

ALL FOR ONE

Régime Diabolique

Paris Gothique



WALT CIECHANOWSKI

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St. Denis Gate
(Porte St. Denis)

St. Martin Gate
(Porte St. Martin)

44 - Outside City Wall

Knights' Fortress &
(Le Ten)

Cardinal Palace
(Palais-Cardinal)

Market
(Les Halles)

St. Innocents Cemetery
(Cimetiere St. Innocents)

Tuileries Palace
(The King's Paris Residence)

The Louvre
(Le Louvre)

The Bastille

New Bridge
(Le Pont Neuf)

Notre Dame Bridge
(le Pont Notre Dame)

Notre Dame

Theatre
(Comédie-Française)

St. Germaine Fair
(La Foire St. Germaine)

University
(L'Université)

PARIS GOTHIQUE

1000 feet

ALL FOR ONE

Régime Diabolique



1. The Conciergerie
2. Dardi School
3. Galerie du Palais
4. Hôtel de Guise
5. Hôtel de Oresme
6. Hôtel-Dieu
7. Notre Dame de Paris
8. Palais de Justice
9. Place Dauphine
10. Sainte-Chapelle
11. Square du Vert-Galant
12. Petit Pont
13. Pont Marie
14. Pont Neuf
15. Pont Notre-Dame
16. Pont Saint-Michel
17. Pont de la Tournelle
18. Académie de Escrime Espagnole
19. L'Academie de Pugilism
20. L'Annonciade
21. L'Arsenal
22. The Bastille
23. Cours la Reine
24. Ecole de Danse
25. L'Ecole de Position de Fer
26. L'Eglise Saint-Eustache
27. Fontaine des Innocents
28. Grand Chatelet
29. Les Halles
30. Hôtel de Cartan
31. Hôtel de Desmarais
32. Hôtel de Gretennes
33. Hôtel de Rambouillet
34. Hôtel de Sully
35. Hôtel de Ville
36. Knights-Templar Fortress and Grounds
37. Magasin Occulte de Henri
38. La Maison de Chocolat
39. La Maison de Thé
40. Palais-Cardinal
41. Palais des Tuileries
42. Palais du Louvre
43. Place Royale
44. Priory de Saint-Lazare
45. Renoir's Academy
46. Scarlotti's Academy
47. Theatre de l'Hôtel de Bourgogne
48. Theatre du Marais
49. Abbey of Saint-Germain-des-Prés
50. L'Academie de l'Anatomie
51. L'Academie de Cavalerie
52. Accademia degli Trucchi Sporchi
53. Chateau de la Tournelle
54. Ecole du Ballet
55. La Gazette Print House
56. Hôtel d'Arabian
57. Hôtel de Pijou
58. Hôtel de Tréville
59. Jardin des Plantes
60. Magasin de Pistolet de Toussaint
61. Menagerie de Paris
62. Place Maubert
63. Saint-Etienne-du-Mont
64. St. Germain Fair
65. Le Saltpetriere
66. Theatre de Anne
67. Université de Paris
68. Université des Sciences Royale



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Paris Gothique



While there are times when the King's Musketeers find themselves called to other provinces, whether to fend off an invasion, put down an insurrection, or battle the supernatural, it is to Paris that they always return. Indeed, it is within the capital city that the King's Musketeers spend most of their time, taking turns guarding the King while spending their money and finding ways to make more. It is Paris that is the most familiar to them, the place they call home.

But by no means does that mean that the city is safe. Danger lurks around every corner, both mundane and supernatural. Robbers and molesters roam the labyrinthine streets, bandits lurk in dark alleys, and nobles duel for right of way. Demons tempt Parisians into sin, while the thing that calls itself Richelieu plots the nation's destruction. And it only gets worse once the sun sets.

The King and his nobles, for the most part, remain blissfully ignorant, keeping to the main roads as they ride their carriages from one party to the next, flinging Parisian mud on the less fortunate. The dirtied peasants look upon their "betters" with disdain, as the weight of increasing taxes forces them to work harder for less. Even the bourgeois suffer, playing at being nobles until the day comes when the King arbitrarily takes their fortunes from them, reminding them that, for all of their finery, they are still but peasants in his eyes.

It is here in Paris, between the King and his people that the musketeers stand, protecting him from all threats. Not only must they remain vigilant that disaffected forces in Paris may rise against the King, but they must also keep a sideways glance on the Cardinal and his Guard. For while the Cardinal claims to act in the best interests of France, Louis XIII may not always factor into his plans...

❧ A Darker City ❧

This supplement examines Paris in more detail, enabling Gamemasters to bring the city to life in their campaigns. First and foremost it should be noted that,

while modeled on the actual city circa 1636, the Paris in the *All for One* setting is not exactly the one that the history books record. Supernatural forces plague the city, causing events to deviate somewhat from the purely historical. Other adjustments have been made to increase the sinister nature of the city in order to provide more fodder for adventure.

Paris Gothique is also not intended to be a travel guide. We don't detail every street or list every business. Such details can be left to the Gamemaster as necessary. This enhances the city's mystique—no one in 1636 knows every street or very much beyond their own neighborhoods (or even much within their own neighborhoods).

Architectural Styles

Throughout this chapter you'll see references to the architectural styles of some of the main buildings in Paris. Here is a very brief simplification of the main styles used to construct Parisian buildings.

Medieval: In this chapter, "medieval" refers to timber-framed buildings. By 1636, many of these timber buildings had crumbled, been burned, or destroyed. Most of the time, a medieval building is replaced by one made of stone.

Gothic: Best exemplified by the Notre Dame cathedral, Gothic architecture emphasizes pointed arches, ribbed vaults, and stained glass windows. Churches built in the Gothic style are often very tall structures, supported by skeletal flying buttresses. Most major stone buildings in Paris are Gothic in design.

Renaissance: This style is imported from Italy and never quite catches on in France in its pure form (most "Renaissance" buildings are actually a blending of the Renaissance with the Gothic in France). Renaissance architecture takes its inspiration from Classical (Greco-Roman) architecture and incorporates round arches, classical columns, tunnel vaults, and domes.

All for One: Paris Gothique

Characters traveling through the city should never quite know where they are: danger lurks around every corner, and roads wide enough for carriages suddenly turn into little more than cluttered alleys.

❧ A Brief History ❧

When coming up with new plot elements or adventures it can be useful to look to Paris' past for inspiration. While the history of the city can be easily referenced on the web, in a good encyclopedia or a textbook, it's essential to have some of the most important events in Paris' history listed here for easy reference. While we've played a bit with musketeer Paris, its history up to this point is the same as history narrates.

Paris is named for the Parisii, a Celtic tribe (collectively known in France as Gauls) that lived in the area prior to the Romans arrival. They built a settlement on the Île-de-la-Cité. Rather than surrender it to the invaders, the Parisii burned it to the ground. A Roman city called Lutetia, a translation of the forgotten Gallic term, was built on its ashes in the 1st Century.

Lutetia soon spread to the Left Bank as well, but was destroyed by barbarian attacks at the twilight of the western Roman Empire. The small settlement that was left limped on and the now-Christian Gauls renamed it Paris in the 4th century. It later became the capital of

the Frankish Kingdom. After losing this status for a few centuries, Paris again became the Frankish capital in the 10th century under the Capetian dynasty.

Paris soon became a thriving medieval city, with several guilds and busy ports. Main streets were paved and the city walls were extended. The University of Paris was established on the Left Bank in 1200, sparking the Left Bank's reputation as the academic center of France.

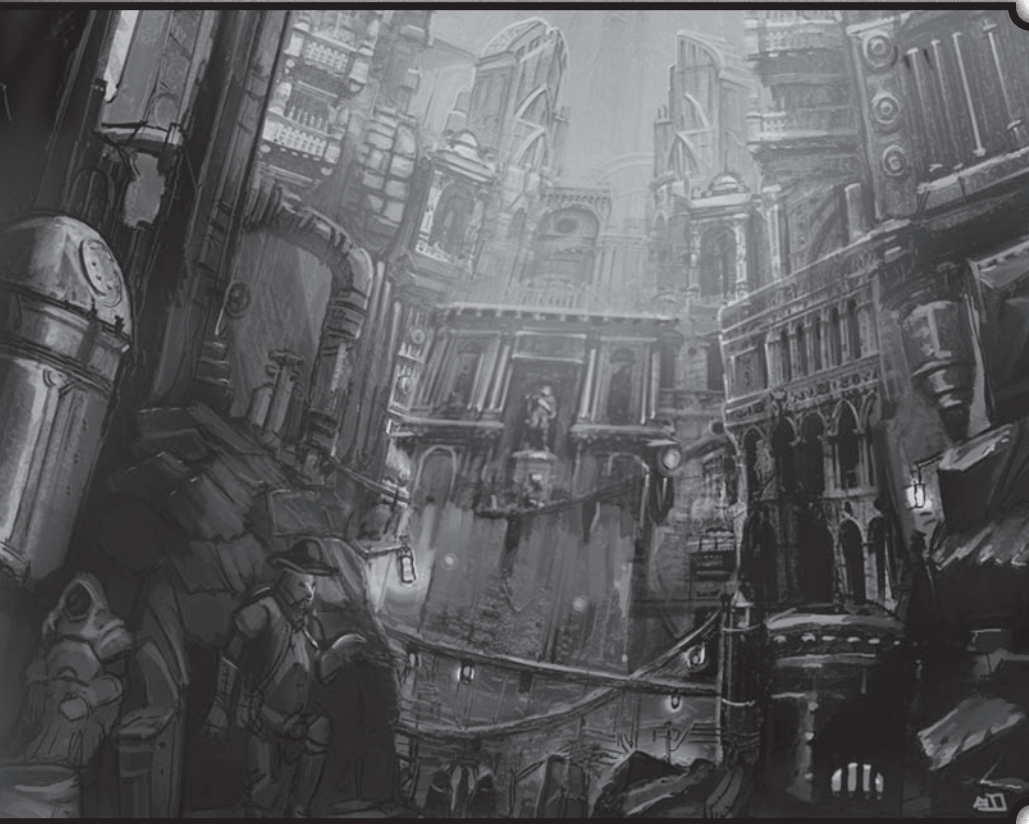
Paris again lost its status as the capital city during the Hundred Years' War between England and France, when Paris was occupied by Burgundian forces allied to the English in 1419. John Plantagenet, Duke of Bedford, was installed as regent. A decade later Joan of Arc attempted to free Paris but failed. King Charles VIII finally returned to Paris less than two decades after it was taken and reclaimed the city as the capital of France.

With the monarchy returned to the city several improvements were made. New palaces, churches, and bridges were built, many in the Gothic style but several also in the newer Italian renaissance style (although keeping to a French aesthetic). New mansions were constructed for nobles desiring to be near the king, and for the growing bourgeois as well.

The Protestant Reformation had a large impact on Paris in the 16th century, as it appealed to many bourgeois as well as certain noble families. The Wars of Religion brought this to the fore, as civil wars erupted between Catholics and Protestants (or Huguenots, as their enemies dubbed them). During a truce, King Charles IX married his daughter to King Henry II of Navarre, a Protestant. This sparked the St. Bartholomew's Day Massacre in 1572, in which thousands of Protestants, many coming to see the wedding, were murdered in riots.

In 1589 Henry II found himself King of France, but the Catholic League refused to recognize him until he renounced Calvinism and became a Roman Catholic. Henry, who had unsuccessfully tried to conquer Paris, is reputed to have said "Paris is well worth a Mass" when he officially converted in 1594 and became Henry IV. One of his first acts was to declare the Edict of Nantes, which offered toleration to French Protestants.

Henry annulled his first marriage and married Marie de Médicis in 1600. She bore him six children over the next decade, including the future Louis XIII. Henry oversaw the completion of the Pont Neuf. Louis became king in 1610 when an assassin killed his father. The Queen Mother Marie acted as regent even after Louis attained the age of majority until he exiled her in 1619. Under both regimes, Paris was expanded. Marie created a promenade



Paris Gothique

for carriages, and Louis extended the Right Bank with a new wall. The royal palaces were enlarged and the new Cardinal Richelieu built a palace right next door.

With Marie once again expelled from France, Cardinal Richelieu has effectively taken control. Paris is now his city, as Louis has never identified with it and the Cardinal ensures that the king has other diversions to occupy him. Under Richelieu's watch, the city has become even darker and more sinister than it has ever been throughout its long history. Richelieu is further stoking the fires of chaos with the proposed Edict of Avignon.

The Edict of Avignon

With many of his plans to plunge France into chaos failing thus far, Cardinal Richelieu has launched a more insidious plan, one that affects every province in France and threatens to plunge the nation into civil war, even as it wars with the Holy Roman Empire and Spain.

As with all intrigues, this one starts with rumors. It is no secret that Pope Urban VIII is not happy that Catholic nations are at war, especially with one of them, France, siding with Protestant nations. It is whispered that the Pope questions Cardinal Richelieu's allegiance and is considering removing him as Grand Inquisitor of France. It is further whispered that the Pope is considering excommunication for King Louis XIII and possibly recognizing his brother Gaston as the legitimate heir to the throne.

Of course, the source of these rumors is none other than the Cardinal himself. By implying that the Pope may recognize Gaston, Richelieu hopes to embolden the New Catholic League to make a move. He knows that they are not strong enough on their own (most of their allies are already fighting France), so Richelieu has concocted another rumor.

The Cardinal has recently increased his communiqués with the Papal State of Avignon. While these communications are largely clerical (reports on tithes, Inquisition matters, and ordination of priests), the increased flow is troublesome to those looking for conspiracies. On top of this, the Cardinal floats a new rumor that Louis XIII is greatly distressed by possible excommunication and wants to reassure the Pope that he is dedicated to his faith. In short, he is preparing to amend the Edict of Nantes, if not outright revoke it.

The Edict of Nantes was issued in 1598 by Henry IV, Louis' father and a Roman Catholic convert. Designed to end the civil war between French Catholics and Protestants, the edict guaranteed protection of French Protestants from the Inquisitions, enabled them to hold any civil office, and granted them particular places where they could worship freely. Although French Protestants still had to pay the tithe and respect Catholic holidays, Clement VIII, the Pope at that time, is said to have uttered "this crucifies me" when hearing of the Edict.

That said, the Edict has already been amended twice. In the aftermath of the Huguenot rebellions, Louis XIII,

Shades of Gray

While reading through some of the personalities in *Paris Gothique* you may find it difficult to peg them as "good" or "evil." This is intentional for a number of reasons. First, it's difficult to find a cause in Paris, or France or Europe for that matter, which doesn't fall into either category, based on one's point of view. The Huguenots, for example, threaten to tear France apart, but that's largely because they've been persecuted under the Catholic government, and the King allows his generals to massacre them by the thousands. Marie de Médicis plots against her son to remake France in her image, but Louis is blindly guided by the evil Belphegor.

The source material bears out these shades of gray as well. The three most famous musketeers (along with a Gascon peasant) retrieve the Queen's diamonds to defend her honor, when she put herself into that position in the first place by being dishonorable. The Queen "rewards" them by promptly forgetting about them for two decades. Later, Aramis dupes his friends into helping him to replace Louis XIV on the throne with his twin brother, primarily to gain influence for himself.

