: 1 End: 4
 Repartee: Wit: 0 Con: 1 Fla: 1 Spi: 3
 Skills: Emp: 4 Int: 0 Phys: 3 Pro: 2

IV - The Emperor (L'Empereur)

Interrupt: The King, the royal heir or a foreign King.
 Descriptors:
 Fathering, Stability, Authority, Power
 Control, Discipline, Command, Common sense
 Status quo, Order, Structure, Egocentrism
 Tradition, Rigidity, Leadership, Experience
 Inflexibility, Conservatorism, Organization
 Birth: Anjou
 Body: Str: 4 Agi: 1 End: 6
 Repartee: Wit: 0 Con: 3 Fla: 1 Spi: 4
 Skills: Emp: 6 Int: 0 Phys: 2 Pro: 1

V - The Pope (Le Pape)

Interrupt: The archbishop, a bishop, an abbot or an innocent boy.
 Descriptors:
 Education, Knowledge, Status quo, Institution
 Conservatorism, Discipline, Maturity, Formality
 Social convention, Belief system, Group identification
 Conformity, Experience, Moral values, Tradition
 Coletivity, Orthodoxy, Obedience to the rules
 Birth: Anjou
 Body: Str: 4 Agi: 0 End: 5
 Repartee: Wit: 0 Con: 3 Fla: 1 Spi: 4
 Skills: Emp: 5 Int: 1 Phys: 0 Pro: 4

VI - The Lovers (L'Amoureux)

Interrupt: A couple having a quarrel, or some romantic gesture.
 Descriptors:
 Love relationship, Union, Passion, Sexuality
 Pleasure, Humanism, Desire, Personal beliefs
 Individual values, Physical attraction, Connection
 Affinity, Bonding, Romance, Heart
 Choice, Doubt, Difficult decision, Dilemma, Temptation
 Birth: Artois
 Body: Str: 3 Agi: 1 End: 4
 Repartee: Wit: 0 Con: 2 Fla: 0 Spi: 3
 Skills: Emp: 4 Int: 1 Phys: 5 Pro: 1

VII - The Chariot (Le Chariot)

Interrupt: A coach, messenger or horse
 Descriptors:
 Conquest, Honor, Victory, Energy
 Egocentrism, Self confidence, Conviction, Anxiety
 Willpower, Self assertion, Hard control, Discipline
 Inflexibility, Success, Wealth, Recognition
 Impulsivity, Command, Bravery, Pride
 Birth: Artois
 Body: Str: 4 Agi: 1 End: 5
 Repartee: Wit: 2 Con: 3 Fla: 0 Spi: 4
 Skills: Emp: 5 Int: 2 Phys: 1 Pro: 1

VIII - Justice (La Justice)

Interrupt: Magistrates, lawyers and bailiffs
 Descriptors:
 Impartiality, Distance, Coldness, Justice
 Objective mind, Criticism, Being clever, Insensitivity
 Decision, Intellect, Analysis, Realism, Severity
 Responsibility, Rationality, Clear vision, Logic and reason
 Introspection, Silence, Guidance, Reflection
 Birth: Aunis
 Body: Str: 2 Agi: 1 End: 2
 Repartee: Wit: 0 Con: 3 Fla: 0 Spi: 2
 Skills: Emp: 2 Int: 3 Phys: 0 Pro: 1

IX - The Hermit (L'Hermite)

Interrupt: Beggars, hermits and loners.
 Descriptors:
 Introspection, Silence, Guidance, Reflection
 Solitude, Looking inward, Reclusion, Being quiet
 Inner search, Deep understanding, Isolation
 Distance, Retreat, Philosophical attitude
 Turning point, Opportunities, Possibilities
 Birth: Aunis
 Body: Str: 2 Agi: 0 End: 5
 Repartee: Wit: 0 Con: 0 Fla: 0 Spi: 2
 Skills: Emp: 5 Int: 3 Phys: 1 Pro: 0

X - Wheel of Fortune (La Roue de Fortune)

Interrupt: Gamblers or very unlikely circumstances.
 Descriptors:
 Turning point, Opportunities, Possibilities
 Destiny, Fate, Superior forces, Movement
 Development, Activity, Surprises, Expansion
 Quick happenings, Speed, New events, Life cycles
 Self control, Being solid, Patience, Compassion
 Birth: Auvergne
 Body: Str: 10 Agi: 1 End: 2
 Repartee: Wit: 0 Con: 0 Fla: 1 Spi: 10
 Skills: Emp: 2 Int: 0 Phys: 1 Pro: 1

