

Vatican En Garde

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1. Introduction to Vatican En Garde

1. These house rules consists of clarifications and interpretations of the [En Garde!](#) rules published by Paul Evans, as well as many additions and changes. Some of these changes are in contravention of the published rules. However, knowledge of the published rules is not necessary to play as these house rules form the complete rules set used for the game, taking precedence over the published rules. For those of a legal bent, whilst Paul Evans has irrevocably licensed the use of the En Garde! name in connection with this game, Vatican En Garde, its rules and the contents of this web site are the copyright of Emma Dalton.

2. The focus of this game is not the usual army career. Whilst the army continues to exist in the form of the Swiss Guards, it is the clergy who form the preponderant group. These two groups, and the civilian careers, exist in an imaginary papal state which has loosely been based upon the era of Pope Leo X. Consequently the game has a more political feel to it than a conventional En Garde game.

3. The rules are subject to change as the game evolves and to clarify any ambiguity that may arise. Players will be notified of any changes and their implementation date via the VaticanEnGardeOOC mailing list.

4. As this is a role playing game, the rules are merely a framework within which the characters interact. It is the spirit rather than the letter of the law which is most important. If people wish to do something that is not explicitly discussed in these rules then the GM will consider such suggestions.

5. Experienced players with a good knowledge of the game and

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2. *The Game*

- 1.** The game is free and run through email as well as a mailing list with supporting information on the web site. There is also a full turn report each game month in the form of the Vatican Observer.
- 2.** Anyone wishing to play should [email the GM](#). If no places are available, applicants will be put on a waiting list.
- 3.** The game is semi-automated to allow for GM participation and enjoyment. Turns run on an approximately monthly basis with players being advised by email when their new character sheets are available on the website. As this is an open-ended game, players can miss the occasional turn without any great penalty, but they should expect to be able to check their email at least once or twice each week.

3. The Web Sites and the Mailing Lists

- 1.** The main web site (VaticanEnGarde.com) has a copy of the latest rules, turn reports and other information related to the game.
- 2.** There are two mailing lists associated with the game. Players must subscribe to both, although there is a choice between whether to receive individual emails or digests in each case.
- 3.** The main list (VaticanEnGarde@yahoogroups.com) is used for role play. This role playing aspect is essential for an enjoyable and successful game. All essential announcements must be posted on the associated Announcements Database. Besides the Announcements Database, the email role-play archive and current polls can be found on the VaticanEnGarde@yahoogroups.com web site.
- 4.** The VaticanEnGardeOOO@yahoogroups.com list is used for the discussion of rules and the notification of rules updates. The email archive of rules discussions can be found on the can be found on the VaticanEnGarde@yahoogroups.com web site.
- 5.** Each message sent to the mailing lists should clearly identify the PCs which it concerns.
- 6.** Role play should be kept in character, with any comments from the player placed at the end and prefixed "OOO".
- 7.** Impersonating another player, another PC, putting words in another PC's mouth or posting facts, stories or similar about another PC without the relevant player's consent will lead to expulsion from the game. Impersonating an NPC created by another player or the GM is similarly prohibited. Personal abuse is also unacceptable. In case of doubt, please contact the GM for directions.
- 8.** Any letter or narrative sent to the mailing list may be read by all players. If its contents are not to be common knowledge between, the header should be marked "Private". Information in posts marked "Private" may not be acted upon by characters other than those to whom such a post was addressed.

9. If a player wishes to post an anonymous message in order to develop some aspect of the role play, the player should send it to the GM who will forward it to the list.

10. Characters may receive bonus SP for particularly entertaining in-character press. If the character concerned is away from Rome, such SP gains are held over until the character next returns.

4. Orders and Deadlines

1. Orders Deadlines will typically fall at four-weekly intervals with the corresponding Announcements Deadlines falling two days earlier.
2. Announcements should be posted in the [Announcements Database](#) prior to the Announcements Deadline listed in the [Vatican Observer](#). If a required Announcement has not been made, the corresponding order will not be effective unless the character's orders state that Intrigue has been used.
3. After the Announcements Deadline, a message will be sent to the main list summarising the announcements for that month, e.g. applications for Appointments, uses of Influence, offers to Volunteer, all parties.
4. Orders should be submitted using the [Order Form](#) by the Orders Deadline listed in the [Vatican Observer](#).
5. In the event that a player is unable to use the Orders Form, the character's orders should be sent to [the GM](#), not the mailing list. The subject line of the email should include the word "Orders", the character's initials and the game month and year the orders are for, e.g. ABD's June 1513 Orders.
6. Copies of orders sent should be kept until the turn report comes out.
7. The following orders remain at their last-ordered values unless a change is ordered:
 - ConCon
 - Conviction
 - Equivocation
 - Default orders

- Replacement character name

8. Default orders can be sent and will be kept in reserve in case needed. Similarly, advance orders may be submitted to cover holidays and other absences.

9. If a character's orders are not received by the Orders Deadline, the character will use the NMR (no move received) orders below unless the character is on a Mission or default orders have been provided.

- Week 1: Go to Salon for CC
- Week 2: Go to mass
- Week 3: Go to mass
- Week 2: Go to mass

5. Turn Reports

- 1.** Once the turn has been executed, an email will be sent to the main list informing all players that their updated character sheets are available on the main web site.
- 2.** The monthly turn report comes in the form of the [Vatican Observer](#). It combines a narrative of the month's key events with listings of important information for the following month in game. It does not duplicate posts sent during the turn. It is uploaded to the web site at the same time as the character sheets.
- 3.** Players who would be interested in writing articles for inclusion in the Vatican Observer are asked to [make themselves known to the GM](#).

6. Character Creation

1. Characters will be generated by the GM and named by the player, although a name may be refused on the grounds of good taste, if it is incongruous or if it is likely to be confused with an existing or previous character name or acronym.
2. When a character is Humiliated a replacement will be generated automatically. For this reason, players should ensure that they submit a name for a new character to the GM with each set of orders.
3. Character information includes family background, initial funds and status, and various physical and other characteristics.
4. The following rules for character generation are in effect:
 - Wit, Presence and Eloquence are randomly generated by the sum of 3d6.
 - Maximum Reputation is calculated as $5 * (\text{Wit} + \text{Presence})$.
 - Oratory Ability (OA), Etiquette Ability (EA), Administration Ability (AA) and Art Ability (ArtA) are each randomly ascertained from a roll of 1d6.
5. Changes to characteristics as time goes by cannot take Wit and Presence above 21 or below 3. OA may not exceed 10 or be less than 1.
6. Each player is encouraged to send an initial [Biography](#) for the character. This will be archived at the website and may be updated as time goes by to reflect the character's fortunes. An obituary may also be written upon the demise of a character.

7. Time Sequence

1. Each turn represents a month of game time. 1 game month consists of a pre-monthly phase and 4 weeks when various actions can be performed. The GM then conducts a post-monthly phase to check for certain events. 3 months make up a season and 4 seasons make up 1 year. The seasons are:

- Spring: March, April and May
- Summer: June, July and August
- Autumn: September, October and November
- Winter: December, January and February

2. The order in which pre-monthly actions are processed is as follows:

- Characters return from Missions
- Debates are conducted
- Monies are embezzled
- Investments are made or mature
- Monies are borrowed, lent or repaid
- Property is sold
- Bribes are attempted
- Influence and Intrigue are applied
- Resignations take effect
- Applications are made to Factions and the Swiss Guards
- Ranks, robes and uniforms are purchased

- Appointments are applied for and made
- Characters depart on Missions
- Foreign Expeditions depart
- Allowances are received
- Monthly support costs are paid for the character, housing and robes in that order
- Clubs are joined
- Applying for exemptions from and excusing others from Faction or Swiss Guards duties
- Club dues are paid

3. Typical weekly actions are visiting a Club, Salon or Court Companion, going to a party, studying, seeking a Court Companion. Doing nothing is a cheap weekly option, but attending mass costs little more and nets the character 1 SP.

4. The order in which post-monthly actions are processed is as follows:

- Recovering reputation
- Court Companion upkeep paid
- Treasures acquired
- Promotions awarded and robes and uniforms purchased
- Estate awarded
- Loss of Appointments if requirements not met
- Gain influence from new SL, Court Companion, Appointments
- Receive income from rank, Appointments and Estates
- Changes in SL
- Changes in Court Companion's SL

- 5.** Rolls are made for Humiliation, Mentions in Dispatches, Promotion and Treasures each month that a character is on a Mission.
- 6.** Recovering reputation only takes place if the character is in Rome.
- 7.** It is worth looking at this sequence carefully when planning orders. Of particular note is the fact that applications to Factions, buying Promotions and applying for Appointments all take place before it is determined who is on a Mission. Thus it is worthwhile to include both weekly and Mission orders as a character may not always spend the month in the expected location.

8. Status Points and Social Level

- 1.** A character's Social Level (SL) affects just about every aspect of his life. SL can be increased by accumulating Status Points (SP) during a month.
- 2.** SP may be accumulated in various ways. Everything from Club membership to weekly actions can earn or lose the character SP.
- 3.** To maintain his current SL, a character must have a total number of SP equal to or greater than his SL by the end of each month. If he fails to achieve this, the character loses one SL but is refunded $2 \times \text{new SL}$ in SP or the entire amount of SP (whichever is the lesser).
- 4.** At the end of the turn, an SP maintenance cost of $2 \times \text{SL}$ SP is deducted from the character.
- 5.** The SP excess or deficit carried forward by a character into the next month following the deduction of the SP maintenance cost may not exceed $2 \times \text{SL}$.
- 6.** $4 \times \text{SL}$ Status Points are required to raise an SL. If that total is achieved, $3 \times \text{old SL}$ SP are deducted from the character that month in addition to the usual $2 \times \text{old SL}$ SP maintenance cost. Only then is the excess or deficit up to $2 \times \text{old SL}$ calculated.
- 7.** A maximum of one SL may be gained or lost in one month in ordinary circumstances. Certain situations which impose an automatic gain or loss are additional to any SL changes based upon the character's SP total.
- 8.** When on a Mission, no changes are made to a character's SP tally and he resumes with the previous total carried forward on his return to Rome. SP for certain events such as debates that take place before but in the same month as a character departs on a Mission or Foreign Expedition are held over until the character returns to Rome.
- 9.** The SL of a PC cannot exceed 22.
- 10.** The following table illustrates what might happen for a character of SL 8:

SP at the end of the month	Change in SL	SP carried forward
6	Drops to 7	6
18	Stays at 8	2
34	Increases to 9	-6

9. Support

1. The levels of monthly support in the original En Garde! rules have been extended to allow for even more conspicuous consumption according to the Support Table. The level of an individual's support will remain unchanged from month to month unless a new level is specifically ordered.
2. If normal monthly support cost of 2*SL cannot be paid, the character drops one SL.
3. The GM may award bonus SP for imaginative explanations of how this excessive amount of money is being spent or for exceptional role play.

Support Table

Order	Cost	SP Gain
ConCon0	2*SL	0
ConCon1	3*SL	1
ConCon2	5*SL	2
ConCon3	9*SL	3
ConCon4	14*SL	4

10. Loans

Loans between Characters

1. Characters may loan money between themselves for whatever terms they agree to. Such loans are on an honour basis and will not be kept track of by the GM. Both players must order the loan for it to take effect. A character may have an unlimited number of such debts with other characters but it is his responsibility to keep track of them.

Loans from the Medici

2. Characters may, as a pre-monthly action, borrow money from the Medici, chief bankers to the Pope. The Medici will loan a maximum of 100*his SL Ducats to any character that so desires for a period of 12 months.

3. At the end of the 12 month period the amount of the loan plus 10% must be repaid as a pre-monthly action, else the character is [Disgraced](#) and cannot return to Rome until he is able to repay the debt.

4. If a character is on a Mission or in prison when his loan becomes due, he need not repay it until the first month he is back in Rome. However, if he does not leave until the month in which the payment is due, the usual repayment regime applies.

5. A character who fails to order repayment after 12 months, but has the money to do so, has the loan, the agreed 10% and an additional 10% deducted from his funds. The additional 10% compensates the Medici for the costs they incur in tracing the character and enforcing payment.

6. Only one loan can be outstanding to the Medici at any time. A character who rises in SL may borrow additional money so that the total debt is 100*his new SL, the due date of the entire amount becoming 12 months from the date of the most recent loan.

7. A character may not take out a new loan with the Medici to repay an old one.

11. Wills

- 1.** A Will may be made by any character leaving his cash, net of debt repayment, to any existing character or NPC, including his Court Companion. Any other possessions revert to the state.
- 2.** Particularly well written or entertaining wills may be published in whole or in part in the Vatican Observer.

12. Foreign Expeditions and Investments

Foreign Expeditions

- 1.** Those that have the money, can borrow the money, or can otherwise scrape together 1000 Ducats may invest money in a Foreign Expedition. The hope is that they will earn more upon the return of the ships, but there is also a chance they will lose part or all of their investment.
- 2.** In the last month of each season the Keeper of the Papal Purse decides whether to send ships on a Foreign Expedition. An NPC will do so on 5+ on d6.
- 3.** Investors can put multiples of 1000 Ducats into a Foreign Expedition, either individually or collectively.
- 4.** The first character to invests 1000 Ducats or more by himself in a Foreign Expedition has the option of appointing the Captain of a vessel (cost 500 Ducats). An investor who appoints the captain of a vessel which returns safely gets a 100% greater return than he would otherwise have done.
- 5.** If the Foreign Expedition encounters storms, then the expedition does not return and all investors lose their stake.
- 6.** If pirates are encountered, the ships of the expedition come under pirate attack and any returns on investments for that voyage are halved.
- 7.** If the expedition is not lost through storms then the returns on investments are assessed in accordance with the [Foreign Expeditions Table](#).
- 8.** If 2 consecutive Foreign Expeditions fail to return, the Pope dismisses the Keeper of the Papal Purse from office.

Textile, Finance and Commerce Investments

- 9.** Characters may invest money in various ventures in order to gain more money. The return on each of these investments is determined by the Missions as shown in the [Investments Table](#) any intervention by the Delegation Bursar or Keeper of the Papal Purse. Textiles investors gain money when more Clerics are sent. Finance investors lose money when large numbers of Clerics are sent. The return received by Commerce investors is based upon the overall MR of the Mission.
- 10.** Investments in Textiles, Finance and Commerce may only be made in Mar, Apr and May. Payouts are always made in the following September.
- 11.** Investments are made in blocks of 1000 Ducats.
- 12.** Either or both of the Delegation Bursar and the Keeper of the Papal Purse may choose to Embezzle investment funds. In addition, at any time before the start of the Summer season, the Delegation Bursar may nominate a Textiles supplier and the Keeper of the Papal Purse may manipulate funds on behalf of a Finance investor. Once a choice has been made it cannot be changed.
- 13.** When consulting the [Investments Table](#), if a + appears, that is the amount that the investor receives as a percentage of his capital investment as a dividend; if a - appears, that is the amount that the investor must pay by the next month to make his investment solvent. If any payment due is not paid in time, the entire investment is lost; if it is paid, the investment becomes solvent at its original level.

Foreign Expeditions

Destination	Duration (Months)	Storms	Pirates	Return
Near East	2	12+	7+	10-30%
North Africa	3	11+	8+	10-20%
New Spain	4	10+	10+	30-80%
Brazil	5	10+	11+	20-70%
West Africa	6	10+	9+	20-70%
North America	7	9+	11+	20-40%
East Africa	8	9+	9+	40-90%
West India	9	8+	9+	20-70%
East India	10	8+	8+	30-80%

China	12	7+	7+	40-90%
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Investments Table

Coalitions and Missionary Factions Sent	Textiles	Finance	Average Leader MR	Commerce
2	-(20-50)%	+(10-30)%	1	+40%
4	+0%	+0%	2	+20%
6	+(20-50)%	-(10-30)%	3	+10%
			4	-10%
			5	-20%
			6	-40%

13. Stealing and Working

Stealing

1. Stealing from other characters is a weekly activity which entails considerable risk. 1d6 is rolled: a 1-2 transfers 10% of the target's wealth, up to a maximum of 500 Ducats, to the thief; a 3-4 gives no opportunity to steal that week; a 5-6 means the thief is caught.
2. A thief, if caught, spends the remainder of the month in prison and on a 4+ on 1d6 he will be tried by an NPC Inquisitor at the start of the following month.
3. A PC [Inquisitor](#) may choose whether or not to send the thief for trial.
4. Stealing is a [Minor Crime](#).
5. When the thief is freed the original target of the stealing attempt has cause for with the thief, though loses nothing if he declines to [Debate](#) with him. Should the target Debate with and [Humiliate](#) the thief, the target would not face charges, even if he were to refuse to Accept an Admission of Defeat by the thief.

Working

6. Characters who are short of money may spend one or more weeks working to raise some cash, although such activity is looked down upon. Each week of work earns the character 2d6 Ducats and loses him 1 SP. Orders may state what kind of work is being sought, but the GM determines what was actually done.
7. Rather than seek work, a character may run errands for other characters on such terms as they may agree between themselves. Such arrangements do not incur the 1 SP penalty.

14. Embezzlement

1. Embezzlement may occur in three circumstances:

- The [Keeper of the Papal Purse](#) may siphon from Investment Funds.
- [Papal Legates](#) may tax the masses extortionately for personal gain.
- The [Delegation Bursar](#) may cream off Mission funds.

2. Embezzlement attempts cannot be made in the first month in office.

3. If an Embezzler is caught or rebellion results, the Embezzlement attempt fails to raise any money.

4. The chance of an Embezzler getting caught are shown in the Embezzlement Table below. The [consequences](#) of having been caught depend upon the amount missing.