Finally, the moral grayness of the characters is in fitting with the gothic motif as well as allowing you, the Gamemaster, to color the characters according to the needs of your campaign. Parisian personalities are "good" or "evil" based on the perspective of the player characters and their place in the campaign. If you need Queen Anne to be sympathetic, highlight her isolation from her husband and his minister while being duped into aiding her mother-in-law. If you need Queen Anne as a villain, have your player characters investigating her schemes and intrigues with the New Catholic League against France. Similarly, King Louis can be an innocent dupe being fed lies by the Cardinal while he overindulges in excess, or he could be a cunning leader quietly undoing Richelieu's plans as he figures out how to permanently remove him.

under Richelieu's direction, revoked the clauses which created Protestant strongholds in France. The presence of the French Inquisition, while focused on witchcraft, also nipped away at the protections of Protestants against the Inquisition. Richelieu's new rumor claims that the proposed Edict of Avignon, further chips away the older edict.

The Edict of Avignon not only reaffirms Roman Catholicism as the state religion, but also requires that all high offices be held by Roman Catholics. Furthermore, in addition to paying the tithe, French Protestants will have to pay a special "indulgence" tax for rejecting the true faith. The language used suggests that all French Protestants are heretics and vulnerable to investigation by the French Inquisition.

In addition to this, Louis XIII plans to recall all of the provincial governors to Paris.

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❧ Welcome to Paris... ❧

In many ways Paris is a hidden city, lying low on the banks of the Seine. It is said that Paris is surrounded by a “sea of cereals,” vast tracts of farmland worked by peasants who have little desire to venture into the city that lies at the heart of them. Once travelers are within a few miles of the city they’ll understand why. Already they can hear the noise of hundreds of thousands of people echoing across the grains, and carried with it is the smell of raw sewage, *la boue de Paris*.

The roads into the city can be quite treacherous. Highwaymen frequent the main roads, often disguised as fellow travelers to lull unsuspecting victims into a false sense of security. Some of these highwaymen are bands of ex-soldiers. Dirty and starving, these men have learned that robbing a lone carriage is more profitable than risking blade or bullet for the paltry wages that the military pays (as pillaging is an accepted practice, such soldiers have gained work experience for their criminal activities).

Once the characters have crested the high ground, Paris is revealed in all of its Gothic glory. While still roughly adhering to its medieval boundaries, the city has replaced many of its timber-framed buildings with new ones made of brick and stone, built primarily in the Gothic style of clustered columns, flying buttresses, pointed arches, ribbed vaults. Walls surround the main city, with several suburbs lying just beyond them.

The first thing that they are likely to notice is the Seine which winds through Paris on its northwestward track toward the *la Manche* (the English Channel). The Seine is the lifeblood of Paris, enabling the capital to be a port city while sitting comfortably within French borders (goods are shipped back and forth with Rouen by riverboat, where oceangoing vessels dock). Unfortunately, it is also where most of the city’s garbage and sewage is

dumped, giving the river an unpleasant stench, making it almost undrinkable without filtering through sand. The river lanes are also congested; many a boat crew has been robbed by thieves as they crawled along the Seine in a flotilla of slow-moving riverboats.

The city itself is largely thought of in three sections. The Île-de-la-Cité is the center of Paris and the most ancient part of the city. It is a large island in the Seine connected to either side by a series of bridges. It is also connected to one of the newest parts of Paris, the Ile Saint-Louis, which is currently being shored up and developed.

To the north of the Île-de-la-Cité is the Right Bank (Parisians have given up trying to come up with a more accurate name for the banks on either side of the twisting Seine), which is being enlarged on its west end by a new wall still under construction. This is the largest part of Paris, anchored on one side by the Tuileries Palace and by the Bastille on the other.

South of the Île de Cité is the smaller Left Bank. Its medieval wall now cuts through it, as the lower part of the city has absorbed suburbs such as St. Germaine Fair. It is in this part of the city the M. de Tréville, the captain of the Musketeers, makes his residence, as well as many of those that serve under him.

Paris Gothique is your guide to the personalities and places within the city in 1636.

Chapters Two provides information about the city.

Chapter Three takes a look at the three main parts of Paris: the Île de la Cité, the Left Bank, and the Right Bank, as well as the bridges that connect them all.

Chapter Four offers advice on adventuring in Paris, including numerous plot hooks.

Chapter Five takes a look at major personalities and public organizations tied to Paris, including the King and Queen as well as four very famous musketeers. It also describes some of the denizens, secret societies and creatures lurking in the back rooms, dark alleys, and even the tunnels of the city.

Characters & Balance

While most characters in this book adhere strictly to the character creation rules in *All for One*, there are the occasional exceptions. Some historical and literary figures simply can’t be accurately modeled without taking the conceit that they had a few experience points to spend. Without those points, young inexperienced noblewomen can’t be both very beautiful and noble, and a titled fencing master wouldn’t have any free talent/resource slots to supplement his martial art.

If your player characters intend to take a character from this book as a resource, you should carefully scrutinize the stat blocks to make sure that it is fashioned according to the rules. You may, of course, allow a player character to take the resource even if it is slightly advanced, but that’s your call as a Game Master.

...But It’s Your Game

Certain elements in Paris have been changed in order to make *Paris Gothique* a complement to the default “swashbuckling adventure with low-level horror” style of play in *All for One*. We’ve also tweaked some history a bit to make things more interesting and unpredictable.

Paris Gothique is your resource, a toolkit to develop your campaigns. Feel free to change anything you want in order to suit them. A quick perusal of the Internet or a good history section in your local bookstore or library should enable you to make the city and its inhabitants hue more closely to history for a gritty realistic historical campaign. Or you can really amp up the supernatural (“The King is a vampire! Every noble is a sorcerer! Clockwork war machines clash just outside the gates!”) for a high-powered campaign of fantastic swashbuckling fantasy.

Welcome to *Paris Gothique*. All for one and one for all!

Life in the City



Paris is not only the capital of France; it is also the home of the King's Musketeers. As such, the King's Musketeers are likely to get embroiled in many adventures and plots without ever setting foot outside of Paris. For them, Paris is more than just a collection of city streets, bridges, and buildings: it is a vibrant and dangerous place, with potential dangers lurking around every corner and wrongs that can only be righted at the end of a musketeer's blade.

Thus before launching into the main sights of musketeer Paris, it's important to get a feel for what it's like to walk around the city and the general sights and sounds that assail the musketeers as they trudge through *la boue de Paris*. This chapter describes some of these general impressions so that the Gamemaster can incorporate them into the narrative of her adventure.

❧ Parisian Streets ❧

Paris itself is a small city, less than two square miles. It's about a mile and a half walk from the Bastille to the Tuileries Gardens, and a little less than that to walk from St. Denis or St. Martin Gate to the Sorbonne. In more modern times, it would take a pedestrian under an hour to traverse from one side of the city to the other. In King Louis XIII's time, however, it could take the better part of a day.

With the exception of a few avenues, Paris is still very much medieval in design. These roads don't follow set patterns; Parisian streets are not laid out in a convenient grid nor are they easily navigable. Many streets are named differently depending on where you are and terminate in odd places. A street also shrinks and expands along its length and a visitor could be easily forgiven for not recognizing that an alley is actually a proper street.

Parisian streets are also small, as medieval streets weren't designed to accommodate carriages (especially not to leave enough room for carriages going in opposing directions to pass each other). Most streets are less

than 15 feet wide, with the buildings on either side directly abutting the street. There are no true "sidewalks" in Paris beyond the Pont Neuf. Making things worse is the fact that many residents build lean-to sheds or pile wood right on the street in front of their house, in spite of an edict prohibiting this.

Keeping it Gothic

While much of the information in this chapter is drawn from real history, you shouldn't be afraid to paint with a dark brush when describing the city, especially if your *All for One* campaign emphasizes gritty realism, black occult magicks and the supernatural, or even simply the dark side of human nature. In a sense, historical Paris already accomplishes this with its Gothic cathedrals, creepy gargoyles, dirty streets, and homeless beggars.

Still, you can up the ante a bit and enhance the city's Gothic flavor through a number of techniques. While Paris has a relatively moderate climate, there's no reason why your adventures couldn't take place during a particularly brutal heat wave or bitter cold. Unlike London, Paris isn't known for perpetual rain, but there's nothing stopping you from drenching the city in a downpour as your musketeers chase a thief through the labyrinthine streets.

Like most robbers, supernatural creatures like to strike when they can't be observed. Your musketeers shouldn't see a werewolf chomp down on a peasant in the middle of the street, but should instead hear a scream, followed by the ripping of flesh and loud chewing coming from a nearby alley.

In short, the worst and most sinister aspects of the city can help enhance your adventures. Even if you are running a light-hearted swashbuckling romp, the dirtiness and grittiness of the city can easily be played for laughs and provide countless inspiration for swashbuckling tricks.

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Paris by Night

When the sun sets, the city goes dark. Paris does not have streetlights and most people can't afford to burn wax candles every night. For those that do venture out, the streets are even more treacherous. While the throngs of people disappear, many obstacles remain in the street. It is easy to stumble over them while trying to find one's way through the dark. No one steps out into the streets at night without a lantern and a weapon.

One problem with the dirty, unpaved Parisian streets is that they become inundated with rats after dark. Travelers have to be careful lest a nipping rat subject them to disease. Worse, the "moving streets" are a distraction, making travelers see threats where there aren't any, or ignoring a real threat as just "the rats playing tricks with my eyes again."

Evading carriages is another problem. While most nobles equip their coachmen with lanterns, the lack of pedestrians means that the coachmen can push the horses to move much faster at night. Thus, even if an evening stroller hears the carriage and sees the light, he may still underestimate how quickly the carriage can get to him. Worse, coachmen are more concerned with low-lying signs and large obstacles rather than pedestrians and often don't see them until the coach is on top of them.

Without adequate street signs or numbered addresses, as well as little urban planning, it is very easy for a character to get lost. One or two wrong choices can turn what was to be a short stroll from the tavern to the rented room into an entire night's walk. Most inebriated tavern goers don't bother, collapsing in the nearest ally after stumbling out the door. This, of course, only adds to the excrement, urine, and vomit already inflicted on the same spots by more transient tavern patrons. So long as there are no robbers about, most armed drunkards can sleep unmolested, as the occasional night patrol doesn't bother checking the alleys.

Of course, crime thrives at night in Paris. Burglars find it easy to slip into darkened houses and steal valuables while the occupants sleep. Pickpockets and robbers patrol the alleyways in search of easy prey. Perhaps most interestingly is that Paris nights are avoided even by the criminals. Many choose to operate during the daytime, especially the con men, pick-pockets, and prostitutes that rely on volume in order to ply their illicit trades.

Parisian streets are treacherous. Most are unpaved and the dirt is mixed with excrement and other human and animal waste, which gets even worse in the rain. It's nearly impossible to walk through Paris for any length of time without getting one's clothes soiled from *la boue de Paris*, especially if a carriage passes by too quickly. In addition, pedestrians have to watch out for falling flower pots, as many are precariously balanced on window ledges. Worse still is the waste often flung out of windows onto the streets below. An oblivious pedestrian could easily get showered in urine and excrement.

Even the paved streets aren't much of an improvement, as they are sloped towards the center which operates as an open sewer. Some of the waste is carried all the way from the suburbs and into the Seine. Due to the odor and the possibility of staining one's clothes, men generally let ladies and their betters take the higher road along the edge of the street.

Finally, Parisian streets are busy. Most business is conducted on the street. Open street markets are the norm, where vendors set up temporary booths to hawk their wares. Prostitutes openly proposition clients. City criers also walk the streets announcing products and other information—while the printing presses generate pamphlets, most residents are still illiterate. Showmen entertain passersby with their antics, and a good showman could effectively block an entire street as a crowd forms to watch.

News

Judging by its multitude of booksellers, Paris has a relatively high literacy rate. Over 80% of men and 60% of women can at least sign their names, and in 1636 the ability to do so is a fair indicator of full literacy. Whether one has time to read is another matter, as only between 10-15% of lower class men and about 30% of servants had books to leave to others upon their deaths.

The official weekly newspaper in Paris is *La Gazette*, which has been in circulation for five years. It primarily contains information on the nobility and proceedings in the royal court and includes frequent contributions from the King and Cardinal. It is proving to be a quite popular publication and almost every bourgeois household has a current copy on hand.

In spite of the literacy rate and a regular newspaper, most news is still transmitted via a crier, someone who shouts the news while walking through a neighborhood. There are generally two types of criers, the King's crier and wine criers. The King's crier is accompanied by trumpeters and, in addition to proclaiming the King's news, tacks legal notices in busy areas.

The wine criers are also appointed by the Crown and managed by their local municipal officers. They ensure that the municipal tax was paid when a cask of wine is opened. They also make commercial and funeral announcements (many criers are also morticians and have a stranglehold on that trade), as well as making announcements for lost animals or children. Wine criers are not, however, allowed to make official crown announcements.

Carriages

While traveling through the streets of Paris in a carriage is preferable to walking in terms of keeping clothes clean, it does not necessarily mean that you'll move any faster through the city. In addition, traveling by carriage poses its own set of problems.

Life in the City

Most Parisian streets aren't designed to accommodate carriages and pedestrian traffic and vendor booths often shrink the street even further. Also, there's little rhyme or reason to the design of most streets: a carriage could be traveling down a wide street and suddenly find its way barred due to houses up ahead being closer together.

Carriages also have to dodge obstacles, such as wood-piles, showcased merchandise, and even low-hanging signs. Pedestrians are a constant problem, as there is nowhere for most of them to get out of the way beyond a convenient doorway.

With so few wide streets available, those that can accommodate carriage or wagon traffic quickly become congested. As only the Parisian elite can afford private carriages, most vehicles are commercial enterprises and may make frequent stops along the way (with no room to maneuver around) based on their delivery or pick-up schedule. For opposing carriages, right-of-way can spark an argument or even a duel, as it is a great inconvenience to get the horses to turn the carriage around.

In short, carriage travel can slow to a crawl, especially if you're travelling through an unpaved street in the rain. It doesn't take much for a carriage wheel to get stuck in the mud or worse.

Buildings

Unless you are attempting to find an easily recognizable building like the Louvre or the Notre Dame cathedral, finding a particular house is no easy task. With the recent exception of the houses along the Pont Notre Dame, none of the houses in Paris have street numbers. A place of business, such as an inn, might have a sign hanging outside, but most homes are identified by street, façade description, or relation to a landmark. Most Parisians are in the habit of asking those nearby where a particular house is located.

The center of activity in any house, rich or poor, is the room with the fireplace. During the colder months, bourgeoisie families gathered in the kitchen to eat and socialize, while nobles could afford multiple chimneys to heat various parts of the house. Shopkeepers often used the front room of their residences to conduct business. Such rooms are unheated and on cold days the shopkeepers continually duck back into the room with the fireplace.

Wax candles are expensive in the 17th century. Only wealthy bourgeoisie and nobles use them and then only sparingly. Most candles are made of suet, or animal fat, which gives off an unpleasant smell. Candles and lanterns are not generally lit outside at night unless the occupant is expecting a visitor.

Water

Keeping a home supplied with water is a difficult undertaking in Paris. Most of Paris still doesn't have plumb-

Mud and Status

As it is impossible to walk into the streets of Paris without getting some of *la boue de Paris* soiling your clothes, it is an easy way to mark one as not being noble, as most nobles can afford carriages to protect them from the mud (as well as the side benefit of flinging mud on their lessers from the spokes of their carriage wheels). This is why many bourgeois make a private carriage one of their first purchases.

