

KARL LARSSON

# REPUBLIC

INTRIGUE  
AND  
POLITICS  
FOR  
GUMSHOE





# REPUBLIC

**Design:** Karl Larsson

**Cover design:** Paul Czege

**Cover art:** L'Eminence Grise by Jean-Léon Gérôme

**Pillar symbol:** Freepik.com

**Special thanks to:** Ben Dutter, Scott Robinson, Ole Peder Giæver and Oli Jeffery

I'd love to hear what you think of the game and what else you'd like to see from Mutant Chiron games. Send me an E-mail at [MutantChironGames@Gmail.com](mailto:MutantChironGames@Gmail.com) or follow me on G+

This work is based on the GUMSHOE SRD (found at <http://www.pelgranepress.com/?p=12466>), a product of Pelgrane Press, developed, written, and edited by Robin D. Laws with additional material by Kenneth Hite, and licensed for our use under the Creative Commons Attribution 3.0 Unported license (<http://creativecommons.org/licenses/by/3.0/>)





True power comes not from wielding a sword, but by controlling an army. The world of politics can be as ruthless and unforgiving as a battlefield. Politics is part of many roleplaying games, but usually as an afterthought, not the focus of the game. When it is, it is usually as a resource game; attention shifts from the player character to whatever they are controlling.

GUMSHOE was designed to solve similar problems with investigation games. A frequent problem when conducting investigation scenarios is that they tend to grind to a halt if the player characters fail to find the necessary clues. Similarly, a player failing a political roll see their carefully prepared plans fall apart in an instant.

REPUBLIC tries to adapt the GUMSHOE framework to politics. Like the original does with investigations, it too puts the spotlight on the player characters and how they go about wielding their political clout in order to achieve their goals. The characters are already fantastic at what they do, they will accomplish many things. It is how they go about doing that, their methods, that is interesting.

Instead of regular GUMSHOE's Investigation abilities, used in scenes to get clues, REPUBLIC has Political abilities used in scenes for political power and influence. This is not a game about resources and pushing pawns on a chess table, but interaction, intrigue, and political drama.





# CONTENT

Beyond this introduction, REPUBLIC is divided into four parts. First are the rules of the game. Then follows character creation and description of various character abilities. The third chapter is how to make a good, dramatic story about politics. The last chapter is about how to build an interesting setting for your game, and how to make that the stage for your campaign.

# INSPIRATION

Recent years have been good to those that like political drama, both on the screen and in real life. REPUBLIC tries to remain relevant to many types of political drama, from the realistic ones like *The West Wing*, to more intrigue oriented like *House of Cards* or *The Borgias*, to action-packed like *Rome* or *Battlestar Galactica*.

Depending on the type of game you want to run, you might want to ignore some of the material in REPUBLIC. There would be less use of abilities such as Combat and Health in games dominated by non-violent methods. You should adapt REPUBLIC to your style of play.





# RULES

A character is divided into two types of abilities: Political abilities and General abilities. The first are used for political power plays, the other for when they are trying to do something outside the scope of politics.

Both types of stats are pools of points that are spent during a session, and regained at the start of the next.

## POLITICAL ABILITIES

The character's allocation of points in Political abilities show what they are amazing at, the source of their political power. It is by these means they will be successful. An important point about Political abilities is that they must always be used within a scene. They are not resources that create abstract effects, but rather tools for the character in the course of dramatic scenes.

When a player character tries to accomplish something political, it must be in accordance with their Political abilities . For instance, a character with 0 points in **Orate**, would simply fail when trying to persuade others with their oration. If a character has **Orate**, it is up to the GM to decide if what they are attempting to do should succeed automatically, or if it is significant enough to demand that the player spend a point from their pool. Beyond that, some level of success is always guaranteed, as long as the character has the ability.

Political abilities are divided into three types: Interpersonal, Resources and Strategic.





## GENERAL ABILITIES

Not everything a character does falls within the realm of pure politics, for all those other things a character has General abilities. Using a General ability is tied to a character trying to perform some sort of action. The GM sets a difficulty between 2 and 8. Between 3 and 4 is average, 5 and above is hard.

The player has the option of spending points from a pool relevant for the attempted action. Success is determined by rolling a d6 and adding the spent pool points. Rolling equal or above the difficulty makes the roll a success.

