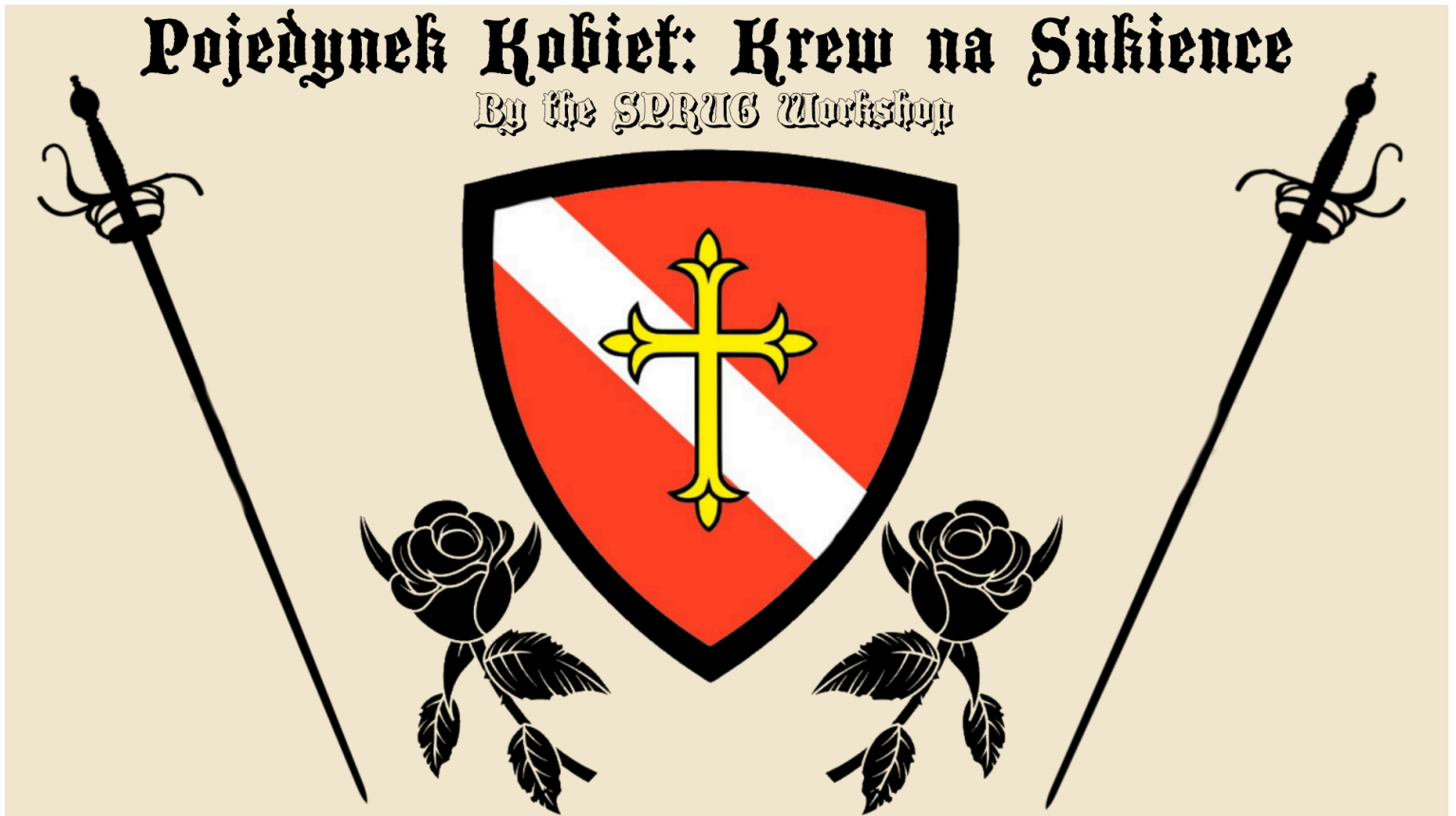


POJEDYNEK KOBIET: KREW NA SUKIENCE

THE WOMEN'S DUEL: BLOOD ON THE DRESS



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CHRONICLER OF THE IMPERIAL HOUSE OF HANSABURG
YEAR OF OUR LORD 3512

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PREFACE

Pojedynek Kobiet: Krew na Sukience (Po-ya-den-ek Co-bee-et: Crew Na Su-ken-say) is the "Redux" version of Pojedynek Kobiet, which was a Game Jam project I wrote a while ago.

Now, the original version was a combination of many factors, including time. Most notably it was a long-winded rant toward a certain game by a certain company with a ne'er do well headpiece. Over the years I have decided to "warm up" to the game, which is to say throw it on the bonfire and cook marshmallows due to that being its only redeeming factor.

The second part was the "Notepadening" of Song of Swords, which at the time of writing this, has . . . not really advanced at all from when I wrote the original. Less bad feelings and more desire to not talk about it. It's an odd duck of a game, one that has cemented itself as a bizarre touchpoint in the "/tg/ Game" sphere as "that failure with a kickstarter." The original PK was pretty much just me taking the basic concepts and going as far as I could with a particular type of fighting, notably fencing. However, I have drifted from SoS over time, less out of malice, and more out of simply not caring anymore.

Finally, the Game Jam itself was about . . . a month? Which PK was worked on between a major project, being one of the first "Weekend Warrior" projects. I believe I still streamed on Tuesdays and Thursdays during that time as well. Even before Notepad Anon became Notepad Anon_VT #Vtuber #ENVtuber #Hashtag. So, before I sold out gracefully.

So, I'm back! Mostly to fix and edit some aspects, but mostly to put a nail in this old game of mine. As they say, tally ho!



PLAYING THE GAME

Pojedynek Kobiet: Krew na Sukience (PK:KS) is played with a set of D6's, two to five players, an Imperial Auditor¹, spare time, and a love of afternoon tea in the garden (ignore the blood).

Whenever a Kobieta² attempts an action with a chance of failure or is in opposition to another Kobieta, they must perform a Check. The Kobieta rolls a number of D6's equal to their Attribute + Arts. The Kobieta attempts to score a success by rolling a 5 or 6 on the die. If a Kobieta rolls a 1 on any of their dice, then it is considered a Botch, lowering the number of successes by 1.

Often, only a single success is needed to pass a Check, but more complicated rolls may have the Imperial Auditor call for more successes called the Target Number (TN).

Target Number (TN)

- Standard - 1
- Complicated - 2
- Hard - 3
- Very Hard - 4
- Incredibly Hard - 5

If the Kobieta's number of Successes is equal to or greater than the TN, they succeed in the action and clear the situation. If they roll less than the TN, then they fail and suffer the consequences. Having less than zero successes (Botching more than Succeeding) is a Dramatic Failure, with things getting exponentially worse.

This covers the most basic fundamentals of play, certain systems will have different rules tied to them as explained below.



¹ Game Master, Dungeon Master, and Such

² Kobieta = Woman, Kobiet = Women.

IMPERIAL CHRONICLES VOLUME VII, SECTION XI

THE REIGN OF EMPEROR CHARLES XI, EMPEROR OF AUSTRAZA,
KING OF COSSAN, KING OF THE KARLLANDS, DUKE OF THE
CAMRON AND HERZOG, ETC.
“POJEDYNEK KOBIET”

"... While it is hotly debated about the nature of the Great War, it is at the behest of the Imperial Authority and Chronicler's Guild to give the full understanding of the conflict in a detailed, unbiased manner, hence forth, Section XI and XII of Volume VII of the Imperial Chronicles will not be under audit of Imperial Authorities until the date of 3521, thirty years after the war has been started, and by the grace of the Lord and Emperor, ended."

War is hell.

Prince Francis was shot and killed in 3490 by a rogue band of terrorists in the state of Seran in the Karllands. When his death was a tragedy, it did justify the Austrazan Imperial Authority to bring the region to heel. The "Seran State" had signed a secret agreement with the Ruskian Empire, bringing the Imperial Throne of Austraza and the "Empire" to the East to war. Calling upon the brave allies of Austraza, most notably our brothers to the north, the Saxorstein Empire, the Rusk had called upon their treacherous backroom alliances with the venerable, weak, and miserable states of Lyona and Albanian.

War in Europa had erupted and violence was the only recourse to the slights these nations had accumulated over the centuries.



Things didn't go as planned.

Bogged down in war, trenches were dug, terrible weapons of war employed, vast, pointless charges of an old style of warfare launched. The Great War quickly turned a vast countryside into graveyards for thousands and desolate wastelands. While the war proper is covered in Section XII, the situation at court will be covered here. The men who were not drafted are sent to work in the factories to produce the guns needed to win the war, while noble fathers, husbands, and sons are sent to the front to guide our soldiers to victory. The estates grow quiet and tumultuous as broken soldiers come home to tell of the horrors of the war.

Our beloved Emperor, Heaven Guide His Wisdom, needed a method to placate the distraught daughters, wives, and mothers from plaguing the channels and calling for an end to the war. Rescinding an old Imperial Law (Section XIII of Volume V), he instituted the right of noble born women to duel one another for honor and justice, with the goal of both entertainment and judicial regulation from the horrors of war.

The intention was simply a gift to the women led movements calling an end to the conflict, but after the now infamous duel of Princess Alexa and Countess Yvain (Lord Protect Her Soul), the concept of the *Pojedynek Kobiet*, Women's Duel in Cossan, gained traction. It was a battle for the hearts and minds of the nation as women of all the various estates began to train and ready themselves for legitimacy to be heard in the court.