Embezzlement Table

Amount Embezzled	Delegation Bursar	Mission Modifier	Papal Legate	Keeper of the Papal Purse
100	-	-	12+	-
1000	11+	-	11+	12+
2000	9+	+1	9+	10+
5000	7+	+1	7+	9+
10000	5+	+2	5+	7+
Exact Roll	Dismissed	-	Rebellion	Dismissed

Exceeded Roll	Automatic Trial	-	Rebellion	Trial
A player must order the exact amount to be embezzled. A - denotes that such amount may not be embezzled by that office holder.				
The Delegation Bursar may embezzle once per Mission. If such embezzlement has occurred, the Mission Modifier is applied to the Mission's MR.				
Papal Legates may raise excessive taxes once per season.				
The Keeper of the Papal Purse may embezzle once per season. If the Keeper of the Papal Purse is to be tried, the judge will be the Secretarius Intimus. A guilty verdict results in the Humiliation of the character, unless the Pope commutes the sentence. An NPC will convict on 7+ on 2d6. If the Keeper of the Papal Purse is caught, but not found guilty, the Appointment is still lost.				

15. The Justice System

1. From time to time, those who break the law will find themselves having to face the consequences.
2. In some circumstances, arrests are automatic. However, it cannot be assumed that the [Inquisitor](#) will prosecute any particular case, since demands on his time, politics and his view of the assembled evidence may persuade him to do otherwise.
3. If the Inquisitor is a PC, he may issue an arrest warrant, regardless of the presence of any evidence, as a pre-monthly action unless a trial is already scheduled for that month.
4. To make an arrest, either the Inquisitor or one of his "Eyes and Ears", must be in the same location as the target in any week of that month. A character who is on a Mission may not be arrested in this way. To arrest a character who is working, entertaining at home or doing nothing, the Inquisitor or Eyes and Ears must have ordered "Arrest [name of target] at home". A week's arrest attempt at a named School is needed if the person is studying at that school. If the target is actually committing a crime that week, e.g. stealing, he is arrested and found out. If that crime is being committed in a location other than one at which the Inquisitor or his Eyes and Ears are present, the arrest is made by an NPC.
5. An arrest attempt negates any other actions planned for that week if successful, although an arrest attempt "At Home" cannot be combined with any other actions.

Example: The Inquisitor orders "Week 2: Attend Gianluca's party at the Capitoline. Arrest Silvio if present.". One of the Inquisitor's Eyes and Ears orders "Week 2: Arrest Silvio at home", whilst the remaining Eyes and Ears orders "Week 2: Arrest Silvio at the Juvenal School of Wit". If Silvio attends Gianluca's party, the Inquisitor will arrest him, but not participate in the party (no carousing, Toadying or SP), whilst the Eyes and Ears do nothing that week. If Silvio goes to the Capitoline, but not the party, the Inquisitor will attend the party (thus carousing, Toadying and receiving SP for attendance) and the Eyes and Ears will still do nothing. If Silvio spends Week 2 studying Wit, the Eyes and Ears present at that School makes the arrest, whilst the other does nothing.

6. If the arrest attempt fails, the warrant becomes public knowledge. The Inquisitor may continue to seek an arrest the following month, or cancel the warrant.
7. If arrested, a character loses any actions from that week and spends the remainder of the month in prison awaiting trial. This is common knowledge.
8. Once an arrest has been made, the Inquisitor must announce the charges being brought. The trial must be held in the first week of the month following the arrest, else the prisoner must be released as a pre-monthly action.
9. Trials for [Minor Crimes](#) and [Serious Crimes](#) are judged by the [Papal Legate for Rome](#) in accordance with the [Crime and Punishment Table](#). The [Secretarius Intimus](#) tries [Capital Crimes](#) in accordance with the same table. If the Secretarius Intimus is being tried, the Pope acts as the judge. A PC Papal Legate for Rome or Secretarius Intimus simply decides whether the accused is guilty or not and states this in his orders; he must spend that week attending the trial unless he has delegated the role of judge in the case and the power of sentencing to an NPC Councillor.
10. Witnesses must make themselves known through the mailing list or via the GM prior to the [Orders Deadline](#). Each witness must be of an equal or higher SL than the accused and may not be from the same, a friendly or an enemy Faction. The witness must spend the week of the trial attending the trial and may not remain anonymous. A witness does not have to tell the truth. A summary of a witness' testimony may be sent to the mailing list or with his orders.
11. The Inquisitor may not be a witness although his Eyes and Ears may be.
12. Only PCs may be appointed as the Inquisitor's Eyes and Ears. Since they are not in receipt of formal Appointments, the Eyes and Ears may be dismissed by the Inquisitor at any time.

Crime Classification Table

Minor Crimes	Bribery, Stealing, Refusing to Pay Debts, Embezzling less than 100 Ducats

Serious Crimes	Accepting a Bribe, Boorish Conduct, Embezzling 100-500 Ducats
Capital Crimes	Treason, Being Tedious, Gross Incompetence, Equivocating, Embezzling more than 500 Ducats

Crime and Punishment

Accused SL	Charge	Guilty on 2d6	Sentence	SL change
1-2	Minor	Automatic	1 month of imprisonment	
	Serious	4+	Disgraced , must serve 3 months on a Mission.	
	Capital	6+	Humiliated. If sentence commuted by the Pope, the character is Disgraced, must serve 12 months on a Mission, loses his Estate, all Houses and Appointments and is demoted 1 rank.	-1 SL
3-5	Minor	4+	1 month of imprisonment and fined 1d6*50	
	Serious	6+	Disgraced, must serve 3 months on a Mission.	
	Capital	8+	Humiliated. If sentence commuted by the Pope, the character is Disgraced, must serve 12 months on a Mission, loses his Estate, all Houses and Appointments and is demoted 1 rank.	-1 SL

6-8	Minor	5+	3 months of imprisonment and fined 1d6*100	
	Serious	7+	Disgraced, must serve 6 months on a Mission.	
	Capital	9+	Humiliated. If sentence commuted by the Pope, the character is Disgraced, must serve 12 months on a Mission, loses his Estate, all Houses and Appointments and is demoted 1 rank.	-1 SL
9-12	Minor	6+	3 months of imprisonment and fined 1d6*150	
	Serious	8+	Disgraced, must serve 9 months on a Mission. Loses Estate, all Houses and Appointments. Demoted 1 rank.	-1 SL
	Capital	10+	Humiliated. If sentence commuted by the Pope, the character is Disgraced, must serve 12 months on a Mission, loses his Estate, all Houses and Appointments and is demoted 1 rank.	-1 SL
	Minor	7+	3 months of imprisonment and fined 1d6*200	-1 SL

13-16	Serious	9+	Disgraced, must serve 12 months on a Mission. Loses Estate, all Houses and Appointments. Demoted 1 rank.	-1 SL
	Capital	11+	Humiliated. If sentence commuted by the Pope, the character is Disgraced, must serve 12 months on a Mission, loses his Estate, all Houses and Appointments and is demoted 1 rank.	-1 SL
17+	Minor	8+	3 months of imprisonment and fined 2d6*200	-1 SL
	Serious	10+	Disgraced, must serve 12 months on a Mission. Loses Estate, all Houses and Appointments. Demoted 1 rank.	-1 SL
	Capital	12+	Humiliated. If sentence commuted by the Pope, the character is Disgraced, must serve 12 months on a Mission, loses his Estate, all Houses and Appointments and is demoted 1 rank.	-1 SL

Modifiers: +/-1 per witness for the Defence or Prosecution, no more than two each side; a further +/-1 if the witness is a Cleric of the rank of Bishop or lower; a further +/-2 if the witness is a Cleric of the rank of Archbishop or above; +2 if the accused committed the crime

On 8+ on 2d6 the Pope will commute a sentence of Humiliation. The Inquisitor may assume the portfolio of a guilty Councillor if he meets the minimum requirements for that post.

16. Mass and Confession

Mass

- 1.** Attending mass is a weekly action which gains the character 1 SP. The cost is the character's SL in Ducats, representing his donation. Court Companions may be taken, provided that their collection is paid for by the accompanying character.
- 2.** Those attending mass have no cause for Debates with others who attend the same service.

Confession

- 3.** It is assumed that all characters regularly attend confession. Hence there is no need to order such attendance.

17. Clubs and Salons

Clubs

1. There are seven Clubs in Rome which a character may apply to join. These are listed in the [Clubs Table](#).
2. A character may only belong to one Club at any time. He is automatically excluded if he ceases to meet the membership requirements or fails to pay his monthly dues.
3. SP are gained for membership, regardless of whether or not a character visits his Club.

Salons

4. Characters who lack [Court Companionship](#) may attend a Salon in order to keep abreast of the latest developments in Rome. Regardless of a character's SL, there will always be someone in Rome who is willing to gossip. Hence there will always be a Salon available.
5. There is a 1 in 36 chance that a character attending a Salon may be called upon to give a donation whilst there. If this happens, the character loses 2*SL Ducats in addition to his Carousing cost.

Carousing

6. The purchasing of liquid refreshment, also known as Carousing, is automatic whenever a character attends a Salon or a party. By contrast, Carousing at a Club needs to be ordered. In each case it costs the character his SL in Ducats and gains him 1 SP. If the character is accompanied by his Court Companion, the latter's Carousing cost is equal to the character's SL in Ducats. In the event that someone else is picking up the tab, the character still receives the SP.
7. When Carousing, a roll of 11+ on 2d6 for a character or 12 on 2d6 for a Court Companion indicates that the individual has become excessively drunk and must roll on the [Drunkness Table](#) for the outcome of that behaviour. The effects of drunkenness do not apply at the [Palatine](#),

[the Capitoline](#) or on [private property](#).

Gambling

- 8.** Gambling may take place at a Club or Salon.
- 9.** No character may place more than 9 bets in a single week.
- 10.** 1d6 is rolled for each of the character and the house, with the higher number winning. In the event of a tie, the house wins. If the character wins, he doubles his stake.
- 11.** The character can cut his losses depending on the house's roll, in which case only half the stake is lost. If a character wishes to do this, his orders must clearly state which numbers trigger the condition.
- 12.** When gambling, the character not only gets his cash winnings but also +1 SP per win and -1 SP per loss or cut. In addition, if the gambling has taken place at a Club, the total amount bet in a week is divided by the gambling divisor listed in the [Clubs Table](#), the rounded down result of which is gained in SP.

Toadying

- 13.** Characters can benefit from being seen in the company of their betters. Doing this at a Club, party or Salon is called Toadying.
- 14.** Toadying can only be done in conjunction with [Carousing](#). Toadies must pay Carousing costs equal to the SL of the individual being Toadied to. At a party, the Carousing cost for each guest is equal to the SL of the host, or the guest's own SL if higher. The Carousing cost for a Court Companion at such an event is equal to the higher of the host's and the accompanying character's SLs. For the host it is equal to his own SL or that of the guest with the highest SL, whichever is the higher.
- 15.** As shown on the [Toady Table](#), a guest gains a certain amount of SP by Toadying and the host may gain or lose SP.
- 16.** Any character may Toady another if he has permission to do so from the person being toadied to. More than one person may toady the same character in a week.

17. Toadying with [Giulio de' Medici](#) takes place at the [Palatine](#).

18. Holding a party is a opportunity for benefiting from Toadying. The orders for the host must include the location and week of the party, the admission criteria and details of whether the guests' costs are to be met by the host, e.g. admit all SL 5+ except the Barberini, costs paid for SL8+, Court Companions admitted but not paid for. A corresponding Announcement should be made in the [Announcements Database](#) for the relevant month by the [Announcements Deadline](#) and in-character invitations should be sent to the VaticanEnGarde mailing list. Bonus SP may be awarded to the host if his orders include details of the food, wine and entertainments provided.

19. Members of rival [Factions](#) attending the same Club will not be considered have cause for a [Debate](#) unless they are attending the same event.

20. At a party, the host automatically allows guests to Toady and guests automatically Toady to the host or the guest of honour if the latter is a higher SL PC. A guest at a party who has a higher SL than the host acts as if he allows the host to Toady to him. Subject to this, an individual may not Toady and be Toadied to in the same week, and may only Toady one person in any one week.

Example: The host of a party is SL 9 and the party is at his Club, the Quirinal. The first guest is SL 4. The guest gains 8 SP (2 1/2 rounded up for the difference in SL between him and the host, 4 for the different in club rankings between the Celian and the Quirinal, plus 1 SP for carousing.) The host does not gain or lose SP, whereas a guest of SL 1 or 2 would have lost him 1 SP. The second guest is SL 13 so a "reverse toady" is in effect. The second guest gets just 1 SP for carousing, whilst the host gets 2 SP for 1/2 the difference between their respective SLs.

21. For all events other than parties, a character's orders should indicate to whom he will Toady and who he will allow to Toady to him. Should a character not be admitted to an event without having provided alternative orders, then he will do nothing that week, even if the event was due to be held at his Club.

Clubs Table

Rank	Name	Requirements	Monthly Dues	Monthly SP	House Limit (Minimum)	House Limit (Maximum)	Gambling Divisor
1	The Palatine	SL 18+, Cardinal or Councillor	50	10	150	None	600
2	The Capitoline	SL 12+	30	8	100	None	500
3	The Quirinal	SL 9+	20	6	40	200	300
4	The Viminal	Swiss Guard	20	4	50	250	300
5	The Aventine	SL 7+	15	4	30	150	200
6	The Esquiline	SL 5+	10	3	20	100	150
7	The Celian	SL 3+	5	2	10	50	150

Drunkenness Table

Dice Roll	Outcome for Character (11 +)	Outcome for Court Companion (12)
2	Noticed by someone important. Gains a level 6 Influence.	The Court Companion proposes to the character that they become Confidantes. The character may accept the proposal even if the 6 month Companionship Requirement has not been met. If the proposal is rejected, the relationship is terminated.
3	Everyone has a good natured and roaringly good time. +3 SP.	Impresses a senior church official and gains a level 5 Influence for the character.

4	Buys a round of drinks for the house. Cost is 1d6*SL. +2 SP.	Sufficiently impresses a courtier that the Court Companion's Carousing costs are paid for by that courtier (character does not have to pay Court Companion's costs).
5	Gambles and wins 1d6*SL. +2 SP.	Makes the character buy a round of drinks for the house. Cost is 1d6*his SL. +2 SP.
6	+1 SP for being so entertaining.	Is the life and soul of the party, +1 SP for the character.
7	Spends his SL in Ducats. No other effect.	Costs an additional 1*SL in Ducats. No other effect.
8	Becomes incoherent. 2d6 damage to Reputation, although cannot be Humiliated by this.	Becomes highly embarrassed by own behaviour. Will not go out again this month.
9	Gambles and loses 1d6*SL. -2 SP.	Embarrasses the character. -1 SP.
10	Insults a guest (determined randomly). There is cause for a debate next month.	Feigns knowledge and is exposed. -2 SP.
11	Gets into a drunken brawl. If SL 12+, fined 10*SL; if SL 11-, spends the next week in prison.	Argues with another Court Companion. -3 SP.
12	<u>Disgraces</u> himself. Cannot return to Rome before he receives an MID.	Decides to end the relationship immediately.

If any cost incurred from this table by the character cannot be met, the character loses 1d6 SP. If any cost incurred from this table by the character's Court Companion cannot be met, the character loses 1d6 SP and the Court Companion ends their relationship.

Toady Table

Difference in SL	0-3	4-6	7-8	9-10	11+
SP awarded	+1	0	-1	-2	-3

18. Court Companionship and Confidantes

Court Companionship

1. In order to keep up with events in Rome, a character is expected to have Court Companionship (CC) every month. One who does not will be considered to be out of touch with Court news, thus suffering a loss of status. The SP loss is a cumulative -2 SP per month since the last month in which the character had CC. Hence a character who has not had CC for 3 months will suffer -2 SP the first month, -4 SP the second month and -6 SP the third month. Months spent on a Mission or in prison do not incur this penalty, any pre-existing penalty being suspended during such time and renewing thereafter.
2. CC is not automatic. It must be ordered as a weekly action.
3. CC may be obtained by spending a week with a Court Companion or at a [Salon](#).
4. If CC is obtained at a Salon, it costs the character 2*SL in Ducats.

Court Companions

5. By far the best and most consistent method of assuring CC and a certain amount of SP per month is by having a Court Companion. Court Companions must be sought out, won, supported and may even become a character's [Confidante](#) in time.
6. Success at seeking out a Court Companion counts as CC for that month, as does visiting or attending an event with that Court Companion. Simply having a Court Companion is not sufficient to fulfil the monthly CC requirement.
7. Court Companions have SL and may be Brilliant (B), Wealthy (W) and Influential (I).
8. Attempting to seek out a Court Companion is a weekly action. Orders must indicate the Court Companion's name and the amount of money being spent, the minimum being 3*her SL in Ducats. The difference between the character's SL and the Court Companion's gives the chance of

success as rolled on 1d6 and determined from the [Court Companion Table](#). The following modifiers and failure rules apply to the roll:

- +1 for every 3*her SL spent, unless the Court Companion is wealthy.
- -1 if the Court Companion is already attached, -2 if an Unofficial Confidante, -3 if already a Confidante.
- +1 if the character has won a Debate concerning the Court Companion that month.
- An unmodified die roll of 1 always fails.

9. A character may not seek out a Court Companion at a party or a Club, nor any whose SL is more than 6 higher than his own.

10. Orders for seeking out a Court Companion should include the details of who the character will defer to, e.g. members of his own Faction. If all characters defer to each other, then only the character highest up the [Greasy Pole](#) will seek out the Court Companion that week. If a character defers to another, he does not incur costs for having attempted to seek out that Court Companion.

11. If two or more individuals simultaneously attempt to seek out a Court Companion and are unwilling to stand down to each other, each such character incurs the costs of attempting to seek out the Court Companion, but is ignored by the Court Companion. The competing characters have automatic cause for a [Debate](#) at the start of the following month.

12. Unless wealthy, a Court Companion costs 3*her SL in Ducats every month in upkeep, even if a character is on a Mission or in prison.

13. A character gains 1 SP per month for having a Court Companion, an additional 1 SP if the Court Companion is Brilliant, plus the difference in SL between them if the Court Companion's SL is the higher.