## COMBAT

Combat is resolved as a free-for-all, where all participants get to attack once each turn, starting with the instigator. Attacks are made with a D6, and the attacker has the option of spending points from their Combat pool. A roll of 3+ is a hit against most opponents, but opponents with Athletics at 8+ require a roll of 4+ to hit.

## HEALTH

The Health General ability monitors the condition of a character. Damage is subtracted from the Health pool. Punching or kicking does D6 damage. Hand weapons, like a knife or club, does D6+1. Firearms does D6+2. Larger weapons are outside the scope of this game.

All attacks that causes a character's health to go deeper into the negatives, might cause it to pass out. Roll a D6, the difficulty is the amount of negative health; additional points from the Health pool can be spent. A character at -12 Health dies.





# PRESSURED

All characters have political Weaknesses that their rivals can exploit. These are brought up narratively during play, and requires the player character's attention. There are three types of Weaknesses, all tied to a type of Political abilities: Political liabilities are tied to Strategic abilities. Personal flaws are tied to Resource abilities. Problematic relationships are tied to Interpersonal abilities.

If a character fails to properly evade the danger, they become Pressured, and the type of Political abilities tied to the Weakness becomes unusable for the rest of the story.

## **Example:**

*A character has the political Weakness, Illegitimate son/daughter. It is a Problematic relationship, tied to the character's Interpersonal Political abilities. During a story, a journalist tries to expose the relationship. The player fails to prevent it, the scandal erupts, and the character can't use Interpersonal Political abilities for the rest of the story.*





# CHARACTER

Before character creation begins, everyone should have a basic understanding of the world and environment the game takes place in. Ideas and suggestions about how creating a game world can be found in the last chapter. After that has been established, all the players should work together when creating their character.

Begin by talking about what sort of political faction the group of characters are part of or lead. Their motivations might be different, but they should have the same overarching goals and agendas. If a player character develops different goals than the group, it might be a good idea to make that character into an NPC, and have the player make a new.

## BACKGROUND

All characters should have a name and the amount of background suitable for your playing style. After that there are two steps: placing ability points and Weaknesses.

## ABILITIES

There are two methods for allocating your character's ability points.

### METHOD 1

Decide on a concept for your character, a few words that define it. Then allocate 8 points amongst the Political abilities and 40 points amongst the General abilities. The character should have at least one point in each of the three categories of Political abilities: Interpersonal, Resources and Strategic.







No General ability can go above 12 points, and Political abilities should rarely be above 3 points. Usually it is a good idea with several low rated ones than one rated highly.

## **METHOD 2**

Pick one entry from the list of personalities and one from the list of power sources. Together they form your character's concept. All points are given by these two choices.

## **WEAKNESSES**

A character has three Weaknesses that can be exploited by their political enemies. Each one is tied to a category of Political abilities.

Political liabilities are tied to Strategic abilities. Personal flaws are tied to Resource abilities. Problematic relationships are tied to Interpersonal abilities.

Below are some examples for each category. What constitutes a Weakness is usually tied to what sort of setting the game takes place in, and must be defined accordingly.

### **Examples**

*Political liability: No principles, uncompromising, turncoat, failed officeholder, past mistakes, unpopular opinions*

*Personal flaw: Drug use, unsavory past, corrupt, anger issues, rude*

*Problematic relationship: Illegitimate son/daughter, secret lover, drunken brother, unfaithful spouse, wild teenage son/daughter*





# PERSONALITIES

## Altruistic

Rouse — 1  
Popular support — 2  
Bureaucracy — 1

Health — 4  
Athletics — 5  
Computers — 4  
Medicine — 6  
Remember — 6  
Repair — 5

## Analytic

Debate — 1  
Intel — 1  
Analyze — 2

Health — 4  
Computers — 6  
Medicine — 5  
Preparedness — 4  
Remember — 6  
Repair — 5

## Devious

Flatter — 2  
Favors — 1  
Policy making — 1

Health — 4  
Computers — 6  
Filch — 5  
Infiltration — 6  
Preparedness — 4  
Sense trouble — 5

## Duty bound

Orate — 1  
Allies — 2  
Organize — 1

Health — 6  
Athletics — 6  
Combat — 5  
Medicine — 4  
Repair — 5  
Vehicles — 4