Still, even traveling by carriage is not a guarantee that you won't get soiled, so another sign of nobility is to bring a second set of clothes and shoes with you to change into once you've arrived at your destination. This separates the pretenders (who may have simply hired a carriage) from those with true status and wealth. It can be a great source of shame for a wealthy man if he is robbed on the way to his destination and the robbers run away with his party clothes, as traveling clothes, even if clean, are hardly suitable for a social gathering.

ing. Only the palaces, schools, monasteries, and wealthy hôtels had access to private aqueducts. Some homes had private wells but these were often so badly contaminated that they were hardly used. Most residents make do by either getting water from the Seine, purchasing it from water sellers, or going to the nearest public fountain.

Public fountains are scattered throughout the city although they don't resemble the beautiful flowing fountains of private gardens, as Paris' poor water pressure won't allow it. Most fountains are simply monuments with taps set around it that trickle water when the handle is turned. Many fountains have places to stand above them, making a fountain a good place for a character to go if he wants to survey the immediate area or meet someone.

Taverns

When not at work or pursuing other obligations, most Parisians like to unwind in a tavern. The King's Musketeers, for example, have a reputation for strong drinking as they await their next duty. Paris has a notorious reputation for its large number of ales and wines available, and in addition to drinking the Parisian tavern offers meals and a place to mingle. It is also where one can find company for the night as well as participate in brawls over the flimsiest of excuses (such brawls rarely escalate to a duel, unless the participants are gentlemen or nobles).

Taverns are barely tolerated by both the church and the government. Taverns have a long-standing reputation for encouraging the loosening of morals, but perhaps more importantly it's where dissidents can find friendly ears to spread their message or plot acts against the establishment. Enemies of the Roman Catholic Church and Louis XIII's rule typically gather here to plot Protestant

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uprisings, political assassinations, and other traitorous activities.

Taverns generally cater to a particular clientele and quickly establish regular patrons. Thus, when a stranger walks into a tavern it is immediately apparent amongst everyone in the room. They'll pause their conversations and stare at the stranger until his reason for being here can be ascertained (a King's Musketeer would rarely walk into a tavern frequented by the Cardinal's Guard unless he was looking for trouble).

A tavern's wine stock is also indicative of its clientele. One's wine preference can mark his home region or where he's recently spent some time. A tavern with a large selection of wines from Bordeaux and other southwestern wine regions will be frequented by Parisians originally from that area, and Occitan rather than Parisian French is likely the *lingua franca*. Most of the clientele likely speak in identifiable Occitan dialects and the proprietor is likely a Gascon or Bordelais.

Crime

In addition to the physical challenges of moving through Paris, there are also dangers of a more human nature. Parisian streets tend to be congested, giving pickpockets and cutpurses easy targets (a popular crime at the time is cloak-snatching). A thief can easily rob a pe-

destrian and fade into the crowd, making them difficult to follow. Some thieves work in tandem with showmen, lifting goods while the victim is enjoying the show. Many showmen are also con men, using their talents to take money from people.

The haphazard layout of city streets makes it easy for pedestrians to get lost. In fact it can be argued that no one in Paris is familiar with all of its streets, only with his immediate neighborhood. This creates a prime opportunity for muggers to follow their prey into a dark alley and waylay him. A common tactic is to direct a victim to a shop, tavern, or whorehouse "just two blocks to your left and down the alley on the right," and the unfortunate soul thus directed find himself trapped in a blind alley confronting multiple attackers.

Paris becomes even more dangerous at night. There are no street lights, so crime literally can be lurking right around the corner, even on usually safe streets. In addition to the usual muggers, many servants and lackeys prey upon pedestrians to supplement their incomes. Particularly bold criminals might break into a home and rob the owner at knifepoint.

Women, unfortunately, have an even more difficult time walking through Paris. Molestation is common, ranging from unwelcome touching to rape. One type of crime that is committed by impoverished nobles is to kidnap a wealthy young woman, rape her, and then take her to a priest outside the city to be married (the priest is bribed for his services). The woman's family then owes the noble a dowry. This kidnapping and forcible marrying of young women is surprisingly tolerated in Parisian society.

It's believed that many of these criminals receive indirect assistance in their crimes. Nobles turn a blind eye towards their lackeys and servants. Criminals often offer the local city guard a cut of their booty.

Policing Paris

In addition to the soldiers that protect the royal palaces (including the King's Musketeers) and the walls of Paris, there are several other ways in which Paris is policed. The most common way is private security; that is, nobles and wealthy bourgeois homeowners hire their own bodyguards to protect their families and households. In a less-wealthy neighborhood homeowners may pool their resources to hire guards to patrol the neighborhood (the military forces stationed in Paris already do this, but not to any effective extent beyond major crimes). Poorer



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neighborhoods police themselves, dragging offenders to the nearest prison and demanding justice.

While most Parisians retire not long after the sun goes down (candles being an expensive luxury), most neighborhoods have night watchmen. These are usually older men or wounded soldiers. Their primary duty is to announce the time, although this is becoming less prominent as many public squares boast at least one public clock and many Parisian homes now sport one. Night watchmen also call out crimes in progress (most night watchmen carry a large staff that they can bang against stone) to alert the city guard or any able-bodied men that can be called to help (night watchmen rarely confront a violent criminal on their own). Finally, night watchmen escort residents to their homes or offer directions to passersby.

Leisure

There are many opportunities for leisure in the city, providing that a Parisian has the time and *livres* to indulge in them. The theatre is quite popular and dedicated playhouses such as the Theatre de l'Hôtel de Bourgogne and the Theatre du Marais. Cardinal Richelieu is also building a theatre inside the Palais-Cardinal. In addition to these public theatres many acting troupes perform plays in bourgeois and noble residences, including the Louvre. There are also several street actors that perform plays on the streets or in the alleys of Paris, essentially begging for donations as they perform. Such performances tend to be bawdier and more risqué than normal and actors run the risk of a visit to prison should they offend the wrong people. On the whole, actors are regarded with suspicion and the church officially considers them sinful, something that the Cardinal is pushing to change.

Tennis, an indoor version of the modern game, is quite popular among Parisian nobility. It is still referred to as "*jeu de paume*" (palm game) even though racquets have been used for more than a century. In spite of its continued popularity, tennis has already reached its peak in Paris and several indoor courts have been converted to other uses, such as theatres or fencing schools.

The ultimate pastime amongst the nobility is the ball. These social dances are usually held in a noble's (or wealthy bourgeois') home. Such balls spare no expense, with nobles saving money all year to host at least one. Balls are generally themed, the most popular being the masquerade ball, in which participants arrive in costume that masks their identity. This gives the attendees license to flirt without consequences, although it also enables non-guests to infiltrate a party more easily (for some nobles, part of the thrill is the danger). Not surprisingly, succubi and vampires commonly infiltrate masquerade balls. Louis XIII also holds several balls in his hunting lodge at Versailles. These "hunting balls" include his fellow huntsmen, their wives, and other guests of the King at the lodge.

Parisian Weather

On average, Parisian temperatures are comfortable all year round. Summer temperatures hover around 70 degrees Fahrenheit while winter temperatures rarely drop below 40 degrees. There is little rain in the spring, but the city receives its fair share of rainfall during the rest of the year. Rain tends to come in the form of quick showers rather than a sustained rain. Snow is a rarity in winter, with little accumulation and a quick melting. It can get windy in months but the rest of the year gentle breezes blow the aroma of *la boue de Paris* around the city.

For Parisians that can read, there are hundreds of booksellers in the city. Books on a wide variety of topics are available for purchase, including forbidden tracts on Protestantism and the occult (many Protestant tracts are smuggled in from the Netherlands) as well as scientific theories and topics disfavored by the Church. Booksellers generally keep such tracts hidden from view and are only available if the potential buyer asks the right questions (generally requiring a Streetwise roll with a Difficulty of 2, or a Diplomacy (Persuasion) roll with a Difficulty of 3). Plagiarism and pastiches are common; several new books written in the style of French Renaissance writer Michel de Montaigne are appearing all over Paris, leading some to believe that the reports of his death in 1592 were greatly exaggerated and that he lives on through supernatural means.

Gambling is common amongst all classes, both with cards and dice. Playing cards have settled into their modern form, although the King is the highest card (the Ace being the lowest). "Jacks" are also known as "Knives" and all of the court cards have nicknames (the kings being the Biblical David, Charlemagne, Julius Caesar, and Alexander the Great). Tarot cards are also used for playing games, although superstitious Parisians as well as students of the occult refrain from using a magical tool for leisure.

Animal baiting and killing is also popular. While the lower classes make do with rats and dogfights, royal spectator blood sports include bears, bulls, and lions. Bonfire parties are also popular, enabling Parisians to carouse through the night with a cheap form of illumination. Several of these bonfires include setting bags of cats afire, adding their screams to the jubilations.

Dress

With the rise of the bourgeoisie fashion is becoming an obsession in Paris, as wealthy financiers, doctors, and lawyers find themselves with coin to spend and a desire to emulate the nobility. Those that can afford it often wear several outfits a day, as traveling through the Pari-

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Types of Plays

Broadly speaking, there are two types of plays currently playing in Paris, comedies and tragedies. Comedies tend to be lighter in tone and have happy endings (note that this does not mean the play must be filled with funny moments to provoke laughter), while tragedies involve weightier material and have sad endings.

Tragedies have been a hard sell over the last few decades. Actors were initially banned (or heavily persuaded) not to perform tragedies, leading to a preponderance of farces (Montdory of the Theatre du Marais is almost unique in that he refuses to perform in a farce). In addition, the royal court isn't very fond of tragedies either, preferring comedies or tragicomedies. It's only recently that the tragedy, thanks in large part to playwrights Cornielle and Nicholle, is beginning to blossom in Paris.

While there are only two basic types of play, there are a few subgenres worth noting, especially since these are the terms both promoters and theatre-goers use when describing the type of play presented. Note that these are broad characterizations and not all plays ascribed to them completely follow the mold.

Ballet de cour: A comedy integrated with dancing. These are primarily performed in noble residences and have an audience participation element. Ballets are only just starting to be performed in public.

City Comedy: Cornielle brings pastoral elements into his urban comedies, idealizing the young bourgeoisie lifestyle. Scenes take place in urban areas, such as shopping galleries and the theater.

Commedia dell'arte: An improvisational comedy in which the actors play broadly stereotyped characters that are familiar with the audience. While there is a general plot, the actors are encouraged to improvise accents, dialogue, and actions to capitalize on current events or Parisian scandals. The downside is that the butt of the joke is often offended, and many actors find themselves banished or imprisoned for an improvised offensive joke.

Farce: A comedy designed to make people laugh, with lots of physical humor, improbable situations, and sexual innuendo (essentially what "comedy" has come to mean in the 21st century).

Pastoral: A comedy that idealizes the country lifestyle, portraying it as akin to the Greek Golden Age (most characters have Greek names). Stock characters are shepherds and farmers who seem to have a lot of time to pursue romantic interests.

Tragicomedy: A play that blends comedic and tragic elements, usually with some type of happy ending. King Louis XIII prefers tragicomedies to straight tragedies.

It's also important to note that France technically allows actresses to perform, but traditional troupes are still all-male affairs. The Catholic Church looks down on actors generally, and actresses specifically, as sinners and they all regularly run the risk of excommunication.

sian streets, even in the comfort of a carriage, often soils one's clothes (and, even if it doesn't, the fact that you can change your clothes frequently is a sign of wealth and nobility).

Parisian fashion has been heavily influenced by Richelieu's policies which have banned the importation of gold and silver as Spain, with fresh supplies coming from the New World, had been flooding French markets. Clothiers had to make do with local materials. Embroidery was also curtailed.

Men's fashion thus became more muted. The well-dressed man wears a short cloak or cape over a coat that is slit to show the sleeves and shirt underneath, with breeches that either ended just below the knee or tucked into one's boots. A soldier would replace the coat with a leather jerkin or buff coat. Heeled boots are popular, especially the bucket-top style that the King's Musketeers prefer.

The cravat is a recent trend in men's fashion. Adapted from the scarves worn by Croatian mercenaries drafted into Louis' army in 1630, the cravat (the term is a corruption of "Croat"), is quickly replacing the ruff. It's essentially a long scarf tied around the neck and knotted in the front.

Fashionable men wear their hair in long curls and prefer wide mustaches and pointed beards. Hats are becoming shorter and wide-brims, with one side often being pinned up to hold ostrich feathers.

Fashion has become slightly freer for women, as heavier fabrics have enabled them to do away with layers. The well-dressed woman wears a dress with a looser bodice and more open neckline. The farthingale has fallen out of style, replaced by padding to enlarge skirt lines. Bourgeoisie women often wear hats similar to the men.

With the recent emancipation of women affecting traditional styles of dress, most notably in the Queen's Musketeers and ballerinas, it's not that uncommon to see a woman in loose breeches or a buff coat. Fashion is following suit, with new styles enhancing a woman's femininity while discarding restrictive clothing. Needless to say, these newer styles aren't sitting well within conservative circles.

❧ Food ❧

As the cultural and political capital of France, Paris is a cosmopolitan city. Local and provincial dishes can be found in many taverns across the city as well as foods imported from other countries in Europe and the rest of the world. A traveler to Paris from other parts of France should be able to find taverns and restaurants with familiar dishes on the menu. Travelers from other European places such as England, Flanders, Lombard, and Tuscany should also have little trouble finding tastes from home. From the New World come new foodstuffs such as tur-

Optional Rule for Fencing

Fencing is a big part of Parisian culture, especially amongst the aristocracy and the bourgeoisie. All of the fencing schools described in the main rulebook have a presence in Paris, as well as a new one, l'Academie de l'Epee Gracieuse. The fencing rules in *All for One* require situational interpretation, and some Gamemasters may wish for a quicker set of fencing rules. Rather than use the Fencing Style Bonus table, Gamemasters may wish to implement this optional rule for characters who have invested in the Fencing Skill.

A character using Fencing has +1 to attack rolls and +1 to his Active Defense when fighting opponents using Melee or opponents who do not know the character's Fencing style (i.e., they lack the appropriate Fencing specialization). When two combatants would have the bonus against each other, their effects are cancelled.

Example: *Gaston the Musketeer knows Fencing: Renoir. He engages several Spanish soldiers in a fight. Since the Spaniards are using Melee, Gaston gains the +1 to attack and Defense. He later goes up against their officer, who knows only the Spanish Style. Neither character is skilled in the other's fencing style. Since each has +1 to attack and Defense against the other, the modifiers cancel.*

Clarifications

Regardless of whether the participants know the fencing skill of the other, fencing bonuses are only negated if both participants are using the same Fencing skill.

Example: *Gaston has Fencing: Renoir at an 8 rating and Andre has Fencing: Spanish Style at a 9 rating and Fencing: Renoir at a 6 rating. If they both choose to use their highest Fencing skills, then they both receive the +1 bonus to attack rolls and Active Defenses against each other. If Andre switches to using Fencing: Renoir then the bonuses are negated, but Andre's Fencing rating is now 6 instead of 7. Characters can only switch styles as a reflexive action on their turn.*

In terms of weapon proficiency, the Fencing Skill covers all weapons, exactly like the Melee Skill. Old fencing schools included a variety of weapons.

Except for the description of the Melee Skill, the Parry and Riposte Talent prerequisites, the chain, torch, and whip, any mention of the Melee Skill is implied to apply equally to the Fencing Skill. Note that this does make Melee a sub-par choice compared to Fencing; if you wish to keep Melee as a viable choice under the optional rule then require that characters take at least a 0 level in a Fencing school in order to be able to purchase the Fencing skill.

