

# Musketeers Rules Addendum

## Player Groups

Each player **must** choose one of these primary player groups, and may choose a secondary player group if it suits the character. **Primary** groups are the ones where you will be chiefly getting your weekend's activities from. If you are pretending to work for one group but are actually working for another group, put the group you are **appearing** to work for as your primary and your **actual** allegiance as your secondary. Some groups are only available as a secondary group. Primary and secondary player groups are as follows:

- Queen Anne (Queen Anne's Court): For those who have pledged their loyalty to the Queen, the undisputed power in the French court at the moment, and enjoy a privileged position at court.
- Captain Treville (Captain Treville's Brown Cloaks): In the shadows of Paris, there are still those who fight for the ideals of the disbanded musketeers - King and country!
- Duke of Buckingham (Buckingham's Red Guard): Cardinal Richelieu has passed the torch to the Duke of Buckingham, and the flamboyant Englishman is leading the crusade against the unholy threats in Paris.
- Jennifer (Jennifer's Round Table): Through the mists of time, legends are reaching for the present. Jennifer is the leader of those who fight for England's restoration.
- Charon (Charon's Court of Miracles): Paris is in chains, and Black Charlie sits in Charon's throne. While the toffs battle it out for the court, Charon and his people fight to keep Paris safe for the common folk.
- Marie de Medici (Marie's Famillia): The Queen Mother has successfully consolidated her position at court, and those courtiers that have not found favour with the Queen are often found under Marie's aegis.
- The Healer's Guild / University (The Apprentices): There's no time for innovation like a war! Science and medicine are improving in leaps and bounds!

The following two groups can only be chosen as a secondary group:

- King Louis (King Louis' Loyalists): In your heart of hearts, your loyalty lies with King Louis, and you are ready to act for him, no matter how dangerous.
- Simone Dumas: Madame Dumas worked closely with Cardinal Richelieu before his death and knows more of his secrets than any alive. His death has left her a target - and a trove of information.

# Calls

**Righteous, Holy, Saintly, Godly** - Player versus crew. Those who are faithful (and have the requisite advantages to prove it) can work the words righteous, holy, saintly, and godly into their battle rhetoric/prayer, which affects unholy fiends. For example, “I drive you back in the **righteous** name of God! By the light of heaven, you will lay no hand on any who is **righteous**.”

**Smite** - Player call versus crew. Damages creatures not affected by normal weapons. We’d like it if it was worked into a holy battle rhetoric: “I **smite** you with my blessed blade! In the name of the Lord, I **smite** you.”

**Fear** - Crew versus player. A call of “Run in fear” will make those mortals in front of the creature fall back in awe and terror from the creature using fear. The effect of fear lasts for five minutes but it can be removed by a person with Inspirational Buff with a stirring speech.

**Drain** - Crew versus player. **This is a touch action.** A call of “drain” when a creature is touching a character will ignore armour and cause a wound to the location touched. If a limb is drained the limb goes numb and may not be used. If the torso is drained the character is incapacitated. For the sake of courtesy the creature doing the drain will touch the shoulder to represent the torso.

**Taint of Evil** - Crew versus player. This is an *action* made against an incapacitated character to represent a creature consuming part of the characters soul and putting some kind of dark influence upon them. The character may try to have the taint removed and if that fails then they have the disadvantage “Taint of Evil”. You will be given a card if this happens to you.

## Updating Your Character

As usual, you have gained one new advantage for completing the third game, which can be chosen from this list of advantages, or the original list of the advantages. In addition, we are allowing players to swap one previously bought advantage for one of the new ones available in this addendum.

We are removing **Appraise** from the game. If you have Appraise as one of your advantages, you may replace it instead with an advantage from the original list.