### **Obsessive**

Persuade — 1  
Lobbyists — 1  
Risk assessment — 2

Health — 5  
Computers — 4  
Medicine — 4  
Preparedness — 6  
Remember — 6  
Sense trouble — 5

### **Pragmatic**

Debate — 1  
Favors — 1  
Allies — 1  
Policy making — 1

Health — 4  
Athletics — 5  
Combat — 5  
Filch — 4  
Preparedness — 6  
Vehicles — 6

### **Power hungry**

Conspire — 1  
Money — 2  
Law — 1

Health — 5  
Combat — 4  
Filch — 5  
Infiltration — 4  
Remember — 6  
Sense trouble — 6

### **Prideful**

Intimidate — 1  
Force — 1  
Long term planning — 2

Health — 5  
Athletics — 4  
Combat — 6  
Infiltration — 6  
Repair — 4  
Vehicles — 5





# POWER SOURCES

## **Agent**

Intimidate — 2  
Favors — 1  
Risk assessment — 1

Health — 6  
Sense trouble — 4

## **Coalition builder**

Persuade — 2  
Money — 1  
Analyze — 1

Health — 5  
Medicine — 5

## **Grey eminence**

Conspire — 2  
Lobbyists — 1  
Long term planning — 1

Health — 4  
Remember — 6

## **Information broker**

Flatter — 1  
Intel — 2  
Bureaucracy — 1

Health — 5  
Filch — 5

## **Lawmaker**

Debate — 1  
Allies — 1  
Law — 2

Health — 4  
Computers — 6

## **Officer**

Rouse — 1  
Force — 2  
Organize — 1

Health — 6  
Combat — 4

## **Public servant**

Rouse — 1  
Bureaucracy — 2  
Organize — 1

Health — 4  
Preparedness — 5

## **Public speaker**

Orate — 2  
Popular support — 1  
Policy making — 1

Health — 5  
Athletics — 5





# POLITICAL ABILITIES

No Political ability should be considered better than others. Each one should open up enough options for the players to maneuver through the story.

## INTERPERSONAL

A lot of politics is done face-to-face, and these abilities let you get what you want through personal charisma.

### CONSPIRE

- Get the cardinal to falsely accuse your rival of heresy
- Convince the bandit leader to murder someone
- Bribe the journalist to burn the incriminating photos she has of you

### DEBATE

- Make your rival look foolish on national TV, by ridiculing his opinions
- Argue in court for the acquittal of your client
- Convince the other clergy of your theological opinion

### FLATTER

- Convince the king he came up with the idea, and follow your advice
- Reassure the flustered journalist to continue her investigation of your rival
- Please the business tycoon, and make him invest in your election campaign





## **INTIMIDATE**

- Threaten a rival operative to tell you what your nemesis is planning
- Make the president change her plans, or else you will make her pay
- Convince the mob to leave you alone, or you'll destroy them

## **ORATE**

- Turn your fellow lawmakers with a speech on the senate floor
- Defend yourself against criminal charges with a passionate defence
- Make the people believe the vile charges against your rival

## **PERSUADE**

- Put together new national policy that satisfies all sides of the aisle
- Make the governing cabinet stick together, despite internal strife
- Bargain a new trade deal with a foreign power

## **ROUSE**

- Lead your rag-tag army into battle
- Strengthen the resolve of your staff at a critical moment
- Convince the population to take to the streets in protest





# RESOURCES

Votes counts, resources decide. Everything isn't about ideals in politics, it is also about what power you can put behind your words.

## ALLIES

- Get everyone into the chamber for the important vote
- Have your business contacts buy all the stocks to crash the market
- Get some extra troops for the final battle

## FAVORS

- Have the the legislation buried by the chairperson in committee
- Get access to a meeting you weren't invited to
- Make the inquisitor drop all charges

## FORCE

- Break into your rival's house with a mob and trash the place
- Silence someone by threatening to have your goons beat them up
- Have your bodyguards surveil those that are persecuting you

## INTEL

- Reveal to your opponent that you know what they are planning
- Shore up your defences at the right places
- Make sure you knock on the right doors when asking for donations





## **LOBBYISTS**

- Swamp your opponent's office with requests and demands
- Receive a carefully prepared briefing document on the current situation
- Organize a meeting of all the important players

## **MONEY**

- Bribe the voters to elect you
- Pay the newspaper owner to fire the bothersome journalist
- Broadcast constant advertisements smearing your opponent

## **POPULAR SUPPORT**

- Convince the people to vote for you
- Threaten the court with the will of the people
- Make the audience of your speech burn down your rival's villa







# STRATEGIC

Knowledge is power. To operate in a political landscape, you must know the terrain. Strategic abilities lets you make plans, assess, and act in a calculated manner.