XI - Strength (La Force)

Interrupt: Guards, soldiers and duellists.
 Descriptors:
 Self control, Being solid, Patience, Compassion
 Composure, Stability, Perseverance, Moderation
 Kindness, Gentleness, Slowness, Softness
 Serenity, Comprehension, Discipline, Inner strength
 Sacrifice, Letting go, Surrendering, Passivity
 Birth: Auvergne
 Body: Str: 9 Agi: 0 End: 4
 Repartee: Wit: 0 Con: 3 Fla: 0 Spi: 9
 Skills: Emp: 4 Int: 1 Phys: 2 Pro: 1

XII - The Hanged Man (Le Pendu)

Interrupt: Peasants, martyrs or sycophants
 Descriptors:
 Sacrifice, Letting go, Surrendering, Passivity
 Suspension, Acceptance, Renounce, Patience
 New point of view, Contemplation, Inner harmony
 Conformism, Nonaction, Waiting, Giving up
 Ending of a cycle, Loss, Conclusion, Sadness
 Birth: Béarn
 Body: Str: 3 Agi: 1 End: 4
 Repartee: Wit: 2 Con: 2 Fla: 0 Spi: 3
 Skills: Emp: 4 Int: 1 Phys: 3 Pro: 1

XIII - Death (La Mort)

Interrupt: The terminally ill or elderly, illness.
 Descriptors:
 Ending of a cycle, Loss, Conclusion, Sadness
 Transition into a new state, Psychological transformation
 Finishing up, Regeneration, Elimination of old patterns
 Being caught in the inescapable, Good-byes, Deep change
 Temperance, Harmony, Balance, Health
 Birth: Béarn
 Body: Str: 5 Agi: 0 End: 6
 Repartee: Wit: 0 Con: 1 Fla: 1 Spi: 5
 Skills: Emp: 6 Int: 0 Phys: 2 Pro: 0

XIV - Temperance (Tempérance)

Interrupt: The minor clergy
 Descriptors:
 Temperance, Harmony, Balance, Health
 Moderation, Joining forces, Well-being, Recovery
 Equilibrium, Transcendence, Unification, Healing
 Synthesis, Bringing together opposites, Feeling secure
 Materialism, Ignorance, Stagnation, Self bondage
 Birth: Berry
 Body: Str: 4 Agi: 0 End: 5
 Repartee: Wit: 1 Con: 0 Fla: 1 Spi: 4
 Skills: Emp: 5 Int: 0 Phys: 0 Pro: 2

XV - The Devil (Le Diable)

Interrupt: Libertines
 Descriptors:
 Materialism, Ignorance, Stagnation, Self bondage
 Lust, Egoism, Obsession, Anxiety, Anger
 Ganance, Hedonism, Passion, Animal instincts
 Sexuality, Temptation, Lack of faith, Vice
 Futility, Physical attraction, Pessimism
 Birth: Berry
 Body: Str: 4 Agi: 2 End: 5
 Repartee: Wit: 0 Con: 0 Fla: 1 Spi: 4
 Skills: Emp: 5 Int: 1 Phys: 3 Pro: 5

XVI - The Tower (La Maison Dieu)

Interrupt: Servants
 Descriptors:
 Chaos, Sudden change, Impact, Hard times
 Crisis, Revelation, Disruption, Realizing the truth
 Disillusion, Crash, Burst, Uncomfortable experience
 Downfall, Ruin, Ego blow, Explosive transformation
 Calmness, Free-flowing love, Trust
 Birth: Bourbonnais
 Body: Str: 4 Agi: 0 End: 4
 Repartee: Wit: 1 Con: 3 Fla: 0 Spi: 4
 Skills: Emp: 4 Int: 1 Phys: 0 Pro: 0

XVII - The Star (L'Étoile)

Interrupt: Astrologers and fortune tellers
 Descriptors:
 Calmness, Free-flowing love, Trust
 Tranquility, Peace of mind, Pure essence
 Hope, Serenity, Inspiration, Generosity
 Thinking positive, Joy, Faith, Regeneration
 Good will, Optimism, Harmony, Renewal of forces
 Birth: Bourbonnais
 Body: Str: 3 Agi: 0 End: 4
 Repartee: Wit: 0 Con: 1 Fla: 2 Spi: 3
 Skills: Emp: 4 Int: 1 Phys: 2 Pro: 1