14. If a character has a Court Companion, she will use her [Influence](#) on behalf of him in accordance with the [Court Companion Influence Table](#).

15. Upkeep for a Court Companion is paid and SP received by the character who last successfully sought her out.

16. A character may only have one Court Companion at a time.

17. If a character already has a Court Companion and succeeds in seeking out another, the original Court Companion is left. If he fails, there is a 1 in 6 chance that he will have been indiscreet, causing her to leave him. If there are grounds for a Debate due to two or more characters seeking out the same Court Companion simultaneously, each will lose any existing Court Companion.

18. If a Court Companion is not receiving visitors due to [drunkenness](#) earlier that month or is out with another character, the suitor has wasted a week. No attempt is made and no cost incurred.

19. Stealing another character's Court Companion gives automatic cause for a Debate, as does an indiscreet attempt at seeking out another's Court Companion, Unofficial Confidante or Confidante. An attempt will have been indiscreet if the Court Companion was at home with another character when the suitor called or upon a roll of 1 on 1d6 whenever any other attempt is made upon an attached Court Companion.

20. In the post-monthly phase there is a 1 in 36 chance that the SL of an attached Court Companion, Unofficial Confidante or Confidante will go up by 1.

21. The SL of a Court Companion cannot exceed 21 and no extra influence is gained for those with an SL over 18.

Confidantes

22. For a Court Companion to consider becoming a character's Confidante, the relationship between the two must have lasted for at least the last 6 consecutive months. The character's proposal is a weekly action costing 15*her SL in Ducats. The prospect of success is the same as for an attempt by that character to seek her out. That die roll may not be modified. On a roll of 1 there is a 50% chance that the Court Companion will end the relationship. If the proposal is successful, the Court Confidante becomes the character's Unofficial Confidante.

23. After a successful proposal, the character must, within 6 months, announce and hold a party to formalise the relationship as that of Confidantes. Before the party can take place, the character must have a [Palazzo](#) or larger property. The party lasts an entire weekend (the cost and SP results are doubled). The guest list for the party must include everyone of the character's own [Faction](#) and everyone of the character's SL and above, with the exception of members of his enemy Faction. The host may also invite any other guests he would normally be entitled to invite to a

party. As a consequence of the party, the host character goes up 1 SL and receives 1 favour from the Confidante, or 2 if she is Influential, of the level specified in the [Court Companion Influence Table](#).

24. Once the party has been held, the host character may not end his relationship with the Confidante or seek another Court Companion during the currency of that relationship.

25. If the party does not take place within 6 months of a Court Companion becoming an Unofficial Confidante, the Court Companion will terminate the relationship.

26. If an Unofficial Confidante is successfully sought out by another character, the earlier relationship is ended and there are grounds for a Debate between the two characters.

27. When seeking out a Confidante, a character must choose whether to be discreet for not. If discreet, he gets CC but no SP, whilst the other character gets FC but loses 3 SP each month. If the other character is on a Mission, the SP loss is held over until his return. If the successful suitor chooses indiscretion, he gets both CC and SP for the Confidante as if she were his Court Companion, whereas the other character loses half his SL in SP each month. If the liaison is indiscreet, every month in which the new relationship continues gives rise to fresh grounds for a Debate between the two characters.

28. If a Confidante is successfully sought out by another character, the earlier relationship continues, but there is a 1 in 6 chance every month that the new relationship continues that the Confidante will transfer her allegiance to the successful suitor. Should the Confidante transfer her allegiance, the earlier relationship ends, there is cause for a Debate between the two characters and all three parties involved lose 1 SL through the scandal.

29. The new relationship ends at the end of the last month in which the successful suitor spends time with the Confidante.

Court Companion Table

Character SL - Court Companion SL	+3 or higher	0, +1, +2	-1, -2, -3	-4, -5	-6
Die roll required on 1d6	2+	3+	4+	5+	6

19. Housing, Estates and Commemorative Medals

Housing

1. Houses of various descriptions may be purchased for cash as a weekly action in accordance with the [Housing Table](#). Shortages of supply in an area of the property market will be announced in the press.
2. Houses may be sold back to the market for 75% of cost, or sold to another character upon whatever terms those characters agree between themselves. Both of these are pre-monthly actions.
3. No House may be left in a will. All such property reverts to the state upon death.
4. Failure to pay the monthly cost of any House owned results in a loss of one SL.
5. Falling below the minimum SL required to purchase a House already owned incurs no penalty.
6. Any character with a Court Companion or Unofficial Confidante must acquire a House or an Estate before that individual can become his Confidante.
7. Private parties may be held at one's House. The maximum number of guests, including Court Companions, at such an event is shown in the Housing Table. The guest total does not include the host and his Court Companion. Guests at a private party receive half of the difference between their SL and the minimum SL required for that class of property in SP, rounded up, e.g. an SL 7 guest at a party at a Large Villa gets 2 SP in addition to that which he receives for carousing and toadying.
8. The effects of drunkenness do not apply at private parties.
9. The owner of a [Large Villa](#) or [Castello](#) may host a ball once per season (carousing costs are doubled). All attendees and the host get an additional 1 SP for being at such a ball. On 6+ on 1d6, which may be influenced, [Lucrezia de' Medici](#) will attend and allow all guests to toady to her.

10. If more people try to attend a party than can be accommodated at the property, they will be admitted in descending SL order unless the host orders otherwise.

Estates

11. Orphans of noble parentage are the only characters who have Estates when they arrive in Rome.

12. The Pope will consider granting an Estate to a character in the following circumstances:

- For every 3 MIDs received by the character.
- In December for Papal Legates and Councillors.
- When a character obtains an MR of 1 while leading a Faction or Chapter.
- When a character obtains an MR of 1-2 whilst a Delegation, Assistant Delegation or Coalition Leader.
- When a character obtains an MR at least 3 better than his immediate superior.
- For every 4 of the character's compositions which are accepted by the Collegio Romano.

13. The Pope will grant an Estate on a 6 on 1d6. That decision cannot be Influenced, although there is a -1 modifier for every 3 SL the character is above the minimum required.

14. Anyone below the minimum SL required for that Estate, as shown on the [Estates Table](#), or in prison does not qualify for the Estate attempt.

15. If more than one occasion for an Estate attempt occurs in a season, each will be tried until an Estate is received or all attempts have been resolved. Failed past attempts have no effect upon subsequent attempts.

16. Once an Estate has been awarded to a character in a season, he may not receive another Estate that season.

17. If a character is awarded an Estate, his SL is increased to the new SL listed in the Estates Table if his SL is currently lower than that new SL.

18. As for a House owner, an Estate owner receives monthly SP based upon the type of Estate held and there is no penalty if he falls beneath the minimum SL required for such an Estate to be awarded. Unlike a House owner, he receives a monthly income from the Estate and there is no monthly upkeep fee. The level of each of these benefits to the Estate owner is determined from the Estates Table.

19. Private parties and balls may be held at Estates. The limitations upon and benefits derived from any such event are the same as if the event had been held in a House of the same size, save that if the event is held at an Estate outside of Rome, each attendee incurs a 5 Ducat transportation cost. If a host offers to pay his guests' costs, that offer will include the transportation costs.

20. An Estate received from the Pope may not be sold, nor may it be left to another in a Will.

Commemorative Medals

21. If the Pope has not seen fit to grant an Estate to a character (i.e. a failed Estate attempt or insufficient SL), the character receives a chance of a Commemorative Medal being struck in recognition of his achievements. This will happen on a roll of 6 on 1d6. That decision cannot be Influenced, although there is a -1 modifier for every 3 SL the character is above SL 6.

22. Successive medals are minted in metals of increasing value, as shown in the [Commemorative Medals Table](#).

Housing Table

Type of House	Minimum SL	Initial Cost	Monthly Cost	Monthly SP	Maximum Guests
Palazzo	4	400	10	1	8
Fine Palazzo	6	600	20	2	12
Small Villa	8	1000	30	3	20

Large Villa	10	2000	40	4	30
Fine Villa	12	3500	50	5	40
Castello	14	5000	60	6	50

Estates Table

Estate Residence	Minimum SL	New SL	Monthly SP	Revenue
Palazzo	6	10	5	-
Fine Palazzo	7	11	10	1d6*10
Small Villa	8	12	15	1d6*20
Large Villa	9	13	20	1d6*30
Fine Villa	10	14	25	1d6*40
Castello	11	15	30	1d6*50

Commemorative Medals Table

Medal	Monthly SP	Monthly Income
Tin	7	-
Bronze	9	-
Silver	12	5
Gold	15	25

20. The Medici and the Papal Court

The Medici

1. The senior members of the Medici are:

- The Pope, Leo X (SL 25)
- Lucrezia de' Medici (SL 24)
- Giulio de' Medici (SL 23)

2. The Pope, Lucrezia de' Medici and Giulio de' Medici may be invited to functions by SL 14+ characters. A random member of the Medici will attend on a roll of 8+ on 1d6, modified by +1 for every 2 SL above 14 and which may be Influenced by an I8.

The Papal Court

3. The Papal Court is where all powerful characters should strive to be recognised and where true power rests. It can be a rewarding environment for the well-prepared or a hazardous one for the naive.

4. The Papal Court consists of the following persons:

- Secretary to the Pope
- Delegation Bursar
- All Councillors
- Papal Commissioner for Archaeology
- Papal Mathematician
- Curator of the Papal Library

- Master of the Papal Chapel
- Owners of Fine Palazzos or larger Estates
- Patriarchs
- Cardinals
- The Court Companions of the above persons

5. A Secretary to a member of the Papal Court may attend when such member of the Papal Court attends. The Secretary does not gain SP for attendance but has a normal chance of attracting notice.

6. Save for all Councillors when a Conclave is in session and certain Councillors if an Envoy is at Court, attendance at Court is not compulsory for those invited.

7. The SP gained for attending the Papal Court is equal to the difference in SL between the Pope and the character, plus 1 SP. The cost of attending the Papal Court is 25 Ducats per visitor, representing the cost of new clothes, etc. Each character must pay the cost of his Court Companion, if so accompanied.

8. All guests have a chance of attracting notice (12 on 2d6) while at Grand Court or a Grand Ball. If noticed, a member of the Medici has paid special attention to the character in accordance with the [Papal Notice Table](#). A 2+ on 1d6 determines the level of notice.

Court Events

9. Each month, 2d6 are rolled to determine the location of the Papal Court and 1d6 for its activities each week. +1 is added to the location roll in Summer and -1 in Winter. The results in each case are determined from the [Court Events Table](#). The events for the forthcoming month are published in the [Vatican Observer](#).

10. The Court activities are as follows:

- Grand Court: This is a simple social gathering. The full Papal Court is invited. Each attendee makes an [Etiquette Ability Check](#) having the consequences set out in the [Etiquette Ability Gains and Losses Table](#).

- **Conclave:** All Councillors are required to attend to discuss affairs of state with the Pope. Each attendee makes an [Administration Ability Check](#) having the consequences set out in the [Administration Ability Gains and Losses Table](#).
- **Grand Dinner:** The Pope hosts a lavish banquet. The full Papal Court is invited. Each attendee makes an Etiquette Ability Check which has the consequences set out in the Etiquette Ability Gains and Losses Table.
- **Grand Ball:** The Pope hosts a Grand Ball. The full Papal Court is invited. An attendee will not be able to Toady to the Pope unless he gets a Triumphant Success on his Etiquette Ability Check which has the consequences set out in the Etiquette Ability Gains and Losses Table in addition to enabling the character to Toady to the Pope. If a character does not Toady to the Pope, he may still be noticed by other members of the Medici.
- **Address Faction:** The Pope will choose 1 Faction on a Mission to address. A character in that Faction gains 6 SP which will be held over until he next returns to Rome.
- **Envoy:** The Pope receives a visit from a Foreign Envoy. The rank of the Envoy and the Councillors required to attend are shown in the [Envoy Table](#). The Pope may throw a Grand Ball to celebrate the occasion, if the number shown is rolled on 1d6. If the Pope decides not to hold a Grand Ball, each Councillor required to attend Court makes an Administration Ability Check which has the consequences set out in the Administration Ability Gains and Losses Table. If a Grand Ball is held, the same Councillors are required to attend, but all other members of the Papal Court may also attend and all attendees will make an Etiquette Ability Check, rather than an Administration Ability Check.

11. All SP gains or losses from the Etiquette and Administration Ability Check Tables are doubled for a check at Court.

Audience with the Pope

12. Characters attending Court may request an Audience with the Pope once per month in conjunction with attendance at a Grand Court or Grand Ball. Only one audience will be granted per season.

13. The Papal Confidant controls who gets an audience. He will grant an audience on a 7+ on

1d6, may be influenced with an I7. That roll is modified as set out in the [Papal Audience Table](#).

14. If an audience is granted, the character is presented to the Pope and must make an Etiquette Ability Check. If the check succeeds, the character will receive a [Papal Favour](#) or may assign a [Papal Disfavour](#) to one of his enemies if his orders identify the enemy to be targeted. If the check is failed, then the character suffers a Papal Disfavour.

Papal Notice Table

Roll on 1d6	Who Notices	Effect
1	The Pope's Confidant	I4
2	One of the wider Medici family	I5
3	One of the Pope's siblings	I6
4	Giulio de' Medici	I7
5	Lucrezia de' Medici	I8
6	The Pope	I9

Court Events Table

Location roll (2d6)	Location	Weekly Activity Roll (1d6)					
		1	2	3	4	5	6
1-4	Vatican Palace, Rome	None	Conclave	Grand Dinner	Grand Court	Envoy	None
5-7	Lateran Palace, Rome	None	Conclave	None	Grand Court	Envoy	Grand Ball
8-9	Medici Palace, Florence	None	Conclave	None	None	Envoy	Grand Ball
10	Florence	None	None	Grand Dinner	None	None	Grand Ball

11-13	Mission	None	None	Address Faction	Address Faction	None	None
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Etiquette and Administration Check Table

Ability / Roll on 1d6	1	2	3	4	5	6
1	6	6	5	4	4	3
2	6	5	5	4	3	3
3	6	5	4	3	3	2
4	5	5	4	3	3	2
5	5	4	4	3	2	2
6	5	4	3	3	2	1
7	4	4	3	2	2	1
8	4	3	3	2	1	1
9	3	3	2	2	1	1
10	3	3	2	1	1	1
Key						
Triumphant Success (+2 SP)	1					
Very Well Done (+1 SP)	2					
As Expected (no bonus)	3					
Average Job (no penalty)	4					
Could Have Been Better (-1 SP)	5					
Terrible Mishap (-2 SP)	6					

Etiquette and Administration Ability Gains and Losses

Situation	Ability change
Ability less than (7 - Ability Check Result)	+0.25
Ability Check Result = 1	+0.25
Ability Check Result = 5 or 6	-0.25

Envoy Table

Roll on 1d6	Envoy Rank	Councillors Required to Attend	Ball (1d6)
1-2	Minor	Secretarius Intimus	6+
3-5	Major	Secretarius Intimus, Councillor for Concord	4+
6	Royalty	All Councillors	2+

Papal Audience Table

Modifier	Rank, Estate or Appointment Held
+4	Secretarius Intimus, Councillor for Concord, Castello
+3	Other Councillors, Fine Villa
+2	Bishops and more senior Clerics, Large Villa
+1	Small Villa
<i>These modifiers are not cumulative</i>	

Papal Favours Table

Roll on 2d6	Favour Granted
12	Estate awarded (automatic)
10-11	I9
8-9	Estate attempt
7	Invitation to Toady
6	Gift of 3d6*100 Ducats
5-	MID

Papal Disfavours Table

Roll on 2d6	Disfavour Received
13+	Not invited to Court for 1 year. If a Councillor, lose also Appointment.

9-12	Lose Appointment
7-8	Lose 1 rank
6	<u>Disgraced</u> and sent on a Mission for 12 months.
4-5	Character is found guilty of improper conduct. All assets confiscated.
3	Loss of Estate and all Houses for 12 months.
2	Character is Humiliated
<p><i>Modifiers (determined by party initiating roll, not necessarily the target of Papal displeasure): +5 if Secretarius Intimus or Councillor for Concord; +4 Castello Estate owner; +3 Fine Villa Estate owner; +2 Large Villa Estate owner; +1 Small Villa Estate owner.</i></p>	

21. Influence, Intrigue and Bribes

Influence

1. Influence, in the form of favours of a particular level, can be acquired from a [character's own SL](#), his [Court Companion](#), an [Appointment](#) or NPC's in certain situations. Such influence can be used to modify certain decisions made by NPCs, but not PCs.
2. Influence from a character's SL is gained at the start of each season. The Influence given by Court Companion to a character who has successfully sought that Court Companion out renews each January. Influential Court Companions have additional influence which is also annual. Influence derived from Appointments is seasonal and is first gained when the Appointment is made.
3. All periodic Influences are available for use in the first month of the new period.
4. All periodic Influences lapse prior to the start of the next period. Influence received in special circumstances may be kept until used.
5. The [Influencing NPCs Table](#) shows the minimum level of Influence needed to modify the die roll on a decision made by an NPC depending on the NPC's rank and/or position. Most decisions made by an NPC can be influenced in either direction with the appropriate Influence. If the Influence is of a higher level than that required, the character gets an additional +1/-1 modifier for every level his Influence is above that required. Moreover, 2 Influences may be combined to produce an Influence one level higher, e.g. Marco uses 2 I4s, yielding a result as if he had used 1 I5.
6. Unless stated otherwise, an NPC will make the decision the character requires on a 7+ rolled on 1d6. A roll of 1 always fails, regardless of the Influence used.
7. Unless a character is using [Intrigue](#), any application that he is making that can be Influenced must be Announced in the [Announcements Database](#) for the relevant month by the [Announcements Deadline](#). This gives other characters the opportunity to use their Influence for or

against the application. The character making the application should also send an in-character post to the VaticanEnGarde mailing list which contains an OOC (out-of-character) note at the bottom of the post with details of the application being made, e.g. OOC: Giacomo applies to join the Barberini as a Seminarian.