## ANALYZE

- Determining the right amount of money to solve the problem
- Figure out what part of the economy is most likely to fail
- Develop a scientific method for detecting fraud against the state

## BUREAUCRACY

- Make the department of agriculture subsidise farming in your state
- Get support for your pet project in the department of finance
- Cause endless delays in your opponent's development project

## LAW

- Find flaws in the proposed law that makes it unconstitutional
- Find a loophole in the law, which allows you to get away with murder
- Argue your case in front of the high judge

## LONG TERM PLANNING

- Terrify your opponent by showing you have planned for any eventuality
- Have the resources freed up when you need them
- Have contingency plans so you are not vulnerable to betrayals





## **ORGANIZE**

- Have your team spring into action like a well-oiled machine
- Get your forces perfectly situated for the coup attempt
- Mobilize an effective grassroots movement to support you

## **POLICY MAKING**

- Draft a law which enables you to remain in power
- Create legislator that appeases your benefactors
- Find the revenue needed to support your programs without new taxes

## **RISK ASSESSMENT**

- Find the best way to exploit your enemy's weakness
- Discover who on your team is most likely to fail
- Pick team members that reduces your faction's vulnerabilities





# GENERAL ABILITIES

Unlike Political abilities, General abilities are always used to increase your chances when rolling the die. As with Political abilities, they have all a wide range of applications; when rolling a the dice, there should always be a pool you could spend points from. Tough you may not necessarily have points in that pool.

## HEALTH

An indication of a character's health.

## ATHLETICS

- Running, jumping, swimming and so on
- Feats of strength, flexibility and endurance
- A rating og 8+ = 4+ to-hit

## COMBAT

- All types of firearm attacks
- Attacking with a hand weapon
- Punching, kicking and other unarmed attacks

## COMPUTERS

- Breaking into a computer and other types of hacking
- Finding information online or on a computer
- Covering your online tracks





## **FILCH**

- Planting objects on unsuspecting subjects
- Stealing from someone without them noticing
- Hiding something so it isn't found in a search

## **INFILTRATION**

- Shadowing someone without them seeing you
- Breaking in and neutralizing security systems
- Move silently, without being heard or seen

## **MEDICINE**

- Administering first aid
- Diagnosing a patient's disease
- Use poison to murder or hurt someone

## **PREPAREDNESS**

Instead of keeping detailed inventory, a character has Preparedness. If there is a question of what they carry on them, roll Preparedness. The more unlikely, the higher the difficulty.

## **REMEMBER**

An ability that allows the player to on the spot create information their character knows. The more unlikely it is true, the higher the difficulty.





## **REPAIR**

- Repairing a broken vehicle
- Breaking an important part of the machine, to create an “accident”
- Getting your smartphone working again

## **SENSE TROUBLE**

- Noticing the ambush before they attack
- Realizing that your informant is lying
- Detecting the rat in your organization

## **VEHICLES**

- Getting your car back under control
- Chasing after your assassin on a motorbike
- Hitting someone with your car





# STORY

A good political story has a clear objective the characters can work towards — and the possibility for unpredictable curveballs along the way. That effort is divided into dramatic scenes. No ability spend should be done outside the context of a scene, rather they should be used when the PCs are planning amongst themselves or meeting with friendly or hostile NPCs.

## THE GOAL

Politics is not about power, but wanting. At the core of a political story is the goal the player characters are working towards. As a faction, they have desires and ambitions, and half of the stories should be about fulfilling those. The other half should be about fighting those that either have opposing goals, or want to harm the faction of the player characters.

All spending of ability points is done within a scene, a story therefore becomes a string of scenes, which gradually leads to the player characters reaching their goal. As with other GUMSHOE games, the way Political abilities work, the player characters are assured success in most of what they do, the question is how they get there and what that entails.





# SCENE TYPES

A story should be comprised of scenes both initiated by the players and the Game Master.

