

GURPS[®]

Fourth Edition

Hot Spots:[™] **Renaissance Florence**[™]



Written by **MATT RIGGSBY**

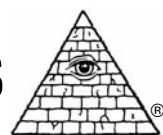
Edited by **NIKOLA VRTIS**

An e23 Sourcebook for GURPS[®]

STEVE JACKSON GAMES

Stock #37-0660

Version 1.0 – May 2009



CONTENTS

INTRODUCTION	3	Textiles	14	RELIGION	26
Florence, Europe, and the Renaissance	3	Trade and Minor Industries	15	<i>Adventure Seed:</i>	
<i>Glossary</i>	3	ARMS, ARMOR, AND		<i>Cardinal Sin</i>	26
About the Author	4	THE MILITARY	15	LIFE OF THE MIND	26
About GURPS	4	Condottieri	15	Languages	27
1. GEOGRAPHY	5	Troop Types and Weapons	16	HOMES AND SHOPS	28
ITALY AND TOSCANA	5	<i>Pikes and How to Use Them</i>	17	IMPORTANT BUILDINGS	28
THE CITY AND ITS ENVIRONS	6	Organization	17	The Duomo	28
<i>Adventure Seed: Losing</i>		Civilian Arms and Armor	18	The Palazzo della Signoria	28
<i>Your Marbles</i>	6	Using GURPS Mass Combat	18	Uffizi Palace	29
Climate	6	4. NOTABLE PEOPLE	19	Other Notable Spots	29
2. HISTORY	7	POLITICIANS	19	SPECTACLES	29
EARLY HISTORY	7	Cosimo de Medici	19	Sports and Games	29
GOLDEN AGE OF THE MEDICI	7	Lorenzo de Medici,		Bonfires of the Vanities	30
<i>Adventure Seed: Takin'</i>		il Magnifico	19	<i>Adventure Seed: Vanity,</i>	
<i>It to the Streets</i>	8	Gout	20	<i>Thy Name Is Firenze</i>	30
UNREST, REVOLT,		Girolamo Savonarola	20	Festivals	30
AND OCCUPATION	8	Catarina Sforza	20	OTHER AMUSEMENTS	30
<i>Adventure Seed: City on the Edge</i>		Niccolo Machiavelli	20		
<i>of a Nervous Breakdown</i>	9	Giovanni dalle Bande Nere	21	6. CAMPAIGNS	31
FINAL TRIUMPH OF		Catherine de Medici	21	FIRENZE AS DESTINATION	31
THE MEDICI	10	Grand Duke Cosimo I		FIRENZE AS HOME	31
<i>Timeline</i>	10	de Medici	21	MILITARY CAMPAIGNS	31
3. THE APPARATUS		FOREIGN DIGNITARIES	21	POLITICS AND INTRIGUE	32
OF POWER	11	Francesco Sforza	21	<i>Adventure Seed:</i>	
LAW AND POLITICS	11	Pope Alexander VI	22	<i>Lega di Giustizia</i>	32
The Government in Theory	11	Charles VIII, King of France	22	CROSSOVERS	33
The Government in Practice	12	<i>Contacts and Patrons</i>	22	Infinite Worlds	33
<i>Adventure Seed:</i>		Cesare Borgia	23	Espionage	33
<i>Election Fraud</i>	12	ARTISTS	23	Martial Arts	33
ECONOMY AND INDUSTRY	13	Filippo Brunelleschi	23	Fantasy	34
Banking	13	Donatello	23	Clockpunk	34
Using Banking Services	14	Allesandro Botticelli	24	Horror	34
		Leonardo da Vinci	24	Science Fiction	34
		Michelangelo	24		
		Raphael Sanzio	24	BIBLIOGRAPHY	35
		<i>Adventure Seed:</i>		Nonfiction Books	35
		<i>Brunelleschi's Dome</i>	24	Primary Sources	36
				Fiction	36
		5. DAILY LIFE	25	Discography	36
		CLOTHING	25		
		FOOD	25	INDEX	37



GURPS System Design ■ STEVE JACKSON
 GURPS Line Editor ■ SEAN PUNCH
 e23 Manager ■ STEVEN MARSH
 Page Design ■ PHIL REED and
 JUSTIN DE WITT

Managing Editor ■ PHILIP REED
 Art Director ■ WILL SCHOONOVER
 Production Artist & Indexer ■ NIKOLA VRTIS
 Prepress Checker ■ MONICA STEPHENS
 Marketing Director ■ PAUL CHAPMAN

Director of Sales ■ ROSS JEPSON
 Errata Coordinator ■ WARREN
 MacLAUCHLAN MCKENZIE
 GURPS FAQ Maintainer ■
 VICKY "MOLOKH" KOLENKO

Playtesters: Peter Dell'Orto, Phil Masters, Bill Stoddard

GURPS, Warehouse 23, and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. Hot Spots, Renaissance Florence Pyramid, e23, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. GURPS Hot Spots: Renaissance Florence is copyright © 2009 by Steve Jackson Games Incorporated. Some art © 2009 JupiterImages Corporation. All rights reserved.