# Pious Powers

*“For verily I say unto you, If ye have faith as a grain of mustard seed, ye shall say unto this mountain, Remove hence to yonder place; and it shall remove; and nothing shall be impossible unto you.” Matthew 17:20*

Prerequisite	Advantage	Details
Protestant or Catholic without the Lost Faith disadvantage	Faith	Those characters who are Protestant or Catholic and haven't Lost their Faith are considered to already have the Faith advantage for free. Characters who follow a religion other than Protestantism or Catholicism <b>are not</b> considered to have Faith.  Faith is a prerequisite for many pious powers.
Lucky Charm	Holy Relic	You have a Holy Relic that gives a +1 bonus when healing a person who has been drained.
Religious Vows <i>or</i> Theology	Last Rites	You may perform the last rites on a fresh corpse ensuring that they do not return as undead.
Faith	Steadfast	Not even the horrors of hell will faze you. You are no longer affected by 'Fear' calls. Please roleplay calling on your faith to withstand the powers of evil.
Pious - Righteous <i>and</i> Dig Deep	Surge of Faith	As with <i>Dig Deep</i> , but you may take three hits for it to count as a finishing blow. You must, after you are healed, spend some time giving thanks in a church or performing a significant good deed for a stranger.
Surge of Faith	Smite	Your mortal melee weapons are infused with God's fury, and cause agony to unholy abominations.
Faith	Pious - Righteous	You cannot take this if you have the 'Lost Faith' disadvantage. You have genuine faith in God, and mostly follow the tenets of the Church. By holding forth your holy symbol and incorporating the word 'Righteous' into your spiel, you may deter weaker abominations. By kneeling on one knee and praying continuously, you may invoke <b>God's Sanctuary</b> : if you are down on one knee and continuously chanting <i>Non Nobis Dominae</i> , you may not be attacked or the target of any harmful effects. If several people join hands in a circle while using God's Sanctuary, they may shield one less people than there are people holding hands. For example: two people in a circle can protect one within the circle, four people in a circle can protect three people; seven people can protect six people. <b>Everyone in the</b>

		<b>chanting circle must have God's Sanctuary to work.</b>
Pious - Righteous	Pious - Holy	You have genuine faith in God, and adhere to the tenets of the Church. By holding forth your holy symbol and incorporating the word 'Holy' into your spiel, you may deter or repel certain abominations. You may also, with ten minutes of prayer, bless a 100ml vial of water to create <b>Holy Water</b> which can have a negative effect on unholy abominations. You may bless up to four 100ml vials of water per day. Truly abominable monsters may resist this power.
Pious - Holy	Pious - Saintly	<i>Only available after Game 4.</i> You have genuine faith in God, and strive to do as much good as possible, and be free of sin. Please feel free to chat to us about how to roleplay this. By holding forth your holy symbol and incorporating the word 'Saintly' into your spiel, you may deter, repel or even destroy certain abominations. You are also, occasionally, blessed with divine insight but this is rare and cannot be called on command. You may also <b>Bless</b> those who have been wounded by undead, giving the surgeon a +2 to their draw by praying over the victim as the surgeon works. You can also <b>Exorcise Evil</b> , remove unholy influences from items, people, places. If the effect is particularly potent, it may take a long time, or several attempts, or more than one pious person to succeed.
Pious - Saintly	Pious - Godly	<i>Only available after Game 5.</i> You have genuine faith in God, and devoutly adhere to the tenets of the Church, and strive to be free of sin. By holding forth your holy symbol and incorporating the word 'Godly' into your spiel, only the strongest of abominations will stand against you. You may also, with sufficient time, <b>Consecrate Ground</b> , and once per day you may use <b>Touch of Christ</b> to give a surgeon a complete redraw in a situation where the patient will die.

# Science and Arcane Skills

Before Scientists came along with their Books and Experiments, Old Wives and Apothecaries understood the working of the world better than anyone else. It turns out not all of those tales and potions were just superstition...