This is a time for powerful women and changing social norms, a time that few of us men could have predicted. But war is hell, and we danced with the Devil for too long.



FROM LADY TO KOBETA

Every Kobieta in *Pojedynek Kobiet* is a noble woman (or at least in service to one), who has been given the right to duel for honor in the ancient art of combat. Society is still dominated by men in a chauvinistic display of force, being held together by old norms and a vast and impartial imperial law system. The *Pojedynek Kobiet* system is the method for the Emperor to control the "Emotional Feminine Instinct" from diluting the various channels in the time of war.

So, the Kobiet are caught between the turning point, being both the Old Feminine Socialites, dainty and needing protecting from chivalrous knights, while also being the New Kobeita, a powerful and daring individual able to shape the court to their liking at the tip of a blade, all authorized by that same government.

FORMALITIES

Each Kobieta has three Formalities to represent their soul and approach to situations: Bravado, Composure, and Wits. Each Kobieta starts with 1 in every Formality, then distributes 8 additional points among their Formalities. To a maximum of 6 at Kobieta Creation.

Bravado (BRV)

A force of personality and conversational grace that the Kobiet exemplifies to never back down and hold her head up high. Kobiet reflects this on the field as well, being both aggressive and forthright with her feelings.

Composure (COM)

The willpower to keep calm under stress and not give into childish goading and sly insults is a skill noble women must learn quickly. Kobiet on the field use this icy grace to keep their blade steady, and always pointed forward.

Wits (WIT)

Words have a dozen meanings and each language has a thousand phrases, a noble woman's goal is to understand and exploit the little weaknesses in both language and person. The Kobiet is able to see through her enemy, and strike the decisive blow.

ARTS

An Art is a skill that the noblewoman has developed over the years and has become proficient at, but each Art is a two-sided affair. An Art covers both interactions at Court, as well as the moments on the field, namely which weapon is being employed by the Kobieta.

At Kobieta Creation, each Kobieta has two Arts at Rank 1 or a single Art at Rank 2. The Kobieta will add their Art's Ranking to a Check if it becomes relevant.

Adapted

The Art of Adaptation is one of the youngest, and specific, Arts toward the Pojedynek Kobiet. Using "Common Womanly Practices" such as needlework, painting, or other "feminine" tasks, the Art focuses on flow and adaptable combat techniques while in the fight.

- *In Court* - Adapted Arts are common courtly behaviors and tasks such as needlework, arts, and other "feminine" duties. Allowing one skilled in them to excel at the, somewhat menial, tasks of court life.
- *In Duels* - Adapted Art focuses on close cuts and delicate maneuvers, adding their Rank to any Short Style, One-Handed Bladed Weapons.

Bewachen

The Kobiet is trained in the art of the watchman, whether it was for urbanite explorations or the honorable task of keeping tabs on their rivals. A Bewachen is an Art of seeing and punishing those who would step out of line, notably those who stand against the Kobiet.

- *In Court* - The Bewachen Arts are for the watchful and observant, slowly piecing together puzzles and problems that come to them. Whether these are investigations, interrogations, or simply snooping is anyone's guess.
- *In Duels* - The Bewachen need their quarry alive, and as such, the weighted gavel of justice is often employed to subdue their targets, rather than the precise blade. They add their Rank when using a Blunt-Only Weapon.

Esoteric

Esoteric Arts are from the strange and wonderful, consulting from old texts and historical documentation from probably irrefutable sources. These Arts are odd, mysterious, occultic, and other phrases that often tend to be associated with “weird.”

- In Court - Esoteric Arts are for the noble woman who dabbles in the mysterious, looking and wondering about things far outside traditional academia or anything resembling “Actual Science.”
- In Duels - Esoteric Arts are all about the tricks and styles afforded to them, using mysterious and often ill-thought-out strategies to defeat their opponent. They add their Rank when they attempt a Combat Trick.

Noblewoman

Refined, elegant, and adaptable, the tried and true Art of socialization and combat is one and the same. A sharp tongue and quicker hand make all things easy for the aspiring debutante and nobleman on the rise. These Arts are tested and understood, too well at points.

- In Court - Noblewoman Arts are focused entirely on conversation and dealing with other women. While dealing with people you hate is a sure fire way to grow annoyed with others, luckily, the Pojedynek Kobiet allows you to challenge them to a duel if they cross the line.
- In Duels - Noblewoman Arts are perhaps the most tested methods of dueling available. Meaning that the only advantage afforded to them is the biting words and insults that can bait opponents. They add their Rank to any Conversational Technique.



Opium

Opiates, notably Morphine is the quintessential medical phenomenon to numb the pain on the front. In the Court of the Austrazan Empire, Opium itself has seen . . . an increased use among the nobility. Smoking it numbs the pain and opens the mind, even if its addictive properties makes it dangerous to those around them.

- *In Court* - The Opium Art is for those who experience pain, trauma, and emotional injury. Numbing the outside world is something that comes second nature for those who have been burnt more than once, allowing them to simply ignore others around them, or appear far, far, away.
- *In Duels* - Opium numbs the pain in a few ways, in a duel, when bleeding profusely and the sense of death comes to mind, often the only thing keeping the Kobiet alive is their raw determination and ability to numb their own mind. The Kobiet may use her Rank to add to her Adrenaline Pool if she has suffered a Serious Injury.

Rachesucher

People are flawed, in the court of the Austrazan Monarchy, this is no different. Those who find themselves with nothing to lose find themselves on a particular path to right a supposed wrong, often in the most violent ways possible. Even if its imagined.

- *In Court* - The Rachesucher Art is based entirely around a chip on the shoulder, the Kobiet is a one-woman machine that is fully able and willing to enact violence upon those who displease her. Others may call her a bitch or a monster, while some secretly whisper that she's the only honest one.
- *In Duels* - The Rachesucher focuses on getting close and delivering a meaty blow straight to the face, their direct nature being their greatest asset. The Rachesucher may add their Rank when using their Fist or any other Unarmed attack.

Rural

The countryside is a land apart from the court, while pleasant castles and various estates are the norm, the rough nature of the earth is what the Kobiet knows. The Rural Art is an art of the earth, stable, strong, unwavering, and unnaturally tough.

- *In Court* - Rural Arts allow for the Kobiet to tap into her "rustic" knowledge and down-to-earth nature. While she may be popular among the lower classes, she is also incredibly fit.
- *In Duels* - Noblewoman Arts are perhaps the most tested methods of dueling available. Meaning that the only advantage afforded to them is the biting words and insults that can bait opponents. They add their Rank to any Conversational Technique.

Self-Taught

There is an art of teaching oneself the skill of fighting, be it dealing with court drama or knee deep in the muck of a duel. Self-Taught Arts are perhaps the most dangerous on the battlefields of court and war, as they are unique, but unpredictable.

- In Court - Self-Taught Arts are as independent as they are headstrong, allowing them to push and bite their way through matters that are outside the expertise of the aristocratic elite, getting “dirty” where other nobles would dither.
- In Duels - Self-Taught Arts, while not as refined or as dedicated as others, have the key advantage of “adaptability” being able to quickly shoot forward and change strategy when it comes to it. The Kobieta may use her Rank in bonus die to any Bout during a duel, once.

Soldatenmädchen

A phrase among the nobility referring to girls who are raised to be sons by sonless nobles, or being raised in a masculine home with many brothers. The Soldatenmädchen Art is dedicated to the ancient act of roughhousing and interacting with the male youth they were raised around.

- In Court - The Soldatenmädchen are tomboyish and can interact with men in a manner they understand, useful for getting what they want from those in a “Boys Club.”
- In Duels - Soldatenmädchen are drilled ceaselessly in the proper form and styles of combat, but their true strength lies in their more physical training, grabs, and throws. They are allowed to add their Rank to any Grappling Check.

Sword Dancer

There is beauty in the artistry of the blade, many of the cultures of the Austrazan Empire have a unique relationship with blades and their use in not-combat activities, even the Cossanites have an entire subculture of sword handling. The Sword Dancer is one such Art, learning, understanding, and most important, using them.

- In Court - Sword Dancers are by all means artists, while they may use blades in most facets of life, they also ply their trades in various other circles: singing, artwork, dancing, and writing. Anything that can be an art, will be art.
- In Duels - Sacred weapons require sacred arts, the Sword Dancer is nothing but sacred, using a weapon in both hands, the Sword Dancer Art is about demonstrating the magical effect of two blades entering one person. The Kobiet may add their Rank to any attack using their weapons, as long as they are in the Mixed Style with one in both hands.

Teacher

Learning is a difficult task, learning the art of the blade is an even more complicated one. The Teacher Art is a dedicated style of understanding of teaching others in the most efficient, brutal, and effective ways possible. If there are bruises, they are a learning experience.

- In Court - The Teacher Art is all about informing others and being a learned member of the court, while not as talkative as others, the Teacher is more than willing to share information they know, and even more willing to learn new skills.
- In Duels - The Teacher Art is a direct one, the need to inform others is a tried and true method, one that requires time, effort, and patience. The Teacher Art adds their Rank when using a Waster Sword or during a training duel.

Wallflower

The quiet ones are often the most dangerous, but they never factor in that the quiet ones are targeted by the louder. The Wallflower Art is dedicated to those unfortunate girls, who often find themselves outmatched and outnumbered.

- In Court - Wallflowers are dedicated to being unseen and unheard, their quiet disposition allows them to be in places they shouldn't be and remain undetected by those willing. The unseen are often the most knowledgeable.
- In Duels - The Wallflower Art keeps their blade steady and straight, always ready to snap to the defense rather than go entirely on the offense. The Kobiet adds their Wallflower Rank to their Passive Defense.