The scanning, uploading, and distribution of this material via the Internet or via any other means without the permission of the publisher is illegal, and punishable by law. Please purchase only authorized electronic editions, and do not participate in or encourage the electronic piracy of copyrighted materials. Your support of the author's rights is appreciated.

INTRODUCTION

Late in the Middle Ages, Europe began to recover from a series of catastrophes ranging from the collapse of the Roman Empire to the Black Death. This political and economic revival, accompanied by a renewed interest in Classical literature, became the Renaissance. Scholars in different fields use different dates and definitions for the Renaissance, but undeniably the height of the period was what the Italians call the *quattrocento*, the 1400s. Just as undeniably, the center of the Renaissance was Italy, and one of the most important players in that revival was the City of the Flower, Florence, or, to the Italians, Firenze.

This book deals with the city of Florence during the height of the Italian Renaissance and its immediate aftermath, from about 1400 to the 1550s. During this period, Florence produced a political dynasty that ruled for nearly a century without holding formal office, a man whose name is synonymous with practical politics, and many of the most important figures in the history of Western art. All of this happened against a backdrop of warfare, intrigues, international trade, civil unrest, and the invention of modern diplomacy. Finding adventure in Florence isn't a problem, but getting away from it might be.

FLORENCE, EUROPE, AND THE RENAISSANCE

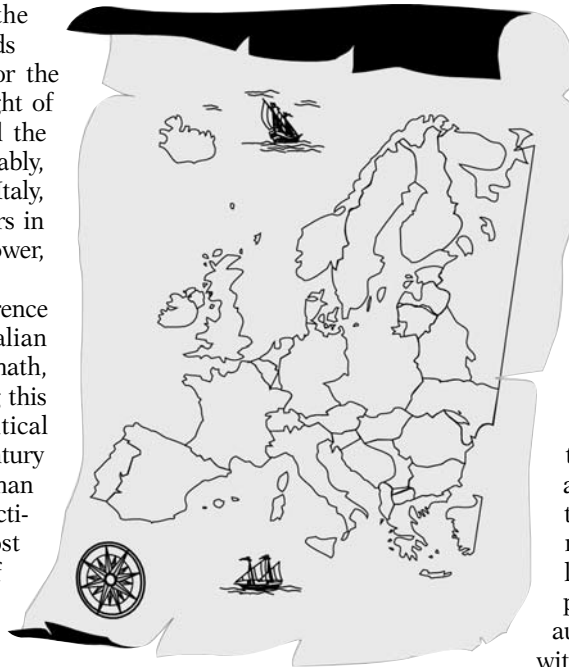
Much that happened in Florence won't make a lot of sense without knowing what's going on with the rest of Italy, the rest of Europe, and the Renaissance as a whole. Although Italy had been touched by feudalism, a system built around scattered rural military strongmen, it never completely took root there. Italy retained urban centers better than the rest of Europe after the fall of the Roman Empire. Many of those cities, almost all of which were independent city-states, established republican or broadly oligarchic forms of government instead of setting up military autocracies like the north (with some exceptions – southern Italy, long dominated by Normans, acquired a more feudal character).

While northwestern Europe was getting into the High Middle Ages, full of Crusades, courtly love, and Gothic cathedrals, Italy was reviving trade across the Mediterranean, creating links with the Byzantine empire and the Muslim world. Expanding trade led to an increasingly educated urban middle class. Merchants, after all, needed mathematical skills to keep track of ever larger and more complex transactions. They also benefited from an

education in rhetoric and law, the better to persuade potential customers and write contracts. It further helped them participate in communal government.

