

HONOR + INTRIGUE



A Swashbuckling RPG by Chris Rutkowski

**BASIC
ACTION
GAMES**



Credits

To my parents, who introduced me to Robin Hood. I've been a swashbuckling fan ever since.

And also to Errol, Tyrone, Mr. Fairbanks, and all the other swashbuckling stars who inspired this work. But above all, I thank Basil Rathbone, who crossed swords with Robin Hood and Zorro and made me believe they were heroes.

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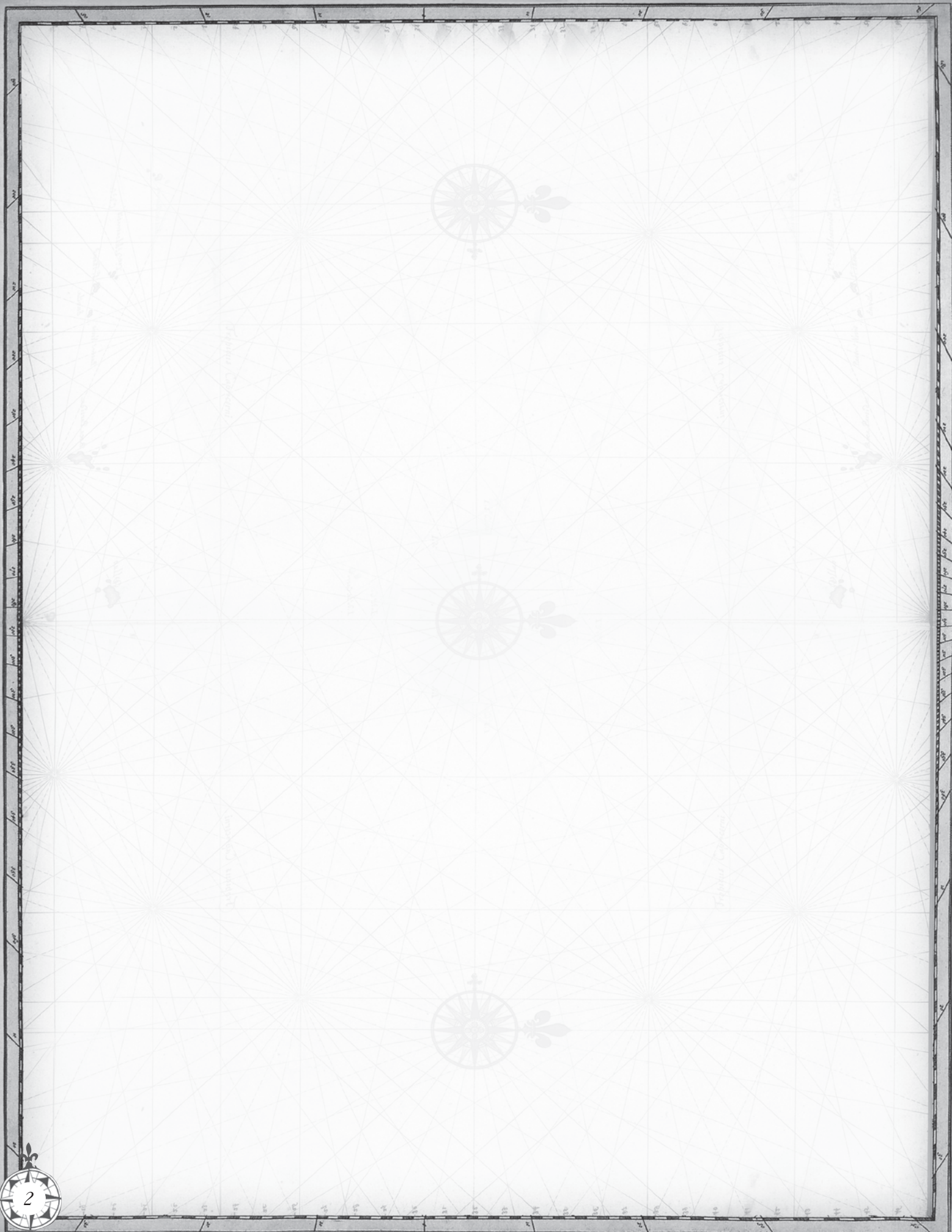


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INTRODUCTION



Honor + Intrigue (pronounced “Honor and Intrigue”) is a role-playing game where the players take on the roles of heroic musketeers, dashing highwaymen, and rakish pirates in swashbuckling adventures set against a 17th Century backdrop. Inspired as much by Hollywood as by history, *Honor + Intrigue* pays homage to the swashbucklers of the silver screen as well as great works such as those of Dumas and Sabatini. True to its inspiration, *Honor + Intrigue* plays fast and cinematic, leaving the focus on drama and unfolding action.

Most of the people playing the game will be “Players” portraying the heroes in a swashbuckling adventure story. Each of these heroes will be characters the players create themselves, heroes who are larger than life. One person will be the “Game Master” or “GM”, essentially the “Director” of this swashbuckling story, who also comes up with the plot and portrays all the other characters that interact with the heroes, from the humble barmaid to the dastardly villain. The “GM” is also in the role of a referee whenever a judgment call needs to be made in the story.

DRAW... YOUR... SWORD!

Journey back to a time when daring highwaymen ply the coach-roads, dashing musketeers protect the king, and buccancers cross swords on the high-seas.

In a dangerous and cruel world, there are men and women who laugh in the face of danger to fight injustice. They swing into action on chandeliers, and meet their foes with flashing steel and an insult on their lips. *Honor + Intrigue* lets you become such a swashbuckling hero.

But be on your guard, a quick sword is not enough. Among the tangled webs of intrigue, friends can become bitter rivals, enemies can become allies, and lovers can betray you to your death. Rival nobles who smile cordially at one another at court plot against one another in secret, and often, heroes are caught in the middle.



Simple game mechanics based on the *Barbarians of Lemuria (BoL)* System, adapted for the swashbuckling genre.



Simple character creation so you can dive right into action and swing from the chandelier! A back-story is created during the process, to give depth.



Fencing-rules that emphasizing maneuvers and pressing advantage over hack & slash. Repartee and Social Combat, so you can fight with flair!



9 Dueling Styles, each with its own secret techniques, and rules to create new styles of your very own.



The power of Fortune to overcome overwhelming odds and reward acts of derring do! Fortune favors the bold!



A Gazetteer containing a brief history of the swashbuckling world, as well as a number of secret societies and powerful groups that can be joined by the heroes, or their enemies...



A wealth of options to include: chase scenes, battlefield combat, nautical combat, and even the supernatural.

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