XVIII - The Moon (La Lune)

Interrupt: Prostitutes and seducers
 Descriptors:
 Lack of clarity, Tension, Doubt, Fantasy
 Deception, Psychological conflict, Obscured vision
 Confusion, Illusion, Fear, Imagination, Worry
 Romanticism, Anxiety, Apprehension, Unrealistic ideas
 Optimism, Expansion, Being radiant, Good feelings
 Birth: Bourgogne
 Body: Str: 1 Agi: 2 End: 0
 Repartee: Wit: 0 Con: 1 Fla: 2 Spi: 1
 Skills: Emp: 0 Int: 2 Phys: 1 Pro: 1

XIX - The Sun (Le Soleil)

Interrupt: Something fortunate or inspiring, a poet or musician.
 Descriptors:
 Optimism, Expansion, Being radiant, Good feelings
 Enlightenment, Vitality, Innocence, Non criticism
 Assurance, Energy, Personal power, Happiness
 Splendour, Brilliance, Joy, Enthusiasm
 Judgement, Rebirth, Inner Calling, Absolution
 Birth: Bourgogne
 Body: Str: 3 Agi: 1 End: 7
 Repartee: Wit: 0 Con: 0 Fla: 0 Spi: 3
 Skills: Emp: 7 Int: 1 Phys: 1 Pro: 3

XX - Judgement (Le Jugement)

Interrupt: Accident or a very clumsy person or idiot.
 Descriptors:
 Judgement, Rebirth, Inner Calling, Absolution
 Restart, Accepting past mistakes/actions, Release
 Forgiveness, End of repression, Reconciliation, Renewal
 Decision, Salvation, New beginning, Hope, Redemption
 Fulfillment, Completeness, Integration, Personal realization
 Birth: Bretagne
 Body: Str: 3 Agi: 2 End: 2
 Repartee: Wit: 0 Con: 0 Fla: 1 Spi: 3
 Skills: Emp: 2 Int: 1 Phys: 0 Pro: 0

XXI - The World (Le Monde)

Interrupt: Natural disasters or doomsayers
 Descriptors:
 Fulfillment, Completeness, Integration, Personal realization
 Involvement, Peace of mind, Prosperity, Accomplishment
 Satisfaction, Contentment, Success, Good feelings
 Finding vocation, Happiness, Wholeness, Harmony
 Physical
 Birth: Bretagne
 Body: Str: 7 Agi: 1 End: 0
 Repartee: Wit: 1 Con: 2 Fla: 2 Spi: 7
 Skills: Emp: 0 Int: 2 Phys: 3 Pro: 0

The Minor Arcana

Staves ♣

1 of staves

Birth: Champagne
 Body: Str: 0 Agi: 0 End: 1
 Repartee: Wit: 0 Con: 0 Fla: 0 Spi: 1
 Skills: Phy: 1

2 of staves

Birth: Champagne
 Body: Str: 0 Agi: 1 End: 2
 Repartee: Wit: 0 Con: 0 Fla: 1 Spi: 2
 Skills: Phy: 2

3 of staves

Birth: Champagne
 Body: Str: 0 Agi: 1 End: 3
 Repartee: Wit: 0 Con: 1 Fla: 1 Spi: 3
 Skills: Phy: 3

4 of staves

Birth: Corse
 Body: Str: 1 Agi: 2 End: 4
 Repartee: Wit: 1 Con: 1 Fla: 2 Spi: 4
 Skills: Phy: 4

5 of staves

Birth: Corse
 Body: Str: 1 Agi: 2 End: 5
 Repartee: Wit: 1 Con: 1 Fla: 2 Spi: 5
 Skills: Phy: 5

6 of staves

Birth: Dauphiné
 Body: Str: 1 Agi: 3 End: 6
 Repartee: Wit: 1 Con: 2 Fla: 3 Spi: 6
 Skills: Phy: 6

7 of staves

Birth: Dauphiné
 Body: Str: 1 Agi: 3 End: 7
 Repartee: Wit: 1 Con: 2 Fla: 3 Spi: 7
 Skills: Phy: 7