8. A character wishing to use Influence for or against an application listed in the Announcements Database need not make an Announcement to that effect. However, once the result of the other character's application is known, it is likely that the details of those who supported and opposed the application will also be common knowledge.

9. Requesting to be excused from Faction or Swiss Guards duties must be Announced.

10. Influence may not be sold or transferred between characters. It may, however, be used to benefit another character for whatever compensation that those characters agree between them.

11. Use of Influence, including the level used, who is being influenced and the intended aim must be specifically stated in a character's orders.

12. If Influence is to be used by one PC to benefit another PC, it is the former who must order what the Influence is to be used to achieve.

Intrigue

13. A character may decide to use Intrigue if he wishes to avoid Announcing that he will be seeking to Influence a decision in circumstances in which he would otherwise be required to make such an Announcement. Alternatively, Intrigue may be used if a character who is opposing the effects of an Announcement does not wish his opposition to be generally known. However, there is always a small risk that the Intrigue will be exposed. In each case, the possible results of the Intrigue are set out in the [Intrigue Use Table](#).

14. If the Intrigue is effective, the Influence which the character uses is applied as if it were 1 level lower than its actual level.

15. An example of the use of Influence and Intrigue follows:

Alessandro has Announced that he will apply for the post of Secretary to the Archbishop. After his personal modifiers are applied, he needs 4+ on 1d6 to get the Appointment. To assist his Application, he uses an I4, which is the minimum

needed to Influence the Archbishop who makes the Appointment. He thus gains a +1 modifier to his roll, meaning he will now get the Appointment on a 3+. Francesco, one of Alessandro's rivals, uses an I6 against him by way of Intrigue. The Intrigue roll is successful. Thus the modification is -2 (-1 for the Influence and an additional -1 since the Influence is 2 levels higher than the minimum required but only counts as 1 higher as Intrigue was used). The die roll required by Alessandro is now 5+.

16. A character's orders must specifically state if an Influence is being used with Intrigue. If this is not done, Intrigue will not apply.

17. If a character orders that an Influence is to be used with Intrigue, but the level of Influence specified when applied with Intrigue is insufficient to Influence the intended target, no action is taken.

Bribes

18. Influence can also be acquired in the form of bribes.

19. The cost for each level of Influence is shown in the [Bribe Cost Table](#).

20. The effect of each bribe is determined from the [Bribe Use Table](#). That roll cannot be influenced. A roll of 4+ indicates that the bribe has been accepted and the Influence acts as normal. A roll of 2-3 indicates that the bribe was pocketed but no Influence was gained. A roll of 1 indicates that the money was turned over and the bribe reported to the Inquisitor.

21. If a bribe is reported, the Inquisitor may bring charges. An NPC Inquisitor will bring bribery charges on 4+ on 1d6 and may be influenced. A PC Inquisitor must decide whether or not to bring bribery charges. The consequences of a trial for Bribery are set out in the [Crime and Punishment Table](#).

22. The use of a bribe need not be Announced, although it must be specified in a character's orders.

23. If a bribe is being used to influence the outcome of a trial at which the person making the bribe is the accused, the following results occur:

- If the trial is for a [Minor Crime](#) the character is automatically found guilty.
- If the character was acquitted of a [Capital Crime](#) he is instead found guilty of a Minor Crime.

Influencing NPCs Table

Rank/Position	Level of Influence, Intrigue or Bribe Required
Pope	9
Lucrezia de' Medici, Giulio de' Medici	8
Councillor, Keeper of the Papal Purse, Secretary to the Pope	7
Cardinal, Inquisitor, Delegation Leader, School Directors, Director of the Collegio Romano, Castello owner	6
Patriarch, Assistant Delegation Leader, Papal Legate, Fine Villa owner	5
Archbishop, Coalition Leader, Large Villa owner	4
Bishop, Colonel, School Instructor, Small Villa owner	3
Canon, Lt. Colonel	2
Priest, Deacon, Major, Captain	1

Personal Influence Table

SL	22	21	19-20	17-18	15-16	13-14	11-12	9-10	7-8
Influence	9	8	7	6	5	4	3	2	1

Court Companion Influence Table

SL	18+	17	16	15	14	13	12	11	10	9	8	7	6-
Influence	9	8	7	6	6	5	4	4	3	2	1	-	-
Additional if Influential	9	9	8	7	6	5	5	4	4	3	3	2	1
Upon becoming Confidante	9	8	7	6	6	5	5	4	4	3	3	2	2

Intrigue Use Table

Roll (2d6)	2	3	4+
Result of Intrigue	No effect	Intrigue effective, but exposed	Effective

Bribe Cost Table

Bribe (Ducats)	50	100	200	400	650	1000	1500	2500	5000
Influence Equivalent	1	2	3	4	5	6	7	8	9

Bribe Use Table

Roll (1d6)	1	2-3	4-6
Result of Bribe	Bribe reported to Inquisitor	NPC takes money but no effect	Effective

22. Debating

Debates

1. A Debate can take place if there is cause between two characters. Some situations automatically give cause, such as meeting a member of an enemy [Faction](#), refusing to stand down over a [Court Companion](#), stealing another character's Court Companion, etc. These instances will be noted in the [Vatican Observer](#) and, if both parties agree, a Debate will take place at the start of the following month.
2. If a challenge is made when there is no automatic cause, a poll will be set up on the VaticanEnGarde mailing list website and all players will be notified by email. If more players vote that there is cause than there is not, then a Debate may be scheduled for the following month.
3. If a character is under half his [Maximum Reputation](#), he may defer a Debate until he recovers to that threshold.
4. If one of the Debaters is away from Rome for 3 months or does not recover to half his Maximum Reputation within that time, the cause for the Debate will lapse.
5. There may only be one pending Debate between any two characters at any given time.
6. A character may Debate with more than one character in any given month, although not with more than one character at a time. The character's orders should make it clear which Debating orders apply to which opponent. In the event that a character has more than one Debate scheduled for a month, those Debates will be conducted in the order that they are listed in the previous month's Vatican Observer.
7. [Recovery of Reputation](#) occurs at the end of the month, not between Debates. Thus if a character is sufficiently [wounded](#) in one Debate, a subsequent Debate will be deferred if the deferral conditions are met prior to its commencement.

Debating

- 8.** Debates consist of a number of Actions performed by each character, each Action being part of a set Routine. The [Debating Tactics Table](#) shows which Actions are involved in each Routine.
- 9.** Once a Routine has been started, it will continue until its end unless a speaker [Admits Defeat or is Humiliated](#).
- 10.** At each step, the actions of the two speakers are compared. If both characters are performing offensive Actions, damage is inflicted simultaneously. The extent of the wound inflicted, i.e. the loss of Reputation, depends upon the [Wit](#) of the attacker and the Action being performed, as set out in the [Inflicting Wounds Table](#).
- 11.** The Debating Tactics Table shows the format in which Routines should be ordered. Routines may be combined to form sequences, such as "Bon mot - Bluster" which would be ordered as "X-X-S-B", or used alone, such as "Propose" which would be ordered as "X-L-X". Only Routines, not Actions, may be ordered, thus a Correction cannot occur in isolation. Debating orders should also include conditions for Admitting Defeat and Accepting an Admission of Defeat.
- 12.** Orders can include 2 optional Routines. If the conditions for an optional Routine arise, the optional Routine will be inserted after the current Routine is completed. The conditions can include the opponent's Actions. Clever use of optional Routines can make the difference between winning and losing.
- 13.** Any mistakes in orders, e.g. incorrectly writing a Routine, will be corrected by the GM insofar as is possible.
- 14.** The following defaults apply to Debating orders unless a character's orders specifically state otherwise:
 - If Reputation under half Maximum Reputation, defer Debate until Reputation recovers to half Maximum Reputation.
 - Admit Defeat if under half Maximum Reputation or able to be Humiliated by one blow (HOB).
 - Accept opponent's Admission of Defeat.
- 15.** Whenever damage would be inflicted, unless from a [Shouted Insult](#), the chance of a wound is

affected by the attacker's [Eloquence](#), as shown in the [Wounding an Opponent Table](#).

16. An attacking Action that is not effective does no damage as it does not wound. It is thus not considered a "touch".

Debating Etiquette

17. Debates may be to First Touch, Second Touch or Until Humiliation.

18. A Debate to First Touch or Second Touch signifies a Debate to the first or second wound (as applicable) inflicted upon a speaker, such wounded party being considered to have been Defeated at that point. Ridicule is not an effective routine for a Debate to First Touch.

19. Until Humiliation signifies that the speakers will continue until one of them [loses all of his Reputation](#), without either necessarily Admitting Defeat or Accepting an Admission of Defeat by the other. Participating in a Debate Until Humiliation is only allowed for serious matters, not routine ones. If this form of Debate is agreed upon, a character may still choose to submit orders in which he would Accept an Admission of Defeat or himself Admit Defeat in certain circumstances. However, a character who does Admit Defeat in a Debate Until Humiliation automatically loses 1 SL.

20. All Debates shall be to First Touch unless both parties agree otherwise.

21. [Ridicule](#) is a legal manoeuvre in Debates but it is seen as the last resort of a desperate individual. Similarly, repeatedly Shouting Insults cannot but harm a character's standing. Accordingly, any speaker who employs Ridicule or repeatedly Shouts Insults suffers a penalty of 1 SP.

The Outcome of a Debate

22. A character Admits Defeat as soon as the conditions for Admitting Defeat are met, even if he is in the middle of a routine.

23. If the Admission of Defeat is accepted, wounds from any offensive Action by the opposing speaker are still applied before the Debate ends.

24. If the Admission of Defeat is refused, the Debate continues for another 2d6 further Actions

before the arbiter manages to break it up. During that time, the speaker who Admitted Defeat carries on Debating, having resumed his involvement in the Debate from the start of the Routine following the Routine which was interrupted by his Admission of Defeat.

25. If an Admission of Defeat is refused but the Debate does not result in Humiliation of either party, the person who refused to accept the Admission of Defeat may be charged with [Boorish Conduct](#). An NPC [Inquisitor](#) will bring the charge on a 4+ on 1d6 and may be influenced.

26. If an Admission of Defeat is refused and the Debate results in the Reputation of the speaker whose Admission of Defeat was rejected falling to 0 or less, the [Humiliation Table](#) is consulted and the character may escape with a lesser fate. If the outcome is that the character has been Humiliated, then the other character may be charged with [Being Tedious](#). If the character was not actually Humiliated, he may be charged with Boorish Conduct. An NPC Inquisitor will bring the relevant charge on a 4+ on 1d6 and may be influenced.

27. If a speaker resort to [Shouting](#), but then Admits Defeat, the other speaker may continue to Debate for 2d6 Actions, provided this is in his orders, without risk of being charged with Boorish Conduct or Being Tedious.

28. [Ridicule](#) is incapable of Humiliating an opponent. Thus if a character's Reputation is reduced to 0 or less by Ridicule, he is treated as being speechless with a Reputation of 0.

29. The [SP Gains and Losses Table](#) and the [Eloquence Gains Table](#) detail the possible SP and Eloquence results of a Debate.

Debating Tactics Table

Routine	Routine Ordered As	Action	Action Symbol
Rest	X	Rest	X
Propose	X-L-X	Propose	L
Bon Mot	(X)-X-S	Bon Mot	S
Prepared Bon Mot	X-S-X-C-X-X-X	Correct	C

Prepared Proposal	L-X-X-C-X-X-X	Feign Agreement	CL
Ridicule	CL-K-X-X-X	Ridicule	K
Restate	JB-X	Restate	JB
Shouted Insult	JB-X-T-X-X	Shout	T
Sneer	P(R)	Sneer	P
Bluster	B	Bluster	B
<i>Note: The first X of a Bon Mot Routine may be omitted if the previous routine ended with an X.</i>		Rebut	R

Wounding an Opponent Table

Att/Def	X	L	S	C	K	JB	CL	T	P	B
L	H	H	H	H	H	M	H	H	M	H
S	H	H	H	H	H	M	H	H	H	M
C	H	H	H	H	H	M	H	H	H	H
K	H	H	H	H	H	M	H	H	H	H
R	H	-	-	-	-	-	-	-	-	-
T	Hits on 5+ on 1d6									
<i>H = Possible Hit. Base chance of wounding is 4 + on 1d6. If the attacker's Eloquence is 3 better than his opponent, he gains +1 to the roll; if 5 better, +2; if 7 better, +3. If the attacker is under half Maximum Reputation, the roll is modified by -1.</i>										
<i>M = Miss</i>										
<i>A Rebuttal is only triggered if the speaker's immediately prior Sneer coincided with a Proposal from the opposing speaker.</i>										

Inflicting Wounds Table

	X	L	S	C	K	JB	CL	T	P	B
L	2	2	1	1	2	0	3	2	0	2

S	1	1	1	1	1	0	2	1	1	0
C	2	2	2	2	2	0	3	2	2	2
K	3	2	2	2	1	0	3	3	3	3
T	2	2	2	2	1	2	3	2	2	2
R	1	-	-	-	-	-	-	-	-	-

*Reputation lost = Attacker's Wit * Result from this table*

Humiliation Table

Roll (1d6)	1-3	4-5	6
Outcome	Humiliation	Permanent Loss of Confidence (Lose 3 Wit, 2 Eloquence and 1 Presence)	Serious Loss of Confidence (Lose 2 Wit and 1 Eloquence)

Recovery of Reputation Table

Situation	Entire Month spent in Rome	Week spent resting	Week spent in monastery	In prison
Reputation recovered	3* Presence	+5 points	+10 points	No healing

SP Gains and Losses Table

Outcome of Debate Resulting in SP Gain	Defeats member of neutral Faction	Defeats member of enemy Faction	Humiliates opponent (unless he ignored opponent's Admission of Defeat)	Opponent refuses challenge which has cause	Accepts challenge when under half Maximum Reputation	Participates in Debate Until Humiliation
SP awarded	+3	+5	+2	+2	+3	+5
Outcome of Debate Resulting in SP Loss	Defeats member of friendly Faction	Defeated by member of neutral Faction (or no Faction)	Defeated by member of enemy Faction	Refuses a challenge which has cause (unless under half Maximum Reputation)	Challenges with insufficient cause	Uses Ridicule or repeatedly Shouts Insults
SP awarded	-1	-1	-2	-SL/2	-2	-1
<i>The above SP results are cumulative</i>						
<i>If two members of the same Faction Debate, they are both <u>Disgraced</u></i>						

Eloquence Gains Table

Opponent	Outcome of Debate	Eloquence Gain
Same or higher Eloquence	Opponent's Reputation reduced to 0 or less	+1
	Wins	+0.5
	Draws or Loses	+0.25
Lower Eloquence	Opponent's Reputation reduced to 0 or less	+0.5
	Wins	+0.25
	Draws or Loses	0

*A character must wound his opponent in order
to qualify for a gain*

Eloquence may not exceed 25

23. *The Clergy and the Factions*

1. The clergy forms the dominant power structure in Rome. For charismatic individuals and gifted speakers it can be an easy to gain power, riches and Estates.
2. The clergy is made up of Factions. Each Faction has a command structure identical to every other Faction. However, the status associated with each Faction depends upon its prestige. The higher the status of a Faction, the higher the SL required to be accepted as a member of it. Although there are some restrictions upon which Faction a character may join, everyone is eligible to enter at least one Faction of the clergy.

Joining Factions

3. Attempting to join a [Faction](#) is a pre-monthly action. Any number of Factions may be applied to, so long as the applications are made in descending SL order, the applicant meets the minimum requirements according to the [Admission and Modifiers Table](#) and states the rank from the [Requirements and Rewards Table](#) which he hopes to obtain if his application is to be considered by the [Bishop or acting Leader](#). If the Bishop is a PC, then he must decide whether or not to admit any applicant who meets the minimum requirements. If the Bishop is an NPC, then the application is rolled for on the acceptance table and may be influenced. There is a -1 modifier to that acceptance roll for every 2 prior rejections received that month. If rejected, a character may reapply the following month.
4. Except for Subdeacons acting as Leaders due to vacancies above them in the Leadership structure, all PC Seminarians and Subdeacons are considered to be in the 1st Chapter. Seminarians never Lead. The two most senior Deacons are in the 1st Chapter, the next two in the 2nd Chapter and the junior two in the 3rd Chapter.
5. Seminarians must do 2 weeks and Subdeacons 1 week of duties per month unless excused by their Chapter Leader. If requested, an NPC Chapter Leader will excuse a character for 1 week only on a roll of 5+ on 1d6 which may be influenced.
6. The only weekly activities which may be combined with such duties are Eloquence study at the [Martial School of Eloquence](#) or attendance at mass.
7. The highest rank which may be purchased upon joining a Faction is that of Deacon, provided such a

vacancy exists. A character may not order that he joins a Faction only if he is granted a particular rank.

8. If there are more candidates than vacancies and the Bishop is an NPC, the position is awarded to the senior character. Thus between a PC and an NPC, or an existing Faction member and one who has just applied, in each case the former gets the post. If that does not resolve the award, the highest SL character gets the post. Failing that, the award will be decided by the roll of 1d6 by the GM for each applicant, the applicant with the highest roll being successful. If a character's application to join the Faction is approved by an NPC Bishop, but that applicant is not the senior character, then he joins that Faction but at the next available rank below that which he applied for.

9. If there are more candidates than vacancies and the Bishop is a PC, that PC must decide to whom he will award the post.

10. After a character has joined a Faction, he may only rise by one rank at a time.

11. The highest rank which may be gained by purchase, as opposed to promotion in the course of a Mission, is Canon.

12. A character may change Factions only twice in his career. The attempted change must be to purchase an equivalent position in a Faction of higher status. The character is not required to resign his previous position until his new application is accepted. If the PC's new position is one which requires him to own robes, he must replace them with new robes in accordance with his new Faction's designs.