*“Any sufficiently advanced technology is indistinguishable from magic.” -- Arthur C. Clarke*

Prerequisite	Advantage	Details
Apothecary	Alchemist	Your recipe book is about to get more interesting, and possibly get you burned as a witch if you let peasants read it.
Old Wives Tales	Evil Eye	You can put an Evil Eye on someone to curse them, but it’s dangerous magic to play with. In game, create a wax figurine of your target, wrap it with their hair or blood or cloth from their person. On a piece of parchment write their name, what offence they have caused you, then burn the offering. (Please ‘burn it’ by bringing it to the GM room.) The greater the offence against you (i.e. breaking an oath, dishonouring your family) the better the effect. This curse may not work if the offence is not strong enough. The evil eye lasts roughly the space of two meal times.
Evil Eye	The Black Spot	You cast an enduring curse on someone who has wronged you. They will be marked with the Black Spot and their luck will get progressively worse unless they make your specified atonement, or find some other way of removing it. If you take this, you will be briefed on how to cast the Black Spot.
Scientist <i>or</i> Old Wives Tales	Student of Paris University	<p>You are a student of the Paris’ strange new science department, and have access to its resources and chief professor. Each weekend, you can attune your invention to three purposes, Some people call it ‘witchcraft’ or ‘magic’ but they are clearly uneducated, as the ‘arcane’ is merely a tool to be harnessed by the powers of science!</p> <p><b>Secret Pouch</b> - You have a pouch or bag no bigger than a sheet of A4/book/boot/hat. Anything you hide in this, cannot be found. Other people essentially see an empty pouch. The pouch must have a pentagram drawn or sewn onto its side, clearly visible. This effect lasts from sunrise to sunrise.</p> <p><b>Bulletproof</b> - You may ignore the first <b>shot</b> you take. This can be stacked. You’re on your own against pointy things, though.</p> <p><b>Beyond Death</b> - Even after a body has died, you may still have access to its brainwaves, and gain from the deceased one</p>

		<p>answer to a question. There is no compulsion to tell the truth - you are still speaking with a person. If you ask a daft question, you will get a disappointing answer.</p>
<p>Student of Paris University</p>	<p>Graduate of Paris University</p>	<p>You are now a graduate of the Paris' strange new science department, and have access to its resources and chief professor. Each day, you can attune your invention to five purposes, from either the Student or the Graduate list:</p> <p><b>Feign Death</b> - For ten minutes, you appear to all outsiders as though you are dead. You cannot have any negative effects used on you during this time, but others may move you or loot you as they see fit.</p> <p><b>Neutralize Poison</b> - You may instantly neutralize even the most powerful of poisons, on yourself or another.</p> <p><b>Hide in Plain Sight</b> - As long as you are flat against a wall or a line of trees and remain silent, you may put your hands on your head and remain completely unnoticed. When you move or make a sound, the effect ends.</p> <p><b>All Purpose Doohickey</b> - An object that can be made to appear as any other object of approximately relative size. For example: a key, a cluster of diamonds, a property deed. It lasts a variable length of time and cannot be used for its purpose, it is only an illusion fooling the brain.</p>
<p>Graduate of Paris University</p>	<p>Researcher at Paris University</p>	<p>You are now a researcher at the Paris' strange new science department, and have access to its resources and chief professor. Each weekend, you have access to up to seven inventions, from either the Student or the Graduate list, and a further <b>one</b> from the Researcher list:</p> <p><b>Live to Fight Another Day</b> - After surgeons have failed but before death takes hold, this invention allows you to save the brainwaves of a patient and instill it in a healthy body, or a body of your own creation.</p> <p><b>The Tides of Time</b> - With certain key elements, this invention allows you to access time in a nonlinear fashion and observe an event that took place in the past.</p> <p><b>Astral Shift</b> - it turns out the universe has many planes and it's possible to travel between them given the right circumstances. Perhaps this can be used to travel to heaven? Or hell?</p> <p><b>Dream Walk</b> - With the right mental preparation at midnight you and up to four other companions can enter the dream plane and interact with the souls therein.</p> <p><b>Personal Project</b> - As a researcher, perhaps there is a project of your own you're interested in pursuing? Discuss with the professor and the GMs to see if it is viable for funding! (This, effectively, is the ability to suggest your own high level science project but is subject to GM approval)</p>