Ward

Many come to the court of the Austrazan Emperor, some out of need, some out of desire, others out of obligation. The Ward is a mixture of all three, being a foreigner, the Ward Art is all about understanding foreign cultures and their weapons.

- In Court - The Ward Art is tied to a particular culture group of some kind, allowing them to interact with them as if they were one of their own, as well as being part of their parent culture. They will speak the language and understand their perspective.
- In Duels - The Ward Art is simple, the Kobiet has mastered as foreign technique of battle, taking one of the various cultures she has internalized, she is able to add her Rank when using her transplant's cultures weapons.

ETHNIC TIES

A person is not only defined by their station, but also their homeland and people. The Austrazan Imperial Authority has dozens if not hundreds of minor ethnicities that make up its population, with each one being unique in its own way. However, in the upper strata of society, only a handful of these ethnic groups find purchase.

Each is taught that they are special and unique, a fact that is burned into the minds of the impressionable youth from a young age. There are "others" who aren't as impressive or important, there are "your people" who are more important and deserve special attention. This constant struggle of who-gets-what is a fact of life inside the estates of Austrazan society.

At Kobieta Creation, a Kobieta must choose their ethnicity, allowing them to gain a small bonus to Formalities, as well as an Art related to their Ethnicity.

Austrazan

Raised in the multi-cultural society of Austraza forces the noblewomen of proper birth to understand the nature of the world around them, and their place in it. Austrazans are mentally tough and thought to be "difficult" to deal with by others.

- Composed and Efficient - +1 Composure
- In Court - Austrazans are close knit and hostile to others outside their immediate social circles, often trying to become the leaders of their various local hierarchies. They gain a bonus die when dealing with Non-Austrazans.
- In Duels - Austrazans are dedicated to efficient and deadly strikes, relying on the traditional Austrazan Sabre over any exotic weapon. They may add their Rank when using the weapon.



Saxor

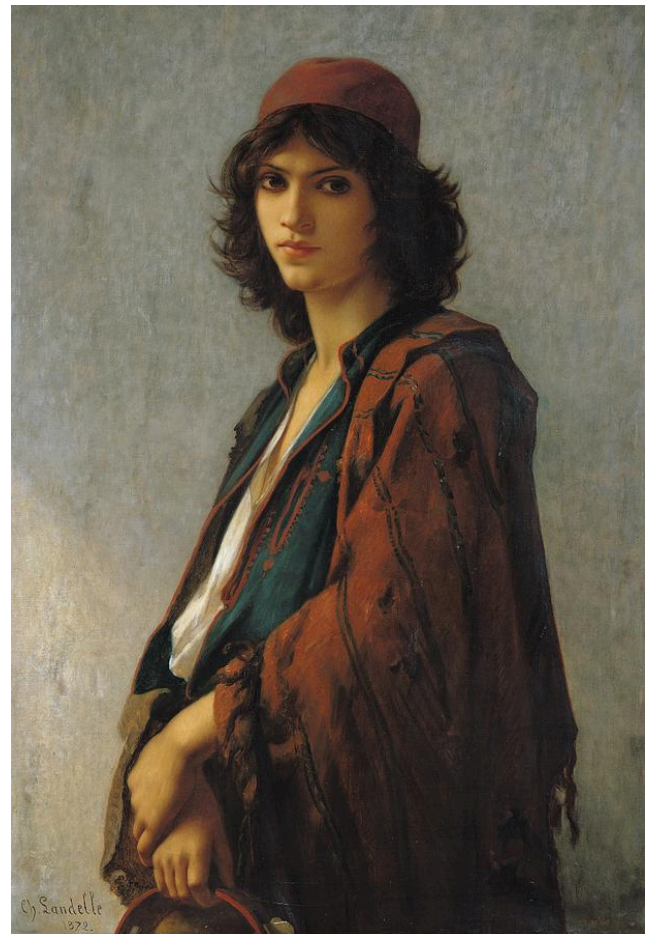
Proud and arrogant, the Saxor people are militaristic and dedicated, being of the same breed as proper Austrazans. Riding high off the last Saxo-Lyonese War, they have taken their jingoism to a new level, reflecting even on their women.

- Proud and Demanding - +1 Bravado
- In Court - Saxor women are taught early on the methods of war and knowledge of combat, their outlook is imperialist even in the court, commanding servants and other lackeys with ease. They add their Rank when dealing with those of a lower social class.
- In Duels - The traditional Saxor weapon, as well as symbol of the Saxorstein war machine, is the Saxor Zweihander. Heavy and impartial of its destructive capabilities. An unholy weapon in the right hands. They may add their Rank when using the weapon.

Karllander

Traditionally a part of the Austrazan Imperial Authority, the Karllanders are dour people, brutal in conflict, and uncaring of others' words toward them. Angering them is a quick method to a duel however, regardless of gender. They have recently come under fire due to the connection with the Karllander State of Seran declaring open revolt against the Imperial Authority, but bringing that up just angers them more.

- Hot Tempered - +2 Bravado, -1 Composure
- In Court - Karllanders are a proud batch, even if they do mostly hate one another, their dislike of others involving themselves in their affairs does produce a strong union between them. Karllanders gain their Rank when among their own people.
- In Duels - Karllanders fighting is an aggressive duel of speed and adrenaline, whirling any weapon they can find with a graceful ease. They add their Rank to Combat Tricks.



Pen Uruk

The Uruk of the Pen are a caste inside of the Rum Sultanate of academics and theologians of their faith, keeping their women sequestered for years inside private academies or as foreign wards. After their graduation, they are often married off to promising students or other pupils of their fathers. With the PojedyneK Kobiet, these learned women are learning that the sword is just as mighty as the pen.

- Daughter of the Pen - +1 Wits
- In Court - Being a "Learned" soul has its advantages in the tides of courtly intrigue and other oddities. They find it easier to converse and understand the intricacies of the highly educated and foreign concepts. They gain their Rank when dealing with foreigners.
- In Duels - Trained and refined to a point, Pen Uruk women have learned the skills of the Rapier, allowing them to be efficient in its use, gaining a bonus to Short Style Rapier usage.

Sword Uruk

The Uruk of the Sword are a caste inside of the Rum Sultanate of soldiers, generals, and adventurous souls. Women are trained in their own defensive arts to protect themselves and their sisters should the time come, being sent away to learn different techniques and dangerous moves to further enhance their families school of thought.

- Daughter of the Sword - +1 Bravado
- In Court - A razor sharp tongue and a quicker sword hand is a dangerous combination for a woman in these times, but to many, the Sword Uruks are the few who can speak their mind without repercussion. They gain their Rank to intimidation and dealing with soldiers.
- In Duels - Trained from a young age in aggressive fighting techniques as well as their own methods of warfare, Sword Uruk women are dedicated believers in the "Kill the Enemy before they kill" philosophy. They gain their Rank to Long Style Rapier Usage.



White Cossan

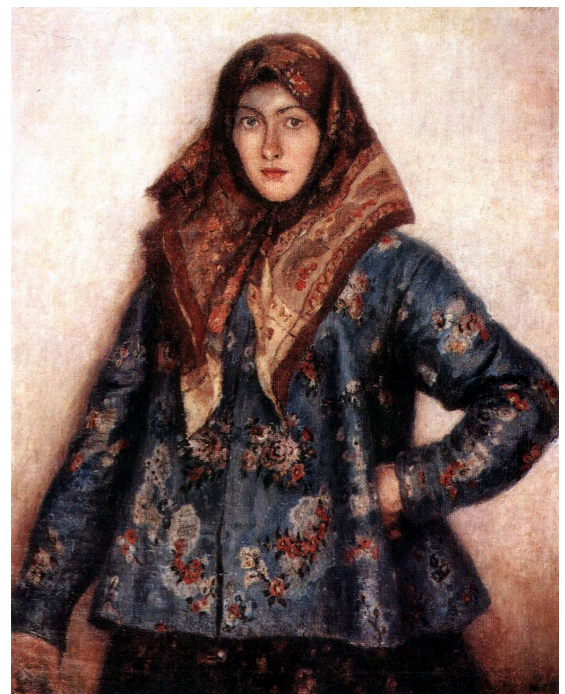
Cossan people are best described as "Reserved" and less politely described as "Malicious." Drafted by the thousands to fight in Austraza's wars, the Cossanite people have been fighting in wars for their people's entire existence. They are mercenary, by trade and culture. White Cossans are from the nation of Cossania, a small micro-nation that was given land and authority after their breakaway from Ruskia and Rum during their last major conflict fifty years ago. They are proud and protective of their land, a land they've claimed for centuries, but only recently had the opportunity to call their own.

- Proud Cossanite - +2 Bravado, -1 Composure
- In Court - White Cossans are seen as a proud member of their people, a shining example of "The Right Cossan" and abandoning their mercenary and nomadic ways of life. White Cossans gain a bonus equal to their Rank among their fellow Cossanites.
- In Duels - Tradition is everything to the Cossan, especially the White Cossan people. Using traditional Cossanite Blades, of a one or two-handed variant allows them to add their Rank.

Black Cossans

Cossan people can best be described as "Aggressive" and less politely described as "Terrifying." Drafted by the thousands to fight in Austraza's wars, the Cossan people have been fighting in wars for their people's entire existence. Mercenary by culture and need. Black Cossans are the most common of the Cossanites, rural and mercenary in approach to their methods. Organized into roving armies, the Cossan Hosts are a noted part of both Ruskia and Austraza's military, a fact not lost on either side. To the Black Cossans though, it's just a fact of life.