For their better education, and to indulge in a new taste for the arts and philosophy, the Italians pursued once-lost Classical texts. They sought works in the Iberian peninsula, which was undergoing the *Reconquista* (an expansion of Christian kingdoms at the expense of the crumbling Muslim emirates, which had separately preserved the works of Classical authors). They also found writings in Byzantine territories, which was collapsing under the advance of the Turks. The Classical texts provided the rising merchants with ideas created by a society more like their own than the rest of medieval society, more urban than rural and, particularly when it came to Greek philosophy, more republican than authoritarian. It also presented them with a sophisticated set of philosophies

entirely free of Christian concerns. This created a new school of thought, humanism. Renaissance humanism in no way rejected religion, but it *did* accept nonreligious topics as worthy of consideration and did not necessarily leap to theology for all of its arguments.



Glossary

This book uses a few Italian terms, mostly place names, but there are a few technical terms well worth knowing.

condottiero: Literally, a contractor, but in general use, a mercenary, particularly a mercenary officer.

Firenze: Florence.

Milano: Milan.

Napoli: Naples.

palazzo: Literally, palace, but in use, more like a large urban house (as opposed to a villa in the countryside).

piazza: Plaza or public square.

Quattrocento: Literally, 400, meaning the 15th century, or the 1400s; preceded by the Trecento (1300s) and followed by the Cinquecento (1500s).

Roma: Rome.

Sicilia: Sicily.

Toscana: Tuscany.

Venezia: Venice.

And thus it is seen in all human affairs . . . that you cannot avoid one inconvenience without incurring another.

– Machiavelli, *Discourses on Livy*, VI

This, then, was the beginning of the Renaissance: wealthy, educated city dwellers participating in a growing revival of Classical learning, and supporting new philosophy and art dealing more directly with their own world. It saw its earliest flowering in the 14th century (Florence was a leader here as well, with the painter Giotto and writers such as Boccaccio, Dante, and Petrarch). Its finest hour, however, came a bit later, in the mid-15th century. Two events in the early 1450s made this possible. First, in 1453, Constantinople fell to the Turks, finally bringing the Byzantine empire to an end. A last wave of Greek refugees filtered into Italy, the nearest unthreatened Christian land. They brought copies of Classical texts long lost to the West. Second, the Treaty of Lodi led to improved diplomatic relations between Italy's major players. The treaty was initially just a nonaggression pact between two cities signed in 1454. Subsidiary agreements allowed others to join, and join they did. Within the next few years, the major Italian powers and many of the smaller ones had become part of the "Most Holy League," which the treaty had established. Italian wars did not stop completely, but for the next 50 years, they were much smaller and shorter. The need for constant communication between governments to head off or limit fighting led to the world's first permanent, resident ambassadors.

Prior to this period, ambassadors visited foreign governments to perform specific missions (the negotiation of a peace treaty, petitioning for trade privileges, etc.) and then returned home. The establishment of permanent embassies kept governments much better informed about their neighbors' intentions and sped negotiations. For five decades, the relative peace allowed Italy to get on with other matters.

Then there was the rest of Europe. Whatever the achievements of the Italian Renaissance might have been, one thing the Italians would never have even dreamed of doing was creating a large nation-state. Despite some consolidation in their own territories, the Italian cities were mostly concerned with maintaining a balance of power. Meanwhile, nations like France and Spain were building themselves into large, centrally governed kingdoms. Compared to those two nations and the Holy Roman Empire (essentially Germany), even the most powerful Italian city-states were minor players. Their minor status became sorely felt later in the Renaissance as the larger countries worked out their own concerns on Italian soil, using lessons in diplomacy they had learned from the Italians.

The balance of major powers meant that France might be allied with the Papacy against Spain and Germany one year, and Spain and the Papacy against France and Germany the next, all the while fighting wars in their Italian possessions and client states. The Italian powers, used to cutting deals to keep one another in check, were unable to unite against them. The best artists, merchants, and scholars could do little to stop the massive armies descending on them from outside, taking the ideas of the Renaissance with them but leaving considerable destruction where those ideas had first sprung up.

ABOUT THE AUTHOR

Matt Riggsby is trained in anthropology and archaeology and, like the rest of his generation, has a job in computers. He works for an international medical technology company and lives with his lovely and talented wife, above-average child, and a pack of dogs. He is unique among game writers in that he owns no cats.

About GURPS

Steve Jackson Games is committed to full support of *GURPS* players. Our address is SJ Games, P.O. Box 18957, Austin, TX 78760. Please include a self-addressed, stamped envelope (SASE) any time you write us! We can also be reached by e-mail: info@sjgames.com. Resources include:

New supplements and adventures. *GURPS* continues to grow – see what's new at www.sjgames.com/gurps.

e23. Our e-publishing division offers *GURPS* adventures, play aids, and support in PDF form . . . digital copies of our books, plus exclusive material available only on e23! Just head over to e23.sjgames.com.