Sword Rapiers

The four famous musketeers and some other characters in *Paris Gothique* carry weapons identified as "sword rapiers" in their stat blocks. This is to ease confusion over the two main types of rapier that are in use in Paris in 1636. Prior to 1630, most rapiers in use in France had heavier blades and were more akin to long swords than the rapier that is defined in the *All for One* rulebook. They have the same statistics, including price, as long swords.

The new lighter rapier is just starting to make inroads in Paris. Younger musketeers and nobles with coin to spend already have them, but older musketeers prefer their old blades and French armies are only replacing rapiers as needed. In short, both types of rapier are available in Paris.

Modern sword collectors sometimes use the term "sword rapier" to describe these heavier blades. To avoid confusion, we use the term "sword rapier" for *All for One* characters that use the old blades rather than the newer, lighter rapiers. As a historical aside, Musketeers don't use either term; all rapiers are simply called "epees" (swords).

keys, corn, and potatoes. The popular provincial dish of cassoulet (a bean stew supplemented with meat) owes its origin to the haricot bean.

Conversely, many modern dishes and techniques associated with France have yet to be developed in 1636. Bread-thickened sauces are still the most popular, as the béchamel sauce, bisque, and roux have yet to be created. The croissant, today a ubiquitous French staple, is still a good two centuries away.

By 1636, the tables of aristocrats and commoners alike were adorned with plates and eating utensils (fork, knife, and spoon). Wooden utensils were the cheapest and many families passed more expensive plates and silverware down from generation to generation.

The typical Parisian table typically includes fruits, meat, cheese, and/or seafood. Vegetables except for artichokes and truffles are generally shunned unless well-boiled. Soup is a popular dish; it is an adaptation of English potage (soup is so-named for the "sop," or bread, placed at the bottom of the bowl). Wealthy tables make elaborate presentations out of food. One of the most popular is the gilded swan or peacock, which is presented at table with all of its feathers intact and its beak and feet gilded with gold or silver. Inside, the swan was stuffed with a minced meat made from a tastier bird such as a chicken. While wine is still the preferred drink at the Parisian table and tea is still a few decades away, both coffee and hot cocoa are making inroads at the Parisian table.

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New Skill Specialty

Academics: Occult

Many characters in *Paris: Gothique* have the Academics skill specialty Occult. Academics: Occult is the study of magick and the supernatural. It is not necessary to have this skill in order to believe in such topics, but one skilled in Academics: Occult knows the difference between baseless superstition and actual fact. Furthermore, while an untrained character is limited to common knowledge and superstition, a character with Academics: Occult has a deeper understanding of the magickal and supernatural threats he faces.

Superstitions

The world of *All for One* still straddles the line between folk superstition and modern science, made all the more complicated by the fact that magick really works and preternatural creatures really are hunched in the shadows. While the average Parisian has never truly interacted with such things, he still practices ways to keep such things from affecting him. Some of these practices and superstitions were spawned by actual magick use, but unfortunately none of these methods truly work unless they are also infused with actual magick (unless the Gamemaster decrees otherwise).

The attribution of cats to evil may help explain why Parisians enjoy bonfire parties where bagged cats are roasted alive. Cats are associated with the night and the Devil. They are believed to congregate around the Devil at night in their own bacchanalian revelries, with Satan taking the form of a large cat. It is also believed that witches turn into cats in order to cast spells. Black cats are especially associated with evil, and the sighting of one at night bodes doom for the one whose path it crosses. Occult scholars believe that lycanthropes and magickal practitioners of transmutation may be feeding this superstition.

Most Roman Catholic households, rich and poor, have church-blessed candles (some Protestant families may purchase blessed candles from the Catholic church, just in case). These candles are lit whenever the presence of evil spirits is expected, such as during violent storms or at childbirth. As many bourgeois in Paris are Protestant, several booksellers, herbalists, and occult shops carry "warding candles" that serve the same purpose.

Holy water is also commonly accepted to ward off evil spirits when sprinkled. Holy water is also believed to have healing properties—indeed, many Parish priests that practice Benignus incorporate holy water as a placebo to reassure patients that their cure is God's work.

Alchemists that imbibe their potions in public often disguise them as vials of holy water.

The bodies of Saints are also supposed to have healing properties, which is why relics of their body parts are kept in churches that are named after them. Different saints are attributed to different cures and, if a character wants to find someone during mass hour, then he need simply go to the nearest church named after a saint that cures whatever's ailing that person.

One ironic superstition is sympathetic magic. Most Parisians believe that owning something that belongs to someone else, such as a lock of hair or a boot, gives them power over that person. In truth, enchanters generally put beneficial spells on objects that produce an effect on the owner while leaving the previous owner alone.

The World Below

Beneath Paris lies a second city. This one is more ancient and unorganized, the remains of previous inhabitants. These are the caverns created by limestone mines and quarries, old buildings now sunk into the ground, and forgotten wine cellars and sub-basements. This haphazard network of subterranean passages has its greatest concentration just south of the Left Bank's medieval wall, where the Romans originally mined and is now being covered by the new construction of an expanding city. Even the Palais du Luxembourg has tunnels running beneath its grounds.

Even the Île-de-la-Cité and the Right Bank are not immune. The Notre Dame Cathedral is believed to have been built atop a temple to Jupiter and perhaps an even older Celtic God. On the Right Bank, rumors persist of underground tunnels built by anxious nobles looking for escape routes or simply "discretion," as well as particularly ambitious robbers. Catholic propaganda insinuates that many tunnels were built by the Huguenots to enable them to congregate in secret—and who knows what manner of demonic rites they may be performing in such tunnels? Many of these tunnels are actually burial grounds (see **The Catacombs** below).

Still, in spite of the propaganda, half-truths, and outright fanciful rumors, the fact is that the tunnels do exist. Homeless beggars use them for shelter and catching rats for food. Thieves use them to outwit pursuers and temporarily store ill-gotten goods. Aggrieved parties use them to participate in illegal duels. And yes, sorcerers and witches occasionally perform demonic rites in the darkness of the tunnels, where a human sacrifice can go unnoticed.

Navigating the Tunnels

The tunnels of Paris are a labyrinthine series of tunnels and covered galleries that run beneath the city. Given that these tunnels can be used to move from one

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part of the city to the next, with numerous entrances into the tunnels throughout, one might think that a new skill or specialization is in order. *All for One*, however, is primarily about being a musketeer. Unless your campaign is centered on Paris with a lot of tunnel exploration, you may not wish to create a skill or specialization might be used only once or twice.

Navigating through the tunnels without getting lost requires a Survival (Navigation) roll. You should set the difficulty based on the character's experience with the Parisian tunnels. For example, a beggar that lives in the tunnels may have a Difficulty rating of 1, while a pick-pocket that routinely uses the tunnels as an escape route has a Difficulty rating of 2. A musketeer that has only explored the tunnels once or twice, or who only tends to use a single route, may have a Difficulty rating of 3 or even 4.

A character trying to navigate the tunnels in relation to the city above can use a skill synergy of Streetwise and Survival. A character can also use Streetwise to locate a tunnel entrance while in the city. In all cases, the Difficulty rating should be based on the character's relative experience with the tunnels.

While in the tunnels, other skills also come into play. The tunnels are not laid out in an easy manner to walk through. While the kobold-carved tunnels are relatively uniform, the creatures often take the path of least resistance and work their way around existing structures beneath the ground. In spite of the kobolds' efforts, most tunnels are still the remains of sunken buildings, catacombs, and covered quarries. Some passages need to be crawled through without warning, or the characters may have to cross an unexpected chasm. Many passages aren't on the same level and require that the characters climb or drop to continue on their way; in some cases separate tunnels cross each other without meeting.

Thus, characters should find Acrobatics and Athletics quite useful while navigating the tunnels. In addition, a lost character with the Natural Philosophy: Geology skill may use their knowledge of minerals to determine their relative location (this is usually no more accurate than "we're just outside the Left Bank wall" or "we're beneath the Seine").

Undercity Beggar

Undercity beggars live in the tunnels beneath the city and exit into Paris to beg. They are more knowledgeable about the city than most, especially since they change neighborhoods almost daily. This also makes them more dangerous, as an undercity beggar could rob a victim and effectively disappear. Child beggars are especially effective in this regard.

Follower 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 4, Health 2

Skills: Brawl 4, Con 4, Melee 4, Streetwise 4, Survival 4

The Devil in the Caves

After losing one of their friends to a wormlike creature, a couple of explorers of the quarry tunnels have had their minds influenced by "the Devil in the Caves." They've decided that the best way to capture humans for the creature is to run a moneymaking scheme. They offer to show a paying customer the Devil. Once the victim pays, the explorers take the victim to the quarry and lead it to the "Devil," who eats the unfortunate victim. The explorers then take any other valuables that the victim may have had with him.

For statistics on the Devil in the Caves see page 140.

How to Serve Rat

One interesting phenomenon to come out of the Underdweller culture is the culinary preparation of rat. As an Underdweller staple, preparation of rat has become something of an art form amongst Underdwellers and occasionally contests are held to see which Underdweller chef can prepare the best rat. Obviously, eating rat is something that the upper classes frown upon, but occasionally an adventurous bourgeois or noble will brave the undercity in order to try a "properly prepared rat." Many of them have found the rats to be quite tasty. Indeed, some of them actually hire an Underdweller chef to cater their parties and provide their guests with a rather unique treat.

Talents/Resources: Run

Flaws: None

Weapons: Punch 4N, Knife 5L

Undercity Child Beggar

Follower 0

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 2, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 4, Defense 3, Stun 1, Health 1

Skills: Con 3, Larceny 5, Streetwise 3, Survival 2

Talents/Resources: None

Flaws: None

Weapons: Punch 0N

The Catacombs

In addition to caves and quarries, there are places within the tunnels beneath the city where the ancient dead are buried—these are the catacombs of Paris. The earliest

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Sticking with the Lingua Franca

Applying the regional languages and dialects adds an extra layer of isolation and mystery into your *All for One* campaigns. Using these rules certainly makes the various provinces of France seem more exotic, as well as enabling player characters to learn things and forge bonds with other characters based on linguistic familiarity.

One Gamemaster's added depth, however, might be another Gamemaster's needless complexity. If you don't want the added realism in your campaigns, simply assume, as in *All for One*, that all French characters speak French. If desired, you can still differentiate the region by dialect; with a Difficulty 1 Linguistics test a character can determine if a speaking character is from Northern or Southern France, while a Difficulty 2 Linguistics test allows a character to identify the region where the speaking character was raised.

of these were pits from the pre-Celtic and Celtic (Gallic) tribes that inhabited the area, specifically the Parisii. Whenever they won a battle against an invading tribe they quartered the prisoners and buried them in pits around the city to act as spiritual guardians. As the settlement was

confined to the Île-de-la-Cité at the time, these pits can be found throughout the left and right banks of Paris.

The next major catacombs to be built were the Necropolis, which was attached to the Temple of Jupiter in Lutetia. These Roman tombs were sealed when the first churches were built over it. The Necropolis now sits beneath the parvis of Notre Dame Cathedral and, it is believed, that there is a secret passage from the basement of Notre Dame (or in the immediate area) to these old tombs.

When the Vikings invaded, they brought their rites with them. Some of the priests and skalds arriving with the invaders venerated Hel and prepared the bodies of the fallen for her, including the bodies of the slaughtered. These were placed underground inside of "stone ships" (these were large rocks, many fashioned from the limestone of the Roman buildings, placed close together in a rough approximation of a ship's hull). These ships were built on both banks.

In addition, one group of Viking priests decided to connect the underground tombs with a central subterranean temple to Hel. As the Vikings were warriors and needed to move on, these priests summoned kobolds to do the work for them. When the Vikings left, these impish demons were forgotten and continued to do their work unguided, slowly building a network of tunnels beneath the Right Bank and, in a couple of places, beneath the Seine. The Parisians destroyed the Viking mounds for the building material and the tombs and temple were forgotten over time as buildings were constructed over the sites.

Today, these catacombs are amongst the most dangerous tunnels in Paris, although they are still used when found. Revenants and draugar protect their resting places as kobolds continually pick away at tunnel walls and lay traps for those who spot them.

Occasionally a tomb is disturbed and a revenant or draug comes to the surface, menacing a Parisian neighborhood until its anger subsides or it is destroyed. When this occurs, the local priests and officials ensure that the tomb is sealed off so that it won't be disturbed again. Unfortunately, given the activities of kobolds and thieves, most sealed tombs end up being reopened at some later date.

Relic Hunter

A relic hunter is an academic that searches the tunnels and catacombs for artifacts. While some relic hunters do it for their schools, most are looking to sell what they find. While they are professorial, relic hunters tend to be made of hardier stock; fragile academics don't survive for long in the dangerous Undercity.



Life in the City

Ally 2	
Archetype <i>Adventurer</i>	Motivation <i>Truth</i>
Style: 1	Health: 5

Primary Attributes	
Body: 3	Charisma: 2
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes	
Size: 0	Initiative: 5
Move: 5	Defense: 6
Perception: 5	Stun: 3

Skills	Base	Levels	Rating	(Average)
Academics: All	3	6	9	(4+)
Archery	3	2	5	(2+)
Athletics	2	3	5	(2+)
Brawl	2	2	4	(2)
Melee	2	2	4	(2)
Survival	3	3	6	(3)

Talents
Direction Sense (always know direction)
Well-Educated (knows all Academic disciplines)

Resources
None

Flaw
Curious (+1 Style point whenever his curiosity gets him or a companion into trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Sword Rapier	3L	0	7L	(3+)L
Knife	1L	0	5L	(2+)L
Crossbow	3L	0	8L	(4)L

New Talent

Flawless Accent

Prerequisites: None

Your character has an uncanny ability to mimic accents. He can obfuscate his place of origin and believably pass himself off as a native speaker of another French dialect or language.

Benefit: You can disguise your accent with another regional dialect by making a Linguistics roll with a Difficulty rating of 1 or a completely different language with a Difficulty rating of 2. If you don't know the language that you are mimicking then any speaker of that language realizes that you are faking it by making a Linguistics roll with a Difficulty rating of 1.

Normal: Your character's accent always gives away his native dialect unless he makes a Linguistics roll with a Difficulty rating of 4.

Advanced: You can flawlessly disguise your accent, whether it be a regional dialect or a completely different language. You do not need to make an Action roll.

Provincial Tongues

While French is the official language of France, it's actually only spoken by a small minority of the population. Most French citizens speak a regional dialect of French or a different language entirely (which may borrow words or grammar from French). There are dozens of regional dialects and not all of them deviate from standard French. In addition, due to shifting borders and trade several other languages, such as German, Italian, and Spanish (or variants thereof) are the primary languages of border villages. Finally, there are few "homegrown" non-French languages such as Basque, Breton, and Catalan.

For purposes of *All in One*, there are three main languages of France: Oil, Occitan, and Franco-Provençal. Oil is primarily spoken in Northern France and includes standard French. Occitan, or Provençal (an Occitan dialect name often applied to all Occitan languages) is primarily spoken in the southern part of France. Influenced by the other two, Franco-Provençal is by far the least-spoken of the three and is primarily spoken in eastern France, southern Franche-Comte, Savoy and Switzerland. Each of these has dialects that roughly correspond to the provinces and surrounding nations.