13. Deacons require 1 set of robes. Priests and above require 3 sets of robes. Each set of robes costs 100 Ducats to purchase and, unless a character is on a Mission, 5 Ducats per month for upkeep.

14. Robes required for a new rank will automatically be purchased on promotion to or the purchase of the relevant rank if the character has sufficient funds. If the character lacks those funds, he will automatically take out a loan to meet the cost of the purchase. If the character is already so indebted that he cannot take out the necessary loan, he will be denied the new rank.

15. [Senior clerics](#) who fail to replace lost robes will incur an SP penalty akin to that for having no Court Companionship until the situation is rectified.

16. A character may only be promoted to the rank of Canon or above if he has held the preceding rank for at least 6 months.

17. There is no limit to the number of Subdeacons or Seminarians in a Faction. At the higher ranks, there are only 6 Deacons in a Faction; 2 Priests and 1 Canon, each responsible for a Parish and Leading a Chapter; and 1 Bishop, responsible for a Diocese and Leading the Faction. Seniority within

a given rank is in order of responsibility, thus the Canon Leads the 1st Chapter, the most senior Priest Leads the 2nd Chapter and the junior Priest Leads the 3rd Chapter.

18. Leaders may be required to take on more significant responsibilities if there are vacancies above them in the Leadership structure due to promotions, others having been Humiliated or clerics holding Appointments which take them away from their Faction.

19. If a vacancy arises in a Faction, the vacancy will be created in the most junior position for the rank in that Faction as shown in the [Faction Members](#) table. If not otherwise filled by PCs, vacancies in Factions will be filled by NPCs at the end of each season and vacancies in Senior Clerical Appointments at the end of the turn during which they arise unless the Appointment is due to expire the following month.

20. In cases of promotion, PCs always take precedence over NPCs, although promotion is still dependent upon the promotion roll made each month when a character is on a Mission. If two PCs are up for the same promotion, the position is awarded to the senior character, with the junior character receiving an MID in lieu of promotion.

21. The following example should help to illustrate the Leadership structure within a Faction before and after a Mission:

	Before		After	
Actual Rank	Incumbent	Responsibility	Incumbent	Responsibility
Bishop	N6	Faction Leader	N6	Coalition Leader
Canon	N5	1st Chapter Leader	N5	Acting Faction Leader
Priest	N4	2nd Chapter Leader	N4	Acting 1st Chapter Leader
Priest	N2	3rd Chapter Leader	BB	Acting 2nd Chapter Leader
Deacon	N3	Assigned to 1st Chapter	N3	Acting 3rd Chapter Leader
Deacon	AA	Assigned to 1st Chapter	AA	Assigned to 1st Chapter

Deacon	BB	Assigned to 2nd Chapter	AB	Acting as Assigned to 1st Chapter
Deacon	CC	Assigned to 2nd Chapter	N3	Assigned to 2nd Chapter
Deacon	N1	Assigned to 3rd Chapter	Vacant	No position
Deacon	Vacant	No position	Vacant	No position
Subdeacon	AB	Acting as Assigned to 3rd Chapter	N6	Acting as Assigned to 2nd Chapter
Subdeacon	N3	No Leadership position	N2	Acting as Assigned to 3rd Chapter

- Before the Mission, Subdeacon AB was on an acting assignment to the 3rd Chapter, due to the vacant Deacon's post above him.
- During the Mission, Priest N2 and Deacons CC and N1 were all Humiliated.
- As a consequence of their actions during the Mission, Bishop N6 was promoted to Archbishop, Deacon BB to Priest and Subdeacons AB and N3 to Deacons. When considering the promotions of AB and N3, AB is the senior Deacon since he is a PC whilst N3 is an NPC with an OA of 3.
- Having completed the promotion rolls, all officers are effectively moved up the Leadership structure to cover any vacancies which have arisen. Hence the assignment of Subdeacons N6 and N2 to the 2nd and 3rd Chapters respectively.

22. The office of the Secretary to the Pope (the GM) posts a list of the [Faction Members](#) and [Current Missions](#) each month.

Senior Clerical Ranks

23. Archbishops and above have no overt Factional loyalties.

24. Each Archbishop is responsible for an Archbishopric. If an Archbishop wishes to go on a Mission, he may apply for a [Coalition Leader's Appointment](#). If successful, he will lead a Coalition on the Mission. Without such a position, he may only go on a Mission if he serves with the Papal Scholars.

25. Each Patriarch is responsible for an Patriarchate. If an Patriarch wishes to go on a Mission, he may apply for the Assistant Delegation Leader's Appointment. If successful, he will join the Mission in that capacity. Without such a position, he may only go on a Mission if he serves with the Papal

Scholars.

26. Each Cardinal is a member of the College of Cardinals and is thus responsible for the administration of the church. If a Cardinal wishes to go on a Mission, he may apply for the Delegation Leader's Appointment. If successful, he will lead the Mission. Without such a position, he may only go on a Mission if he serves with the Papal Scholars.

Missionary Factions

27. Missionary Factions are always included in each Mission. Civilians and Swiss Guards will be accepted as Seminarians, but their duties will be limited to research and they cannot be promoted within the Missionary Faction.

28. Junior members of the clergy, i.e. those of Bishop or below, who volunteer to serve with a Missionary Faction join at the same rank as they currently occupy in their own Faction, if such a position is available. If no vacancy exists at that rank, the character assumes the next available rank beneath his own.

29. The number of Missionary Factions changes to meet requirements. A volunteer serves in a random Missionary Faction unless one is specified in his orders. Leaders serving in a Missionary Faction are supplied with such robes as they require for that Faction.

30. Promotions are possible within a Missionary Faction for clerics but vacant slots are taken by NPCs. For a cleric, a promotion in a Missionary Faction will only result in a promotion within his own Faction if the latter Faction has a vacancy at the next rank above that held by the character, he meets all the usual criteria and his Missionary Faction rank is the same or higher than his rank in his own Faction at that time.

31. For a Swiss Guard, a successful promotion roll whilst serving with a Missionary Faction will only result in a promotion within the Swiss Guards if there exists a vacancy at the rank held above that held by the character and he meets all the usual criteria.

32. Civilians do not get promotion rolls.

33. A character serving with a Missionary Faction gets paid the higher salary of his regular pay or his Missionary Faction pay.

34. A character loses his rank in a Missionary Faction as soon as he returns to Rome or actively serves with another Faction. He does not lose his rank if he is captured.

Example: Marco is a Subdeacon in the Barberini. He spends a season as a volunteer with a Missionary Faction as a Subdeacon, as a result of which he is awarded a promotion. There is a vacant Deacon's position in the Missionary Faction but Marco does not have the required SL to be a Deacon in the Barberini. He is therefore promoted to Deacon in the Missionary Faction but receives no promotion in the Barberini. If he returns to Rome at the end of the season, he loses his Deacon's post in the Missionary Faction. Had he received both promotions before returning to Rome, he would have retained the promotion in the Barberini, but still lost the post in the Missionary Faction.

35. A Bishop of a Missionary Faction who is promoted to Archbishop remains in command of the Missionary Faction unless he later gains Leadership of a Coalition.

36. A member of a Missionary Faction who is caught [Equivocating](#) is immediately Humiliated, rather than being tried for Equivocating.

37. Missionary Factions do not have Advisers, nor are they accompanied by members of the Swiss Guards.

38. A character who is on a Mission must finish the season, even if he has met his requirement due to Disgrace or sentencing.

The Papal Scholars

39. The Papal Scholars Faction is a unique Missionary Faction charged with researching and preparing speeches upon obscure points of theology. Characters who go on a Mission may wish to join the Papal Scholars rather than a normal Missionary Faction.

40. To be accepted into the Papal Scholars, a character must meet certain requirements:

- Characters may join the Papal Scholars as Seminarians only if they have a Maximum Reputation of 110 or more and an Eloquence of 9 or more.
- Subdeacons and above may join the Papal Scholars only if they both meet the requirements for Seminarians in the Papal Scholars and have either been awarded a promotion during a Mission or have received an MID.

41. Leaders with an OA of 1 are not accepted into the Papal Scholars.

42. Since the Papal Scholars Faction is an elite unite, constantly in the field, there are always openings for qualified staff. Leaders of the rank of Priest and above, including Bishops and Senior Clerics,

always command Chapters.

Factions Table

Coalition	Bonus SP	Faction	Faction Ally	Faction Enemy
1st	+5	Barberini	Aldobrandini	Chigi
		Albani	Chigi	Aldobrandini
2nd	+4	Aldobrandini	Barberini	Albani
		Chigi	Albani	Barberini
3rd	+3	Borgia	Gonzaga	Ludovisi
		Farnese	Doria-Pamfili	Sforza
4th	+2	Sforza	Ludovisi	Farnese
		Ludovisi	Sforza	Borgia
5th	+1	Doria-Pamfili	Farnese	Gonzaga
		Gonzaga	Borgia	Doria-Pamfili

Admission and Modifiers Table

Faction	Social Level																Modifiers			
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	H	M	P	T
Barberini	-	-	-	-	-	-	-	5	5	4	4	3	3	2	2	1	+3	0	0	-2
Albani	-	-	-	-	-	-	5	5	4	4	3	3	2	2	1	1	+2	-1	0	-1
Aldobrandini	-	-	-	-	-	5	5	4	4	3	3	2	2	1	1	0	+2	0	0	-1
Chigi	-	-	-	-	5	5	4	4	3	3	2	2	1	1	0	0	+1	-1	0	-1
Borgia	-	-	5	5	5	4	4	3	3	2	2	1	1	0	0	-1	+1	0	0	-1
Farnese	-	5	5	5	4	4	3	3	2	2	1	1	0	0	-1	-1	+1	0	0	0
Sforza	5	5	5	4	4	3	3	2	2	1	1	0	0	-1	-1	-2	0	-1	0	-1
Ludovisi	5	5	4	4	3	3	2	2	1	1	0	0	-1	-1	-2	-2	0	0	0	0
Doria-Pamfili	5	4	4	3	3	2	2	1	1	0	0	-1	-1	-2	-2	-3	0	0	0	-1
Gonzaga	4	4	3	3	2	2	1	1	0	0	-1	-1	-2	-2	-3	-3	-1	0	+1	0
Missionary	Automatic																-2	0	+1	-1
Papal Scholars	Automatic if minimum requirements met																-2	-2	-1	-2

<p><i>Delegation, Assistant Delegation and Coalition Leadership Modifiers apply in place of Faction Modifiers for Delegation, Assistant Delegation and Coalition Leaders, their Assistants and Advisers. Archbishops and above serving with the Papal Scholars have their rank Modifiers combined with those of the Papal Scholars Faction for H but use the normal M, P and T Modifiers of the Papal Scholars.</i></p> <p><i>NPCs do not get the benefit of Faction or Leadership Modifiers, save for Promotion rolls.</i></p> <p><i>H = Humiliation; M = MID; P = Promotion; T = Treasures</i></p>	Subdeacon	+1	0	0	0
	Deacon	+2	0	0	0
	Priest	+2	0	0	-2
	Canon	+2	0	0	-2
	Bishop	+2	0	0	-2
	Coalition Leader	+3	0	-1	-4
	Assistant Delegation Leader	+4	0	0	-5
Delegation Leader	+5	0	0	-6	
Swiss Guards and Civilians have the following additional modifier	Swiss Guard/Civilian	+3	0	0	0

Requirements and Rewards Table

Rank	Faction	Barberini	Albani	Aldo-brandini	Chigi	Borgia	Farnese	Sforza	Ludovisi	Doria-Pamfili	Gonzaga
Seminarian	Min SL	8	7	6	5	3	2	1	-	-	-
	Price	-	-	-	-	-	-	-	-	-	-
	Pay	12	12	10	10	8	8	6	6	4	4
	SP	6	5	4	3	2	1	-	-	-	-
Subdeacon	Min SL	9	8	7	6	4	3	2	1	-	-
	Price	160	150	140	130	120	110	100	90	80	70
	Pay	14	14	12	12	10	10	8	8	6	6
	SP	8	7	6	5	4	3	2	1	-	-
Deacon	Min SL	10	9	8	7	5	4	3	2	1	-
	Price	170	160	150	140	130	120	110	100	90	80
	Pay	18	18	16	16	14	14	12	12	10	10
	SP	10	9	8	7	6	5	4	3	2	1
Priest	Min SL	11	10	9	8	7	6	4	3	2	1
	Price	180	170	160	150	140	130	120	110	100	90
	Pay	22	22	20	20	18	18	16	16	14	14

	SP	13	12	11	10	9	8	7	6	5	4
Canon	Min SL	12	11	10	9	8	7	5	4	3	2
	Price	190	180	170	160	150	140	130	120	110	100
	Pay	26	26	24	24	22	22	20	20	18	18
	SP	14	13	12	11	10	9	8	7	6	5
Bishop	Min SL	13	12	11	10	9	8	6	5	4	3
	Pay	30	30	28	28	26	26	24	24	22	22
	SP	18	17	16	15	14	13	12	11	10	9
Archbishop	Min SL	6									
	Pay	30									
	SP	14									
Patriarch	Min SL	8									
	Pay	35									
	SP	16									
Cardinal	Min SL	10									
	Pay	40									
	SP	18									
Secretary to the Pope	Min SL	12									
	Pay	45									
	SP	30									

24. Missions

Missions

1. Each season, some or all of the Factions will be required by the Pope to go on a Mission.
2. The selection is made in the last month of the preceding season by the [Councillor for Concord](#), using the [Force Commitment Table](#), and the [Secretary to the Pope](#) in accordance with the [Coalition Commitment Table](#). If either of those Councillors is an NPC, the dice shown in the relevant table are rolled for that Councillor's decision, which may be influenced. A PC Councillor may simply decide.
3. The Secretary to the Pope then decides if there will be a [substitution](#).
4. When on a Mission, a character's pay and allowances are received and Court Companion's upkeep must be met. No Support costs, Club dues or other monthly expenses need be paid.
5. For each month spent on a Mission, a character gains the equivalent of 1 week's Eloquence study.

Mission Results and Oratory Ability

6. Each Mission lasts one season. During the Mission, units receive a monthly [Mission Result](#) (MR), with an individual's MR depending on luck, the Oratory Ability (OA) of his Leader and the Leader's Adviser and the [success or otherwise of that Leader's superiors](#). OA, rounded down, also affects the Mission Results of units that a character is Leading or is an Adviser to and his own [personal outcome](#) on a Mission. The Faction's MR is used to assess the personal outcome for all members of the Faction.
7. As set out in the [Effective Oratory Ability Table](#), the OA for a Chapter Leader or above may be modified as a consequence of the results of those above him in the Leadership Structure and the effective OA of a Faction Leader or above may be further modified dependent upon the OA of his Adviser. Such changes are cumulative and temporary.

8. A good or bad MR, as set out in the [Leaders' Mission Results Table](#), may lead to modifiers to the character's promotion, MID and Humiliation rolls, an Estate attempt or even trial for gross incompetence. Moreover, depending upon his MR, his OA may also change in accordance with the [Oratory Ability Gains and Losses Table](#).

9. Even allowing for temporary modifiers, a character's OA may never fall below 1 or rise above 10.

10. An example Leadership structure for a Mission in which 2 Coalitions are sent in addition to the Missionary Faction and Papal Scholars follows:

Mission Destination: France

- Delegation Leader/Adviser & Secretary to Delegation Leader
- Assistant Delegation Leader/Adviser & Secretary to Assistant Delegation Leader
 - 3rd Coalition
 - Coalition Leader/Adviser & Secretary to Coalition Leader
 - Borgia
 - Faction Leader/Adviser to Faction Leader
 - Farnese
 - Faction Leader/Adviser to Faction Leader
 - 5th Coalition
 - Coalition Leader/Adviser & Secretary to Coalition Leader
 - Doria-Pamfili
 - Faction Leader/Adviser to Faction Leader
 - Gonzaga
 - Faction Leader/Adviser to Faction Leader

Papal Scholars

Missionary Faction

Thus before the MR for the Farnese is assessed, the MR for the Delegation, Assistant Delegation and 3rd Coalition Leaders must be assessed. Individual Chapters within each Faction also have their own MR, as affected by the OA of the Chapter Leader.

- 11.** When a unit goes on a Mission, all the characters within that unit, including Swiss Guards, leave for the Mission. If a Leader goes on a Mission, he is always accompanied by his Adviser and Secretary, if any. A character attached to 2 units who are simultaneously on Missions serves with the higher level one.
- 12.** Coalition Leaders and above, their Advisors and Secretaries use the corresponding Leadership [modifiers](#), not the Faction ones.
- 13.** Given a unit's MR, each PC in that unit has a chance of Humiliation, Promotion, an MID and Treasures. Those rolls depend upon the individual's rank, Leadership position and Faction. By contrast, an NPC has a chance of Humiliation and Promotion and receives the regimental, but not the rank, modifiers.

Conviction and Equivocation

- 14.** Orders for a character on a Mission should include the extent of his Conviction (e.g. if Humiliation roll is over 10, reduce it to 10) and Equivocation (e.g. if Humiliation roll is under 8, increase it to 8). These instructions appear on the character sheets and remain in force until a change is ordered.
- 15.** When a character shows Conviction (the Humiliation roll is reduced), the opposite modifier applies to his rolls for promotion, MIDs and Treasures.
- 16.** Equivocation acts as the reverse of Conviction, by increasing a character's chances of survival but decreasing his chances of gaining an MID or promotion. An Equivocating character does not gain Treasures.

Example: Enzo has modified his chance of Humiliation to 10. Hence if his Humiliation roll is less than 10, it will be raised to 10. Enzo's unmodified Humiliation roll is a 7. Since that is less than 10, the roll is modified by +3 to yield a result of 10. Since Enzo has modified his chance of Humiliation by +3, he now has

a -3 to his chance of gaining an MID or promotion and he may not gain Treasures. Thus if Enzo misses his MID or promotion roll by 3 or less, his conduct will have been noted and he will receive a CID. Should Enzo receive a CID, he will not be able to count the 2 MIDs which he has previously accrued towards his next Estate attempt.

