

## En Garde! Gentleman's Carde

Name: \_\_\_\_\_ Player: \_\_\_\_\_

Strength (3d): \_\_\_\_\_ Social Level: \_\_\_\_\_ Birth Class: \_\_\_\_\_ Regiment: \_\_\_\_\_  
Expertise (3d): \_\_\_\_\_ Status (Need SL): \_\_\_\_\_ Sibling Rank: \_\_\_\_\_ Rank: \_\_\_\_\_  
Constitution (3d): \_\_\_\_\_ Favors: \_\_\_\_\_ Father's Position: \_\_\_\_\_  
Endurance (C x S): \_\_\_\_\_ Mistress: \_\_\_\_\_ Allowance: \_\_\_\_\_  
Military Ability (1d): \_\_\_\_\_ Cash: \_\_\_\_\_ Club: \_\_\_\_\_  
Personal Outcome Table Modifiers: Death \_\_\_\_ Mention \_\_\_\_ Promotion \_\_\_\_ Crowns \_\_\_\_

A character must pay Crowns equal to twice Social Level each month for *Support*. A *Status Point* may be gained by *Conspicuous Consumption*, spending three times Social Level that month. *Mistresses* require three times her Social Level per month for *Support*. Characters need next SL times 3 Status Points in a single month to advance to that Social Level.

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### DUELING TABLE A

Actions		Routines		Toady Table	
X	Rest/Guard/Recover	Rest	-X-	Difference	Status Points
L	Lunge	Lunge	-X-L-X-	in Social Level	Awarded
S	Slash	Slash	-(X)-X-S-	0-3	+1
C	Cut	Furious Slash	-X-S-X-C-X-X-X-	4-6	0
K	Kick	Furious Lunge	-L-X-X-C-X-X-X-	7-8	-1
JB	Jump Back	Kick	-CL-K-X-X-X-	9-10	-2
CL	Close	Jump Back	-JB-X-	11+	-3
R	Riposte	Throw	-JB-X-T-	Carousing costs <i>Social Level</i>	
T	Throw	Parry	-P-(R)-	Crowns and gives one Status	
P	Parry	Block	-B-	Point. Characters taken as	
B	Block	Close	-CL-	guests to a club receive Status	
Sur	Surrender	Optional Block	-OB1-OB2-	equal to the club's rank minus the	
OP 1	Optional Parry 1	Optional Parry	-OP1-OP2	highest club the character could	
OP 2	Optional Parry 2	Optional Surrender	-Sur-	join. The lower level character	
OB 1	Optional Block 1	<i>Add one rest per routine if Endurance is less than half normal.</i>			
OB 2	Optional Block 2	<i>Add one rest per routine if Expertise is 3 or 4 less than opponent, two rests if 5 or 6 less, and three rests if 7 or more less.</i>			

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