Oil: French (Île-de-France), Angevin (Anjou), Berrichon (Berry), Bourbonnais (Bourbonnais), Bourguignon (Burgundy), Champenois (Champagne), Franco-Comtois (Franche-Comte), Gallo (Brittany and Maine), Lorrain (Lorraine), Norman (Normandy), Orleanais (Orleanais), Picard (Picardy, Artois, and Flanders), Poitevin (Poitou) Saintongeais (Saintonge, Aunis, and Angoumois), Touangeau (Torraine), and Wallon (Belgium).

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Occitan: Auvergnat (Auvergne), Gascon (Guyenne and Gascony), Languedocian (Languedoc), Limousin (Limousin), Provençal (Provence and Dauphine)

Franco-Provençal: Dauphinois (Dauphine), Jura-sien (Franche-Comte), Lyonnais (Lyonnais), Romand (Switzerland), Savoyard (Savoy)

Player Characters and Dialects

Player characters begin the game knowing French and the dialect that corresponds to their home province (characters that are from Île-de-France have Orleanais as a dialect), even if it is from another language group. They also receive Linguistics as a zero-level skill. Characters can generally identify and understand any Oil dialect; Gamemasters may wish to impose a Difficulty rating if the regional speakers are being coy or speaking quickly, although in such cases the character can still grasp the basics of a conversation.

A player character can use a level of Linguistics to learn Occitan or Franco-Provençal. In this case, the character can identify and understand all dialects within the language group, subject to a Difficulty rating as above.

Some characters may hail from a region that uses a completely separate language. For example, Brittany, in addition to the Gallo dialect, is also home to Breton, a Celtic language. Characters may not pick these as regional dialects and do not understand them. A character from a region where the language is primarily spoken may identify the language being used, but won't know much more than common phrases (e.g. "hello," "good-bye," "excuse me").

Using Provincial Languages

In *Paris Gothique*, provincial languages underline the cosmopolitan nature of the city. Dialects serve to identify the region that a character hails from, with all of the camaraderie and prejudice that comes along with it. For example, a character speaking the Poitevin dialect may be suspected of being a Huguenot, while a character speaking with a Lorrain dialect may not even be considered a Frenchman (as Lorraine is part of the Holy Roman Empire).

They also create associations that add levels of intrigue: if two Champenois are at the same party, they may be assumed to know each other or be in league with each other. Characters that share an Occitan dialect may be able to convey information to each other that their peers don't fully understand. Oil-speaking Parisians may look upon their Occitan-speaking "provincial" friends as somewhat backward. If a character walks into a tavern where the barkeep and clientele speak fluent Gascon (and serves Bourdeaux wine) then he may not want to disparage Protestantism while having a drink.

The Argot Dialect

It's rumored that the criminals of Paris have their own dialect, a secret language that contains many coded words and phrases. As the poor tend to congregate together for aid and protection regardless of background, it is impossible to determine whether the "Argot" dialect is a deliberate creation or simply the result of the blending of regional dialects and languages.

Argot is primarily based on Oil, although several words and expressions are taken from surrounding languages such as Basque, Breton, Catalan, Franco-Provençal, Occitan, and the Gitano (Romani) language of Caló. In addition, slang terms and phrases from a variety of Provincial dialects are also incorporated into Argot.

If you choose to incorporate Argot in your campaign then it should be treated as a completely separate language in terms of the Linguistics skill. Any character that does not understand Argot but hears it being spoken (presuming that she can speak Oil) can only interpret as much of it as the speaker wants.

For example, a character stumbles out of a tavern and hears two people speaking Argot in the alley. If the character doesn't speak Argot, she hears them discussing how much they've enjoyed working together. If she speaks Argot, she hears them discussing how one of them had just stolen a bourgeois' purse while the latter asked the victim for directions.

How Many Languages Does My Character Speak?

The wording of the number of additional languages granted under the Linguistics skill description can be confusing. All characters speak one language, their native tongue. All characters also speak a number of additional languages equal to their Intelligence -2.

Example: Angelique has an Intelligence of 4. As she is from Orleanais she speaks fluent Oil (French) and two additional languages (4 - 2 = 2). She chooses Occitan and German as her additional languages.

If a character takes Linguistics at 0, then she speaks a number of additional languages equal to her Intelligence. She speaks one additional language beyond her Intelligence for each rank she puts in Linguistics. Languages learned through Linguistics are not cumulative with those learned without the skill.

Example: Angelique later purchases 1 rank of Linguistics. She can now speak 5 additional languages in addition to her native Oil. Since she already speaks Occitan and German, Angelique only gets to select three more languages.

Example: Jean's father is a scholar and speaks many languages. Jean therefore chooses Linguistics as his 0-level background skill. He now speaks 4 additional languages in addition to his native Occitan.

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Île-de-la-Cité

The Île-de-la-Cité is the center of Paris; centuries ago it was Paris. It is the most ancient part of the city, containing Gaulish and Roman ruins beneath the buildings that now stand upon it. Over the centuries, more and more soil and foundations have been laid on the island so that it actually stands a few feet higher than it did when it was a Celtic and Roman city.

The island is dominated by the Notre Dame de Paris on its right (arguably the most recognized Parisian landmark) and the Palais de Justice on the left. The Hôtel Dieu sits on the south and western edge of the isle, while the rest is filled with residential buildings, shops, and churches. Most of these homes still have wooden frames, enabling the island to maintain its medieval character between the gothic buildings that surround them. Almost two dozen churches dot the island, making an impressive sound when the bells ring the hours.

The residents of Île-de-la-Cité are largely bourgeois (middle class), primarily merchants and lawyers. The isle boasts the largest concentration of lawyers in Paris, which isn't surprising given the presences of the Palais de Justice. Nobles generally shun the island because the medieval streets are too narrow for coaches, and day laborers shun it as well, favoring residences near the ports. Those that do make the isle their home mingle freely regardless of social station or wealth; given the close quarters everyone lives in they have to, as richer bourgeois often rent the top (fourth floor) rooms to poorer families.

The Conciergerie

Located close to Notre-Dame Cathedral in Paris, the Conciergerie houses both common and political prison-

ers. Originally a royal palace (its name is in reference to the title of the palace keeper, or "concierge"), first under the Merovingian kings and later under those of the House of Valois, it became a prison in 1391. Henry IV's assassin, Francois Ravillac, was interred and tortured here prior to his execution. The Conciergerie also contains France's first public clock.

Prisoners interred in the Conciergerie (as in most Paris prisons) are treated according to what they can afford. Those with money or influence can live a life of relative luxury, with proper beds, furniture, even works of literature and writing equipment. Even visitors are permitted, though only ones of good social reputation. Those of lesser means may have a mattress (changed yearly) and perhaps a table and chair, small comforts in an otherwise wretched life. The poorest prisoners are quite literally forgotten, left to rot in "oubliettes," rat-infested, windowless cells covered in filthy straw. Needless to say under such conditions disease spreads easily, and many poor prisoners are driven mad before long.

There is an odd legend associated with the Conciergerie. Not long after the prison opened, one of the first prisoners driven mad (his name is lost to history) claimed to be a king. The guards dismissed this as nonsense, as both the current King's heritage and the identity of the prisoner were not in doubt. One night, however, the "mad king" demanded that one of the guards accept his authority or he would be punished. As usual the guard laughed him off, but the following morning the guard was attacked and pecked to death by several crows just outside the prison. When the other guards confronted the prisoner, he claimed to have no knowledge of pretending to be a king or cursing the guard. The prisoner was burned at the stake anyway just in case.

The legend has repeated itself several times since then. The story is always the same but the particulars are different. A mad prisoner claims to be a king, someone rejects his authority, and the rejecter pays for his insolence. The victim isn't always a guard: one fellow pris-

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The Last Merovingian King

When Theuderic IV, King of the Franks, died in 737, he left no heirs to the throne. Charles Martel (or "Charles the Hammer"), perhaps the greatest Frankish military leader, took over his rule but not the crown. Before his death in 741, Charles divided his kingdom between his sons Carloman and Pepin (the Short). Carloman got the eastern portion and Pepin the west, which contained most of France.

Conflict soon erupted between the two brothers and, in an effort to weaken Pepin's control, Carloman placed a Merovingian King on the throne of Neustria (which comprised of northern France). The pedigree of the new king, Childeric III, is unclear. Carloman claimed to have found him in a monastery, but it is unknown what Childeric's relationship to Theuderic, if any, was. Nevertheless Childeric was given the throne, although Pepin continued to do the actual ruling.

Childeric was an unpopular king and, after Carloman entered monastic life in 747, Pepin desired to remove the king. He went to Pope Zachary and posed the question of whether it was proper to have a king with no power exercise authority over someone with the real power. Pope Zachary agreed with Pepin and personally deposed Childeric in 752. It is rumored that the former king was sent to a monastery but there is no evidence to support this—Childeric simply disappears from history. Pope Zachary then promoted Pepin to King with the blessing of the Frankish nobility.

Still, questions remain. Where did Childeric come from? Why did Pepin allow him to be elevated to king? What prompted Carloman, who was presumably using Childeric as a power play, to suddenly retire to a monastery? What did Childeric do in Paris during his decade in power that made him so unpopular, in spite of not actually ruling? Why did the Pope get personally involved? What was the final fate of Childeric? And finally, how does this tie into the legend of the "mad king" of the Conciergerie?

oner was eaten alive by rats, and an exorcist was killed when a stone gargoyle fell from a church and crushed him. Sometimes the guards treat the "mad king" with deference and bestow gifts in order to avoid being a target. Unfortunately, someone always manages to offend the "mad king" and pay the price.

Recently the legend has been associated with King Childeric III, but it is unknown whether this was verified by a mad prisoner claiming to be him or simply attached to the legend because of the last Merovingian king's questionable identity. In any case, today one of the prisoners is starting to claim a royal heritage once more...

Dardi School

The Dardi School is run in the Hôtel de Falconetti, a townhouse with a private courtyard. It is owned by Italian Dardi Master Etienne Falconetti, who's come to teach the French bourgeois his style of fencing. The façade of the hôtel has been redesigned in an Italian renaissance style and the open yard in the back has been remodeled as a Roman garden, complete with sculptures and decorative fountains (Falconetti has yet to resolve Paris' poor water supply issues). The Dardi School is open to all, but as a practical matter its membership is overwhelmingly bourgeoisie and the odd noble or two.

Signor Stefano Falconetti

Signor Stefano Falconetti is a Tuscan who left Rome after an unfortunate "misunderstanding" between his mistress and her husband. He is a handsome young gentleman who speaks like a poet, making him quite popular amongst bourgeois women. When not teaching, Stefano can usually be found in the Galerie du Palais, looking for Italian imports to add to the ambiance of his home.

Teacher 3

Archetype *Swordsman*

Motivation *Fame*

Style: 3

Health: 7

Primary Attributes

Body: 4

Charisma: 3

Dexterity: 4

Intelligence: 3

Strength: 4

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 7

Move: 8

Defense: 8

Perception: 7

Stun: 4

Skills	Base	Levels	Rating	(Average)
Athletics	4	4	8	(4)
Brawl	4	3	7	(3+)
<i>Dirty Tricks</i>			8	(4)
Con	3	4	7	(3+)
<i>Seduction</i>			8	(4)
Diplomacy	3	2	5	(2+)
Empathy	3	2	5	(2+)
Fencing: Dardi	4	6	10	(5)
Firearms	4	3	7	(3+)

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Linguistics	4	1	5	(2+)
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Talents

Block (perform block maneuver as reflex action)

Parry (perform parry maneuver as reflex action)

Resources

Wealth 2 (Comfortable – 100 livres a month)

Flaw

Lustful (+1 Style point when his lust gets him into serious trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Sword-Rapier	3L	0	13L	(6+)L
Knife	1L	0	11L	(5+)L

Galerie du Palais

While most Parisians enjoyed their local markets and the vendors along the Pont Neuf, the bourgeois of Île-de-la-Cité didn't have to walk quite that far. More than 200 shops that cater to the wealthy are nestled within the Palais de Justice's courtyards and jammed between the buttresses of Sainte-Chappelle. The Galerie du Palais is the center of fashion, with merchants selling the finest belts, gloves, and textiles. One can also find sold gold, jewelry, literature and just about anything else imaginable there, both local and imported. Unlike the St. Germain Fair, which can make much of the same boasts, the merchandise of the Galerie du Palais is high quality.

A more important comparison would be the Galerie du Palais with the Cours la Reine. While the latter is a place where the nobility goes to be seen, the same can be said for the bourgeoisie of the former. More than just a place to shop, the Galerie du Palais is a place to be seen, flirt, and make acquaintances. The merchants keep an eye on this as well, for a respected bourgeois trendsetter can mean the difference between selling out of stock or offering deep discounts.

Veronique Girardot

Veronique Girardot is known as "*le Cygne de l'Île*" or "the Swan of the Island." The wife of a prominent lawyer, Veronique is *the* fashion trendsetter on the Île-de-la-Cité. She makes a ritual of appearing in the Galerie du Palais at least once a week, often accompanied by an entourage of friends and servants. The bourgeois ladies take note

of what she is wearing and will be sure to be wearing it the following day. Veronique can make or break a stall by either stopping to purchase something or passing it by. If she purchases something, the merchant will likely sell out of his wares by noon. If she passes him by, the merchant will be discounting items while attempting to source new supplies that may catch her eye next time. Sometimes she'll stop and browse but not purchase anything. This indicates that something in that stall may be on the edge of being fashionable.

Veronique has quite the racket going and she knows it. She often sends servants ahead of her to surreptitiously elicit payments in return for Veronique at least stopping at a stall. In addition to cash payments Veronique will also take payments in kind, enabling a vendor to look like Veronique purchased something from his stall.

While Veronique only directly affects the bourgeois fashion scene, her taste has reverberated through noble circles as well, especially through the Hôtel de Rambouillet. Fashion is a popular topic and many a bourgeois enters the salon in a Girardot-approved fashion only for Madame de Rambouillet to take a liking to it. In short order, the new fashion works its way through the Marais.

Veronique Girardot is only just past 30 and threatens to dominate the fashion scene for some years to come. She is an attractive woman with long, curly brown hair and olive skin. She was born in Provence but speaks Parisian French flawlessly.

Follower 2

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5

Skills: Art: Fashion 7, Con 8, Diplomacy 8, Empathy 6, Linguistics 4, Streetwise 7

Talents/Resources: Attractive (+1 Charisma bonus dealing with people), Charismatic (+1 Charisma rating)

Flaws: Vain (+1 Style point whenever she steals the spotlight or forced to admit her shortcomings)

Weapons: Punch 2N, Knife 3L

Hôtel de Guise

The Hôtel de Guise is the Parisian home of the Duke of Guise. After his exile in 1632 the Duke left his hôtel in the hands of his third cousin, Madame Justine, the Comtesse de Cordeaux. The Comtesse and her husband settled in and she decided to make improvements on the 14th century mansion. Summoning the best architects and artists available, Madame Justine began transforming the Gothic building into a magnificent palace. Many parts of the palace are still under renovation and artists and artisans mill can be found throughout the hôtel during the day.

The Hôtel de Guise sports a main pavilion and two wings that surround the main courtyard on three sides, with the medieval walls and gatehouse enclosing the re-

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maining end. The Comtesse holds outdoor parties in the courtyard on warm evenings and it's whispered that they rival the debauchery of the Square du Vert-Galant.

Hôtel de Oresme

This medieval home has recently been renovated and refaced with a new stone façade in the Renaissance style. It is the home of Dr. Bartram Oresme, a professor and librarian at La Sorbonne. He is also the leader of the Parisian chapter of the Order of Daedalus (explored in the forthcoming *Richelieu's Guide to Science* for more information on this group).

