

Characteristics

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All statistics are rated between 1 and 10.

Body

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

Memory

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

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

Examples of the different levels

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	

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