## Social, Thieving and Spying Skills

*"Perhaps on the rare occasion pursuing the right course demands an act of piracy, piracy itself can be the right course?" - Pirates of the Caribbean*

Prerequisite	Advantage	Details
Grapevine	In the Know	As part of your character update, you may nominate one PC and one NPC your character does specific snooping on. You will receive this information on Friday night of the game.
Courtier	Lawyer	You are considered a respected person of the law in the City of Paris. You may defend clients, prosecute cases, officiate marriage, write or change wills, witness paperwork, rubber stamp things. You can often get people off non-capital crimes.
Courtier	Privateer	You have a boat and a licence to ship (and plunder) in the name of one monarch or another. You can ship things in, out or get information from overseas. Dock types like you. You also stick to a strict code. Mostly. Actually they're more like guidelines. You get a hat with a big feather in it. You cannot go sailing in game unless you bring a boat.
Thieves Guild	Back door to Palace	You know secret pathways into the palace and can get yourself and one quiet friend in past the guards. You must have an appropriate disguise and cover story if you do not want to get caught once you're in, however.
Thieves Guild	Tunnel into the Bastille	You have a contact the Bastille and can get yourself and one quiet friend in past the guards. Or perhaps you can sneak in alone and bring out a friend. To use this, you must send a message to your contact, and wait to meet with them to arrange the mission. Be aware, since Rochefort has taken charge of the Bastille, it has become a very dangerous place: this advantage gets you in. It may not get you out again...
Back door to Palace and Tunnel into the Bastille	Cat Burglar	You can plan a way to get into any building no matter how good the security. Discuss with the GMs where you want to break into and they'll let you know if there is a window of opportunity.
Have met Paris	Friend of Paris	You are so familiar with the underbelly of the city, it's like you're a friend of the city itself. You know the secret ways to communicate with Paris, and Paris looks on you kindly.
None	Enemy Contacts	Somehow, you've made friends or gained the trust of someone amongst the enemy (please specify who 'the enemy' is). During the weekend, they will make contact with you to give you information.

Black Market	Smugglers' Caches	You know where smugglers like to hide things around the city. You'll be given a map to the caches at the start of the game, and over the course of the game you might find interesting items in there. Or people guarding them.
Thieves Guild	Mailbag Interloper	Other people's correspondence has a way of finding itself into your hands. Before the game, you will be given access to something interesting from the mailbags of France.

## Medical Procedures

Treat wound has been changed to take into account the negative effects of undead draining people:

Procedure	Luck bag bonuses and penalties	Success	Failure
Treat Wound	Draw 4 marbles -2 for a torso wound -2 if a finishing blow was delivered <b>-4 if drained by undead</b> +1 if first aid was done within 1 minute +2* for surgeon skill and tools +1 for an assistant** +1 for an apothecary with laudanum +1 for bloody special effects +2 if a Saintry person is praying over the patient.	The patient recovers	If the patient had a finishing blow done on them then they die; otherwise they recover with a permanent wound.

## Disadvantages

Name	Effect
Blood Bond	You've drunk the blood of something powerful and evil and you're not really sure if that's going to be good for you in the long run...
Lost Faith	Something has caused you to lose your faith in God and the church. You find excessive piety intolerable. Say why on your character sheet. To get rid of this you'll need to have an in-character epiphany at an event and buy 'Faith', or by taking 'Religious Vows' (Note: buying Faith costs experience, but taking Religious Vows is free as it is essentially taking up another disadvantage in its place)
Taint of Evil	You have been left helpless in the clutches of undead and they have somehow...marked you. You are developing a dislike of sunlight, a taste for blood, and a perverse desire to be fed upon again, despite your revulsion. You have a quiet but growing revulsion of church folk and holy places. Sometimes, you think you can hear them in your head, whispering to you, and you know that nothing good will come of this.

	You cannot take this disadvantage voluntarily, it can only be acquired in game.
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