Recently, a number of paper and wood "birds" have been swooping down onto the streets surrounding the hôtel, causing much mayhem. Normally this is limited to pedestrians running for cover as a large "bird" attacks them, but there've also been cases where the artificial creatures break windows or otherwise cause damage. These "birds" are the result of Dr. Oresme trying to create a heavier-than-air flying machine using birds as a model. While Dr. Oresme doesn't admit that the "birds" (which have all failed to truly fly thus far) are his, he does anonymously leave money on the doorsteps of people who've received property damage from a bird flight.

Bartram Oresme

Bartram Oresme is one of the original members of the Order of Daedalus. Now in his forties, Bartram has seen his influence arc from budding student to most respected member to has-been. While Bartram's hôtel is still the chief meeting place of the Order, his personal influence has waned as he's spent his entire career trying and failing to achieve powered flight by emulating birds. The development of the aerial screw (see *Richelieu's Guide to Wondrous Devices*) has only diminished him further. In addition to his loss of influence, Bartram believes that the more respected members of the Order are secretly meeting separately at a different location.

The final insult to the once-respected Bartram is the fact that the Royal University of Science didn't extend him an invitation, as it did to most other Daedalians. Bartram pretends that he doesn't care, but it's tearing him apart inside. This has only caused him to increase his efforts, which is why he's been furiously launching miniature flying machines from his rooftop.

Bartram corresponded with Doctor Alphonse Pucelle, and he was a frequent dinner guest before Alphonse's acceptance of a position in the Royal University of Science cooled their friendship. Bartram now sees Alphonse as a rival as they both compete to see who will be more successful in getting their machines to fly.

Ally 4

Archetype *Natural Philosopher* Motivation *Fame*

Style: 3 Health: 7

Primary Attributes

Body: 2 Charisma: 3
Dexterity: 3 Intelligence: 7
Strength: 2 Willpower: 5

Secondary Attributes

Size: 0 Initiative: 9
Move: 5 Defense: 5
Perception: 11 Stun: 2

Skills	Base	Levels	Rating	(Average)
Craft: Clockwork	7	7	14	(7)
Firearms	3	3	6	(3)
Linguistics	7	1	8	(4)
Melee	2	5	7	(3+)
Natural Philosophy	7	5	12	(6)
<i>Engineering</i>			13	(6+)
<i>Physics</i>			13	(6+)

Talents

Intelligent
Well-Educated (Natural Philosophy)

Resources

Wealth 2 (Comfortable, 100 livres monthly)

Flaw

Obsession (+1 Style point when his obsession with building a flying machine causes him trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	2N	(1)L
Rapier	2L	0	9	(4+)L
Wheellock Pistol	3L	0	10L	(5)L

Hôtel-Dieu

The Hôtel Dieu is the oldest hospital in Paris. Like most French "hospitals," the Hôtel Dieu provides for the poor as well as the sick, doling out food and shelter

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to those in need in addition to medical services. The hospital already takes up a large part of the island and is constantly expanding; it can already hold thousands of patients. It is run by the state through a council of governors.

Around fifty to eighty patients enter the hospital daily. To accommodate such a large number of patients the hospital has relaxed standards on hygiene. Multiple patients share a bed and the mortality rate is much higher than it otherwise should be. Nor is the staff well-trained: half of the chaplains can't administer sacraments, including the anointing of the sick.

Occasionally, the Hôtel Dieu accepts prisoners to hold for trial. The Hôtel Dieu also has a few rooms set aside for mentally ill patients, all believed to be the subjects of demonic possession. The Church provides a rotating staff of priests trained in the art of exorcism, although each patient must undergo a personal interview with the Cardinal before he or she is released. In some cases, the demon manifests itself in a fit of self-preservation and attempts to escape the ward, leading the priests and guards in a dramatic chase.

Medical Doctor

These are the statistics for an experienced surgeon or physician in the Hôtel-Dieu. Note the Academics: Occult skill; this is not a mistake. In *All for One* French medicine is on the cusp of ending medieval superstitions and applying scientific methods to medicine. Many doctors, however, still cling to the old ways and even those that have forsaken them are still knowledgeable about medieval medical practices.

Follower 2

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 6, Defense 4, Stun 2, Health 5

Skills: Academics: Occult 7, Empathy 6, Investigation 6, Medicine 9, Natural Philosophy: Biology 6

Talents/Resources: Intelligence (+1 to Intelligence rating), Well-Educated (Medicine)

Flaws: None

Weapons: Punch 2N, Knife 3L

The Saint Louis

The Île Saint Louis exists only on paper; it is the intended result of the connecting and firming up two mud banks behind the Île-de-la-Cité. Previously used to graze cattle and stock wood, the "island" was leased by Louis XIII to a contractor and several financiers in 1627 for development. Unfortunately work had barely begun before there were a number of "accidents" involving the laborers and even some of the financiers. The rumors involving these accidents have led to many day laborers refusing to work on the island because of its "curse,"

New Rule

Church Ranks

Richelieu's Guide to the Church introduces an alternate rank table for clergy characters, reproduced here for easy reference. As with the noble ranks, these ranks have been simplified for the purposes of gameplay.

Rank	Ordained	Monastic
0	Deacon	Postulant
1	Priest	Brother/Sister
2	Dean	Reverend Brother/Sister
3	Bishop	Father/Mother Superior
4	Archbishop	Dean
5	Cardinal	Abbot/Abbess or Prior/Prioress

even with the dangling prospect of discovering an old artifact that one could pocket and sell on the market.

Recently, Italian contractor Paul Gammino purchased the contract away from its previous owners. It is said that the Cardinal was not happy with the purchase, but he has not moved against the new contractor. Construction on Saint Louis has finally begun in earnest. Gammino initially hired foreign laborers but increasingly more Parisians are accepting positions as signs of the "curse" seem to have lifted. Gammino has donated all artifacts that he's uncovered thus far in the mud banks to the universities and many of the Gallic, Roman, and Frankish pieces are already on display.

While the rumors of the curse have died down, they are now being replaced with new ones. After the sun sets and the laborers go home, there have been sightings of people performing some work or ritual in the mud banks. These are difficult to confirm, as such activity is always accompanied by an isolated river mist that shrouds the mud banks.

Paul Gammino

Many rumors swirl about the Italian contractor that is taming the Île Saint Louis. Some claim he is a sorcerer, others say he is a prominent member of a secret society. In truth, Paul is a short, stout man with a long beard. He has no special abilities beyond being an excellent architect and builder who makes sure that his construction site is kept as isolated as possible from the rest of Paris. If asked about the "curse," Paul merely smiles and says "Aren't we all cursed with something? We deal with it and move on."

Follower 3

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 3, Intelligence 5, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 8, Initiative 8, Defense 6, Stun 3, Health 6

Skills: Athletics 4, Brawl 4, Con 5, Craft 9, Diplomacy 6,

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Melee 4, Natural Philosophy: Engineering 9
Talents/Resources: Intelligent (+1 Intelligence rating), Well-Connected, Well-Educated (Craft is a general skill)
Flaws: None
Weapons: Punch 4N, Sword-Rapier 7L

Notre Dame de Paris

“Our Lady of Paris” stands on the right edge of Île-de-la-Cité, built upon the foundations of two earlier churches (and an even earlier temple dedicated to Jupiter). Notre Dame is the defining example of Gothic architecture, one of the first buildings to use flying buttresses to support its tall height. In addition to being the grandest church in Paris, it is also home to the largest public art collection, both ensuring that Parisians flock to the cathedral on a regular basis.

While most artistic depictions of the city prominently feature the cathedral, in truth it is rather difficult to see from most angles. The tall residences that surround it block most of the church from view. Indeed a landlord can command higher prices for apartments with “cathedral view” windows. The large parvis, or porch, in front of the cathedral in modern times is also not in evidence, replaced by a much more modest one surrounded by residences.

While there are many legends and stories attached

to Notre Dame, two are worth mention. The first major legend concerns a pack of werewolves that were bold enough to attack the city in 1450. The leader of the pack, Paul Courtand, was furious that Church agents had wiped out most of his pack (including his immediate family) and intended to destroy the cathedral while mass was in session. Only the combined forces of a few secret societies were able to stop them on the parvis in front of the church, where the remainder of the pack was killed (what is less well-known is that the King ordered that everyone scratched or bitten by the werewolves be killed as well, lest the curse continue).

The second legend occurred in 1548, when Calvinists entered the church and destroyed the rood screen. It is said that the gargoyles perched atop the church chased down the vandals and disemboweled each and every one of them, along with any allies or companions with them. The screen itself was replaced by Anne of Austria. Even today, Parisians that look upon the cathedral are sure to check and see if the gargoyles are there—if not, then they find the nearest door and lock themselves inside.

Jean-Francois de Gondy, Archbishop of Paris

Jean-Francois de Gondy is the Archbishop of Paris. He succeeded his brother, Cardinal Henri de Gondy, on his death in 1622. The Pope elevated the diocese of Paris into an archdiocese upon Jean-Francois’ ascension and made him Paris’ first archbishop. It is likely that Jean-Francois would have soon attained the office of cardinal if Richelieu was not worried about competition.

Jean-Francois is a relatively innocuous figure as far as French politics is concerned, as he must defer to the Cardinal on any issue of importance. Instead, the archbishop says mass in Notre-Dame and remains uncontroversial. He lives in a palace just behind the cathedral and rarely leaves church grounds. The Archbishop dismisses any talk of the gargoyles being actual creatures.

Follower 4

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 5, Intelligence 5, Willpower 5

Secondary Attributes: Size 0, Move 4, Perception 10, Initiative 7, Defense 4, Stun 2, Health 7

Skills: Academics: History 7, Academics: Law 10, Academics: Philosophy 8, Academics: Religion 10, Bureaucracy 7, Diplomacy 8, Empathy 8, Intimidation 7

Talents/Resources: Rank 4 (Archbish-



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op, +4 bonus and two bonus resources)

Flaws: Merciful (+1 Style point when he shows mercy to an enemy or doesn't retaliate when wronged).

Weapons: Punch 2N

Palais de Justice

The Palais de Justice is where the Parlement of Paris, the supreme court of appeals for northern France (the Parlement of Toulouse oversees southern France) sits. From here, the Parlement hears and settles disputes between government officials, appeals from lower courts, and enacts royal decrees. In the last case the Parlement has a form of judicial review by not registering any king's edicts with which it disagrees. While the king can force the Parlement to register such rejected acts, he rarely does so. Instead, Cardinal Richelieu uses the Parlement as a convenient stop-gap for when the King occasionally issues an edict without the Cardinal's consent with which he disagrees. Thus far, Louis XIII has been too distracted to notice that some of his edicts, many of which would prove quite popular, have been stuck in the Palais.

As Grand Inquisitor, Richelieu has been using his influence to reverse the Parlement's course on witchcraft. In the past few decades, the Parlement has noticed that most prisoners accused of witchcraft were either charlatans or unjustly accused. Unfortunately, rural "courts" (in many cases no more than an airing of grievances and accusations in front of the community or Richelieu's Inquisitors) has led to dubious lynchings. Further distressing is the fact that, once one prisoner is accused of sorcery or witchcraft, several prisoners within a community are suddenly uncovered and executed. To combat this, the Parlement has outlawed trial by water and grants an automatic appeal to anyone convicted and sentenced to death for sorcery or witchcraft.

The Cardinal has convinced the Parlement that the threat of witchcraft is very real (rumor has it his guard brought a bound demon before the judges, although the actual nature of the demon varies by the telling). Through this simple act, Richelieu has ensured that the Parlement leaves witch trials to the Inquisition without oversight or interference. Convicted witches still have a right of appeal, but they must now appeal to the Grand Inquisitor, Richelieu, directly. Needless to say, Inquisition convictions rarely get overturned.

Parlement Judge

Follower 3

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 4, Intelligence 4, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 8, Initiative 6, Defense 4, Stun 2, Health 6

Skills: Academics: History 7, Academics: Law 8, Con 7, Diplomacy 7, Empathy 7, Intimidation 8, Investigation 8

Talents/Resources: Status 3 (parlement, +4 bonus and

1 free resource)

Flaws: None

Weapons: Punch 2N, Rapier 4L

Place Dauphine

The Place Dauphine is one of King Henry IV's last projects before his death. Named for his son, the Place Dauphine is a triangle of four-story houses set on the Île-de-la-Cité just before the Pont Neuf. A park sits at the center of the triangle and provides easy access to the bridge. This open air park, combined with the red and brick houses surrounding it, lends a provincial feel to passersby as they head to the bridge.

During the day the park is filled with stalls of hawkers selling luxury goods. The Place Dauphine has a particular reputation for the goldsmith trade and many goldsmiths make their homes in the houses surrounding the park.

Sainte-Chapelle

The Sainte-Chapelle sits in the courtyard of the Palais de Justice. It is a beautiful Gothic chapel that houses 32 purported relics, including Christ's crown of thorns, the Image of Edessa, and nails and wood from Christ's cross. The high vaulted ceilings are filled with large stained glass windows. There are actually two chapels inside of the building, a larger royal chapel above for the king and nobility, and a lower chapel for servants and commoners.

In spite of its beauty and the relics contained therein the chapel has yet to receive a visit from Cardinal Richelieu. Whether this is due to personal discretion or something else remains to be seen.

Square du Vert-Galant

The westernmost part of the Île-de-la-Cité, beyond the Pont Neuf, lays the Square du Vert-Galant. Looked over by the statue of Henry IV, this water-level park was built so that the amorous Henry and his friends could be entertained by showmen and loose women. This bacchanalian atmosphere has become a symbol of Parisian decadence, where semi-public sexual play is tolerated so long as there is a thin veneer of modesty.

While he enjoys a good party, Louis XIII has not replaced his father at the square, leaving it open for the public to cavort in a semi-secluded setting. An unwritten rule limits such activity to the nobility and the wealthy. Prostitutes also frequent the square in the hopes of finding clients with coin to spend. The square is a popular spot for incubi/succubi to feed and, interestingly enough, these lust demons keep the square

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free from other demons that would do harm to their “feeding” grounds.

Parisian Bridges

The Île-de-la-Cité and the Ile Saint-Louis are connected to the Rive Gauche and the Rive Droite by several bridges. Some of these bridges have been in place since Paris was a Roman city; all of them have had to be replaced several times due to the flooding of the Seine or collapse from the weight of the residences built atop them. All of the current bridges are made of stone and built on several arches. It is currently impossible to get from one bank to the other without crossing the Île-de-la-Cité.

One bridge that no longer exists is the Pont Saint-Landry. This small wooden bridge used to connect the Île-de-la-Cité to the Ile Saint-Louis, but was taken down by Paul Gammino, ostensibly to stop the bourgeois residents of Île-de-la-Cité from crossing the bridge and hunting for artifacts at night.

Like the Parisian streets, the bridges tend to be crowded affairs. Some of the bridges have residences built on them, shrinking the space available for walking. With the exception of the Pont Neuf, pedestrians and carriages must share the same narrow path. Pedestrians have to keep an eye out for passing carriages or get crushed under hoof and wheel, while coachmen struggle to navigate their horses and carriage through the throng of people that aren't in as much a hurry to get to their destination as they are.

Petit Pont

The “Little Bridge” completes the crossing of the Seine as the Left Bank counterpart to Pont Notre-Dame. The Petit Pont is notorious for being carried away in floods and has been rebuilt several times since 885. Originally a wooden bridge, the Petit Pont has been built with stone since 1175. The current bridge (as building it with stone did not stop it from being ripped away during floods) contains several houses lining each side.