17. If the character should fail to gain an MID or promotion as a result of the negative modifier incurred as a result of Equivocating, that character's conduct is noticed and he is Criticised in Dispatches (CID). Each CID is worth between -1 and -6 SP each month for 6 months from the date when the character next returns to Rome and a permanent -1 SP thereafter. Moreover, a character who incurs a CID cannot count any existing MIDs towards the number needed for an Estate attempt.

18. For each 3 CIDs accrued, a character may face charges for Equivocation. An NPC Inquisitor will bring charges on 4+ on 1d6 and may be influenced.

Humiliation, Promotion, MID and Treasures

19. A roll greater than the Humiliation roll leads to Humiliation, whereas a roll equal to the modified Humiliation roll leads to a roll on the [Hazards and Humiliation Table](#). Even if the Humiliation roll is 12 or more, a roll of 12 gives a 50% chance of Humiliation and a 50% chance of rolling on the Hazards and Humiliation Table.

20. Any roll on the Hazards and Humiliation Table precludes any possibility of the character collecting Treasures that month.

21. If a member of the Clergy makes or exceeds his promotion roll when serving with his Faction, the character is promoted provided there is a [vacancy](#) at the rank above him, he meets the [minimum requirements](#) for the new rank and he can afford to purchase any new [robes](#) required for that rank. If the promotion cannot be taken, an MID roll is received instead.

22. If a member of the Swiss Guards makes or exceeds his promotion roll, the character is promoted within the Swiss Guards, provided there is a [vacancy](#) at the rank above him, he meets the [minimum requirements](#) for the new rank and he can afford to purchase his new [uniform](#). There is no consolation prize for a member of the Swiss Guards who cannot be promoted.

23. A character may only be promoted once per season due to a successful promotion roll.

24. Civilians do not get promotion rolls.

25. If the MID roll is made or exceeded, the character receives an MID worth 1d6 SP for 3 months from the date when the character next returns to Rome and a permanent +1 SP thereafter.

26. For every 3 MIDs received and not interrupted by a CID, the character is entitled to an [Estate attempt](#) provided he is SL 6+. For a character below SL 6 with 3 or more MIDs, the first MID he receives once he has reached SL 6 will trigger his Estate attempt.

27. If the Treasures roll is made or exceeded, the character receives a random amount of Treasures. The amount received depends upon the character's [MR](#).

Hostages, Ransoms, Escapes and Rescues

28. If taken hostage, the character will be held for a maximum of 3 months before he is killed or released. There is a 50% chance of either outcome. Friends may offer a ransom of 100*hostage's SL from the month after the character is taken hostage, but only 1 ransom offer may be made for each hostage. There is a 50% chance a ransom will be accepted, in which event the character will return to Rome at the end of the month in which the ransom was offered.

29. Whilst being held hostage, a character may not communicate with anyone other than fellow hostages or his guards. If 2 or more characters are taken hostage during a single Mission, those characters will be held together.

30. Rather than wait to be successfully ransomed, a hostage may make an [Escape attempt](#). The Escape attempt takes a month. Characters held hostage together may choose to make a group escape attempt, though they must all order this for it to happen. Should a character's orders fail to state that he is participating in a group Escape attempt, he will be considered to have chosen not to participate. The [prospects of a successful escape](#) increase for a group escape or if there are individuals with Wit 15+ or a Seminarian in the group, whereas they diminish if there is a Senior Cleric amongst the escapees. If there is a group escape, all the escapees share the same fate. If an escape is successful, the characters return to Rome at the end of the month.

Example: A Subdeacon and a Canon from the same Mission are taken hostage. They decide to wait out the first month and see if a ransom is offered. It is not. They resolve upon a group escape attempt (-1 modifier) in the second month. The Subdeacon and the Canon each have Wit 15+ (2*-1 modifier). Thus the total modifier for the attempt is -3. If they had tried to escape individually, the

Subdeacon would have a -2 modifier (rank and Wit) and the Canon would have a -1 modifier (Wit). Thus each gains from the cooperation.

31. A Rescue attempt may be mounted by 1 or more characters acting as a group. The Rescue party may contain characters from rival Factions without giving rise to cause for a Debate. The Rescue attempt takes a whole month, the characters being treated for costs and SP purposes as if they were on a Mission. A Rescue party gains a -1 modifier if there are at least 3 rescuers, -1 if at least 1 member of the Rescue party has OA 6+ and a further -1 if the Rescue coincides with an Escape attempt. The outcome is determined from the [Rescue Attempts Table](#) and is independent for each rescuer and hostage. The Humiliation roll is unmodified and an exact roll leads to a roll on the [Humiliation Table](#). If captured, the rescuers are kept together with any existing hostages who failed to escape. If the rescue is a [total success](#), all rescuers get an automatic MID.

Force Commitment Table

Roll (1d6)	1-2	3-4	5-6
Clerics sent	Missionaries and Papal Scholars only	Missionaries, Papal Scholars and 1 Coalition	Missionaries, Papal Scholars and 2 Coalitions

Coalition Commitment Table

Roll (1d10)	1-2	3-4	5-6	7-8	9-10
Coalition sent	1	2	3	4	5
<i>Roll 1 die per Coalition sent. If rolling two dice and same result on each, re-roll one die until a different result is obtained.</i>					

Mission Results Table

OA / Roll on 1d6	1	2	3	4	5	6
1	6	6	5	4	4	3
2	6	5	5	4	3	3

3	6	5	4	3	3	2
4	5	5	4	3	3	2
5	5	4	4	3	2	2
6	5	4	3	3	2	1
7	4	4	3	2	2	1
8	4	3	3	2	1	1
9	3	3	2	2	1	1
10	3	3	2	1	1	1

Leaders' Mission Results Table

MR	Leader of	H	M	P	Other
6	Faction or above				No promotion. To be tried for gross incompetence.
5	Coalition or above				No promotion. To be tried for gross incompetence.
2	Coalition or above				Estate attempt
1	Chapter or above				Estate attempt
3 better than immediate superior's	Chapter or above				Estate attempt
Better than immediate superior's	Faction or above		-1	-1	
Better than immediate superior's	Chapter or above	+1	-1	-1	
2 worse than immediate superior's	Faction or above		+1	+1	

2 worse than immediate superior's	Chapter or above	-1	+1	+1	
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Personal Outcome Table

Mission Result	H	M	P	T	Ducats
1	10	9	9	8	2d6*50
2	10	10	9	9	2d6*100
3	9	12	8	10	2d6*50
4	8	12	7	11	1d6*50
5	7	10	6	12	1d6*50
6	6	7	5	-	-

Effective Oratory Ability Table

Situation	Modifier
MR 1 or 2 achieved by a superior	+1
MR 5 or 6 achieved by a superior	-1
Adviser with OA 2+ higher	+1
<i>The modifiers for superiors' results are cumulative. Effective OA may not be more than 10 or less than 1.</i>	

Oratory Ability Gains and Losses Table

Situation	OA change
OA less than or equal to (7-MR)	+1
OA 6+ and MR=1	+0.5
OA 6+ and MR=2	+0.25
MR=6 and Leading a Faction or higher unit	-1

Hazards and Humiliation Table

Roll on 1d6	Outcome	Effects
1	Baggage lost	Must replace robes, if any
2	Wounded	Lose half of current Reputation
3	Insult rankles	As Wounded but Recovers Reputation at half normal rate
4	Permanent loss of confidence	Per Humiliation Table and lose half of current Reputation
5-6	Taken Hostage	Held hostage for a maximum of 3 months, then 50% chance of being released or Humiliated. Friends can offer a ransom of SLx100 Ducats, which gives a 50% chance of release

When a roll is made on this table, a character has a normal chance for Promotion and MID but no chance of Treasures. If an exact Humiliation roll is made, there is a 50% chance of using this table and a 50% chance that the character has been Humiliated.

Escape Attempts Table

Roll on 2d6	4-	5-6	7-8	9+

Outcome	Success	Attempt fails	Caught and tortured (-1 Wit, -2 Eloquence)	Caught and Humiliated
<p><i>-1 modifier for a group escape; -1 modifier for each escapee with Wit 15+ in the group (can apply up to twice); -1 if escapee is a Seminarian (cannot be applied if escaping with someone of more senior rank); +1 if escapee is a Bishop or above</i></p>				

Rescue Attempts Table

Roll on 2d6	2-	3-4	5-6	7-8	9+
Outcome	Total success. Automatic MID for all rescuers.	Rescue discovered but successful.	Guards too wily. Attempt aborted.	Alarm raised. Attempt aborted.	Rescuers ambushed.
Humiliation Roll	12	10+	12 (Rescuers)	10+ (Rescuers)	10+ (Rescuers), 8-9 (Rescuers captured)
<p><i>-1 modifier for 3+ Rescuers; -1 modifier for an OA 6+ in the group; -1 for each rescuer with Wit 15+ in the group (can apply up to twice); -1 if prisoner has also planned escape; -1 if prisoner is a Seminarian (cannot be applied if prisoners include someone of more senior rank); +1 if prisoner is a Bishop or above</i></p>					

25. Volunteering

- 1.** No unit may volunteer or be volunteered during the Summer Mission, although the [Secretary to the Pope](#) may be petitioned to substitute one Faction for another. An NPC Secretary to the Pope will make a substitution on a 7+ on 1d6. He will choose the petition rolling highest if there is more than one, and by the applicant's SL in the event of tied rolls. Once a substitution has been made it may not be changed or reversed that season.
- 2.** The largest unit which may volunteer is a Coalition, the smallest is a Chapter. If the 1st Chapter volunteers for a Mission, then all PC Subdeacons and Seminarians in that Faction must go with it (except for any Subdeacon holding an acting Leadership role due to vacancies above him). Individuals cannot be excused from accompanying their unit or transferred between Chapters.
- 3.** An NPC Leader will volunteer his unit, if requested, on a 8 for a Coalition Leader, a 7 for a Faction Leader, or a 6 for a Chapter Leader, all roles being on 1d6. If the position of Coalition Leader is vacant for a particular Coalition, then that Coalition cannot be volunteered.
- 4.** A Coalition Leader may volunteer his entire Coalition, including himself, his Adviser and his Secretary, or one or more Factions from that Coalition (in which case those Factions operate independently with no Coalition Leadership personnel). A Faction Leader may volunteer his entire Faction or one or more Chapters of his Faction.
- 5.** The number of volunteer units on a Mission in a given season may not exceed a combination of 1 Coalition, 2 Factions, or 6 Chapters. If a greater number than this volunteer or are volunteered, priority goes to those units Led by the senior Cleric, failing which SL order will determine the matter. As always, PCs take precedence over NPCs.
- 6.** Intentions and requests to volunteer must be Announced in the [Announcements Database](#) so that other characters have a chance to [Influence](#) or veto such decisions. The [Councillor for Concord](#) may veto the volunteering of an entire Coalition, the [Secretary to the Pope](#) may veto the volunteering of any particular Faction, and the [Chief Researcher](#) may veto the volunteering of a particular Chapter. An NPC will order such a veto on a 7+ on 1d6.

- 7.** A Leader that volunteers a unit without previously announcing it, will have his orders successfully executed but will be subject to charges of gross incompetence unless Intrigue has been used.
- 8.** Volunteered Coalitions and Factions serve independently. Individual Chapters are attached to a random Missionary Faction. All of these units use their normal Faction modifiers rather than those for a Missionary Faction, even when attached to a Missionary Faction.
- 9.** Individuals may volunteer with a Missionary Faction or the Papal Scholars at any time, save that Archbishops and above may not serve with the Missionary Faction. There is no limit on the number of individual volunteers.
- 10.** Once an individual or unit has volunteered for a Mission, it may not return to Rome before the end of the season.
- 11.** A Disgraced individual always serves with a Missionary Faction, never the Papal Scholars or his own Faction. A Disgraced character must receive an MID before he may return to Rome. If the Disgrace is linked to a conviction, the character must also serve stipulated time. If the Disgrace is linked to an inability to repay a debt, the character may not return to Rome until he has obtained an MID and is able to repay the Debt.

26. *The Swiss Guards*

1. The Swiss Guards protect the Pope.
2. Due to their proximity to the Pope, members of the Swiss Guards do not need Court Companionship.

Joining the Swiss Guards

3. Attempting to join the Swiss Guards is a pre-monthly action. A character must meet the minimum requirements according to the [Swiss Guards Table](#) and state the rank which he hopes to obtain if his application is to be considered by the [Colonel or acting commander](#). If the Colonel is a PC, then he must decide whether or not to admit any applicant who meets the minimum requirements. If the Colonel is an NPC, then the application is rolled for on the [Swiss Guards Acceptance Table](#) and may be influenced. If rejected, a character may reapply the following month.
4. Whilst there is no limit to the number of Lieutenants or Privates in the Swiss Guards, there are only 8 Captains, 4 Majors, 2 Lt. Colonels and 1 Colonel.
5. The highest rank that may be purchased upon joining the Swiss Guards is that of Captain, provided such a vacancy exists. Likewise, the highest rank which may be gained by an application, as opposed to a promotion in the course of a mission, is Captain.
6. After a character has joined the Swiss Guards, he may only rise by one rank at a time. Each time he successfully applies for or is awarded a promotion, he must purchase a new uniform.
7. If there are more candidates than vacancies and the Colonel is an NPC, the position is awarded to the senior character. Thus between a PC and an NPC, or an existing member of the Swiss Guards and one who has just applied, in each case the former gets the post. If that does not resolve the award, the highest SL character gets the post. Failing that, the award will be decided by the roll of 1d6 by the GM for each applicant, the applicant with the highest roll being successful. If a character's application to join the Swiss Guards is approved by an NPC Colonel,

but that applicant is not the senior character, then he joins the Swiss Guards at the next available rank below that which he applied for.

8. If there are more candidates than vacancies and the Colonel is a PC, that PC must decide to whom he will award the post.

9. A character may only be promoted to the rank of Lt. Colonel or Colonel if he has held the preceding rank for at least 6 months.

10. The office of the Secretary to the Pope (the GM) posts a list of the [Swiss Guards members](#) each month.

Duties of the Swiss Guards

11. Privates must do 2 weeks and Lieutenants 1 week of duties each month unless excused by the Colonel. If requested, an NPC will excuse a character for 1 week only on a roll of 5+ on 1d6 which may be influenced.

12. The only weekly activities which may be combined with such duties are Eloquence study at the [Martial School of Eloquence](#) or attendance at mass.

Faction Membership

13. Whilst not required to do so, members of the Swiss Guards may choose to join [Factions](#). No more than two members of the Swiss Guards may belong to a Faction at any one time.

14. Attempting to join a Faction is a pre-monthly action. Any number of Factions may be applied to, so long as the applications are made in descending SL order and the applicant meets the minimum requirements. If the Bishop, or acting leader, of a Faction is a PC, then he must decide whether or not to admit any applicant who meets the minimum requirements. If the Colonel is an NPC, then the application is rolled for on the acceptance table and may be influenced. There is a -1 modifier to that acceptance roll for every 2 prior rejections received that month. If rejected, a character may reapply the following month.

15. In addition to the pay and SP due to a character by virtue of his rank in the Swiss Guards, a Swiss Guard who is a member of a Faction receives further pay and SP as if he were a Priest in that Faction.

16. A Swiss Guard is required to accompany a Mission if his entire Faction is on that Mission, in which event he will be considered to be in the 1st Chapter. He may also go with any part of his Faction which has volunteered to join a Mission.

17. A character may change Factions only twice in his career. The attempted change must be to purchase an equivalent position in a Faction of higher status. The character is not required to resign his previous position until his new application is accepted.

Swiss Guards' Appointments

18. There are a few [Swiss Guards Appointments](#) open only to certain members of the Swiss Guards. Members of the Swiss Guards are also eligible for certain [Civil Appointments](#).

The Viminal

19. Members of the Swiss Guards, irrespective of SL, are eligible to join the [Viminal](#).

Swiss Guards Table

	Minimum SL	Uniform Cost	Monthly Pay	Monthly SP
Private	3	-	8	1
Lieutenant	4	120	10	2
Captain	5	130	12	5
Major	7	150	14	9
Lt. Colonel	9	180	16	14
Colonel	12	220	18	20

Swiss Guards Acceptance Table

SL	1-2	3-5	6-7	8-9	10+
Roll on 1d6	-	5+	4	3	2

27. Artists

1. An Artist may be commissioned to create a painting or sculpture which will generate SP for its owner and the Artist when completed.
2. The work of an NPC Artist costs 2 Ducats per skill level per week, payable upon completion of the commission. The skill of the Artist is randomly determined by a roll of 1d6 when the commission is placed. That roll may not be Influenced.
3. A PC Artist may accept a commission from another PC upon whatever terms those characters agree between themselves. A PC Artist receiving a commission or [Small Commission](#) from an NPC will be paid at the same rate as an NPC Artist with the same skill would be for the same commission.
4. When employing an Artist, the scale of the commission is determined by the number of weeks it requires to complete it. All commissions must take at least 4 weeks to complete. There is no maximum time limit upon a commission. The weeks taken to complete a commission do not have to be consecutive or in the same month.
5. An Artist may work on several commissions at once.
6. The base SP from a completed painting or sculpture is the number of weeks required to create it. The SP actually received by both the Artist and the owner when the commission has been completed is equal to the base SP and any SP result from the [Art Check](#). Those SP are only received once the item has been exhibited.
7. Each PC may only commission 2 works per year in total from Artists who are not his [Protégés](#). At least one of the two commissions must have a religious theme.
8. For a commission with a religious theme, the Artist must consult his employer upon certain details. An Artist must ascertain whether his employer wishes his image, with or without those of other family members or influential individuals, to appear in the painting. Similarly, an Artist will require details of the precise location in which a sculpture is to be exhibited. In each case, such

consultation will occupy 20% (rounded up) of the time required for the item to be completed, during which time the Artist will be considered to be Toadying to his employer. Thus if a character commissions an altar triptych which will take 10 weeks to complete, he must spend 2 weeks in discussions with the Artist. Those discussions must be ordered by the employer to occur at the same time as the Artist is working upon the commission. This is automatic if an NPC Artist has been employed.