## PLANNING

Most stories should start with a planning scene, allowing the players to make plans and pick a direction for the story. If a story stalls, a planning scene can quickly get it back on track. A planning scene usually only includes the player characters, and possibly friendly NPCs.

## SOCIAL

The player characters can rarely do everything on their own, and must act with allies and acquaintances. The purpose of these scenes is to interact with NPCs so the characters can advance their agenda.

## INVESTIGATION

Knowledge is power. By learning about their opponents, or developing their understanding of the current issues, the players can find new ways for the story to unfold. An investigation scene might have NPCs, but it is all about learning new things.

## ACTION

Depending on the type of campaign, a story might have none of these scenes. The PCs are up against hostility, possibly a determined antagonist, and must get through the situation unscathed. These scenes usually have more use of General abilities than Political abilities.





## **ANTAGONIST REACTION**

The PCs don't operate in a vacuum, someone opposes their agenda, and must be defeated — politically. Unlike the action scenes, these scenes should offer plenty of opportunities for using Political abilities, as the PCs wrangle and struggle to find ways to ward off the enemy intrigue. A typical venue of attack are the PCs' Weaknesses.

## **RESOLUTION**

At the end of any story comes the resolution, the last few scenes where everything comes together. Have the PCs made the right choices? What are the consequences? Have they failed or succeeded? Was the victory total or Pyrrhic? The answer lies here.







## TOOLS

The strength of GUMSHOE is in how it pushes the story forward, by letting the methods be more important than simple success or failure. There are risks though, that the players feel that they do have no impact on the story. Below are five tools for making good political drama with GUMSHOE.

## IMPROVISATION

Like a good mysteries in roleplaying games, political stories are hard to do right. It is almost impossible to plan for everything, so it is best not to. Before the story begins, the GM and players have decided on a setting and who the lead characters are. Beyond that, the GM only needs to have a vague idea of where the story can go, what important NPCs that can get involved, as well as a few generic ideas for scenes. With an improvisational approach to the story, the GM can simply react to what the player characters do, and let their actions guide the story.

## TAILORING

The characters the players make send an important message: what they want the game to be about. If there is an officer with points in **Force**, there should be some opportunity where it would make perfect sense to use it. If one of the characters is an intriguing backstabber, give satisfaction to that expectation. If that gets tiresome, switch it up by providing the opposite. The officer is now faced by a movement of pacifists, and the backstabber is opposed by a popular hero that is honesty itself.





## LEVERAGE

In GUMSHOE terminology, to leverage a clue means you use a piece of information to find out more. In REPUBLIC it is a Political spend to get power or influence over something, which then enables you to get what you're really after. An example would be using **Money** to get the information you needed, and that would enable you to use **Analyze**, looking for some advantage. Or use **Favor** to get dirt on your opponent, which you used with **Debate** to tarnish them in a public hearing.

## RETCONING

The savvy of political players can be uncanny, and hard to duplicate in play. The trick is that neither players nor GM needs to know every detail about the current situation. When abilities such as **Risk assessment** or **Long term planning** are used, they signal the end of an effort, not the start. It is therefore appropriate for the players and GM to simply state new facts about the game world when they spend ability points. For instance, a spend of **Intel** could be used to create information, or a player could create an entire new NPC with **Allies**.

## CONSEQUENCES

What Political ability a character uses determines how they get their way, but it can also have unintended consequences. A particular harsh result of spends is that it may open the player characters up to attack. If they use **Force** to get their will, they might face violence in turn; and those bribed and bought with **Money** can be bought back by those that have more. A good technique is to consider the strengths of the opponent. If the player characters use the same method, they are in for a rough time.





# CAMPAIGN

Political drama is perfect for campaign play. It allows the players to pursue long term goals, and see their power and influence grow and wane. Trying to detail everything about the setting and its politics before play is folly. Instead make a little detail at the start, and let it build as you get good ideas.

## SET THE STAGE

One of the pitfalls of a political game is its reliance on NPC and setting. If there is no system for the PCs to act in, there is nothing to influence, intrigue and struggle over. On the other hand, too much background can also become stifling. The right amount is needed.

Your first decision is whether you want a historic setting or a fictional one.