Pont Marie

The Pont Marie is a stone foot bridge that is currently the only bridge connecting the Ile Saint-Louis to the rest of Paris, in this case the Right Bank. It's taken just over two decades to build the bridge. There were proposals to build houses on it, but Ile Saint-Louis contractor Paul Gammino successfully vetoed those plans, claiming that he needed the entire breadth of the bridge to move materials to and from the island.

Pont Neuf

“New Bridge” is the latest bridge built that connects the Rive Gauche, Île-de-la-Cité, and the Rive Droite together. Unlike the other Parisian bridges that cross the Seine, Pont Neuf does not have permanent structures built atop it, although it was specifically planned and widened to 72 feet in order to accommodate them. This was due to the decision of Henry IV, who oversaw the opening of the bridge, on the grounds that he didn't want to obstruct the view of the Louvre.

Pont Neuf was built as a series of twelve arches (five to the north of Île-de-la-Cité, seven to the south) in the Roman style. It is also the first bridge to explicitly separate carriage and pedestrian traffic. Carriages are funneled to the center of the bridge, while raised walkways (sidewalks) line either side. The bridge also has several bastions where pedestrians can be safe from extra-wide carriages. The sidewalks also help pedestrians stay clear of the mud and muck dragged by wagon wheels across the bridge. An equestrian statue of Henry IV, commissioned by his wife, stands at the point where the bridge meets the Île de Paris.

The Samaritan pump was built on the Pont Neuf to provide water to the royal palaces and a select few noble friends. The building has a large clock mounted on it, enabling people crossing the bridge to know the exact time without waiting for the hourly bells. The pump itself is controversial, as city officials would like it to be used for the rest of the city. As such, the Samaritan Pump has become a symbol of tyranny for those calling for change in impromptu speeches on the Pont Neuf.

Pont Neuf is one of the most heavily trafficked areas of Paris. There is room to accommodate over 170 stalls and many criers and merchants come to hawk their wares. The most popular of these are the booksellers, who offer books, pamphlets, and broadsheets (giving the bridge the nickname of *la Bibliotheque de Paris*, or “the Library of Paris”). Among the items sold here are a number of controversial items such as scandal sheets, Protestant pamphlets, and, more surreptitiously, magickal grimoires. Booksellers are careful about whom they sell such items, leading each to have a regular loyal clientele. Many a bookseller has been sent to prison for heresy or slander, and a few have even been burned at the stake for promoting sorcery.

In addition to the booksellers, other merchants and entertainers of all stripes can be found here. Beggars and whores are also commonplace, and one must be careful of the pickpockets and con artists, especially when the bridge is congested (that is, most of the time). A disproportionate number of bakers are also street performers and many perform in front of the stalls in which their assistants hawk baked goods.

Given the amount of traffic and the fact that people

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from all walks of life use the bridge, Pont Neuf has become a natural place for gatherings and demonstrations against the government and religion (although, for obvious reasons, anti-Protestant demonstrations are tolerated much more than anti-Catholic demonstrations).

One prominent Calvinist preacher is Yves Ribault, who is well known for his quick wit and fiery speeches. He is quite popular amongst the bourgeois and always manages to give a grand speech before the soldiers notice him. He is also the leader of a growing movement calling for Richelieu's ouster. Unbeknownst to Ribault, he has two powerful anonymous patrons. The first of these is Marie de Médicis, who, while Catholic, wants Richelieu ousted as much as he does, and Cardinal Richelieu himself. The Cardinal hopes to agitate the Huguenot bourgeois into a rebellious frenzy to give him a pretext for massacre.

Yves Ribault

Reverend Yves Ribault is a Protestant preacher who believes that it is his duty to deliver fiery speeches about the ills of Roman Catholicism and its grip on the nobility. He also believes that it is the Protestant bourgeoisie that will propel Paris into the future. He also warns his "Protestant brothers and sisters" that the Inquisition could come knocking on their door at any time and their prayer books could be declared heretical and even sordid texts.

In spite of his large presence, Yves is actually a short man, but he's quick and agile when he needs to be. He has an entourage of spotters that let him know if the city guardsmen are having enough of his speeches so he can slip away. In spite of rumors that Reverend Yves is part of a secret society, he acts on his own.

Follower 2

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 4, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 4, Initiative 4, Defense 4, Stun 4, Health 4

Skills: Academics 6, Athletics 4, Con 6, Diplomacy 6, Empathy 4, Performance 6

Talents/Resources: Charismatic (+1 Charisma rating), Well-educated (Academics)

Flaws: Fanatical (+1 Style point when his devotion to the Protestant cause puts him in danger)

Weapons: Punch 1N

Pont Notre-Dame

Pont Notre-Dame is a stone bridge that connects Île-de-la-Cité with the Right Bank (travelers going to the Left Bank would continue on over the Petit Pont). It is the site of the oldest bridge in Paris, although the bridges here have collapsed and been rebuilt on numerous occasions.

Taking a Swim

Crossing a bridge is not the only way to get from one bank to the other; characters may also swim across if they are so inclined. In spite of all the waste regularly dumped into the Seine, swimming in the river is not illegal. In fact there are many Parisians that take a dip for recreation!

There are many reasons why a character may wish to go for a swim: evading capture, trying to move quickly when the nearest bridge is clogged, being on the wrong side of the Ile Saint-Louis, escaping a sinking riverboat, and so on. In such cases you can have the character make an Athletics (Swimming) roll at an appropriate Difficulty rating; if the character has far to go you may even make it an extended action.

The current bridge is an arch bridge that supports over 60 brick and stone houses, most of which have shops on the first floor. Pont Notre-Dame boasts the most shops of any of the Parisian bridges.

A unique feature of the bridge is that all of the houses are given address numbers, as their uniformity makes it difficult to tell them apart. Oddly this has not yet caught on in the rest of the city.

Pont Saint-Michel

The Pont Saint-Michel is the widest bridge (Pont Neuf only seems so due to the lack of buildings) and supports two rows of houses on either side. This bridge connects the Île-de-la-Cité to the Left Bank; its counterpart on the right side was destroyed in 1621, and in 1636 is still being rebuilt (the contractor believes it will open next year).

Pont de la Tournelle

The Pont de la Tournelle is a wooden bridge that connects the Ile Saint-Louis to the Left Bank. A small medieval foot bridge, the Pont de la Tournelle is currently impassible due to a number of missing and broken planks in its center. Three day laborers disappeared here in 1630 after spending time on the island after dark hunting for artifacts. A few witnesses claimed to see something large rise up out of the water and slam into the bridge, forcing the men into the river. The bodies of the men were never found.

Contractor Paul Gammino has not bothered to repair the bridge as it is unsuitable for carrying heavy loads and it keeps the Pont Marie as the sole means of getting to and from the island via dry land. There are plans for a replacement stone bridge, but thus far no construction has begun.

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❧ Rive Droite ❧ (Right Bank)

The Right Bank is the largest side of Paris, or at least would be if Paris were actually contained within its walls. There is little development outside of the walls of the Rive Droite, with the exception of the westward expansion of the wall (and dismantling of the old) by Louis XIII. The nobility makes its home in the Right Bank, as does Cardinal Richelieu. The Rive Droite is also home to the Bastille, a royal prison for political prisoners.

The Rive Droite can roughly be divided into three sections. The western portion is the home of French royalty. The royal palace, the Louvre, sits here, as well as the Tuileries palace and gardens (the two are slowly merging together). Cardinal Richelieu has almost completed his palace right next to the Louvre. Many nobles and bourgeois are moving into the mansions surrounding these palaces.

The Marais is a district that comprises most of the eastern part of the Rive Droite. It is roughly triangular, with the Seine and the eastern wall providing two sides, the third being an imaginary boundary between the Hôtel de Ville and the Temple. Named for the former marsh that occupied the district prior to the city's medieval expansion, the Marais is an aristocratic district. Many nobles make their home here, a holdover from when the King had a residence here before Catherine de Médicis had it destroyed in the previous century.

Sandwiched between the palaces and the Marais is the heart of the Rive Droite. This is the poorest and most dangerous section of the city, a holdover from when the nobles lived on the Île-de-la-Cité and the peasants lived on the bank. These small, labyrinthine streets are havens for criminal activity.

Académie de Escrime Espagnole

While *La Destreza Verdadera* ("the True Skill") is waning in popularity, there are still many nobles that practice it, largely due to lessons from their fathers and grandfathers. They have been keeping the salon of Don Juan-Eduardo de Montoya open for business in the Marais. The diestro (a Spanish fencer) Don Juan-Eduardo, known to his friends and lovers as El Toro ("the Bull"), is a self-proclaimed rogue and ladies' man. While a Spaniard, he cares little about politics. He claims to have taken up the style not out of patriotism or a desire to kill, but because it enables him to slay his enemies quickly so he can return to being a lover (rumors persist that Don Juan-Eduardo is actually a Frenchman, possibly from the Basque region of Gascony). A carouser and gambler to the core, he frequents many of Paris' less taverns and clubs, mixing equally well with high and low society.

The salon, a large town house on the north bank of the Seine, is garishly decorated in a mix of Spanish and French styles, its furnisher displaying a near total lax of understanding of aesthetics. Any practitioner of the style is welcome to carouse there day or night, though only full members may call on favors from members or request lodging. This rule is sometimes bent for ladies, to whom El Toro is very partial.

Juan-Eduardo de Montoya

Don Juan-Eduardo de Montoya perhaps best exemplifies the expression "I am a lover, not a fighter." Rather than train in one of the newer, more technique-driven fencing schools, Juan-Eduardo prefers the battle-tested tradition of using a strong blade to put his enemies down quickly. And while he would deny it, there is a bit of patriotism as well, as both the style and the Don hail from Spain.

His insistence on a traditional style also ensures that Don Juan-Eduardo has little difficulty hiring assistants to do most of the fencing instruction while he indulges in his favorite passions, entertaining, flirting with the ladies, and carousing in taverns. It is said only half-mockingly that a lady is not a Parisian until her hand has been kissed by Don Juan-Eduardo. He's been accused of far worse by suspicious husbands, but so far nothing has stuck.

Don Juan-Eduardo is devastatingly handsome with a long mane of jet black hair and a neatly cropped beard. His skin is naturally dark: while Don Juan-Eduardo rarely speaks of it, he is a Castizo (a quarter of his blood is American Indian). Born in New Spain, Don Juan-Eduardo faced the ugly side of racism and class on a daily basis. This has made him quite sympathetic to egalitarian causes and Don Juan-Eduardo treats everyone, from the King down to the homeless beggars, with great respect. He is a member of the Rosicrucians.

Patron 4

Archetype Swordsman

Motivation Love

Style: 3

Health: 8

Primary Attributes

Body: 4

Charisma: 6

Dexterity: 4

Intelligence: 4

Strength: 3

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 8

Move: 7

Defense: 9/8*

Perception: 8

Stun: 4

*Without main gauche in off-hand to parry.

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Skills	Base	Levels	Rating	(Average)
Brawl	3	3	6	(3)
Con	6	4	11	(5+)
<i>Seduction</i>			12	(6)
Diplomacy	6	3	10	(5)
Empathy	4	3	7	(3+)
Fencing: Spanish	6	4	11	(5+)
Firearms	4	3	7	(3+)
Performance	6	3	9	(4+)
Ride	4	3	7	(3+)
Streetwise	6	3	10	(5)
<i>Carousing</i>			11	(5+)

Talents

Attractive (+1 to Charisma-based skills dealing with people)

Bold Attack (uses Charisma instead of Strength for Fencing: Spanish)

Charismatic (+1 Charisma rating)

Parry (Parry is a reflexive action)

Resources

Wealth 1 (Modest, 50 livres a month)

Flaw

Lustful (+1 Style point when his overactive libido gets him or his companions into serious trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Sword Rapier	3L	0	14L	(7)L
Main Gauche	1L	0	12L	(6)L
Wheellock Pistol	3L	0	10L	(5)L

L'Academie de Pugilism

The Academy of Pugilism has an unsavory reputation in Paris thanks to the machinations of the nobility. While they know that peasants, driven by base motives, are prone to brawling in the streets, the Academy turns brawlers into very effective combatants. That the peasantry might one day rise up in arms and assault the nobil-

ity worried the upper class enough for them to petition the King to close the school. The King passed the matter to Cardinal Richelieu, who has so far ignored it, claiming that the peasants are no threat.

Perversely, Richelieu has also intimated that men of the cloth, who are forbidden from wielding arms, should study here so as to learn how to defend themselves from bandits, Spanish invaders, heretics, and devil worshippers. While no edict has been issued, some clerics have taken his advice to heart and signed up.

The academy is located in a rundown building in a poor suburb of Paris. Although it does teach pugilism to lower class citizens, there is a two tier system. Basic instruction in pugilism costs very little, though most students walk away with nothing more than a rudimentary knowledge of where to punch someone and a broken nose for their *livres*. Advanced training costs more and prohibits most peasants from joining.

Many of the poorer full members are in fact thugs, the sort of people who hire their fists out when a nonlethal message needs to be sent, or members of criminal gangs who need to dispatch agents of the King without being seen to draw a weapon. While murder is a capital crime, it is far easier to say the victim of an innocuous punch died from natural causes or suffered fatal injuries as a result of hitting his head as he fell, something which might, in the words of a smooth-talking lawyer, be attributed as an accident.



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Gaston du Beck

Gaston du Beck has always been a scrapper. He grew up fighting on the streets of Paris in the worst part of the Right Bank. He got himself into enough trouble that he was arrested, convicted, and sentenced to serve on a naval barge. Gaston learned the value of balance, improvisation, and unarmed fighting while fighting off pirates in choppy waters. When he was freed he returned to Paris, intending to work on the docks.

Inevitably, he got into another scrape while carousing in a tavern. He fought off three men with nothing but his bare hands and, when a King's Musketeer attempted to stop him, Gaston floored him too. The tavern clientele was so impressed that they asked him to train them. Thus, the Academy of Pugilism was born.

Gaston is a bald-headed man in his late thirties with an angry scar jutting down one side of his face (he calls it his "Barbary scar"). He is fond of food, drink, and women, not necessarily in that order.

Patron 4	
Archetype <i>Criminal</i>	Motivation <i>Survival</i>
Style: 3	Health: 8

Primary Attributes	
Body: 4	Charisma: 4
Dexterity: 4	Intelligence: 3
Strength: 5	Willpower: 4

Secondary Attributes	
Size: 0	Initiative: 7
Move: 9	Defense: 8
Perception: 7	Stun: 4

Skills	Base	Levels	Rating	(Average)
Athletics	5	3	8	(4)
Brawl	5	7	12	(6)
Con	4	3	7	(3+)
Firearms	4	3	7	(3+)
Intimidation	4	4	8	(4)
Larceny	3	3	6	(3)
Melee	5	4	9	(4+)
Streetwise	4	3	7	(3+)

Talents
Flurry (attack same opponent twice by making Total Attack at -4 for each attack roll)

Knockout Blow (+1 bonus to stun his opponent)

Lethal Blow (Every two points of Brawl damage does one point of Lethal damage instead; +4 Brawl bonus when making a lethal attack)

Parry (Parry is a reflexive action)

Unarmed Parry (can block Melee attacks with bare hands without penalty)

Resources

None

Flaw

Short Temper (-2 penalty to Willpower rolls to keep his cool. +1 Style point whenever his short temper causes trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	12N	(6)N
Dagger	1L	0	10L	(5)L
Club	2N	0	11N	(5+)N

L'Annonciade

L'Annonciade is a convent for the Order of Minim in Paris. This Roman Catholic order was established in Italy by Francis of Paola in the 15th century and has spread like wildfire across Paris. The Minimi are monks, not priests, and take a vow of vegetarianism. They wear habits of coarse black wool and walk barefoot, even on the filthy Parisian streets.

