

Five-Point Fudge for The Three Musketeers Genre

This file contains Skill Groups, Skill Descriptions, Gifts, and Faults necessary to make characters to play in a setting similar to Alexander Dumas' *The Three Musketeers*. Where Skill Descriptions are missing, simply use those from *Five-Point Fudge* itself.

There are only seven Skill Groups in this genre, given the lack of supernatural abilities.

GURPS Swashbucklers is recommended background reading for running the game.

Packages

Two character creation “packages” are available, though the GM may opt to add more or to disregard these. Due to the cinematic nature of the genre, each package allows *extra levels* in certain skill groups. For example, the *Musketeer Package* grants two extra levels in the *Musketeer* skill group. This simply means that after a player has spent his points, he may then look at his skills in the *Musketeer* skill group and raise two of them one level each, or – if the GM is willing – raise one of them two levels. No skill may start higher than Superb, however.

Although a package contains Gifts and Faults, the character may still take two free Gifts beyond those listed in the package, and is **required** to take two additional Faults beyond those listed in the package.

Musketeer Package: the character automatically has the Gifts:

Patron: Captain of the Musketeers
Status: Gentleman (one level)

In addition, the character automatically has the Faults:

Duty to the King
Code of Honor: Gentleman's
Loyal to Your Companions (“All for one and one for all!”).

The character gets two free levels in the *Musketeer* skills group, as described above.

(Note that the Gift *Status* can be bought again, if desired, but that is not included in the package. Buying a second level of status means the character is of the nobility, such as Athos was in Dumas' novel.)

Femme Fatale Package: the character automatically has the Gifts:

Patron: Powerful Person
Attractive

In addition, the character automatically has the Faults:

Secret (Patron)
Duty to your Patron
Ambitious

The character gets one free level in the *Covert/Urban* skill group, **and** one free level in the *Social/Manipulative* skill group.

Athletic/Manual Dexterity Skills

Acrobatics/Tumbling
Aerial Acrobatics
Balance
Boating *
Climbing *
Equestrian Acrobatics
Juggling
Jumping
Knot-tying
Move Quietly *
Riding *
Running
Sleight of Hand
Swimming
Team Acrobatics
Throwing
Whittling
Various Sports

Covert/Urban Skills

Barroom Savvy *
Brawling
Climbing *

Five-Point Fudge for The Three Musketeers Genre

Detect Lies
Detect Traps
Disarm Traps
Disguise
Find Hidden
Forgery
Holdout
Infiltrate
Knife
Knife Throwing
Lip reading
Move Quietly *
Pick Locks
Pick Pockets
Poisons
Shady Contacts
Streetwise
Tailing
Urban Survival
Ventriloquism

Knowledge Skills

Arcane Lore
Area Knowledge *
Astrology
Botany
Demolitions
Evaluate Goods
First aid
Geography
Heraldry/Court Rituals
Herb Lore *
History
Language (each is a separate skill)
Legal Process
Legends/Stories
Literacy *
Literature/Poetry
Medicine
Politics/International
Theology/Myths/Rituals
Veterinarian
Weather Sense
Zoology
Other fields of knowledge

Musketeer

Area Knowledge: Paris *
Barroom Savvy *
Buckler
Cloak
Fast-draw
Fencing: Rapier
Fencing: Saber/Cutlass
Literacy *
Musket
Pike
Pistol
Read Opponent
Riding *
Savoir-Faire *
Tactics

Professional Skills

Animal Handling
Animal Training
Architecture
Artist (each medium separate)
Bookkeeping
Bureaucracy
Carpentry
Cooking
Counseling/Priest
Courtesan
Dancing
Engineer
Falconry
Farming
Gambling
Inn Keeping
Jeweler
Leatherwork
Masonry
Merchant
Musician (each instrument separate)
Performing
Pottery
Seamanship
Shiphandling
Shopkeeping
Smithy
Tailor
Teaching

Five-Point Fudge for The Three Musketeers Genre

Teamster
Theater
Weaving
Many others possible...