Pyramid (www.sjgames.com/pyramid). Our monthly PDF magazine includes new rules and articles for *GURPS*, systemless locations, adventures, and much more. Look for each themed issue from e23!

Internet. Visit us on the World Wide Web at www.sjgames.com for errata, updates, Q&A, and much more. To discuss *GURPS* with our staff and your fellow gamers, visit our forums at forums.sjgames.com. The *GURPS Hot Spots: Renaissance Florence* web page can be found at www.sjgames.com/gurps/books/renaissanceflorence.

Bibliographies. Many of our books have extensive bibliographies, and we're putting them online – with links to let you buy the resources that interest you! Go to each book's web page and look for the "Bibliography" link.

Errata. Everyone makes mistakes, including us – but we do our best to fix our errors. Up-to-date errata pages for all *GURPS* releases, including this book, are available on our website – see above.

Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

INDEX

- Abuse of government power, 13.
Adventure seeds, 6, 8, 9, 12, 24, 26, 30, 32.
Albizzi family, 7.
Alexander VI, 22, 23, 26.
Amusements, 30.
Apennine Mountains, 5.
Anti-Medici political faction, 12-13.
Arms and armor, *civilian*, 18; *military*, 16-17.
Arte dei Beccai, 15.
Arte dei Calzolai, 15.
Arte dei Fabbri, 15.
Arte dei Giudici e Notai, 15.
Arte dei Linaioli e Rigattieri, 15.
Arte dei Medici e Speciali, 15.
Arte dei Vaiai e Pellicciai, 14, 15.
Arte del Cambio, 13, 15.
Arte della Lana, 14, 15.
Arte di Calimala, 14, 15.
Arte di Pietra e Legname, 15.
Arte di Por Santa Maria, 13-15.
Artists, 22-24.
Banking, 10, 13-14; *game rules*, 14.
Basilica de Santa Maria, 28.
Basilica of San Lorenzo, 29.
Bibliography, 35-36.
Bonfires of the Vanities, 30.
Borgia, Cesare, 22, 23.
Botticelli, Allessandro, 24.
Brunelleschi, Filippo, 10, 17, 19, 22-24, 28, 29, 34.
Brunelleschi's Dome adventure seed, 24.
Buildings, 6, 28-29.
Buonomini, 11.
Campaigns, 31-34.
Cardinal Sin adventure seed, 26.
Cards, playing, 30.
Carrara quarries, 5.
Charles VIII, 9, 22-23.
Chess, 30.
Cinquecento, definition, 4.
City on the Edge of a Nervous Breakdown adventure seed, 9.
Civic militia, 15.
Civilian arms and armor, 18.
Climate, 6.
Clockpunk campaigns, 34.
Clothing, 25.
Condotta, 15.
Condottieri, 4, 15-16, 21, 32.
Contact advantage, 22.
Council of, *Eight*, 11; *Seventy*, 12, 13; *Six*, 12; *Sixteen*, 11; *Ten*, 12; *Twelve*, 11; *Twenty*, 12.
Crossover campaigns, 33-34.
Currency, 13.
da Vinci, Leonardo, 10, 22- 24, 34.
Dante Alighieri, 27.
de Medici, *Alessandro*, 10; *Catherine*, 21, 22; *Cosimo*, 7-8, 10, 11, 19, 20, 22, 23, 29, 34; *Cosimo I, Grand Duke*, 10, 21, 22, 28, 29, 34; *Giovanni, dalle Bande Nere*, 10, 21, 22; *Giovanni, il Popolano*, 20; *Giuliano*, 10; *Lorenzo, il Magnifico*, 8, 10, 13, 19, 20, 22, 24, 30, 32; *Lorenzo, son of Piero*, 10; *Piero, son of Lorenzo il Magnifico*, 8-9.
Decimo, 10, 12.
Denario, 13.
Discography, 36.
Divine Comedy, 27.
Donatello, 19, 23, 29.
Duomo, 28.
Economy, 13-15.
Election Fraud adventure seed, 12.
Espionage campaigns, 33.
Europe and the Renaissance, 3-4.
Executor, 12.
Exile as penalty, 13.
Factions, political, 12-13.
