

Renaissance

Deluxe

Sample

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Credits

DEDICATION

To all the people who have designed and played D100 games over the years.

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Renaissance Deluxe owes a lot to Newt Newport's *OpenQuest*, and the Boats, Ships and Airships rules owe a lot to Paul Mitchener's rules for that system.

RENAISSANCE ON THE WEB

Cakebread & Walton have a website at <http://www.clockworkandchivalry.co.uk> and a Facebook page. Check them out for the latest news, downloads, etc.



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System Reference Document: A system reference document for the *Renaissance* game engine is available for download at <http://www.clockworkandchivalry.co.uk>

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Introduction

Renaissance Deluxe is a set of role-playing rules for the age of sail and piracy; of black powder weaponry and religious wars; of discovery, colonisation, and the rise of merchant capitalism. This book provides all the rules necessary to play *Renaissance* role-playing games, such as *Clockwork & Cthulhu*, and *Dark Streets*, both of which are published by Cakebread & Walton. It also provides material for those wishing to develop their own settings and adventures using this book. Developing your own setting is immensely rewarding, and it means you can tailor your game to precisely what you and your gaming group want to play, although it is more time consuming than running commercially available sourcebooks.

These rules can be used for pure historical role-playing, but also contain the resources for you to design your own black-powder era game worlds, whether they be alternate histories, mythological fantasies, "generic" fantasies with elves, dwarves and orcs, or whatever mix you come up with.

The *Renaissance* rules were first developed for the *Clockwork & Chivalry* game world - if you want a ready-made alternate historical world of clockwork and magical warfare, look out for the *Clockwork & Chivalry Core Rulebook 2nd Edition* and the accompanying ready-to-run *Kingdom & Commonwealth* campaign books.

What is a Role-playing Game?

Role-playing games are "Let's pretend" for grown-ups. Players take on the roles of characters in an imaginary world and play out adventures. To avoid the old children's arguments of "I shot you!", "No you didn't, I'm wearing bullet-proof armour!" there are rules, and dice are rolled to see whether (for instance) the shot hit, and whether the armour provided any protection. In overall charge of the game is the Games Master, who presents a story to the other players, adjudicates the rules, and keeps the game moving. You don't need to dress up and run around, everything can be done around a table with a bunch of dice, some paper and a few pencils.

A role-playing game can last as little as two or three hours, but many games involve long plots that carry on from week to week like a TV series, the characters gaining experience and new skills, defeating old villains, meeting new ones and generally acting like heroes. If you've only ever played

computer role-playing, you'll find this a whole new experience - you can say exactly what you want to say, attempt to do whatever you want to do, and the Games Master can tell you what happens - unrestrained by the limits of a computer game's programming. You're limited only by your imagination - and I don't know about you, but my imagination has the best special effects ever!

WHAT WILL I NEED TO PLAY?

So, what else will you need apart from this book, a bunch of friends and some imagination?

A SET OF POLYHEDRAL DICE

These are obtained from either online suppliers or your local game store. As well as the familiar six-sided dice that come with most board games, you will need dice with four, eight, ten, twelve and twenty sides. Dice are referred to as D_x in the rules, where x is the number of sides of the dice. For example, D_{10} refers to a ten sided die.

The most commonly used dice are D_{100} , not actually a hundred sided die but two D_{10} s (usually of different colours) that are rolled together. Before the dice are thrown, it is decided which will be tens and which will be units. E.g., if you have a green D_{10} and a red D_{10} , you might decide that the red one is the tens die. If you roll 7 on the red die, and 4 on the green die, you would read this as 74. If you get 00, this counts as 100, not zero.

Sometimes the rules will tell you to roll $2D_6$, or $1D_8+4$, or something similar. $2D_6$ means roll 2 six-sided dice and add the results of the dice together. $1D_8+4$ means roll 1 eight-sided die and add 4 to the result.

PAPER

You'll need paper for taking notes and drawing maps or other explanatory pictures and diagrams. Each player will also need a character sheet - either photocopied from the back of this book, or downloaded from www.cakebreadandwalton.com.

MINIATURES?

Some people use miniature figures (or buttons, bottle tops, small china penguins and the like) to help keep track of where characters are, particularly in combat. Some Games Masters create elaborate battle maps for their fight scenes.