- Mercenary - +1 Composure
- In Court - Cossanite elegance is roughly on par with describing a beautiful leper or humble Saxon, something that can happen, but rarely does. The Black Cossanite mercenary attitude does earn them a degree of trust of just about everyone, except other Cossanites.
- In Duels - Nothing is sacred to the Black Cossan fighter, trained from birth to fight regardless of gender, Black Cossans are an aggressive and dangerous opponent. They gain a bonus to any grappling or more physical attacks toward their opponents.



Beltic

The Beltic people are a tough people, strong of will and determination to stand against their former Ruskian overlords. While many Beltic nobility have fled the country due to the fighting, a few hardy few hold out in freezing conditions and deadly fighting. They are molded by their relationship to the cold, even coming off with their personality and methods.

- Frozen Persona - +2 Composure, -1 Bravado
- In Court - The icy disposition and war weariness they exude has the Beltic "visitors" often pariah in social circles, but the personality has a deep warmth for those close to them. They gain their Rank anytime they interact with someone with a Positive Relationship to them.
- In Duels - Fighting is etched into the soul of the Beltic people, slow and methodical, they fight long and hard regardless of injury. They gain their Rank when they sustain a Wound.

Bulan

Nearly crushed in a war thirty years prior, the Bulan people are considered the "Saxor of the South." A proud and militarist people who many consider backward and headstrong due to their rampant militarism and vengeful natures. This hasn't stopped Bulan women from embracing the Pojedynek Kobiet fully, becoming the valuable members of the Bulan Military Caste in their own way.

- Jingo's Prodigy - +1 Bravado, +1 Composure, -1 Wits
- In Court - Forward and focused, Bulan people have the keen understanding that they are often underestimated by their peers for more than a few reasons, but that never holds them back from getting into intense arguments and forcing duels. They gain their Rank when dealing with people considered to have a Negative Relationship with them.
- In Duels - Bulan women fight with a blind confidence few can muster, with an aggression unseen in many circles in a whirlwind of steel and hate. They add their Rank when in the Offensive Stance.



Mayar

The Austrazan Imperial Nation would be nothing without the Mayar, forming a significant part of the population in the East. The Mayar have repeatedly through the years both been fundamental part of the Imperial Authority, but also a constant need to placate them as well. Not many are noble in rank, but many are noble in nature, often serving an Austrazan Aristocrat as their personal second.

- Daughters of the Wind - +1 Composure, +1 Wits, and -1 Bravado
- In Court - The Mayar are noted for a few things, most notably, being the only ones able and willing to do the heavy lifting. Mayar people are dependable, good natured, quiet, and more than willing to pick a fight with you if they think they can win. They gain their Rank when interacting with their fellow Mayar or Austrazans.
- In Duels - Mayar women are as fierce as their men, more than willing to close the distance and execute the unwary. They add their Rank to an attack, when adding 5+ Adrenaline to a single Attack.

Latians

To the West and bordering Austraza herself, is the Latians. Historically the two sides of the Barca Mountains have feuded over the territory that now belongs to the Latian Republic, but formerly were divided city states. Currently they are "Neutral" in the war, with the Saxors and Lyonese trying their best to influence the unconvinced Latian nation. They are friendly, intimate, and more than willing to stab you in the back.

- Renaissance Woman - +2 Bravado, -1 Wit
- In Court - The Latians are notorious for keeping to themselves and insulting anyone who thinks they are better than them, however it's a noted phenomenon, that when pressed, they are fierce in a conversation. They gain their Rank when using Bravado in a Social Conflict.
- In Duels - Latians are the founders of the Modern Dueling Practices, their methods being so refined and detailed, that going up against a Latian Swordmaster was considered a death sentence. Then guns were invented. The sword arts are still actively taught, but much less so. The Latians add their Rank when using Mixed Style with a Weapon in both Hands.

Ruthanians

Hailing from the deep eastern edge of the empire, the Ruthanian people have been in a unique position for centuries. Sandwiched between the Ruskian Tiger and the Austrazan Eagle, the Ruthanians have developed an insular culture on both sides of the border. While no Ruthanian state exists, most areas with them have a degree of autonomy, if only to dissuade their violent uprisings. Quiet when they need to be, deadly, when provoked.

- True Heirs of the Homeland - +2 Composure and -1 Bravado
- In Court - Ruthanians in court have a precarious position due to their kin fighting on behalf of the Ruskians, as such many are held at arms length for fear that they will betray the empire. Many however are more quiet than that, simply finding hobbies to pass the time, and their steel heart makes it difficult to crack their exterior shell. They gain their Rank when using Composure in a Social Conflict.
- In Duels - Ruthanian women are direct and able, their homeland is for the powerful and the weak will die quickly. As such, Ruthanian Stenka is a proud sport among even the most noble. They are able to add their Rank to all Unarmed Attacks.

Badawi

The Badawi people have traditionally been under the thumb of the Sick Man of Europa, our proud allies, the Rum Sultanate. There has been the occasional murmuring that the Badawi have been armed and are launching a rebellion against the Rum in the south, but that must be insane! The Badawi are a kind and noble people, willing to serve their Uruk betters (even though the average Austrazan can't tell them apart).

- Daughter of the Sands - +2 Composure and -1 Wits
- In Court - The Badawi are not from here, often they are regulated to lower positions in the Sultanate due to Uruk favoritism. However over the years, they have secured a certain amount of authority, notably their nomadic cousins, often being drafted to join Uruk Women as their personal guards or assistants. They add their Rank when dealing with other Uruk or Badawi peoples.
- In Duels - The Badawi are trained warriors, those selected to accompany the daughters of the Uruk Castes are some of the best trained in the art of combat and defending their ladies honor. They add their Rank when using the Uruk Scimitar.

Sintidresh

Travelers, merchants, tinkerers, and the occasional rogue is how one describes the Sintidresh. These nomadic peoples are a notable part of the Austrazan Countryside, but they have spread all the way across Europa and beyond. Many view them as petty thieves and crooks, but the Austrazans know their true value. Cannon fodder for the war. Those who find themselves at court, are there for a reason, often in service to another, or those they've sworn a Life Debt to.

- Tinker, Tailor, Soldier, Spy - +1 Bravado, +1 Wits, and -1 Composure
- In Court - The Sintidresh are regarded with a universal suspicion by most people due to their relatively low standing in society, but this stance also benefits them, as they are seen as "one of the people " more than anything. They Sintidresh may add their Rank when consorting with "less than noble people " and other ne'er'-do-wells.
- In Duels - The Sintidresh are not a martial people like their Cossanite "Cousins" (who often stab whoever claims such). Instead they focus more on trying to survive, focusing on the little defenses to keep themselves alive. They may add their Rank to their Passive Defense.

COURT INTERACTIONS

Court is a time of socializing and interacting with the upper crust of society, a time to plot and organize to deal with enemies of the family or kin. It's also the time to actually reaffirm alliances and keep friends on the Kobieta's side.

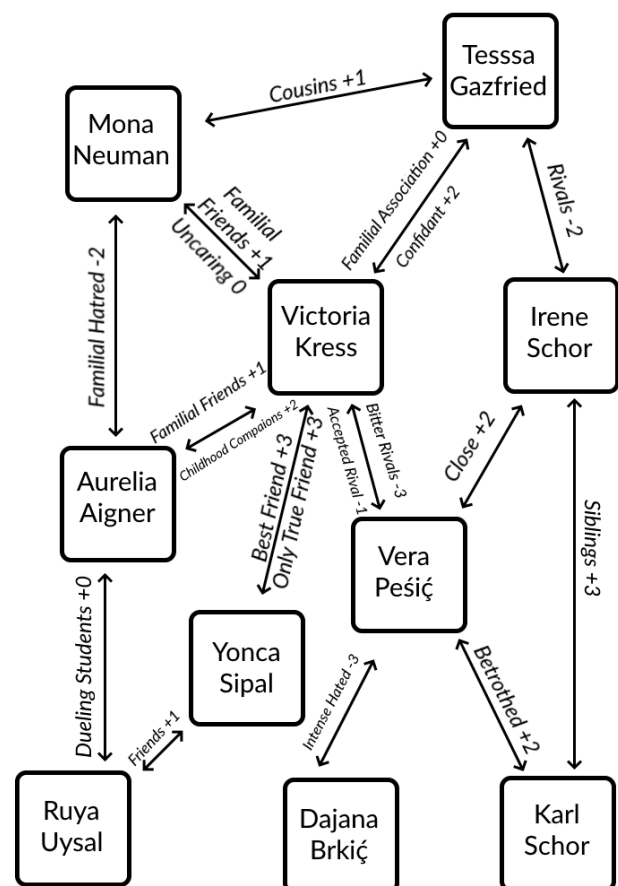
Court is defined by the Web of Intrigue, a large sprawling set of Kobietas, and their problems, that the Kobieta are inevitably embroiled in.

RELATIONSHIPS AND THE ENSEMBLE

The relationships of those at court is an essential part of life of the upper class. Keeping your fellow aristocrats in check and keeping factionalism to a minimum is mandatory to running a tight ship when the economy is failing and the war effort isn't going great. When the game begins, the Imperial Auditor will designate one to two major kobieta that a Player Character will know, allowing them to connect themselves to them in some manner.

From there, the Players begin to create members of the Ensemble. Each Character created during this time must be connected to a previously established Character in the web.