9. Owning or creating a Triumphant Success provides a permanent source of SP for the owner and the Artist respectively. The SP thus gained equal the weeks spent on the commission divided by Artist's Art Skill (rounded down). Thus an Artist with ArtA 7 would have to devote at least 7 weeks to a commission if he were to hope to create an item capable of yielding him and its owner 1 SP every month following its completion.

10. Artists will not reveal the progress of their work as they may subsequently suffer from a lack of inspiration.

11. Once a commission has been completed, its owner must hold a party to exhibit it. If the owner is an NPC, the party will take place the week after the commission is completed. If the owner is a PC, the party must be held by the end of the month following the completion of the commission, unless the owner is absent from Rome, in which case the party must be held within a month of the character's return to Rome. If the item is a painting or small sculpture, it may be exhibited at the owner's [Club](#), his [House or his Estate](#). If it is a large sculpture, it may only be exhibited at the owner's House or Estate. For a sculpture to count as a small sculpture, it must be capable of being easily carried by the owner on foot, without assistance or rests, from the Vatican Palace to the Baths of Diocletian. Thus a glass necklace would be considered a small sculpture, but a chandelier would not. Regardless of the venue for the party, the Artist must be invited.

Artistic Ability Gains and Losses

Situation	ArtA change
ArtA less than (7 - Art Check Result)	+0.25
Art Check Result = 1	+0.25
Art Check Result = 5 or 6	-0.25

Art Check Table

ArtA / Roll on 1d6	1	2	3	4	5	6
1	6	6	5	4	4	3
2	6	5	5	4	3	3
3	6	5	4	3	3	2
4	5	5	4	3	3	2
5	5	4	4	3	2	2
6	5	4	3	3	2	1
7	4	4	3	2	2	1
8	4	3	3	2	1	1
9	3	3	2	2	1	1
10	3	3	2	1	1	1
Key						
Triumphant Success (+2 SP)	1					
Very Well Done (+1 SP)	2					
As Expected (no bonus)	3					
Average Job (no penalty)	4					
Could Have Been Better (-1 SP)	5					
Terrible Mishap (-2 SP)	6					

28. Patronage

Patronage

1. Patronage is a time old and honoured tradition. The wealthy, the ambitious and the ostentatious patronise Artists in order to be certain of a steady supply of new paintings and sculptures, in the hope of being recognised as an individual of status or, occasionally, to develop the talent of a new and promising Artist.
2. In return for moderate living expenses, the Protégé provides his Patron with paintings and sculptures without further payment. The SP, including any permanent SP, received upon the completion of a painting or sculpture by a Protégé for his Patron is determined as if the completed item had been an exhibited commission.
3. The relationship between the Patron and Protégé provides the former with a source of SP and the latter with a source of income with which he may fund his artistic education and supplement his Support costs.
4. The Patron and the Protégé do not have to be in the same location.
5. A Patron must live in grander [accommodation](#) than his Protégé, although the Protégé may be of a higher SL.
6. An Artist may seek a Patron once he has created an [As Expected](#) painting or sculpture, become an [Art Instructor](#) or successfully submitted a Composition to the [Collegio Romano](#).
7. A Protégé may change Patron as often as he wishes. He may not seek Patronage from an individual more than 6 SL higher than his own.
8. An [NPC Patron](#) will only have one Protégé at any one time. An NPC Patron will accept a Protégé on a 6+ on 1d6, the roll being modified in accordance with the [Patronage Application Table](#). That roll may be [Influenced](#), although not by a Bribe. If an NPC Patron declines to accept the Artist as his Protégé, the Artist may not renew his application to that NPC Patron until the

following season.

9. A PC who owns a [Small Villa](#) or larger may also take on a Protégé. He may make his own decision upon any application for Patronage which he receives and may have as many Protégés as he can support.

10. Seeking a Patron is a pre-monthly action. If both the Patron and Protégé are PCs, each of them must order the commencement of the relationship for it to take effect.

11. In the post-monthly phase there is a 1 in 36 chance that the SL of an NPC Patron with a Protégé who has created a Very Well Done or better painting or sculpture or is an Art Instructor will go up by 1.

12. If an NPC Patron's SL increases such that it is equal to the "New SL" for an Estate, as shown in the Estates Table, the NPC will be deemed to have replaced his former Estate with a new Estate commensurate with his increased social standing.

13. The SL of an NPC Patron, unless a member of the Medici, cannot exceed 21. The SL of a Medici Patron cannot change.

The Rights of the Patron

14. A character has the following rights as a Patron:

1. Upon commencement of the Patronage: Gains SP equal to the Protégé's SL.
2. At the start of each season: May request 1 painting or sculpture. An NPC Patron will request a painting or sculpture on a 6+ on 1d6, such item requiring (1d6)+2 weeks to complete. Each of those rolls may be separately Influenced, although not by a Bribe. If a requested item requires more than 8 weeks to complete, the Patron may not request a painting or sculpture the following season.
3. Each month: Gains SP as if the Protégé had Toadied to him that month.
4. Each month: Gains SP from any permanent SP earned by the Protégé as a direct consequence of the Patronage as if they were his permanent SP.
5. Each painting or sculpture: Gains SP as if the Patron had created the item himself.

6. Upon Protégé receiving a title: SP Equal to Protégé SP Gain.

The Duties of the Patron

15. A character has the following duties as a Patron:

1. Each month: Pays Protégé 3*Protégé's SL towards his Support costs.
2. Each month: Pays Protégé for each SP gained from any permanent SP gained by the Patron from the Protégé as a direct consequence of the Patronage as follows:
 - If Patron owns a Small Villa or a Large Villa: 5 Ducats per SP
 - If Patron owns a Fine Villa: 10 Ducats per SP
 - If Patron owns a Castello: 15 Ducats per SP
 - If Patron is a member of the Medici other than the Pope, or the Secretary to the Pope: 20 Ducats per SP.
 - If Patron is the Pope: 25 Ducats per SP
3. Per week: If requested pay for the Protégé to study at the [Pliny School of Art](#).

The Rights of the Protégé

16. A character has the following rights as a Protégé:

1. Upon commencement of the Patronage: Gains SP equal to the Patron's SL.
2. Each month: Protégé receives 3* Protégé's SL per month for Support from Patron.
3. Each month: Receives payment for each SP gained by Patron from the Protégé while in the Patronage as follows:
 - If Patron owns a Small Villa or a Large Villa: 5 Ducats per SP
 - If Patron owns a Fine Villa: 10 Ducats per SP

- If Patron owns a Castello: 15 Ducats per SP
- If Patron is a member of the Medici other than the Pope, or the Secretary to the Pope: 20 Ducats per SP.
- If Patron is the Pope: 25 Ducats per SP

4. Each month: Gains SP as if the Protégé had Toadied to the Patron that month.

5. Each month: May request that Patron pay for the Protégé's studies at the Pliny School of Art.

6. Each painting or sculpture: May refuse if his Patron requested an item from him during the previous season which required 8 weeks or more to complete.

The Duties of the Protégé

17. A character has the following duties as a Protégé:

1. Each season: Produce one painting or sculpture if requested to do so by his Patron. May refuse if his Patron requested an item from him during the previous season which required 8 weeks or more to complete.

Ending the Patronage Relationship

18. Either the Patron or the Protégé may discontinue the Patronage. Upon termination of the Patronage, all rights and obligations associated with that relationship immediately cease. Any previously accrued rights and obligations shall be regarded as discharged at the date of termination.

19. If the Patron breaks the Patronage, unless the Patron's rights have not respected by the Protégé, the Patron loses 1 SL and SP equal to the Protégé's SL.

20. If the Protégé breaks the Patronage, unless the Patron has denied him his rights or the Protégé has completed a commission for the Patron of at least 3 months in length, the Protégé loses SP equal to his SL and the Patron's SL.

21. If a Protégé ends a previous Patronage relationship because he has acquired a member of the Medici as his new Patron, neither the former Patron or the Protégé is penalised. Instead the old

Patron gains SP as if he had toadied to the Pope. One always wishes to please the Pope.

Small Commissions

22. Each NPC on the Patrons List commissions small paintings and sculptures from time to time.

23. At the end of each month, for any Artist who has previously created a [Very Well Done](#) or better painting or sculpture or is an Art Instructor, a number of dice equal to (skill/4 - rounded up) are rolled. For each die which is less than his skill the Artist may receive a Small Commission (2 weeks of work) for a painting or sculpture. On a 6 on 1d6, which roll cannot be modified, the Artist will receive such a commission provided that there is at least 1 NPC Patron no more than 6 SL higher than his own SL. No more than one such commission may be received in any month.

24. Artists who are members of the Clergy or the Swiss Guards do not receive Small Commissions.

Patronage Application Table

Die Roll Modifier	Reason
+2	Art Instructor
+1	If last work was Very Well Done
+2	If last work was a Triumph
+1	If last Composition was accepted by 2/3 majority of the Collegio Romano
+2	If last Composition was accepted unanimously by the Collegio Romano
+1	If Protégé is no more than 3 SL below Patron
+2	If Protégé is of a higher SL than Patron
-1	If Patron owns a Fine Villa or larger

-2	If Patron is Secretary to the Pope or a member of the Medici other than the Pope
-3	If Patron is the Pope
-1	Per previously left Patron (Protégé breaks Patronage)
+1	If previous Patron owned a Fine Villa or larger, was Secretary to the Pope or a member of the Medici.
<i>The above modifiers are cumulative</i>	

29. *The Collegio Romano*

1. The Collegio Romano exists to advance and promote the development of art, mathematics and sacred music.
2. Membership of the Collegio Romano is open to all.
3. A prospective member must submit a composition consistent with the aims of the Collegio Romano. A total of 4 weeks must be spent in the preparation of the composition, following which the composition may be submitted as a Pre-Monthly action. Those weeks do not have to be in the same month. A summary of the composition must be sent to the Pope (GM) by the [Announcements Deadline](#). The Pope will then forward a copy to any PC who is a member of the Collegio Romano. Votes are cast by the [Orders Deadline](#) and 1d6 rolled. A 4+ is required to see whether the candidate's composition is accepted. There is a +1 modifier for every "yes" vote that the candidate receives and a -1 for every "no" vote. The Pope or, occasionally, the [Curator of the Papal Library](#), has 2 votes. The Director of the Collegio Romano also has 2 votes. The Pope and any NPC Director of the Collegio Romano will apply their votes according to the GM's view of the submitted composition. If the composition is accepted, the applicant will be granted membership of the Collegio Romano for the following 12 months.
4. Membership lasts for 12 months from the last date upon which the member had a composition accepted. Thus a member whose first composition is accepted in January 1513 and second in July 1513 will remain a member until the end of June 1514.
5. A member of the Collegio Romano gains 1 SP a month for as long as he remains a member for every composition which he has successfully submitted. The number of monthly SP so gained may not exceed his SL.
6. Members of the Collegio Romano must attend the Grand Dinner each October if they are in Rome at that time. This event is for members of the Collegio Romano only. The event takes place at the [Palatine](#). Whilst members are expected to purchase their own tickets to the event (i.e. pay their own costs), they receive SP based upon the venue and a bonus 5 SP.

- 7.** Every 4 compositions successfully submitted by a member of the Collegio Romano qualify him for an [Estate attempt](#).

- 8.** The Appointments of [Master of the Papal Chapel](#), [Papal Mathematician](#), [Papal Commissioner for Archaeology](#), [Curator of the Papal Library](#) are reserved for members of the Collegio Romano, although those who are also members of the Swiss Guards may not apply. If a character holds one of these Appointments but ceases to be a member of the Collegio Romano during his tenure, the Appointment is immediately forfeited.

- 9.** In addition to the Appointments reserved expressly for them, members of the Collegio Romano may apply for the Appointments of [Papal Translator](#), [Papal Cartographer](#) and [Director of the Collegio Romano](#).

30. The Schools

The Cicero School of Oratory, The Tacitus School of Administration, The Horace School of Etiquette and The Pliny School of Art.

- 1.** The Cicero School of Oratory, the Tacitus School of Administration, the Horace School of Etiquette and the Pliny School of Art exist to improve the standards of Oratory, Administration and Etiquette of those in public life.
- 2.** Weekly [courses](#) are run at each of these Schools, although it has been observed that those enrolling in intensive courses progress faster.
- 3.** The course fee, which covers all lectures and teaching materials, is due upon commencement of the course.
- 4.** OA, AA, EA and ArtA cannot be raised above 6 by study.

The Martial School of Eloquence, The Juvenal School of Wit and The Cato School of Presence

- 5.** A character may hone his Eloquence, Wit or Presence at The Martial School of Eloquence, The Juvenal School of Wit or The Cato School of Presence respectively.
 - 6.** Due to the demanding nature of these [courses](#), a character may not spend more than 1 week at any or all of these Schools in any given month.
 - 7.** The course fee, which covers all lectures and teaching materials, is due upon commencement of the course.
 - 8.** Each of Eloquence, Wit and Presence only be raised by a maximum of 5 and cannot be raised above 21 by study.
-

The Cicero School of Oratory, The Tacitus School of Administration, The Horace School of Etiquette and The Pliny School of Art.

Course Duration (Weeks)	Cost (Ducats)	Skill Gain
1	25	+0.1
3	75	+0.4

A character's orders must state which subject is being studied. If a 3 week intensive course is chosen, all 3 weeks of study must take place in the same month.

The Martial School of Eloquence, The Juvenal School of Wit and The Cato School of Presence

Course	Current skill range	Cost (Ducats)	Skill Gain
Advanced	18 - 21	50	+0.25
Intermediate	16 - <18	40	+0.25
Elementary	14 - <16	30	+0.25
Beginner	<14	20	+0.5

A character's orders must state which subject is being studied.

31. Appointments

The Appointment System

1. Vacant Appointments are advertised in the Vatican Observer. If a character wishes to apply for an Appointment, he must post an Announcement in the [Announcements Database](#) by the [Announcements Deadline](#).
2. If no character applicant is successful, an NPC appointer will fill the post with another NPC wherever possible, whereas a PC may choose to leave an Appointment vacant for a maximum of one additional month before it is likely to be filled by an NPC.
3. A vacant Appointment will not be filled if it is due to expire the following month.
4. An Appointment cannot be made if the position that appoints it is vacant.
5. Only one Appointment may be held at any time. The only exception to this is that School Instructors may have a second Appointment, provided that it is not at another School. It is not necessary to resign from an Appointment before applying for another.
6. A character may not appoint himself to a position.
7. A character cannot apply for an Appointment if he has resigned from that position within the previous 3 months. This does not prevent a character from seeking reappointment at the end of his tenure.
8. The [Appointments Calendar](#) shows when each Appointment expires.
9. The [Civil](#), [Clerical](#) and [Swiss Guards](#) Appointment tables show the requirements for each Appointment, the number of positions available and any benefits associated with the post. Those tables also show who makes each Appointment and the die roll required to gain the post if the appointer is an NPC.

10. If the appointer of a post is an NPC, an applicant's OA may affect the die roll required to obtain the Appointment. If there are more applicants than posts, the Appointment is awarded to the applicant with the highest modified roll, which may be Influenced. However, an unmodified roll of 1 always results in a failed application.

11. If the appointer of a post is an PC, he may choose which applicant to appoint, provided that such applicant meets the requirements for the Appointment.

12. If the holder of an Appointment fails to maintain the requirements of the post, he will be dismissed.

13. Clerical and Swiss Guards Appointments require an exact rank and the Appointment will be lost if the holder is promoted. If the Appointment holder is a Coalition, Assistant Delegation or Delegation Leader, or an Adviser or Secretary to one of those individuals, the Appointment will be lost as soon as the character returns to Rome. By contrast, civil Appointments only have minimum requirements.

14. The resignation of a Delegation Leader, Assistant Delegation Leader or Coalition Leader will only take effect at the end of a season.

15. The appointer of a particular post may not dismiss the holder. However, any character may use influence to try to persuade an NPC appointment holder to resign. An NPC appointment holder will resign on a roll of 7 on 1d6. Regardless of the use of Influence, an unmodified roll of 1 always results in a failed application.

16. The Pope expects to be able to consult his Papal Legates and Councillors at all times. Accordingly, only characters who are in Rome may apply for those Appointments. If the holder of such an Appointment goes on a Mission, he will be dismissed.

Civil Appointments

Beginner's Eloquence Instructor Unless on a Mission, must spend one week per month teaching. Failure to do so will result in immediate dismissal from the post. Each week spent teaching increases Eloquence by 0.25, not exceeding Eloquence 17. May be held in addition to one other civil or clerical appointment, but not a post at another school.

Elementary Eloquence Instructor Unless on a Mission, must spend one week per month teaching. Failure to do so will result in immediate dismissal from the post. Each week spent

teaching increases Eloquence by 0.25, not exceeding Eloquence 21. May be held in addition to one other civil or clerical appointment, but not a post at another school.

Papal Translator Must accompany the Summer Mission. Rolls for Humiliation, MID, Promotion, and Treasures as per an Adviser to the Delegation Leader. If the office-holder is a civilian, he does not get a Promotion roll. An MR or 1 or 2 results in an automatic MID. An MR of 6 results in his immediate dismissal from the post and he will be tried for **Gross Incompetence**.

Intermediate Eloquence Instructor Unless on a Mission, must spend one week per month teaching. Failure to do so will result in immediate dismissal from the post. Each week spent teaching increases Eloquence by 0.25, not exceeding Eloquence 23. May be held in addition to one other civil or clerical appointment, but not a post at another school.

Papal Commissioner for Archaeology May not be a member of the Swiss Guards.