Other players totally ignore such game aids and everything goes on in the imaginations of the players. It's entirely up to you what suits you best!

Introduction to the Early Modern Period

Much of the inspiration for the feel of the *Renaissance* rules comes from the era that is (very loosely) referred to by historians as the Early Modern period. The period starts, approximately, at the end of the Middle Ages (circa 1500), and continues right up until the Age of Revolutions (circa 1800). At the beginning of the period Western Europe was still largely medieval in character. By the end of the period many of the scientific advances that paved the way for the Industrial Revolution had already been discovered.

The (approximate) dates above should not be seen as hard and fast limits for the use of these rules. The *Renaissance* rules can be used to run a game set before the development of guns and the printing press, and likewise, there is no reason they can't be used for a game set in the time of Napoleon, or even later.

The era is not uniform - some countries modernise more rapidly, whereas others change little throughout the period. In Europe there is a decline in feudalism and a tendency toward absolutist rule. Where there are parliaments, councils, or assemblies, they are not usually at all democratic, but rather are appointed by the elite or by the monarch. Many of these "proto-parliaments" are reformed or dispensed with, particularly if they overstep the mark and try to assume power beyond offering the reigning monarch friendly advice and unconditional support.

EARLIER EARLY MODERN

The era is a time of intellectual renaissance.

In the west, religion is generally still orthodox and Catholic, although various heresies have arisen. The Protestant Reformation is starting to take hold in some countries, causing a bitter rift with the Papacy.

Europe and the Middle East are plagued by warfare. The early heavy matchlock arquebus and handgonnes are not particularly effective against plate armour, and their effective range is limited, although they are widely used throughout the armies of Europe (Chinese and Indian armies also use black powder weapons). Over time the bow and crossbow fall largely out of use. Regiments consist of musketeers

fighting alongside pikemen (the Swiss pikes protecting the musketeers from the enemy cavalry). Due to black powder artillery, defences are built with thick, low, sloping walls, to absorb the cannon fire.

The printing press is a new phenomenon, but the new technology spreads quickly through the cities of Europe. This has vastly increased the availability, and reduced the price, of books. Literacy is still very limited, but amongst the educated elites new ideas (such as the cultural Renaissance and the religious Reformation) can be transmitted much more quickly.

This is the Age of Discovery. Europeans (at first the Portuguese and Spanish, closely followed by the English, French, and then the Dutch) look for alternative trade routes to the "Indies". They embark on journeys of exploration. The first circumnavigation of the globe occurs (1522). Direct contact is made with Africa, the Americas (the "New World"), Asia and Oceania, and an accurate map of the world begins to take shape. Vast colonies are founded in the Americas by the Portuguese and Spanish, and western diseases decimate the aboriginal peoples. The treasure ships returning from the New World are a tempting target for pirates. New trade goods, plants and animals become available in Europe.

LATER EARLY MODERN

Black powder weapons have improved, meaning that armour is largely abandoned as a means of defence. The age of the armoured knight's superiority over the unprotected peasantry is over. The pike is abandoned, most of the infantry are now armed with black powder weapons, and they deploy in new formations, aimed to maximise their firepower, mobility, or defensive capabilities against cavalry (line, column, or square). Cavalry still retains its military and social prestige, but is largely confined to scouting, skirmishing, and charging disordered infantry. Mounted infantry are used to combine the mobility of cavalry with the effectiveness of musket formations.

Literacy has improved through some of the general populations, and printing presses are even more widespread. Pamphleteers are able to produce cheap news sheets,

THE RENAISSANCE

The actual Renaissance was a cultural movement which developed in Florence, and quickly spread throughout Europe, changing the way people thought about art, science and literature. Harking back to the classical age (in particular, to pre-Christian Greece and Rome), this new, more humanist outlook, stressed the realistic treatment of subjects, including secular subjects, and a seeking out of more empirical methods (i.e., the seeking of a scientific method/scientific proof).

Introduction

GLOSSARY

This is a list of many of the technical terms used in the *Renaissance* rules.

Adventure: A single story in which the Adventurers have a part. Rather like a single episode of a TV series.

Adventurer: A character controlled by a player rather than the Games Master.