Player Characters, the Kobieta, will have a Public and Private Relationship with every Character connected to them. These relationships have a normal value from +3 to -3, representing the disposition of the Characters, positive to negative. The Public Relationship is the "known" relationship of the court, it's what people expect of the Kobieta and the person. The Private Relationship reflects the personal feelings of the Kobieta and the Character toward one another. These can be the same, or vastly different. The Private Relationships are kept secret until they are revealed to the Kobieta properly, or are uncovered with a bit of snooping.



Victoria is a young Kobieta, while she has close allies, more than a few of them have their own rivals, as well as her own close frenemy Vera.

When the Relationship between the Kobieta become relevant, such as being Lovers or Bitter Rivals, the Kobieta adds the value of the Relationship to their roll, taking away dice if it is going against the Relationship³. Positive relations can be added to friendly interactions and slight convincing, while Negative relations are added to intimidations, call outs, or other acts of generally angering the opposition.

When in Public, the Kobieta must use their Public Relationships with one another, but in Private, the Kobieta may use their Private Relationship instead. During Duels, Private Relationships will always be used.

BLOOD, FAMILY, AND HISTORICAL RELATIONS

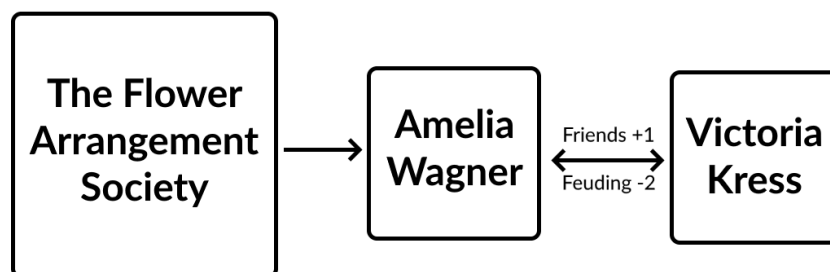
If the Kobieta has a blood relationship to another Character they have a +1 or -1 Relationship to them, reflecting the intense feelings that come along with family. This extends to familial relationships as well, such as being Step-Sister or Sister-In-Law.

Families are considered to be "a unit," reflecting on the whole, so if one part of the family were to lose, gain, or simply change relationships, it will influence the Public Relationships with all of those affected.

THE ESTATES

There are groups of people that are so large it's difficult to fully cover every single member of that group. These are called Estates and can be added just like other members of the Ensemble. While they cannot be directly controlled, they do have a member of the Ensemble that serves as a representative. The representative is the face of the group, but can be replaced if the group feels it is necessary.

The Estates do not have a Private Relationship, as they are so large that private thoughts are difficult to convey. Instead the Estate Representative's Private Relationship is used.



Victoria's need to influence the Flower Arrangement Society relies on her "CLOSE FRIEND" Amelia, perhaps a more "direct" approach.

³ For Example, a Kobieta has a +3 with her Best Friend. If she is trying to convince her to come with her to a meeting, then she will gain +3d6 to her attempt. If she is trying to deceive her friend, then she takes away -3d6 from her attempt.

Side Note: **Love Among Women**

With the war growing ever more into a meatgrinder and husbands, lovers, and generally "men" being quickly turned into mulch, the upper crust of society has begun a strange . . . influx of those of a more scandalous variety. Love during this era (roughly speaking a quasi-1870 to 1920) had the high class and eccentric reveal their homosexual behavior. Women were far more able to get away with their rather scandalous affairs with courtesans and others, but concepts such as marriage was still far, far, outside the concepts of society. In addition, there was an association with those of a certain disposition with being "odd," "strange," or, dare I say, "a bit queer."

What I'm saying is that if you want two women to kiss and have a relationship, then nothing in Pojedynek Kobiet can stop you. Society is another factor entirely, the Kobietas represent the bastion of "High Society" and that might mean explaining why you're in bed with a man's wife.



BITING WORDS: SOCIAL CONFLICTS

Arguments are "common" in court settings, from little disagreements to full blow fisticuffs among women for dominance in the social hierarchy. When such an argument breaks out, a tense series of exchanges are delivered among the participants, each trying to goad the other into action.

THE COURT OF KNIVES

When an argument breaks out, the Kobieta will secretly choose a Formality to attack their opponent with. All of the Formalities work in a Rock-Paper-Scissors format, with Bravado beating Wits, Wits beating Composure, and Composure beating Bravado.

If the revealed Formality is successful (the Kobieta chooses Wits against their rivals Composure), then they will roll the chosen Formality. For every Success, they will reduce the target's Dignity by that amount.

GRACE & DIGNITY

Each Kobieta has Grace and Dignity, reflecting her ability to brush off petty insults and deal with the little social faux pas that occur.

Grace is equal to the highest Formality the Kobieta has, reflecting her ability to use her personality to deal with insults leveled at her. When Grace reaches 0, they will start to reduce their Dignity. Dignity is equal to the lowest Formality, reflecting a primal instinct of annoyance and anger boiling up to the top. Everyone knows when this has been reached.

VICTORY & DEFEAT

These conflicts are called off when one of three things occur: One Kobieta bows out when they have reached 0 Grace, a Kobieta suffers humiliation and social ramifications at 0 Dignity, or a Duel is called.

If the challenge is won before reaching 0 Dignity of either party, then the "winner" of the argument reduces a number of Relationships of the rival Kobieta by 1 or increases a number of their own Relationships by 1 equal to their highest Formality. When a Kobieta loses a Social Conflict, they reduce all of their relationship by 1, as they become generally more pariah, being made a fool of generally being associated with being an idiot.

Finally, when a Kobieta reaches 0 Dignity, they may instead call a Duel with their opponent, from which Dueling Law takes place and the Kobieta decide on the rules, time, place, who will be attending, and who is going to Audit.

Or don't play by Dueling Law, in which case things get significantly less complicated, but much more dangerous.

LEVERAGE, EVENTS, AND PLOTS

Political Leverage is gained in exchange of reducing or increasing Relationships, converting the potential loss into a combination of information, leverage, blackmail, and favors. When a Kobiet has Political Leverage, she may use it to directly influence larger events taking place inside of the Palace of Hozen.

These events can be as simple as who is being put in charge of the Flower Arrangement Society for the Albach Opera, or as complex as whether or not Field Marshal Vollens will be recalled for his excessively poor performance.

These Events are part of a greater Plot, involving many individuals, allowing them to pour their gained Political Leverage from both duels to social engagements to influence. Simple Plots may have two to three Events, while a complex Plot may have a dozen smaller Events to build up to a greater result. These are all about "doing something" or influencing another.

To the Kobiet, a duel is the final exchange of Political Leverage, as victory as the Kobiet claim all of their target's Political Leverage should they emerge victorious.

Side Note: **Why Do This?**

The Austrazan Court is a petty place of little rivalries and problems, it also is the only place where women of high standing are able to get things down. A bit of influence here, a bit of influence there, and suddenly your best friend's brother is being pulled off the front.

The idea is to use the relationships to inform how the Characters interact with one another, while using the Social Conflicts to resolve these better little arguments, which have rippling effects through the court. It's more efficient for your time and effort to build up courtly power to enact change rather than influence others directly.

Dueling is, of course, the final recourse of honor.

Even if the entire point was to goad another woman into issuing the duel toward you.



DUELING LAW

Dueling Law is the broad term associated with the rules and regulations behind the Pojedynek Kobiet, to encourage a fair and balanced engagement and to minimize deaths.

This has not stopped the deaths.

Dueling Law is broken down into five distinct rules to make sure that everyone is in agreement and to attempt to avoid unnecessary bloodshed.

1) Imperial Auditor and necessary staff must be Informed

An Imperial Auditor is an individual entrusted by the Emperor and the government to manage the Pojedynek Kobiet and make sure duels are fought in a fair and balanced manner. Each Estate has around 1 to 3 certified Auditors with around a dozen "Auditor in Names" that can also serve the function if a certified Auditor is unavailable. Staff for the duel often requires a surgeon or doctor on site, as well as any required staff of either participants approved by the Auditor to be present (such as ladies-in-waiting, husbands, or friends).

2) Seconds must be chosen.

A Second is defined as an individual who stands in for the Attacker or Defender, to meet in private and discuss the terms of the agreement with the Imperial Auditor. Seconds also stand in for their Challenger, if the Challenger is unable to duel at the requested time or agreements have been made for the Seconds to Duel in their steads. Seconds should be trustworthy and close confidants of the Challenger. If a Challenger were to perish, the Second is obligated to inform the family. Family members may not be Seconds.

If a Second cannot be found for one of the Challengers, then an Imperial Auditor chosen individual will stand in their place.



3) Attacker and Defender Rights

When the Duel has been agreed upon and reconciliation is impossible, the following rights are given to both Challengers.

- The Attacker
 - Is able to choose the time of the duel, from Morning, Midday, or Evening.
 - Is able to set the initial date of the duel, but cannot be within one week of the Challenge.
 - Is able to choose one location for the Duel to take place in.
 - Is able to disallow one type of weapon (Greatswords, One-Handed Swords, etc.)
 - Is able to choose which staff is allowed and disallowed from the Duel.
 - May specify if only women are allowed.
 - May specify if only family members are allowed.
 - Those of higher stations are exempted from the requirements, but must request formal admission from the Imperial Auditor.
- The Defender
 - Is able to choose the weapon, or weapons, able to be used in the duel.
 - Is able to choose a second location. Attacker must agree, or the Auditor will choose between the locations.
 - Is able to move the date a week after the proposed time.
 - Is able to dictate whether the duel will be Public or Private.
 - Able to dictate audience size.
 - Able to dictate if lower class individuals are able to watch.