Scouting/Outdoor Skills

Boating *
Camouflage
Camping
Fishing
Herb Lore *
Hide Traces
Hunting
Map Sketching
Mimic Animal Noises
Move Quietly *
Navigation
Observation
Survival
Tracking
Trail Blazing
Woods Lore

Social/Manipulative Skills

Barroom Savvy *
Barter/Haggle
Bluff
Camaraderie
Con
Etiquette
Fast-talk
Flatter
Flirt/Vamp
Interrogate
Intimidate
Lie/Pretense
Oratory
Parley/Negotiate
Persuade
Repartee
Salesmanship
Savoir-Faire *
Storytelling

Skill Descriptions

This section contains an alphabetical list of skills not already detailed in *Five-Point Fudge*

itself. If a skill is listed in different skill groups than in *Five-Point Fudge*, that is also noted here.

Architecture: knowledge of buildings and what to expect in one. (Professional)

Area Knowledge: Paris, France, Europe are the most common. (Knowledge, Musketeer)

Barroom Savvy: (Covert, Musketeer, Social)

Brawling: (Covert)

Buckler: small shield, often used with a rapier. (Musketeer)

Bureaucracy: how it works, how you might get around it... (Professional)

Cloak: using a cloak to block or bind a sword, or to hinder an opponent's movement or sight. (Musketeer)

Demolitions: knowledge of explosives: quantity and preparation of powder, length of fuse, etc. (Knowledge)

Fast-draw: (Musketeer)

Fencing: Rapier: impaling as well as slashing maneuvers. (Musketeer)

Fencing: Saber/Cutlass: primarily a slashing weapon – does more damage than a rapier when slashing, but at a disadvantage in reach and poor for impaling attacks. (Musketeer)

Holdout: the ability to conceal a weapon. Opposed by Perception. (Covert)

Knife Throwing: (Covert)

Knife: (Covert)

Languages: French is free. Other common languages are English, Spanish, German, Italian, Latin (still spoken by scholars at this time), Arabic, Turkish, Dutch, etc. [No Defaults for most; scattered words for Latin, Italian, Spanish & English] (Knowledge)

Literacy: very common among Gentlemen. (Knowledge, Musketeer)

Literature/Poetry: the ability to write prose or poetry and knowledge of published material. (Knowledge)

Musket: at this time, this is a matchlock single-shot musket. (Musketeer)

Pike: using a long, hand-held spear-like weapon, primarily against mounted attack. (Musketeer)

Pistol: wheel lock single-shot pistol. (Musketeer)

Five-Point Fudge for The Three Musketeers Genre

Read Opponent: (Musketeer)
Riding: (Athletic, Musketeer)
Savoir-Faire: (Social, Musketeer)
Tactics: (Musketeer)

Gifts

The following Gifts are not available in this genre: *Divine Favor*, *Familiar*, *Magic Resistance*, *Magical Power*, *Magical Talent*. Except for *Shapeshifter*, the *Innate Magic* Gifts are actually in keeping with the genre and the GM may allow them if desired.

The following Gifts are either new to this genre or have some relevant note.

Contacts: contacts may be secret, quite in keeping with the cloak-and-dagger nature of the genre.

Immune to Feminine Lures: must be coupled with the fault, *Immune to Feminine Charms*. A man with this Gift is immune to the otherwise forceful *Flirt/Vamp* skill.

Slummer: one who habituates low-life parts of the city. The GM may **require** this Gift for Musketeers to learn *Brawling*, *Pick Locks*, *Knife Throwing*, *Streetwise*, and other skills most gentlemen wouldn't be familiar with.

Patron: the *Captain of the Musketeers* is M. de Treville, a friend of the King who *might* be able to bail you out of trouble if you run afoul of the law. For the Femme Fatale *Powerful Person*, see the Fault *Secret*.

Faults

The following Faults are not available in this genre: *Magic Susceptibility* and *Phobia of Magic*. There were no *Primitives* in the Musketeers, though the GM may allow a primitive PC in another role.

The following Faults are either new to this genre or have some relevant note.

Ambitious: you'll do *anything* to get ahead.