APs: Armour Points, the measure of the protection provided by armour. Represented by two numbers (e.g. 2/1), the first number representing protection against most weapons, the second against guns.

Attribute: Secondary attributes of your character, based on the character's Characteristics.

Campaign: A series of connected adventures involving the same Adventurers. Rather like an entire TV series.

CHA: Charisma (Characteristic), a measure of your character's attractiveness and leadership qualities.

Characteristic: A measure of your character's basic abilities: Strength, Constitution, Size, Intelligence, Power, Dexterity and Charisma.

Combat Action: An action taken in a combat round, which usually involves attacking another character.

Combat Round: A short period of about 5 seconds, during which a character in combat can perform a Combat Action, a Reaction and a Move Action.

CON: Constitution (Characteristic), a measure of your character's healthiness and ability to resist wounds, poisons, diseases and the like.

Critical Success: A roll of one tenth of a character's skill, which means that the task has been performed particularly well. A Critical Success during combat is called a Critical Hit and causes more damage than normal.

DEX: Dexterity (Characteristic), a measure of your character's agility, co-ordination and speed of action.

DM: Damage Modifier (Attribute), a die roll added to the damage caused by Close Combat weapons.

ENC: Encumbrance, an abstract measure of how difficult an item is to carry and lift.

Faction: The religious, political or social group that defines a character's beliefs and outlook on the world. Each character belongs to one Faction and may sympathize with additional Factions.

Fumble: A skill roll of 00, which means that the attempted task has been performed spectacularly badly.

Games Master: The player who comes up with ideas for adventures, runs the game, controls NPCs, adjudicates the rules, etc.

Hero Points: Points that are used to perform spectacular actions, save a character from death, and the like.

HPs: Hit Points (Attribute), the measure of how much damage a character can take before death.

INT: Intelligence (Characteristic), a measure of your character's ability to think, solve problems and learn.

Improvement Points: Points earned for taking part in adventures, which are spent to increase the skills and Characteristics of a character.

MAG: Magick (Attribute), a measure of the inherent magickal power of a practitioner of Witchcraft.

Major Insanity: An insanity that causes significant sanity problems on top of Sanity Point loss. There are two types: Serious Insanities, which are temporary, and Grave Insanities, which are permanent. (Optional rule).

Major Wound: A wound that does significant damage on top of Hit Point loss. There are two types: Serious Wounds, which are temporary, and Grave Wounds, which are permanent and can be fatal.

MAPs: Mental Armour Points, a measure of how much protection (if any) your Faction provides from Sanity Point loss.

MIL: Major Insanity Level (Attribute), a measure of how much mental damage a character can take before gaining a Major Insanity. (Optional rule).

Movement Action: An combat action that involves movement, such as walking, running, etc.

Movement Rate: (Attribute) The distance a character can move in a single combat round. For most characters, this is 15 metres.

MPs: Magick Points, a measure of how much magickal energy is stored in an Alchemist's Philosopher's Stone.

MWL: Major Wound Level (Attribute), a measure of how much damage a character can take before taking a Major Wound.

NPC: Non-Player Character, a character who is controlled by the Games Master rather than one of the players.

POW: Power (Characteristic), a measure of your character's strength of will.

Profession: A character's career before becoming an Adventurer, or current career if an NPC.

Reaction: An action in combat, usually reacting to another character's actions for the purposes of defence.

RPs: Righteousness Points, a measure of a character's strength of belief in his or her chosen Faction.

SIZE: Size (Characteristic), a measure of your character's height and bulk.

Skill: A focussed ability in a mental or physical discipline which can get better with practice. Common Skills are those every character possesses to some degree, Advanced Skills can only be used by those who have trained in them.

Social Class: The level of society into which a character was born and grew up.

SPs: Sanity Points (Attribute), the measure of how much mental damage a character can take before going insane. (Optional rule).

STR: Strength (Characteristic), a measure of your character's brawn and brute force.

keeping the general population abreast of the events of the day.

This is the Age of Colonisation. Much of the rest of the Americas are colonised, the British and French challenging the Iberian hegemony of the Spanish and Portuguese. By the end of the era, Britain, France, Spain and Portugal lose many of their possessions in the Americas, as wars of independence sweep the continent.

Towards the end of the period the invention of steam power revolutionises factory production. Of course, in your chosen setting this development might occur earlier, or involve weird and wonderful steampunk technology.