## HISTORIC

The benefit of a real world setting is that the players might already know it fairly well. It is still a good idea to go through the steps described for fictional settings, as they help give the campaign some direction. After all, both the show with *Kevin Spacey* and *Martin Sheen* are set in American politics, but have very little in common beyond that.

## FICTIONAL

Follow these simple steps to create the basic concept for your game. Include your players if you want to make it a shared experience.





## 1. Concept

Decide on a basic concept of your setting. Usually it helps to see it in terms of human history. Is it a fantasy land like medieval Europe, or the Roman senate in space? Or something completely different.

## 2. Form of government

What sort of political system are the PCs part of? Democracy, Dictatorship, Meritocracy, perhaps something more exotic? Power is power, and some would argue that politics remains the same no matter the system. The list of abilities remains the same, but their content can shift. Depending on the level of violence for instance, **Force** may have very different uses.

## 3. Limitations and possibilities

As a continuation of the form of government, some options might be closed or opened. While illicit and illegal means are always available, different systems have different ways of limiting or ensuring power; like military might or elections.

Pick four aspects of the setting's government that is particularly important, or you can let the players decide one each.

### Examples

*Elections every four years, money talks, frequent bloodshed, bicameral congress, strong courts, ironclad constitution, military veto*

The answer to the three steps above create the basis of your setting, its political system, and your campaign.





# PLAYER FACTION

What sort of faction the PCs are part of, determines what sort of stories you can run. The biggest decision is whether they are part of a larger faction, or if they themselves are the pinnacle of their own. Below are some suggestions.

## Agents

The PCs are the operatives of some greater political power. They take their marching order from a person or central leadership, and acts in their interest. They may be diplomats, staff, or simple henchmen. The benefit of such an arrangement is that the GM can take greater part in deciding what the goals of the faction are, though the players might feel they are not masters of their characters' fate.

## Entourage

One of the PCs takes on the part of the faction leader, the other are subordinate to his or her authority. While the players may still be democratic in what goals to pursue, in the setting, one of them holds a loftier title. The benefit of this approach is that it lets the players decide the agenda, but creates a focus points for the faction's ambitions.

## Equals

All the PCs are influential people in their own right. They are bonded together by mutual interest, trying to increase the influence of the group, not just the individuals. The benefit of this style is that it is player-driven, without leaving anyone out.





## Vassals

Each of the PCs are powerful political players, banded together in common cause. In addition, there is an even stronger political entity above them. The desires of this figurehead might be vague or ambiguous, and the PCs aren't the only politicians operating in the shadow of the supreme ruler. The benefit of this style, is that it creates a court-like setting, where the players can decide what goals to pursue, while the GM might provide some incentives.

## FIRST STORY

For a first story, less is more. Keep the plot simple and to the core of the PCs agenda. Introduce a few NPCs that might stick around, friend and foe, but don't be afraid to conveniently forget those that don't interest your players.

While the first, immediate issue should be resolved, you should hint at something greater. A great possible victory or enemy, that might make the players feel interested in the campaign beyond the first story.

## PROGRESS

Progress in REPUBLIC is simply described in the narrative. The players can take pride in their characters success and victory is its own reward. While their ability points stay the same, the scope increases. A character might have more money, but what they need to spend is also greater.

There is no method for advancing a character, but after particularly significant victories a new Political ability point might be appropriate.

In addition, all points refresh between stories.





## **NPCS**

NPCs can be placed into two categories, political NPCs and other NPCs. The PCs main opponents will be political NPCs. Tracking their Political abilities is more bother than it's worth, but they act as if they had them. Consider simply giving each political NPC two of three Political abilities that are their specialty.

Other NPCs have either no abilities or a few General abilities. They are the henchmen, servants, bystanders and innocents the PCs encounter. Sometimes the encounters are friendly, or they might be after the PCs' blood.

Again, player input might be valuable. Having each player introduce one or two NPCs into the game, maybe a rival and an ally, gives you a good roster of characters to begin play with, and makes the players more interested in the story.





# EXAMPLE OF PLAY

**Nathan** is running a game of REPUBLIC with two of his friends. **Ben** plays Villon, a Duty bound Officer, while **Helen** plays Agnes, a Prideful Agent. Together they work to strengthen the power of the King, against internal and external threats. Their next meeting is with Père Joseph, advisor to the Cardinal. The Cardinal is supposed to serve the King, but is always trying to increase his own power. The players know Joseph has just returned from a trip to the north, and wants to gauge his plans.