Fantasy campaigns, 34.
Festivals, 30.
Firenze (Florence), *as destination*, 31; *as home*, 31; *Renaissance overview*, 3-4; *see also specific topics*.
Florin, 13.
Food, 25-26.
Foreign dignitaries, 21-23.
Forks as eating utensils, 26.
Games, 29-30.
Genoa, location, 5.
Geography, 5-6.
Ghibellines political faction, 7.
Giovanni dalle Bande Nere, 10, 21, 22.
Glossary, 3.
Gonfaloniere della giustizia, 11.
Gonfalonieri, 9, 11.
Gonfalons, 11.
Gout, 20.
Government, *in practice*, 12-13; *in theory*, 11-12; *intrigue and*, 32; *supporting*, 12.
Grand Council, 12.
Grossi, 13.
Guelfs political faction, 7.
Guilds, 13-15.
GURPS Mass Combat rules, using, 18.
GURPS, 13; **Martial Arts**, 18; **Mass Combat**, 18.
History, 3-4, 7-10.
Homes, 6, 28.
Horror campaigns, 34.
Humanism, 26-27.
Important buildings, 28-29.
Industry, 13-15.
Infinite Worlds campaign, 33.
Italy, geography, 5.
Lance (troop unit), 17.
Languages, 27.
Law, 11-13.
Lega di Giustizia adventure seed, 32.
Leonardo da Vinci, 10, 22- 24, 34.
Lira, 13.
Losing Your Marbles adventure seed, 6.
Machiavelli, Niccolo, 9, 15, 18, 20-24, 27.
Martial arts, *campaigns*, 33; *in Firenze*, 18.
Map of Italy, 5.
Medici, *golden age in history*, 7-8; *era of unrest*, 8-9; *final age in history*, 10; *political faction*, 12-13; *popes*, 10; *see also de Medici*.
Menagerie (Medici), 29.
Mercato Nuovo, 29.
Mercenaries, 4, 15-18, 32.
Michelangelo, 10, 17, 24, 29, 34.
Milano (Milan), location, 5.
Military, 15-18; *campaigns*, 31-32.
Militia, civic, 15.
Money, 13.
Music, 30, 36.
Napoli (Naples), location, 5.
Palazzo, *definition*, 4; *della Bargello*, 29; *della Signoria*, 11, 28-29, 32; *Medici*, 29.
Papal States, location, 5.
Pasta, 25.
Patron advantage, 22.
Pazzi family, 32, 33; *conspiracy and*, 8, 10, 13, 18.
Peace of Lodi, 8, 10.
Perk, new, 17.
Philosophical movement, 26-27.
Piazza, definition, 4.
Pietra dello scandalo, 29.
Pikes, 16; *how to use*, 17.
Pitti family, 8, 29, 32.
Place names in Italian, 4.
Po valley, 5.
Podesta, 12.
Political factions, 12-13.
Politicians, 19.
Politics, *see Government*.
Population, 6.
Printing presses, 27.
Quattrocento, definition, 4.
Rank advantage, 32.
Religion, 26.
Renaissance overview, 3-4.
Roma (Rome), location, 5.
Sanzio, Raphael, 24.
Savonarola, Girolamo, 9, 10, 20, 22, 24-26, 29, 30, 33.
Science fiction campaigns, 34.
Sforza, *Catarina*, 20, 22; *Francesco*, 8, 21, 22.
Shops, 6, 28.
Sicilia (Sicily), location, 5.
Signoria, 11-13, 15, 26, 30, 32; *see also Palazzo della Signoria*.
Slavery, 15.
Soderini, Piero, 9, 10.
Soldi, 13.
Sports, 29-30.
Squadron (troop unit), 17.
Status advantage, 321.
Streets, 6.
Sumptuary laws, 25.
Takin' It to the Streets adventure seed, 8.
Taxes, 10, 12, 13.
Textiles, 14.
Theatrical tradition, 30.
Time frame of book, 3-4.
Timeline, 10.
Tolfa alum mines, 5.
Toscana (Tuscany), geography, 5.
Trade, 15.
Trecento, definition, 4.
Troops, *organization*, 17-18; *types and weapons*, 16-18.
Two-Man Pike Training perk, 17.
Uffizi Palace, 29.
University in Firenze, 27.
Using banking services, 14.
Vanity, Thy Name Is Firenze adventure seed, 30.
Vasari Corridor, 29.
Venezia (Venice), location, 5.
Weapons, *civilian*, 18; *military*, 16-17.