HISTORICAL GAMING

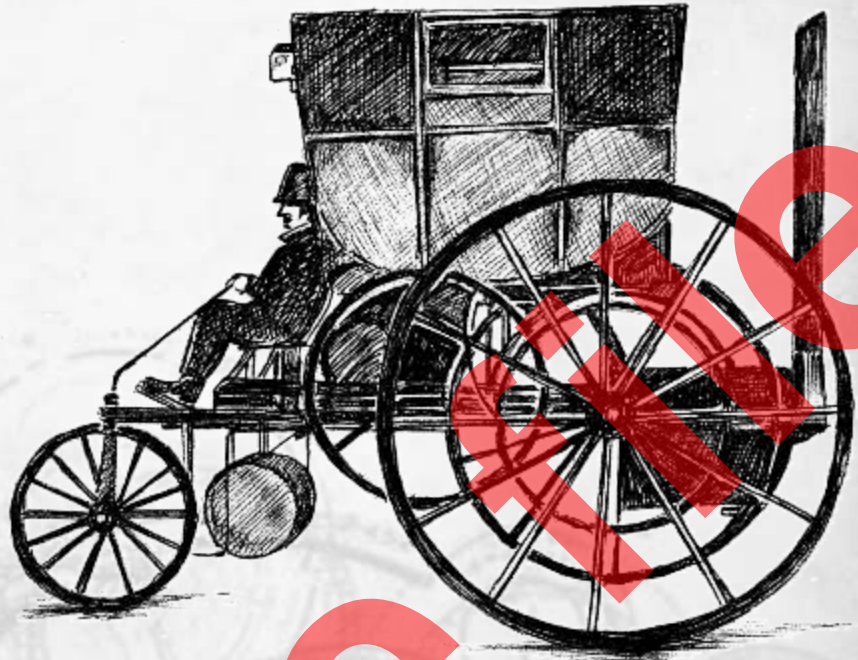
There are plenty of fun adventures to be had in running a purely historical game. In such a setting, magick will be dispensed with, though belief in the supernatural will still be almost universal, depending on the cultural mores of your setting location.

ALTERNATE HISTORY

You might want to run a game where history has taken a different course, or where magick exists. In the *Clockwork & Chivalry* setting there are supernatural creatures, alchemists and witches who wield powerful magick, and engineers who build clockwork war machines. The possibilities for warping history are endless - you might want to run a game set in the Tudor era, but with piskies and giants; or perhaps a Napoleonic style game, but with Elves and Dwarves, rather than the French and the Prussians. Or you may wish to create a world in which myth and weird technology clash, and griffin-mounted warriors take on the helicopters of Leonardo da Vinci in the skies over Venice.

FROM VIKINGS TO VICTORIANS

The *Renaissance* rules can also be adapted for settings that fall outside of the Early Modern era. Third party publishers are already doing precisely that, using the *Renaissance* rules for periods before and after the age of black powder, such as Viking, Victorian and Pulp settings. Some will take more



work than others (for instance, more modern or future settings will require new statistics for different guns), but the essential rules remain the same.

OTHER SETTINGS

You might not want to use the *Renaissance* rules to play an historical game at all, alternate or otherwise. It is perfectly possible to use the rules to develop a pure fantasy setting, albeit one with a Renaissance/Baroque flavour. Whichever world, or worlds, you journey to, these rules are designed to be fun, versatile, and easy to use.

OTHER D100 RULES

The *Renaissance* rules are part of a family of games which use similar D100 mechanics, and can all trace their lineage back to the original *RuneQuest* rules, written by Steve Perrin and Greg Stafford in 1978. This makes it easy to mix and match rules, equipment, beasts, etc., from other rules sets to create just the game you like. *Age of Shadow*, *Basic Role-Playing*, *Call of Cthulhu*, *Legend*, *OpenQuest* and *RuneQuest* are all set in different eras and suit different styles of play, but all can be plundered for material for your *Renaissance* games (or vice versa).

The *Renaissance* rules are released under an Open Gaming License which means that if you want to publish your own games using these rules, you're free to do so, as long as you stick by the terms of the OGL. Everything in this book, apart from the artwork and graphics, is free to use. It's your game