8 of staves

Birth: Flandre
 Body: Str: 2 Agi: 4 End: 8
 Repartee: Wit: 2 Con: 2 Fla: 4 Spi: 8
 Skills: Phy: 8

9 of staves

Birth: Flandre
 Body: Str: 2 Agi: 4 End: 9
 Repartee: Wit: 2 Con: 3 Fla: 4 Spi: 9
 Skills: Phy: 9

10 of staves

Birth: Foix
 Body: Str: 2 Agi: 5 End: 10
 Repartee: Wit: 2 Con: 3 Fla: 5 Spi: 10
 Skills: Phy: 10

Jack of staves

Birth: Foix
 Body: Str: 3 Agi: 3 End: 3
 Repartee: Wit: 3 Con: 3 Fla: 3 Spi: 3
 Skills: Phy: 11

Knight of staves

Birth: Franche-Comté
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Phy: 12

Queen of staves

Birth: Franche-Comté
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Phy: 13

King of staves

Birth: Gascogne
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Phy: 14

Chalices ♥

1 of chalices

Birth: Gascogne
 Body: Str: 0 Agi: 1 End: 0
 Repartee: Wit: 0 Con: 0 Fla: 1 Spi: 0
 Skills: Emp: 1

2 of chalices

Birth: Gascogne
 Body: Str: 1 Agi: 2 End: 1
 Repartee: Wit: 0 Con: 1 Fla: 2 Spi: 0
 Skills: Emp: 2

3 of chalices

Birth: Gascogne
 Body: Str: 1 Agi: 3 End: 1
 Repartee: Wit: 1 Con: 1 Fla: 3 Spi: 0
 Skills: Emp: 3

4 of chalices

Birth: Guyenne
 Body: Str: 2 Agi: 4 End: 2
 Repartee: Wit: 1 Con: 2 Fla: 4 Spi: 1
 Skills: Emp: 4

5 of chalices

Birth: Guyenne
 Body: Str: 2 Agi: 5 End: 2
 Repartee: Wit: 1 Con: 2 Fla: 5 Spi: 1
 Skills: Emp: 5

6 of chalices

Birth: Île-de-France
 Body: Str: 3 Agi: 6 End: 3
 Repartee: Wit: 2 Con: 3 Fla: 6 Spi: 1
 Skills: Emp: 6

7 of chalices

Birth: Île-de-France
 Body: Str: 3 Agi: 7 End: 3
 Repartee: Wit: 2 Con: 3 Fla: 7 Spi: 1
 Skills: Emp: 7

8 of chalices

Birth: Île-de-France
 Body: Str: 4 Agi: 8 End: 4
 Repartee: Wit: 2 Con: 4 Fla: 8 Spi: 2
 Skills: Emp: 8

9 of chalices

Birth: Île-de-France
 Body: Str: 4 Agi: 9 End: 4
 Repartee: Wit: 3 Con: 4 Fla: 9 Spi: 2
 Skills: Emp: 9

10 of chalices

Birth: Landau
 Body: Str: 5 Agi: 10 End: 5
 Repartee: Wit: 3 Con: 5 Fla: 10 Spi: 2
 Skills: Emp: 10

Jack of chalices

Birth: Landau
 Body: Str: 3 Agi: 3 End: 3
 Repartee: Wit: 3 Con: 3 Fla: 3 Spi: 3
 Skills: Emp: 11

Knight of chalices

Birth: Languedoc
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Emp: 12

Queen of chalices

Birth: Languedoc
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Emp: 13

King of chalices

Birth: Languedoc
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Emp: 14

Swords ♠

1 of swords

Birth: Limousin
 Body: Str: 1 Agi: 0 End: 0
 Repartee: Wit: 0 Con: 1 Fla: 0 Spi: 0
 Skills: Pro: 1

2 of swords

Birth: Limousin
 Body: Str: 2 Agi: 1 End: 0
 Repartee: Wit: 1 Con: 2 Fla: 0 Spi: 0
 Skills: Pro: 2

3 of swords

Birth: Lorraine
 Body: Str: 3 Agi: 1 End: 0
 Repartee: Wit: 1 Con: 3 Fla: 0 Spi: 1
 Skills: Pro: 3

4 of swords

Birth: Lorraine
 Body: Str: 4 Agi: 2 End: 1
 Repartee: Wit: 2 Con: 4 Fla: 1 Spi: 1
 Skills: Pro: 4