The rights listed are to allow both Attacker and Defender a fair and balanced engagement based on the Imperial Auditor's Code of Conduct. Additional requests or requirements must be approved through the Auditor, but an Auditor or Challenger cannot disagree with the previous rights. If the Imperial Auditor is unable to perform their duties, then the newly appointed Imperial Auditor will need to contact and clarify the points listed for record keeping.

4) The Word of Mercy

At the time of the duel, Seconds and the Imperial Auditor meet at the center of the engagement arena and attempt to negotiate an end to the duel without actually fighting. If the three individuals are unable to come to a conclusion, then the duel commences as planned.

5) The Sanguine Rule

Duels are decided at first blood (first Kobieta to receive a Wound) or when one side capitulates and admits defeat. If a Challenger is unable to continue to fight, the victorious Challenger must allow them to gain the necessary medical assistance. Killing a downed opponent deliberately is an act of Murder and will be tried accordingly.

If a Challenger were to pass in the midst of the duel, then the victorious Challenger is not accused of Murder, but an accident in the death of the fallen Challenger.

If both sides are unable to continue to fight one another, then neither side is victorious and the duel is called a draw. A draw may also occur if both participants agree to cease the duel.

THE LAST DUELING LAW

The above five are the "official" rules of Pojedynek Kobiet, allowing ample opportunity to stop the fight before it begins, however under Cossan Dueling Law, from which the Pojedynek Kobiet is based off, has the Sixth Dueling Rule.

Death or Victory.

With this Cossanite Law in place, the concept is simple. The "true winner" of the Duel is determined by who actually wins. Meaning that those Challengers that wish to capitulate early or stop the fight early, have automatically lost and should not be taken seriously.

This has been interpreted in some circles to mean that the only true victory is when one side has died. These bloody duels often last until one Challenger (or both) lie dead in the field. This law was excluded from the official set of Dueling Laws to encourage women to seek a "more appropriate" end to duels that appeal to their "feminine instinct."

The Sixth Rule is often applied in secret among the Seconds or the Challengers themselves.

ILLEGAL DUELS

Illegal Duels are common occurrences that erupt when an Imperial Auditor is either unavailable or completely disallows a duel to take place due to unreasonable demands.

Illegal Duels do not follow the Dueling Laws and often result in far more deadly conflicts, while not strictly "legal" to take part in, they are still recognized as legally binding due to a small stipulation to allow Cossanite Dueling Laws to continue unimpeded.

If an Illegal Duel is found to be taking place, Imperial Authorities do have the right to shut down the Duel, voiding any current result of the Duel. Those found guilty often have Dueling Privileges revoked and are placed under house arrest for a set amount of time, or another Kobieta or Family Member of High Standing is able to vouch for them.

JUDICIAL DUELS

If an individual is accused of a crime, rather than stand trial, they may offer to have a Trial by Combat, sending either themselves or a Champion to fight in their stead. The Judicial Champion fights on behalf of the court, and is by all accounts a legal duel, except the Attacking Challenger (the accused) has no Attacker Rights.

DRAWN SWORDS AND FIERY HEARTS: DUELS

Pojedynek Kobiet is not without merit, duels are inevitable. Crossed blades and bouts of intense violence highlight the bloodsport of the Pojedynek Kobiet, as well as the honor at stake between the two Challengers.

When a duel is called and all recourse has been expended, swords are drawn, and the fight begins.

ADRENALINE

The most important aspect to duels is the Kobiet's Adrenaline (AD) which gradually increases over the course of the duel to allow more intense actions and desperate defenses.

Every Kobiet has a Starting Adrenaline of 10, situations can also reduce, or increase, the amount of Adrenaline in the duel. A Positive Relationship with the Opponent will reduce the Starting Adrenaline by the Relationships Value, while a Negative Relationship with the Opponent will increase the Starting Adrenaline by the value. Having effects such as being poisoned, injured, or acting at a disadvantage also reduces the amount of Starting Adrenaline a Kobiet starts with.

Every round, both Kobieta distribute their Adrenaline into a Bout of the combat, determining how hard, when, and where each of their strikes will land. This is referred to as "Dedicating AD" to a Clash. When both have distributed their Adrenaline, the fight will truly begin.

A BREAKDOWN OF A ROUND

A Round is composed of three separate phases: Standoff, Bout, and Recovery.

The Standoff has both Kobiet begin to circle one another and determine their Stance and Style for the Round. They also increase their Starting AD by +1 after the first Round⁴.

The Bout has both of the Kobiet ready themselves for the battle, each part of the Bout is broken down into individual Clashes, allowing the Kobiet to distribute their Offensive AD into different strikes and prepare for any Combat Tricks. All Clashes declared at this point are final. Actions taken can disrupt a Kobiet's chain of Clashes, losing a part of their expended AD.

Finally, the Recovery phase has both parties disengage for a time and restore their Adrenaline to full. A duel can be called at this time if one of the Kobiet is unable to continue the fight or the victory condition has been achieved. If the duel is not called, then it loops back into the Standoff phase.

STANCE AND STYLE

Stance and Style are how the Kobiet is choosing to fight their Opponent. Stance dictates how their Adrenaline must be spent (as well as bonus Adrenaline from Formalities) and their Style reflects what kind of Attacks and Defenses they are able to perform.

STANCE

Offensive (Bravado) - An Aggressive posture, allowing the Kobiet to dedicate all their Adrenaline to her Strikes and Combat Tricks. However, they are unable to dedicate anything to Defensive Actions.

Defensive (Composure) - A Defensive posture, the Kobiet focusing entirely on the defense and avoiding or blocking attacks against her. They are unable to dedicate any Adrenaline to Strikes or Combat Tricks.

Cautious (Wits) - A Balanced stance focused on keeping the harmony of offensive and defense together. They split their Adrenaline Dice down the middle (any odd dice being their choice) between offense and defense.

⁴ Every Round increases the Base Adrenaline by 1, so more actions and defenses can be committed.

STYLE

Short Style - Keeping the blade close to the body, Short Style focuses on blocking and turning aside strikes, taking quick attacks to deal with the opponent. Short Style allows the use of Passive Block, but only five Adrenaline can be spent per Clash.

Long Style - The blade held as far as they can and still threaten the opponent, Long Style is an aggressive skill at adaptly disabling their foe and keeping them at a distance, risking exposing their sides to wayward attacks. Long Style allows the user to spend as much Adrenaline as they like per Clash, increasing their Weapon Range by 1, but cannot use Passive Block.

Mixed Style - The Kobiet, with a blade in both hands, is able to turn away blows and reprise in kind. Mixed Style has the benefit of being able to accommodate multiple situations and react accordingly to the situation, however it does require two weapons to be used. Mixed Style requires the Kobiet to split her Adrenaline down the middle between both of her weapons, being able to use as much as she'd like, and can use Passive Block.



THE ORDER OF RESOLUTION

When determining the Kobieta's Actions during the duel, use the Order of Resolution to determine what is actually occurring at what time.

- 1) Conversational
- 2) Movement
- 3) Defensive Maneuvers
- 4) Tricks
- 5) Strikes
- 6) Grapples

What this means is that with the dedicated Adrenaline to the Clash, if the Kobiet is choosing to perform an Action, they must declare it at that time and resolve it as well. Passive Defense is applied during the Defensive Maneuvers Resolution. Adrenaline Dice can be distributed to any of the Actions in a separate category, however, they may not use an action in the same category twice.

STEP DISTANCE AND THE GROUND

The battlefield is a chaotic place where space and distance means little, luckily for the Pojedyneck Kobiet, the battlefield is a dedicated dueling ground.

As specified by the Imperial Auditor and the Challengers, each Challenger is a specified amount of Steps away from one another. A Challenger may spend 1 AD to move a Step during any Clash forward or backward. All Weapons have a dedicated range from which they are effective, allowing them to control the area around them.

If a Kobiet comes within distance of an enemy with a longer reaching weapon, they have the option to expend any Defensive Adrenaline into a single Strike against them (equal to their Art). This does not apply to Challengers who have a weapon of equal length. If a Kobieta is too close for the weapon's Strikes, they are unable to be used.

Step Distance

- 1 - Face to Face
- 2 - Close Range
- 3 - Melee Range
- 4 - Long Range
- 5 - Distanced

Whether by an injured leg, a poorly timed step, a broken foot, or some other disaster, if a Kobiet ends up on the ground, they spend the Recovery and Standoff Phase attempting to stand back up, not receiving the additional Adrenaline from the Standoff. If a Kobiet is attacked while on the ground, half all of their Passive Defense dedicated to the Clash, if no Passive Defense is available, they may still expend any remaining Adrenaline from their Clashes to defend themselves.



THE BOUT AND CLASHES

When Stance and Style has been determined both Challengers must determine what they plan to actually do. Distributing their Adrenaline to various Clashes that will take place. Both sides have their Clash act at the same time, meaning that if both Kobieta attack at the same time, then there is a chance both will kill one another.

When all Clashes have ended, then the Bout phase is considered done.

HOW COMBAT WORKS

When both Challengers have built their pools and decided their Actions both commence the Bout. The first Clash of both Kobieta occur simultaneously.

STRIKES

The Kobieta attempts to injure or maim their Opponent, rolling their Adrenaline and Bonuses together, attempting to score Successes to injure their Opponent.