Braggart: you know you're the best ... and you let everyone else know it, too.

Compulsive Conspirator: you just can't resist joining a secret plot. This was Aramis' weakness in Dumas' novels.

Compulsive Flirt: Frenchmen consider this a Gift in a woman.

Duty: duty for a Musketeer includes scheduled guard duty at the King's palace. Duty to a Femme Fatale's patron usually means a spying mission, though may include being the cause of scandal.

Code of Honor: Gentlemen at this time must avenge any insult to themselves or a lady by dueling, must never break their word, and may not use a superior weapon against an honorable opponent.

Gigolo: Porthos earned his fancy clothes this way.

Immune to Feminine Charms: how sad, Athos! Still, it let him take the Gift *Immune to Feminine Lures*, which was useful when there was a Femme Fatale around. You can bet his companions weren't on their guard against her beauty...

Intolerant: very common in the 17th century. Most people were intolerant of other religions (Protestants versus Catholics, let alone non-Christian religions!) and nationalities (especially near neighbors).

Secret: a Femme Fatale's *Patron* is kept secret from all other players. Before the game or campaign begins, the player and GM should decide who the patron is. The GM may assign one or may let the player choose. Suggested secret patrons include **King Louis XIII** (in which case she's working with the Musketeers, though they may be paranoid and think she's not), **Cardinal Richelieu** (in which case she's working with the Musketeers to be sure that France wins, but against them to make the Cardinal look good and the King foolish when the dust has settled), or **a foreign power** (in which case she's working against the Musketeers but won't strike until the timing is critical. England and Spain are prime choices).

Showoff: you just gotta do it the hard way to make appreciative onlookers say, "Ooooh!"

Very Religious: fairly common in the 17th century. A Catholic might pray for 10 min *every* dawn, noon, and sunset, for example.

Five-Point Fudge for The Three Musketeers Genre

Sample Characters

Jean-Paul, a Musketeer

Uses the Musketeer Package

Attributes

Reasoning: Fair
Perception: Good
Willpower: Fair
Strength: Good
Agility: Great
Health: Good

Gifts

Patron: Captain of the Musketeers
Status: Gentleman
[Foregoes two Gifts for two Attribute levels]

Faults

Gentleman's Code of Honor
Duty to King
Loyal to Companions
Quixotic
Reckless Bravery
Truthfulness *

Skill Groups:

Musketeer: 2 pts
Athletic: 2 pts
Scouting: 1 pt (narrow)

Skills:

—— Musketeer: 2 pts ——

Fencing, Rapier: Great
Fast-Draw: Good
Read Opponent: Good
Pistol: Fair
Area Knowledge, Paris: Fair
Literacy: Mediocre
Musket: Mediocre

—— Athletic: 2 pts ——

Acrobatics: Good
Balance: Good
Aerial Acrobatics: Fair
Climbing: Fair
Riding: Fair
Team Acrobatics: Fair

—— Scouting: 1 pt ——

Move Quietly: Good
Observation: Mediocre

Celeste, a Femme Fatale

Uses the Femme Fatale Package

Attributes

Reasoning: Good
Perception: Great
Willpower: Good
Strength: Mediocre
Agility: Fair
Health: Fair

Gifts

Patron: Powerful Person
Attractive
Beautiful Speaking Voice
[Foregoes one Gift for an Attribute level]

Faults

Duty to Patron
Ambitious
Secret Patron
Phobia of Mice
Compulsive Flirt

Skill Groups:

Social: 2 pts
Covert: 2 pts
Knowledge: 1 pt

Skills:

—— Social: 2 pts ——

Lie/Pretense: Great
Flirt: Good
Con: Fair
Etiquette: Fair
Fast-talk: Fair
Persuade: Fair

—— Covert: 2 pts ——

Pick Locks: Good
Move Quietly: Good
Find Hidden: Fair
Forgery: Fair
Holdout: Fair
Knife Throwing: Fair
Poisons: Mediocre

—— Knowledge: 1 pt ——

Political Conditions: Fair
Foreign Language, English: Fair
Literacy: Fair
Geography: Mediocre