Inquisitor This Councillor seeks out traitors. He may appoint up to 2 "Eyes and Ears" to assist him, paying them whatever he likes out of his own pocket. Being an Inquisitor's Eyes and Ears is not a 'proper' appointment, thus the Eyes and Ears' identities are kept secret. An Inquisitor may arrest no more than 1 person each month. He may trump up charges against up to 5 PCs in a year. In the event that he successfully prosecutes a Councillor, he may assume that Councillor's portfolio provided that he meets the requirements for the additional post. He may take half the value of any confiscated property.

Advanced Eloquence Instructor Unless on a Mission, must spend one week per month teaching. Failure to do so will result in immediate dismissal from the post. Each week spent teaching increases Eloquence by 0.25, not exceeding Eloquence 25. May be held in addition to one other civil or clerical appointment, but not a post at another school.

Oratory Instructor Unless on a Mission, must spend one week per month teaching. Failure to do so will result in immediate dismissal from the post. Each week spent teaching increases Oratory by 0.1, not exceeding Oratory 10. May be held in addition to one other civil or clerical appointment, but not a post at another school.

Administration Instructor Unless on a Mission, must spend one week per month teaching. Failure to do so will result in immediate dismissal from the post. Each week spent teaching increases Administration by 0.1, not exceeding Administration 10. May be held in addition to one other civil or clerical appointment, but not a post at another school.

Etiquette Instructor Unless on a Mission, must spend one week per month teaching. Failure to

do so will result in immediate dismissal from the post. Each week spent teaching increases Etiquette by 0.1, not exceeding Etiquette 10. May be held in addition to one other civil or clerical appointment, but not a post at another school.

Art Instructor Unless on a Mission, must spend one week per month teaching. Failure to do so will result in immediate dismissal from the post. Each week spent teaching increases Art by 0.1, not exceeding Art 10. May be held in addition to one other civil or clerical appointment, but not a post at another school.

Papal Mathematician May not be a member of the Swiss Guards.

Papal Legate for the Orient The Papal Legate must spend at least one month in the Orient each season or lose the post. He may be accompanied by his Court Companion during such visits, but the only actions which he may order are to attend mass or rest. A Papal Legate cannot be arrested unless in Rome. Once per season may choose to tax the masses extortionately for personal gain, in accordance with the [Embezzlement Table](#). If the appointment is gained in the last month of a season, the obligation to visit the region and the ability to raise excessive taxes do not come into force until the following season.

Papal Legate for the Occident The Papal Legate must spend at least one month in the Occident beyond Rome each season or lose the post. He may be accompanied by his Court Companion during such visits, but the only actions which he may order are to attend mass or rest. A Papal Legate cannot be arrested unless in Rome. Once per season may choose to tax the masses extortionately for personal gain, in accordance with the [Embezzlement Table](#). If the appointment is gained in the last month of a season, the obligation to visit the region and the ability to raise excessive taxes do not come into force until the following season.

Curator of the Papal Library Once each year may apply the Pope's vote (+/-2), in addition to his own vote, upon a submitted composition. This represents the character having summarised the composition for the benefit of the Pope. If he uses the Pope's vote and the overall vote goes against him, he is dismissed for embarrassing the Pope. May not be a member of the Swiss Guards.

Papal Legate for Rome Appoints the Captain and Lieutenant of the Papal Escorts. Acts as judge for trials for [Minor](#) and [Serious Crimes](#). Once per season may choose to tax the masses extortionately for personal gain, in accordance with the [Embezzlement Table](#). If the appointment is gained in the last month of a season, the ability to raise excessive taxes does not come into force until the following season.

Director of the Martial School of Eloquence Appoints the Eloquence Instructors.

Director of the Cicero School of Oratory Appoints the Oratory Instructor.

Director of the Tacitus School of Administration Appoints the Administration Instructor.

Director of the Horace School of Etiquette Appoints the Etiquette Instructor.

Director of the Pliny School of Art Appoints the Art Instructor.

Director of the Collegio Romano Gets 2 votes on submitted compositions. Must have been a member of the Collegio Romano for more than 12 months prior to making the application. May not be a member of the Swiss Guards.

Keeper of the Papal Purse This Councillor decides whether a Foreign Expedition is sent each season. In accordance with the **Embezzlement Table**, He may embezzle public funds intended for the Summer Mission. If caught, whether he is tried for a Minor, Serious or Capital Crime will depend upon the amount he attempted to Embezzle and the judge will be the Secretarius Intimus. An NPC will convict on 7+ on 2d6. If found guilty of Embezzlement, he will be Humiliated unless the Pope commutes the sentence. If caught Embezzling but not found guilty, loses his Appointment. He may also manipulate state funds to benefit a particular Finance Investor, yielding a return as if one Coalition fewer had been sent on the Summer Mission. If he has made a Finance Investment that year, he may benefit his own Investment.

Councillor to the Pope This Councillor is provides general advice to the Pope upon matters of state.

Papal Cartographer May voluntarily accompany any Delegation on a Mission at any time during any season, even if only for one month. The Councillor for Concord will order the Papal Cartographer to accompany a Mission at the beginning of any season on a roll of 6 on 1d6 for the Autumn, Winter and Spring Missions or 4+ for the Summer Mission, each of which rolls may be influenced. Rolls for Humiliation, MID, Promotion, and Treasures as per the Assistant to the Secretary to the Pope. If the office-holder is a civilian, he does not get a promotion roll. An MR of 1 or 2 results in an automatic MID. An MR of 6 results in his immediate dismissal from the post, a loss of 1 SL and he will be tried for **Gross Incompetence**. If the Papal Cartographer does not accompany a Mission, he must spend 2 consecutive weeks during the season studying the latest travellers' and traders' reports. Failure to comply will result in his dismissal from the post.

Master of the Papal Chapel Once each year may attempt to impress the Pope with his proposal for a mass. On a 11+ on 2d6 he receives an I9 from the Pope and an additional +1 on the Appointment roll should he re-apply; on a roll of 12 he is also entitled to an Estate attempt; on a roll of 3- the Pope finds his proposal laughable and dismisses him from office, never to be re-appointed; on a roll of 2 he is also dismissed from the Collegio Romano. May not be a member of the Swiss Guards.

Councillor for Concord Determines Force Commitment each season in accordance with the [Force Commitment Table](#). Appoints Chief Researcher. May veto the volunteering of a particular Coalition.

Secretarius Intimus This Councillor acts as judge for [Capital Crimes](#). Appoints the School Directors, Inquisitor, Councillors to the Pope and Keeper of the Papal Purse.

Clerical Appointments

Secretary to Coalition Leader Accompanies his Coalition Leader on Missions, serving in the same Leadership structure. The applicant must be a member of one of the Factions which the Coalition Leader is responsible for.

Adviser to Faction Leader Serves as Adviser to Faction Leader. An incumbent with a high OA will effectively increase the Faction Leader's own OA.

Secretary to Assistant Delegation Leader Accompanies the Delegation Leader on Missions.

Secretary to Giulio de' Medici May toady to Giulio de' Medici once each month for free. May take one friend or his Court Companion along when so toadying.

Adviser to Coalition Leader Serves as Adviser to Coalition Leader, else with his own Faction if his Faction, but not the Coalition, is on campaign. Gets additional SP for Coalition status when serving with the Coalition Leader. An incumbent with a high OA will effectively increase the Coalition Leader's own OA. The applicant must be a member of one of the Factions which the Coalition Leader is responsible for.

Secretary to Delegation Leader Accompanies the Delegation Leader on Missions.

Adviser to Assistant Delegation Leader Serves as Adviser to Assistant Delegation Leader on the Mission. An incumbent with a high OA will effectively increase the Assistant Delegation

Leader's own OA.

Assistant to the Secretary to the Pope Accompanies the Secretary to the Pope on Missions, serving in the same Leadership structure.

Adviser to Delegation Leader Serves as Adviser to Delegation Leader on the Mission. An incumbent with a high OA will effectively increase the Delegation Leader's own OA.

Coalition Leader Appoints Adviser to Coalition Leader. Leads his Coalition on Missions. May volunteer his Coalition for a Mission. An Archbishop seeking this Appointment may apply to command any Coalition, not just the one which includes his former Faction.

Delegation Bursar At the start of the Summer Mission he may decide whether, and by how much, to try to **Embezzle**. If he does so the Mission has its MR modified as shown in the **Embezzlement Table** due to lack of supplies. If caught, whether he is tried for a **Minor, Serious or Capital Crime** will depend upon the amount he attempted to Embezzle. He may also nominate a particular Textiles Supplier for the Summer Mission, yielding returns for the investor as if an extra Coalition had been sent. An NPC Delegation Bursar may be influenced to nominate a Textiles Supplier on a 7+ on 1d6.

Assistant Delegation Leader Appoints Adviser to Assistant Delegation Leader and Secretary to Assistant Delegation Leader.

Chief Researcher Appoints Coalition Leaders and may veto the volunteering of particular Chapters.

Chief Scholar Appoints Assistant Delegation Leader. May not award himself the post of Assistant Delegation Leader.

Delegation Leader Appoints Delegation Bursar, Adviser to Delegation Leader and Secretary to Delegation Leader. Leads the Mission.

Secretary to the Pope This is a unique rank, not an Appointment. Appoints Delegation Leader and the Chief Scholar. Decides the Leadership structure of each Mission the month prior to the departure of that Mission in accordance with the **Coalition Commitment Table**. May veto the volunteering of a particular Faction or rule upon any Faction substitution.

Swiss Guards' Appointments

Trooper of the Papal Escort Each month when in Rome on a 12 on 2d6 gets an I9 from the Pope; on a 2 gets dismissed from the Papal Escort and cannot rejoin.

Lieutenant of the Papal Escort Each month when in Rome on a 12 on 2d6 gets an I9 from the Pope; on an 11 gets an I8 from Giulio de' Medici and can toady to him once the following month for free; on a 2 gets dismissed from the Papal Escort and cannot rejoin. Gets a -1 modifier when applying to for the Appointment of Secretary to Giulio de' Medici.

Captain of the Papal Escort Appoints the Troopers of the Papal Escort. Each month when in Rome on an 11 or 12 on 2d6 gets an I9 from the Pope; on a 2 gets dismissed from the Papal Escort and cannot rejoin.

Civil Appointments

Minimum Requirements	Min SL	Skills	Appointment	# Posts	Who Appoints	SP	Inf	Die	Pay	Holder
-	4	Eloquence 15+	Beginner's Eloquence Instructor	1	Director of Martial School of Eloquence	3	-	5	10	NPC
-	5	Eloquence 17+	Elementary Eloquence Instructor	1	Director of Martial School of Eloquence	4	-	5	15	UB
Bishop/ Member of the Collegio Romano	5	OA 3+	Papal Translator	1	Delegation Leader	6	3	6	-	BG
-	6	Eloquence 19+	Intermediate Eloquence Instructor	1	Director of Martial School of Eloquence	5	-	5	20	NPC
Member of the Collegio Romano	6	-	Papal Commissioner for Archaeology	1	Director of the Collegio Romano	4	-	5	5	DF

Bishop/ Palazzo	6	-	Inquisitor	1	Secretarius Intimus	10	5	7	50	NPC
-	7	Eloquence 20+	Advanced Eloquence Instructor	1	Director of Martial School of Eloquence	5	-	6	25	NPC
-	7	OA 6+	Oratory Instructor	1	Director of Cicero School of Oratory	5	-	6	20	AdM
-	7	AA 6+	Administration Instructor	1	Director of Tacitus School of Administration	5	-	6	20	DF
-	7	EA 6+	Etiquette Instructor	1	Director of Horace School of Etiquette	5	-	6	20	NPC
-	7	ArtA 6+	Art Instructor	1	Director of Pliny School of Art	5	-	6	20	NPC
Member of the Collegio Romano	8	-	Papal Mathematician	1	Director of the Collegio Romano	8	-	6	10	LM
Patriarch/ Palazzo	8	-	Papal Legate for the Orient	1	Pope	6	3	6	10	NPC
Patriarch/ Palazzo	8	-	Papal Legate for the Occident	1	Pope	6	3	6	10	NPC
Member of the Collegio Romano	10	-	Curator of the Papal Library	1	Pope	6	7	7	20	NPC
Patriarch/Fine Palazzo	10	-	Papal Legate for Rome	1	Pope	14	5	6	10	NPC
Bishop/ Palazzo	10	Eloquence 21+	Director of Martial School of Eloquence	1	Secretarius Intimus	12	7	7	50	NPC

Bishop/ Palazzo	10	OA 9+	Director of Cicero School of Oratory	1	Secretarius Intimus	12	7	7	50	NPC
Bishop/ Palazzo	10	AA 9+	Director of Tacitus School of Administration	1	Secretarius Intimus	12	7	7	50	NPC
Bishop/ Palazzo	10	EA 9+	Director of Horace School of Etiquette	1	Secretarius Intimus	12	7	7	50	NPC
Bishop/ Palazzo	10	ArtA 9+	Director of Pliny School of Art	1	Secretarius Intimus	12	7	7	50	NPC
Medal Holder/ Palazzo	10	-	Director of the Collegio Romano	1	Pope	12	8	6	50	NPC
Archbishop/ Fine Palazzo	10	-	Keeper of the Papal Purse	1	Secretarius Intimus	14	7, 8	7	50	NPC
	10	-	Councillor to the Pope	4	Secretarius Intimus	10	7	7	50	NPC
Patriarch/ Member of the Collegio Romano	12	OA 3+	Papal Cartographer	1	Councillor for Concord	14	5	7	30	NPC
Member of the Collegio Romano	12	-	Master of the Papal Chapel	1	Pope	12	-	7	20	NPC
Patriarch/ Small Villa	12	-	Councillor for Concord	1	Pope	18	8, 9	8	100	NPC
Cardinal/ Large Villa	12	-	Secretarius Intimus	1	Pope	20	9, 9	9	150	NPC

If there is more than one Minimum Requirement stated for an Appointment, the Applicant need satisfy only one of those criteria. OA modifiers: OA 1 (-1); OA 2-5 (0); OA 6-7 (+1); OA 8+ (+2). Modifier of +1 if applicant currently holds the position. A purchased House cannot satisfy an Estate requirement.

Clerical Appointments

Rank	Min SL	Skills	Appointment	# Posts	Who Appoints	SP	Inf	Die	Pay
Subdeacon	2	-	Secretary to Coalition Leader	1 per Coalition	Coalition Leader	3	1	7	-
Deacon	3	OA	Adviser to Faction Leader	1 per Faction	Bishop	3	1	5	-
	4	-	Secretary to Assistant Delegation Leader	1	Assistant Delegation Leader	4	2	7	-
	9	-	Secretary to Giulio de' Medici	1	Giulio de' Medici	9	8	7	-
Priest	3	OA	Adviser to Coalition Leader	1 per Coalition	Coalition Leader	4	1	6	-
	6	-	Secretary to Delegation Leader	1	Delegation Leader	6	3	7	-
Canon	4	OA	Adviser to Assistant Delegation Leader	1	Assistant Delegation Leader	6	2	6	-
	8	-	Assistant to the Secretary to the Pope	1	Secretary to the Pope	10	4	7	-
Bishop	5	OA	Adviser to Delegation Leader	1	Delegation Leader	8	3	7	-
Archbishop	6	-	Coalition Leader	1 per Coalition	Chief Researcher	6	3	5	-
	6	-	Delegation Bursar	1	Delegation Leader	8	4	7	7
Patriarch	8	OA	Assistant Delegation Leader	1	Chief Scholar	10	4	6	-
	10	-	Chief Researcher	1	Councillor for Concord	16	6	6	25
	8	-	Chief Scholar	1	Secretary to the Pope	14	5	7	50

Cardinal	9	-	Delegation Leader	1	Secretary to the Pope	14	5	7	50
<p><i>OA modifiers: OA 1 (-1); OA 2-5 (0); OA 6-7 (+1); OA 8+ (+2). Modifier of +1 if applicant currently holds the position.</i></p>									

Swiss Guards' Appointments

Rank	Min SL	Appointment	# Posts	Who Appoints	SP	Inf	Die	Pay
Private	8	Trooper of the Papal Escort	2	Captain of the Papal Escort	3	-	6	-
Lieutenant	9	Lieutenant of the Papal Escort	1	Papal Legate for Rome	5	-	6	-
Captain	9	Captain of the Papal Escort	1	Papal Legate for Rome	9	-	6	-
<p><i>Modifier of +1 if applicant currently holds the position.</i></p>								

Appointments Calendar

Month	Type	Appointment
January	Civil	Papal Legate for the Orient , Papal Legate for the Occident , Papal Legate for Rome , Secretarius Intimus
February	Civil	Councillor for Concord , Oratory , Administration , Etiquette and Art Instructors
March	Civil	Papal Translator , Papal Cartographer
	Clerical	Chief Researcher , Chief Scholar
April	Civil	Councillor to the Pope
May	Clerical	Secretary to Delegation Leader , Secretary to Assistant Delegation Leader , Secretary to Coalition Leader
June	Civil	Papal Commissioner for Archaeology , Papal Mathematician , Curator of the Papal Library , Master of the Papal Chapel
July	Civil	Keeper of the Papal Purse , Inquisitor
	Swiss Guards	Captain of the Papal Escort , Lieutenant of the Papal Escort
August	Clerical	Secretary to Giulio de' Medici , Assistant to the Secretary to the Pope
	Swiss Guards	Trooper of the Papal Escort

September	Clerical	<u>Delegation Leader</u> , <u>Assistant Delegation Leader</u> , <u>Coalition Leader</u> , <u>Delegation Bursar</u>
October	Civil	<u>Director of the Collegio Romano</u> , <u>Eloquence Instructors</u>
November	Civil	<u>School Directors</u>
December	Clerical	<u>Adviser to Delegation Leader</u> , <u>Adviser to Assistant Delegation Leader</u> , <u>Adviser to Coalition Leader</u> , <u>Adviser to Faction Leader</u>