- If the Opponent has Passive Defense - Then the Opponent assigns a number of their Passive Defense to block the blow, if the Kobieta scores more Successes than the Passive Defense of their Target they deal damage equal to their Weapon + Successes Over Passive Defense⁵.
- If the Opponent is also Attacking. Scoring Unequal Successes - Both Kobieta roll and the largest number of Successes will have their attack go through. The Opponent may choose to take the attack with no defense, damaging their target. Or they may expend Successes to reduce the amount of damage sustained by the Attack.
- If the Opponent is also Attacking. Scoring Equal Successes - Both Kobieta deal full damage to one another with their strikes. This can, and will, probably kill them.



TRICKS

The Kobieta augements a Strike to allow them to do something a bit extra or change up their strategy of how they plan to do things. Combat Tricks have to be applied before the Clash begins, but do not have to be revealed to the opponent until it goes off. Each Trick costs AD to use in some capacity.

⁵ If there is 3 Passive Defense, rolling 4 Successes would deal [Weapon Damage + 1]

DEFENSE

The Kobiet's defense is often reliant on their blade, focusing and moving their sword to match and parry their opponents strikes when necessary.

Short Style users may employ Passive Defense, which allows them to hold back a number of dice from any Clash. These dice form a pool that can be drawn from to increase the difficulty to strike them. The Opponent must have Successes greater than the Passive Defense to damage the Kobiet. If used, it can no longer be employed in any other Clash.

Other Defensive maneuvers can be used by dedicating them to certain Clashes, similar to Strikes, to block, dodge, or even cancel an opponent's Clashes.

GRAPPLING

There's an animalistic desire to get "down and dirty" at points, when the clash of steel fills the air, sometimes only the satisfying smack of fists and slams to the cold ground can finish a duel properly. Grappling is the high-risk-high-reward strategy of getting into the opponent's face, grabbing them, and attempting to do something after that.

A Grapple must take place within 1 Step and has the Kobiet roll all of their remaining Adrenaline⁶ together, attempting to score more Success than their opponent. Whoever scores the highest, is allowed to dictate what occurs. Passive Defense does not factor into the results of this maneuver.

CONVERSATIONAL

Sometimes words are more powerful than swords, especially when they are taunts, jabs, or appeals to emotion that forces the opponent to make uncomfortable choices or frustrates them into doing nothing. The more intense the relationship between the Kobieta, the more impactful these appeals are.

Conversational moves aren't considered Aggressive or Defensive either, meaning that any Stance can use them in the heat of combat.

OTHER

War isn't fair. Fighting shouldn't be fair. While it's unsportsmanlike, sometimes duels take a turn for the "less formal." Should a Player ask to perform such a feat, inform the Imperial Auditor and assign Adrenaline as appropriate.

You Scallywag.

⁶ If a Grapple takes place on Clash 2 of 4, the Kobieta will take the dice from Clash 2, 3, and 4 together and roll them at once. Passive Defense does nothing here.

STRIKES

- **Downward Strike**- The Kobiet makes a strike at a downward angle, striking for the head and chest. Applies Blunt or Slashing.
- **Left Strike**- The Kobiet makes a strike at the left, aiming for the left arm and chest. Applies Blunt or Slashing.
- **Pommel Strike** - The Kobiet smacks their opponents with the pommel of their weapon, if successful, reduces AD by half for the next Clash, deal Blunt Damage. Must be within 1 Step.
- **Right Strike**- The Kobiet makes a strike at the right, aiming for the right arm and chest. Applies Blunt or Slashing.
- **Stab** - The Kobiet makes a dedicated attack straight for a section of the body. Applies Stabbing.
- **Sweep Strike**- The Kobiet makes a sweep at the legs of their opponent, intent on crippling their movement. Applies Blunt or Slashing.
- **Upward Strike**- The Kobiet makes an upward slash at their opponent, striking for either leg and the chest. Applies Blunt or Slashing.

TRICKS

- **Beat Attack** - The Kobiet instead of aiming for the opponent, aims for their weapon instead, the Kobieta cannot do any damage to the opponent directly, but the Attack is considered to have +2 Successes.
- **Feint** - The Kobieta fakes a strike to enhance another, they distribute half their current Clash's Adrenaline to the next Clash, removing the other half from the Bout.
- **Flail Strike** - The Kobieta makes a random strike at a body part rather than focusing on anything in particular, reducing the Strike's Adrenaline by 1.
- **Step Strike** - The Kobieta moves an extra step with the attack, reducing the Strike's Adrenaline by 1.

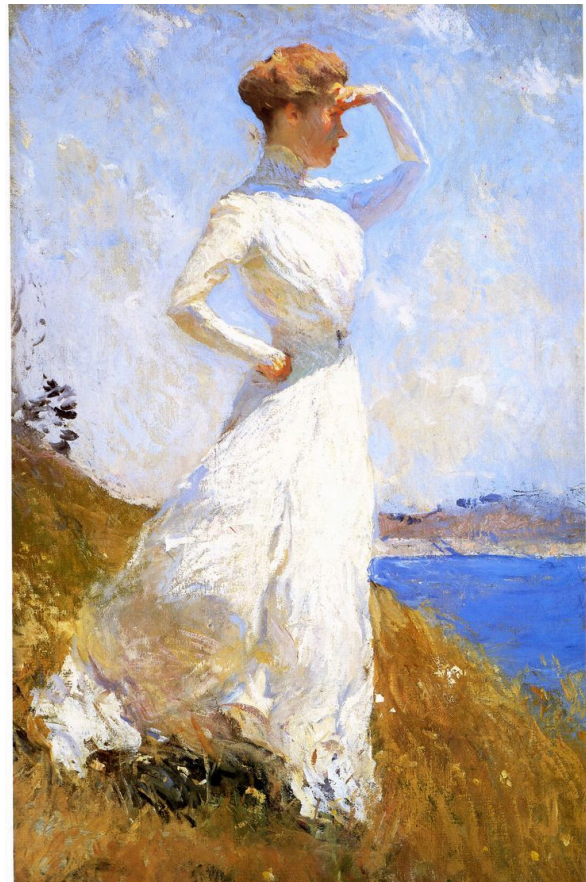


DEFENSE

- **Counter Strike** - The Kobiet readies themselves and dedicates a number of Adrenaline into preparing a counter attack against an opponent. If an Opponent scores 0 or Less Successes, the Kobieta makes an Attack with the dedicated Adrenaline, if they are hit, this effect does not take place.
- **Dodge** - The Kobiet attempts to dodge out of the way of a strike, rolling their Adrenaline Die to counter their opponent.
- **Parry** - The Kobiet attempts to attack at the blade of their foe to deflect it away, if the Kobieta is successful in beating the number of successes of an Opponent's Strike, the Clash ends.

GRAPPLING

- **Disarm** - The Kobieta knocks the weapon from the hand of their opponent before falling back. The disarmed opponent must spend their Standoff bonus Adrenaline in retrieving their Weapon.
- **Gut** - The Kobieta takes a definitive stance and stabs their grappled opponent straight in the gut. This requires a Size 1 weapon and requires 3 or more Successes in the Grapple Check. This delivers a Mortal Wound.
- **Hold** - The Kobieta tackles the target to the ground and attempts to force them to submit by putting them into a hold. The Bout immediately ends. At the Standoff phase, only the Grappled Challenger gains the bonus Adrenaline. Both roll their full Adrenaline amounts again without bonuses except for Grappling. If the Grappled scores more successes they break out of the Grapple, if they fail, the Grappler wins the duel by subduing their opponent.
- **Shove** - The Kobieta takes their grappled opponent and shoves them aside, forcing them 2 Steps back.
- **Throw** - The Kobieta knocks the grappled opponent to the ground in front of them.



CONVERSATIONAL

- **Antagonize** - The Kobiet antagonizes and frustrates their opponent, rolling their dedicated Adrenaline + BRV vs their Opponents COM. Each Success over has the Opponent lose one Adrenaline to any Clash for the Bout.
- **Appeal** - The Kobiet dedicates a number of Adrenaline and appeals to their opponents emotions and humanity, rolling the Adrenaline + Relationship with the opponent. Each Success forces the opponent to sacrifice one of their Dedicated Adrenaline for the Bout. The Kobieta cannot use any Passive Defense or other other Actions during this Appeal.
- **Blabber** - The Kobiet begins a long and obnoxious tirade of consuming and disorienting conversation, rolling the dedicated Adrenaline + WIT vs Opponents WIT. Each Success has the opponent reassign one Adrenaline to a different Clash, if they are unable to (due to being in Short Style or other restrictions) then the Adrenaline is lost for the Bout.
- **Compose** - The Kobiet attempts to calm the duel down, rolling the dedicated Adrenaline + COM vs Opponents BRV. Each success has both the opponent and the Kobieta lose 1 Adrenaline in total, to a minimum of 5. The Kobieta must use this as the first or last Clash in the Bout and sacrifices the next Standoff's Adrenaline gain.
- **Surrender** - The Kobiet surrenders the duel at this part of the Bout. The Bout immediately ends and she loses the duel.
- **Taunt** - The Kobiet dedicates a number of Adrenaline and taunts their opponent, rolling the Adrenaline + BRV, each Success forces the opponent to sacrifice one of their dedicated Adrenaline or they may attack to mitigate the effect.



BLOOD AND HONOR: WOUNDS

While it is an accepted fact, most Auditors would like to avoid deaths on the battlefield, but injuries are common and often the determining factor when it comes to duels.

Each Kobieta has a series of Wounds associated with each body part, ranging from light flesh wounds to deep artery slashing cuts that spell death for the injured. The Kobiet will distribute the Wounds should she take one, placing the Wound in a location specified by the Strike.