5 of swords

Birth: Lyonnais
 Body: Str: 5 Agi: 2 End: 1
 Repartee: Wit: 2 Con: 5 Fla: 1 Spi: 1
 Skills: Pro: 5

6 of swords

Birth: Lyonnais
 Body: Str: 6 Agi: 3 End: 1
 Repartee: Wit: 3 Con: 6 Fla: 1 Spi: 2
 Skills: Pro: 6

7 of swords

Birth: Maine
 Body: Str: 7 Agi: 3 End: 1
 Repartee: Wit: 3 Con: 7 Fla: 1 Spi: 2
 Skills: Pro: 7

8 of swords

Birth: Maine
 Body: Str: 8 Agi: 4 End: 2
 Repartee: Wit: 4 Con: 8 Fla: 2 Spi: 2
 Skills: Pro: 8

9 of swords

Birth: Marche
 Body: Str: 9 Agi: 4 End: 2
 Repartee: Wit: 4 Con: 9 Fla: 2 Spi: 3
 Skills: Pro: 9

10 of swords

Birth: Marche
 Body: Str: 10 Agi: 5 End: 2
 Repartee: Wit: 5 Con: 10 Fla: 2 Spi: 3
 Skills: Pro: 10

Jack of swords

Birth: Nivernais
 Body: Str: 3 Agi: 3 End: 3
 Repartee: Wit: 3 Con: 3 Fla: 3 Spi: 3
 Skills: Pro: 11

Knight of swords

Birth: Nivernais
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Pro: 12

Queen of swords

Birth: Normandie
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Pro: 13

King of swords

Birth: Normandie
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Pro: 14

Coins ♦

1 of coins

Birth: Orléanais
 Body: Str: 0 Agi: 0 End: 1
 Repartee: Wit: 1 Con: 0 Fla: 0 Spi: 3
 Skills: Int: 1

2 of coins

Birth: Orléanais
 Body: Str: 1 Agi: 0 End: 2
 Repartee: Wit: 2 Con: 0 Fla: 0 Spi: 1
 Skills: Int: 2

3 of coins

Birth: Picardie
 Body: Str: 1 Agi: 0 End: 3
 Repartee: Wit: 3 Con: 0 Fla: 1 Spi: 1
 Skills: Int: 3

4 of coins

Birth: Picardie
 Body: Str: 2 Agi: 1 End: 4
 Repartee: Wit: 4 Con: 1 Fla: 1 Spi: 2
 Skills: Int: 4

5 of coins

Birth: Poitou
 Body: Str: 2 Agi: 1 End: 5
 Repartee: Wit: 5 Con: 1 Fla: 1 Spi: 2
 Skills: Int: 5

6 of coins

Birth: Poitou
 Body: Str: 3 Agi: 1 End: 6
 Repartee: Wit: 6 Con: 1 Fla: 2 Spi: 3
 Skills: Int: 6

7 of coins

Birth: Provence
 Body: Str: 3 Agi: 1 End: 7
 Repartee: Wit: 7 Con: 1 Fla: 2 Spi: 3
 Skills: Int: 7

8 of coins

Birth: Provence
 Body: Str: 4 Agi: 2 End: 8
 Repartee: Wit: 8 Con: 2 Fla: 2 Spi: 4
 Skills: Int: 8

9 of coins

Birth: Roussillon
 Body: Str: 4 Agi: 2 End: 9
 Repartee: Wit: 9 Con: 2 Fla: 3 Spi: 4
 Skills: Int: 9

10 of coins

Birth: Roussillon
 Body: Str: 5 Agi: 2 End: 10
 Repartee: Wit: 10 Con: 2 Fla: 3 Spi: 5
 Skills: Int: 10

Jack of coins

Birth: Saintonge
 Body: Str: 3 Agi: 3 End: 3
 Repartee: Wit: 3 Con: 3 Fla: 3 Spi: 3
 Skills: Int: 11

Knight of coins

Birth: Saintonge
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Int: 12

Queen of coins

Birth: Touraine
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Int: 13

King of coins

Birth: Touraine
 Body: Str: 4 Agi: 4 End: 4
 Repartee: Wit: 4 Con: 4 Fla: 4 Spi: 4
 Skills: Int: 14