**Ben:** I enter the room and make the customary bow. (Then **Ben** speaks in character) Your excellency, how was your travel? I've heard you have just returned from our realm's northern provinces.

**Nathan** (as Joseph): My travels have been both informative and beneficial, but I don't see how they are of relevance to the captain of the King's guard. That is still your function, is it not?

**Ben** (in character): As you well know, the north is under threat of attack by the Duke of Hamlish, what you might have seen is of great interest to us. The King's safety is my responsibility. I know that you have already told the Cardinal of what you saw, why not also inform the King?

**Nathan** (as Joseph): Very well. Let me then inform you, and then you can pass on the word.

**Helen** (to **Nathan**): I am going to spend a point of **Intel** to see if my sources have told me anything about what Joseph did while traveling.







**Nathan:** Your contacts have told you that Père Joseph was mostly interested in the industry of the region, but also ventured into Hamlish for unknown reasons.

**Helen (to Ben):** I knew it, there is treason afoot. Agnes has obviously told Villon this before the meeting. I'm going to insinuate we know something, and see what we can get from him. (In character) So tell us then what you saw and heard. I've been told that you spoke to many, and travelled — extensively.

**Nathan (as Joseph):** I saw there was disorder in the region. Its industry and defences were suffering. It might be better suited for new management.

**Ben (in character):** Are you speaking treason? The land belongs to the King, it will be defended.

**Nathan (as Joseph):** Nothing so dramatic. The Cardinal's cousin, Franceur, is an able administrator, he will make the province great again. And properly defended. You should tell that to the King.

**Helen (in character):** So, that's what this is about. More power to the Cardinal's people. (To **Nathan**) Agnes has foreseen that Franceur might be brought into this. I want to use **Long term planning** to have made sure that Agnes has placed people loyal to her close to Franceur. What have they told her about him?

**Nathan (to Helen):** That he is an incompetent drunkard who can't do anything without the help of his friends, the Cardinal or Père Joseph.





(As Joseph) Franceur is a pious man of quality, loyal to both God and King. The realm would benefit from his increased influence.

**Nathan** has decided that **Long term planning** is the speciality of Père Joseph. Agnes' use of the ability will have unplanned consequences, as Joseph has his own plans in motion. **Nathan** makes a note of this for later use.

**Ben** (in character): Very well, we will pass your suggestions to the King. He will decide if your advice is beneficial to his Kingdom, and not just the Cardinal.

**Nathan** (in character): The King should ask himself how he can be a better servant to God. The Cardinal's advice is always in the interest of that.

**Helen** (in character): I'm sure. Thank you for your time. (To **Nathan**) On my way out I'm going to see if there are any important documents I can swipe without Joseph noticing.

**Nathan** (to **Helen**): Sure. Give me a **Filch** roll. Difficulty is five.

**Helen**: OK. I'm spending 3 points. Great! I rolled a 3, 6 total.

**Nathan**: You manage to sneak two important looking letters from a table into your purse.

The meeting is over, and **Ben** and **Helen** discuss their options.





**Helen:** I almost think the Cardinal wants to teach the King a lesson by having the Duke of Hamlish invade the north.

**Ben:** Maybe, but the Cardinal is still the loyal opposition. He wants to control the King, not destroy him. I suggest we ignore the north, and take Joseph's advice to the King like we said, and let his Majesty decide. Then we can work to bring down Franceur.

**Helen:** Right, but far more importantly: Joseph. He is the Cardinal's most trusted advisor. If he falls, the Cardinal would be significantly weakened. I'll see what dirt I can dig up. Perhaps the letters I stole might help.



# REPULIC

## - Character sheet -

Player:

Character:

Concept:

### Allies

Interpersonal Rating Pool

Conspire

Debate

Flatter

Intimidate

Orate

Persuade

Rouse

Strategic Rating Pool

Analyze

Bureacracy

Law

L. term planning

Organize

Policy making

Risk assasment

Resources Rating Pool

Allies

Favors

Force

Intel

Lobbyists

Money

Popular support

General Rating Pool

Health

Athletics

Combat

Computers

Filch

Infiltration

Medicine

Preparedness

Remember

Repair

Sense Trouble

Vehicles

### Rivals

### Resources