The three main Wound Types are: Light, Serious, and Mortal. Light Wounds hinder, but heal quickly. Serious wounds are deep and without proper medical care after the duel, could mean infection and death, often Serious Wounds are deep enough to call the duel. A Mortal Wound is effectively fatal without immediate medical care, if a Kobiet has a Mortal Wound then they automatically lose the duel. If a Kobiet does receive medical care after the duel, all Wounds go up one step.

There is a "fourth" Wound Type, called Overkill. If a strike were to deal Wounds over the Mortal Wound limit, they go into Overkill wounds. These wounds are immediately fatal and the victim will succumb to them during the next Recovery Phase.

- The Head - Two Light Wounds and One Mortal Wound.
- The Torso - Four Light Wounds, Three Serious Wounds, and Three Mortal Wounds.
- The Arms - Two Light Wounds, Two Serious Wounds and One Mortal Wound
- The Legs - Three Light Wounds, Two Serious Wounds, and One Mortal Wound.

If a Kobiet continues fighting at Serious Wounds or Worse then the limb is considered "Crippled" with each Crippled Limb having different effects on the Kobieta's fighting ability.

- Head - Half all Clash Pools and Max Adrenaline, the Kobieta is bleeding profusely and isn't going to last much longer.
- Torso - Only two Clashes are permitted per Bout, the wind has been knocked out of the Kobieta as she struggles to breath through the pain.
- Arms - The Kobieta cannot use weapons with the Arm, potentially forcing them to switch hands or rely on flailing with a two-handed weapon.
- Legs - The Kobieta requires three Adrenaline to move a Step.

The Kobiet will have -2 Max Adrenaline for every Serious Wound they take, and a -4 Max Adrenaline for every Mortal Wound.

Side Note: **Exterior Conditions and Adrenaline**

Considering the circumstances, Kobieta may be in unique situations leading up to the duel. While rare, if they do occur consult some of the following.

- Injured - If the Kobiet is already injured and begins a duel, they will begin at -4 Max Adrenaline. They do not gain additional Adrenaline at the Standoff Phase
- Poison - Ingestion of poison slows movements and causes fits of illness, while poisoned, half the starting Adrenaline.
- Poor Weather - The Kobieta are dueling in less than favorable conditions, Roll a 1d6, on Evens the Kobiet gains the Adrenaline during the Standoff Phase, on Odds the Kobiet loses the Adrenaline during the Standoff Phase.

A MEANS TO THE END: EQUIPMENT

The duels of the Pojedynek Kobiet are defined by the Kobieta participating and the reasons why the two of them require a duel to settle their differences.

However, an often forgotten piece of information is the actual weapons themselves. While there are hundreds of different kinds of weapons employed throughout the world, the Pojedynek Kobiet primarily uses a select few, approved by the Imperial Dueling Authority and Committee for Just Dueling Practices.

DUELING WEAPONS

The most common variety of weapon in dueling is the classic Sabre, often of Austrazan make, the dueling Sabre is quick and deadly in the right hands, but many weapons and their regional variations find themselves being employed in the Pojedynek Kobiet.

Reach dictates how many Steps the weapon is effective in, often with a small range to dictate the use. The weapon cannot be used if the Opponent is too close or too far away from the Kobiet. The number of Hands a weapon has indicates how many hands are needed to successfully use the weapon, gripping it tightly. A Kobiet who has their arm injured, cannot use a two-handed weapon effectively, and if they are using two weapons in both hands, one will inevitably fall.

The Size of the weapon is a broad generalization of how big the weapon is. If a Kobiet is using two weapons at once, they may only use a Medium and a Small (or less) Weapon in the other. Larger Weapons are more awkward and subject to more rigorous acquisition (and simply hiding it).

Finally, the Damage of the weapon is broken down into Blunt, Slashing, and Stabbing. Blunt Damage reflects the non-lethal damage a Kobiet can sustain, and if she were to take that damage, she is not in any great medical danger, however she will still feel pain and probably kneel over in loss. Slashing and Stabbing Damage deal direct, lethal, wounds. Damage is added to the number of Successes scored in the Clash for damage, if there is a NA, then no matter the number of successes, it will do no damage.

Generic Weapons	Reach	Hands	Size	Blunt Damage	Slashing Damage	Stabbing Damage
<i>Dagger</i>	1-2	1	Small	-1	0	1
<i>Fist</i>	1	0	None	-2	NA	NA
<i>Greatsword</i>	3-4	2	Large	2	4	3
<i>Longsword</i>	2-3	1	Medium	1	2	2
<i>Mace</i>	2	1	Medium	4	NA	NA
<i>Rapier</i>	2-3	1	Medium	-1	0	3
<i>Sabre</i>	1-3	1	Medium	0	2	1
<i>Truncheon</i>	1-2	1	Small	2	NA	NA
<i>Waster, Great</i>	3-4	2	Large	3	NA	NA
<i>Waster, Long</i>	2-3	1	Medium	2	NA	NA
<i>Waster, Short</i>	1-2	1	Small	0	NA	NA

Regional Weapons	Reach	Hands	Size	Blunt Damage	Slashing Damage	Stabbing Damage
<i>Albian Longsword</i>	3	1	Medium	2	2	3
<i>Austrazan Cavalry Sabre</i>	2-3	1	Medium	0	2	2
<i>Beltic Longsword</i>	1-3	2	Large	3	3	2
<i>Cossan Sabre</i>	1-3	1	Medium	0	3	0
<i>Creecian Handshake</i>	1	1	None	2	NA	NA
<i>Hispanza Estoc</i>	2-3	1	Medium	-1	-1	5
<i>Latium Parry Blade</i>	1	1	Small	-3	1	1
<i>Latium Rapier</i>	2-3	1	Medium	-1	1	3
<i>Lyonese Rondel Dagger</i>	1	1	Small	-3	0	2
<i>Ruskian Pick</i>	1-2	1	Medium	2	NA	2
<i>Ruskian Skullcaver</i>	2	1	Medium	3	1	NA
<i>Saxor Greatsword</i>	3-4	2	Ultra	3	5	4
<i>Uruk Rapier</i>	1-3	1	Medium	-1	1	4
<i>Uruk Scimitar</i>	2	1	Medium	0	4	0

ARMORS

Most duels that take place have both of the Challengers without proper defenses outside their wits and skill with the blade, however, some Duels and Imperial Auditors may recommend the use of armor, primarily the traditional Breastplate or Light Cuirass.

Each piece of Armor is assigned to a particular place on the Kobieta body, if that location were to be struck, then they reduce the amount of damage they would take by the value of the armor. However, each piece of Armor has an associated Weight Penalty, the Weight Penalty reduces the starting amount of Adrenaline the Kobieta starts with. These Weight Penalties stack for every piece of armor worn on their person.

The Armor Value is completely negated for

Armor Type	Blunt Armor Value	Slashing Armor Value	Stabbing Armor Value
Light	0	2	0
Medium	1	4	2
Heavy	2	6	4
Superheavy	4	8	6

Armor Type	Armor Weight (Limb)	Armor Weight (Chest)	Armor Weight (Head)
Light	1	2	0
Medium	2	4	1
Heavy	4	6	3
Superheavy	6	8	4

WHY WE FIGHT: ADVANCEMENT

Outside of the less-than-formal Cossanite Tradition of Tattooing victories on their arm (replaced by some ladies with colorful bands around their arms, or braids), the Kobieta will gradually improve their ability over the course of the Pojedynek Kobiet.

Advancement is tracked by the number of Duels the Kobieta have been a part of, whether victorious, defeated, or draws.

- Avoided a Duel - 1 Experience
- Defeat in a Duel - 1 Experience
- Kill Opponent in Duel - 2 Experience
- Partake in Training Duel - 1 Experience (No Victory or Defeat Experience)
- Participated in a Duel - 1 Experience
- Severely Injured in a Duel - 1 Experience
- Severely Injure Opponent in Duel - 1 Experience
- Talked Down an Opponent in a Duel - 1 Experience
- Victorious in Duel - 1 Experience

When a Kobieta has Experience, she may spend it on various aspects of her life to improve herself and her skills.

- Increase / Decrease Relationship - 2 Experience per +/- 1 Relationship
- Gain Political Leverage - 1 Experience / 2 Leverage
- Increase Art - Current Art + 1 Experience
- Increase Formalities - Current Formality x 2 Experience

THE WAR

Behind everything is the ever-increasing war effort of the Austraza and her allies. The War is going decidedly . . . poorly, forcing the Austrazan government to continue the bread and circuses to convince its people that everything is fine.

If the Imperial Auditor wishes to include aspects of the War inside of the game, then have a track that steadily increases or decreases that signifies where in the world the war actually is standing. Small events the Kobieta perform or force to occur could potentially upset the balance of the war, for better or worse. If the War ever reaches the end of the track, in either direction, the game is over.

The Pojedynek Kobiet was a method for the Emperor to keep the women distracted and content (with killing one another) while their families die horribly in the trenches. What occurs after the war? That's the real question. What have the Kobietas done during their time of power in court, have the instituted changes, forced people into exile, or have their lavishly wasted the resources of the empire, only for the peasantry to decide that having a bunch of dueling aristocrats isn't exactly in their best interest.

The war is happening, over there, away from the problems and concerns of the Kobieta. Keep it that way, but always hang it over their heads, knowing that one day, the war may end.

I hope you enjoyed reading this game I wrote.
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This isn't E-Begging, everything will remain free outside of Commission Projects that are
requested to remain in the holders hands.

However, if you feel the desire to throw some dolly-doos at me, I won't complain.

Thank you, and I'll catch you on the flip-side,
Notepad Anon.