

Raise/Lower when a king is drawn, apply total to status at end of session.

Challenge Difficulties

Moderate Risk	4
Serious Risk	7
Imperial Risk	10
Risk of Exposed Identities	Party Status

Dramatis Personae

- Emperor Napoleon III
- Empress Eugenie (has 1 son)
- Eugene Rouher - "the "vice emperor," totalitarian
- Adolph Thiers - leader of the Opposition
- Victor Hugo - author and republican, social justice
- Victor Noir - a journalist and moderate, murdered by a member of the Buonaparte family.
- Leon Gambetta - a statesman and republican

Risks and Complications

- The character will be hurt by the outcome.
- The character will be in a bad position (on the ground, over a railing, down the hill, dangling by a rope, etc.)
- The character will be publicly humiliated.
- Another character will suffer (ex: Porthos bribes them past the emperor's guards, but he's unsuccessful, and they recognize D'artagnan's public identity as one of their cadets!)
- The Queen Anne will be damaged or run out of fuel
- The character will be lost and lose their bearings
- The character will be detained (arrested, imprisoned)
- The character will run out of a resource (money, ammunition, street cred, a lady's patience)
- The character's ally will suffer
- A new threat will present itself (ex: Athos is infiltrating a wealthy assemblyman's house to purloin some documents, in disguise, but he fails his disguise draw. On the way to the assemblyman's house, a pair of ruffians mistakes him for a wealthy merchant and tries to mug him!)
- The character's weakness is brought into play.

♦ Porthos

Real Name/ID:

Ally: Weakness:

- Pilots Queen Anne
- Spends Money

Skills and Notes:

♠ **Athos**

Real Name/ID:

Ally: Weakness:

- Navigates Queen Anne
- Authority and Diplomacy

Skills and Notes:

♥ **Aramis**

Real Name/ID:

Ally: Weakness:

- Queen Anne Engineer
- Science and Knowledge

Skills and Notes:

♣ D'artagnan

Real Name/ID:

Ally: Weakness:

- Queen Anne Engineer
- Science and Knowledge

Skills and Notes:



MUSKETGEARS
GM CAMPAIGN FOLIO

♣♥♦♠

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Static Challenges:

Opposed Challenges (Combat, etc.):

- 1. Draw 1 card, plus extras for skills, abilities, skills, or traits.
- 2. GM draws 1 card, plus extras for skills, abilities, skills, or traits.

Their highest card is the difficulty for the challenge (opponents ignore face cards).

Success: all of your cards equal or beat the difficulty.
Partial Success: some of your cards are the same or higher, some are lower. You succeed at a cost. If you are in combat, both you and your opponent are injured.
Failure: none of your cards equals or beats the difficulty. In combat, you are injured and cannot fight.

- **Page:** Add a complication involving your Ally. (optional, found in European decks)
- **Jack:** Jack of Diamonds: Succeed with extreme pounce. Other Jacks: Succeed with that player's help.
- **Queen:** Add a mechanical complication to the story.
- **Kings:** The emperor hears about your actions! often to the Queen Anne.
- **Acce:** Add a social complication to the story.
- **Jokers:** Resolves as a *Partial Success*.

The Queen Anne

Reputation:

Notable Events:

Other Notes

[illegible]