Until recently, Marin Mersenne, a former Jesuit student and teacher at La Sorbonne, taught informal classes here in his cell. Cardinal Richelieu has convinced Marin to teach at the new Royal University of Sciences, which has the Corrector General, the head of the convent, worried. He's been in contact with the Vatican over the possible blasphemies that Marin may be involved in at the new school, including teaching the heretical theories proposed by Galileo. In response, the Vatican has sent a Roman Inquisitor to investigate the matter.

Marin Mersenne

Marin Mersenne was born to a peasant family in Maine in 1588. He received a Jesuit education and joined the Minim Friars in 1611, becoming a full brother two years later. He came to l'Annonciade in 1620, sharing his love of education with other scholars, including Rene Descartes. Marin was also a supporter of Galileo in spite of the Church's official position. He's also written many books about the occult and its place in a theological universe. While this is further cause for concern by the

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Church, investigators note that Marin always sides with official Church dogma, at least on the surface.

In truth, Marin is actually a Rosicrucian, hoping to improve the world through a better understanding of it. As a scholar, Marin corresponds with scholars and scientists all over Western Europe; many of these letters contain hidden messages for Rosicrucian eyes. He also teaches at the Royal University of Sciences, giving him another well of contacts.

Follower 3

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 4, Intelligence 5, Willpower 3

Secondary Attributes: Size 0, Move 2, Perception 7, Initiative 5, Defense 2, Stun 2, Health 5

Skills: Academics 10, Diplomacy 7, Empathy 8, Linguistics 7, Medicine 7, Natural Philosophy 10

Talents: Well-Educated 2 (Academics and Natural Philosophy are generalized skills)

Resources: Fame 1 (Scholarly Community; +2 social bonus)

Flaws: Poor (+1 Style point whenever he is unable to buy a basic resource)

Weapons: Punch 0N, Club 2N

Minim Friar

Minim friars are humble servants of God that walk always barefoot, regardless of weather or terrain. They are strict vegetarians, and consider themselves the least of the religious. They live their daily lives as if it were always Lent, and have little or no possessions not shared by the rest of the Order.

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 3, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Academics: Religion 5, Diplomacy 4, Empathy 3, Medicine 3

Talents/Resources: None

Flaws: Poor (+1 Style point whenever he is unable to buy a basic resource)

Weapons: Punch 0N, Club 1N

Inquisitor Lucien Ducard

Lucien Ducard is a member of the Roman Inquisition. The Roman Inquisition only has jurisdiction over the Italian states and Avignon; the Vatican is making an exception by sending Lucien to Paris. Neither Cardinal Richelieu nor the French Inquisition has been informed, as part of the Inquisitor's mission is to see if Richelieu is in league with the heretics. Lucien is going undercover; he is pretending to be a Minim and has falsified documents stating so. Even the Corrector General is unaware of his true nature. Having been born in Avignon, Lucien is culturally French and speaks with a Provençal accent.

Ally 3

Archetype *Spy*

Motivation *Faith*

Style: 2

Health: 5

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 4

Intelligence: 4

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 8

Move: 6

Defense: 6

Perception: 7

Stun: 2

Skills	Base	Levels	Rating	(Average)
Academics:	4	3	7	(3+)
Religion				
Brawl	2	1	3	(1+)
Con	3	3	6	(3)
Diplomacy	3	2	5	(2+)
Fencing:	4	1	5	(2+)
Dardi				
Intimidation	3	1	4	(2)
Investigation	4	3	9	(4+)
Larceny	4	2	6	(3)
Medicine	4	1	5	(2+)
Stealth	4	3	7	(3+)

Talents

Calculated Attack (uses Intelligence instead of Strength for Fencing)

Skill Aptitude (+2 skill rating to Investigation)

Resources

Rank 1 (Roman Inquisition/Catholic Church; +2 Social Bonus)

Flaw

Fanatical (+1 Style point when his devotion causes harm or he converts someone to his way of thinking).

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Walking staff	3N	0	8N	(4)N
Dagger	1L	0	6L	(3)L

All for One: Paris Gothique

L'Arsenal

Situated on the Right Bank next to the Bastille, l'Arsenal was the primary gunpowder factory in Paris until two years ago when the factory was moved to the Saltpetriere. The Arsenal still contains weapons stockpiles, and non-gunpowder manufacture are still produced here, especially swords and firearms.

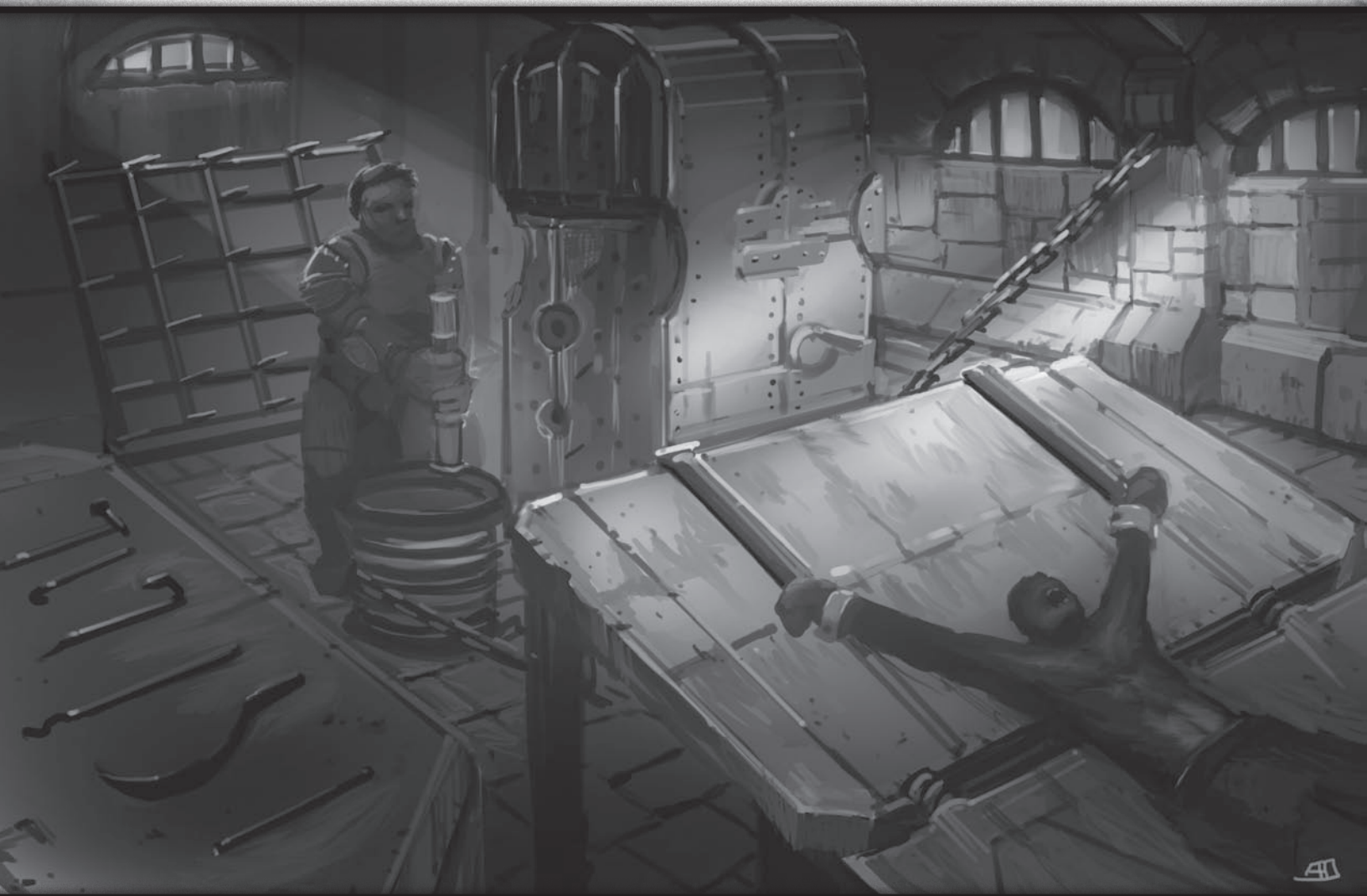
The Bastille

Most Parisians consider the Bastille to be Cardinal Richelieu's personal prison, but the truth is a bit more complicated. The Bastille, formerly a fortified city gate and later a fortress, is currently a political prison under Louis XIII's direct control. Of course, the Cardinal exerts a great deal of influence on the King, so effectively if Richelieu wishes for someone to be imprisoned, it generally happens. There needs to be no reason for their

imprisonment; many prisoners don't know why they are imprisoned nor when they can expect to be released.

The Bastille is actually a bit small for a prison, capable of holding only about 50 prisoners at a time. Most such prisoners are nobles and live quite comfortably despite their confinement. Nobles and wealthy prisoners can furnish their cells with things from home; it's not uncommon for a noble cell to have paintings and curtains hanging on the walls and ornate chairs and couches surrounding the room, with a comfortable rug on the floor and a four-poster bed. Prisoners can even bring their own servants and food and drink is supplied by the prisoner's estate. Cells aren't often locked; a prisoner can usually roam freely and even build casual friendships with the Bastille guardsmen.

Still, behind the forced smiles and pleasant exchanges lie something more sinister, something that both noble and guard choose to ignore. The screams of depression and agony can be heard through the floors, coming from the basement. This is where Richelieu's "special guests" reside, nobles with whom Louis XIII no longer cares



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about protecting. Richelieu's agents interrogate and torture these men until they confess. Richelieu always keeps an Inquisitor trained in exorcism on hand to eliminate any possible "competition." The nobles above sleep uncomfortably in their beds, knowing that they could be snatched from their remaining comforts in the dead of night, adding their own screams to the chorus below.

In addition to the special guests, common criminals are also kept in the basement and are subject to the same tortures. Below the basement is an unofficial wine cellar, repurposed from the ruins of a previous structure. This basement used to provide an escape route in case of siege; while the exit has long been bricked up, there is a cell down here. This is where the Man in the Iron Mask is kept, isolated in a small room with no windows.

Benigne Dauvergne de Saint-Mars

Benigne Dauvergne de Saint-Mars is the governor of the Bastille. With the exception of the Cardinal, he is the only one who knows the identity of the Man in the Iron Mask. He is also a General in Le Dragon Rouge and has pledged his support (and soul) to Belphegor in Satan's name.

Follower 2

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5

Skills: Bureaucracy 6, Con 6, Diplomacy 6, Intimidation 6, Melee 6

Talents/Resources: Inspire (grant +2 Skill bonus to all allies within 10 feet), Rank 5 (Governor of Prison; +8 social bonus)

Flaws: Secret (+1 Style point whenever he is trying to conceal the identity of the man in the iron mask)

Weapons: Punch 0N, Rapier 8L

Bastille Guard

If it weren't for the screams from the lowest parts of the Bastille, being a Bastille Guard would be an idyllic life. Most prisoners are nobles and the Bastille is treated more as a resort in which no one can leave rather than a jail. Bastille guards are often the recipients of impressive gifts from prisoners as well as the occasional bribe.

Ally 1

Archetype *Soldier*

Motivation *Duty*

Style: 0

Health: 4

Primary Attributes

Body: 2

Charisma: 1

Dexterity: 2

Intelligence: 2

Strength: 4

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 4

Move: 6

Defense: 10/6*

Perception: 4

Stun: 2

*Without plate cuirass.

Skills

Skills	Base	Levels	Rating	(Average)
Athletics	4	2	6	(3)
Brawl	4	2	6	(3)
Firearms	2	2	4	(2)
Melee	4	2	6	(3)
Survival	2	2	4	(2)

Talents

Strong (+1 Strength rating)

Resources

None

Flaw

Aloof (+1 Style point when his businesslike attitude causes problems)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Pike	4L	0	10L	(5)L
Sword Rapier	3L	0	9L	(4+)L
Dagger	1L	0	7L	(3+)L
2 barrel wheel-lock musket	3L	0	7L	(3+)L

Bastille Torturer

The torturers of the Bastille are actually Inquisitors that specialize in gaining information. They are amongst Cardinal Richelieu's most elite "interrogators" and take their job seriously. While not above physical punishment, Bastille torturers understand that psychological warfare is the most effective tool.

Ally 5

Archetype *Soldier*

Motivation *Faith*

Style: 4

Health: 8

Primary Attributes

Body: 4

Charisma: 5

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Dexterity: 4	Intelligence: 4
Strength: 4	Willpower: 4

Secondary Attributes

Size: 0	Initiative: 8
Move: 8	Defense: 8
Perception: 8	Stun: 4

Skills	Base	Levels	Rating	(Average)
Academics: Religion	4	7	11	(5+)
Brawl	4	4	8	(4)
Intimidation	5	7	14	(7)
<i>Torture</i>			15	(7+)
Investigation	4	7	11	(5+)
<i>Interview</i>			12	(6)
Melee	4	4	8	(4)

Talents

Charismatic (+1 Charisma rating)
Fearsome (he can scare opponents as an Attack action)
Skill Aptitude (+2 Intimidation rating)
Skilled Assistant (grant +2 teamwork bonus)

Resources

Rank 2 (Catholic Church; +4 Social bonus)

Flaw

Fanatical (+1 Style point when his devotion causes harm)
--

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	8N	(4)N
Club	2N	0	10N	(5)N
Sword Rapier	3L	0	11L	(5+)L
Dagger	1L	0	9L	(4+)L

Cours la Reine

This park sits just outside of the western wall of the Rive Droite and follows the Seine for almost a mile. Created by Marie de Médicis, this long garden has four rows of elm trees that define eight carriage lanes (the middle

lane is wide enough for four carriage lanes). It is very popular amongst the nobility, especially for young aristocrats looking for socially acceptable spouses, but the park is open for all. The park floods easily in the rain, which can be a problem for young aristocrats hoping to make a good impression.

Ecole de Danse (School of Dance)

The most pretentious fencing school in Paris, the School of Dance is the exclusive domain of the rich and famous. Annual fees are high, and all members are carefully vetted to make sure they are suitable. The school has never discriminated by gender, though until Richelieu's sweeping reforms over the last few years their training was limited to purely defensive maneuvers.

As well as being a fencing school, the institute is a club for Paris' social elite. The facility boasts a grand ballroom, a small theater (the Prince of Orange's Players are often called to perform here), and several salons. The latter are available for private hire. Quarters for paid-up members are equal to those of the great noble chateaus in size and elegance. Marble statues and busts adorn the corridors and galleries, paintings by the master hang on the walls, and ornate drapes cover the large windows.

Within these opulent surrounds members can enjoy refined company, fine dining, and first class entertainment, as well as engage in gossip, politics, backroom deals, and intrigue. Some, however, come here merely to dance and escape their daily routine or the backstabbing prevalent at the royal court.

Those who wish to avoid social interaction beyond dancing or enjoy a degree of anonymity are required to don a mask. The school's rules prohibit masked individuals from being spoken to, except by the staff or masters, though they may speak if they so desire. In order to receive a verbal reply though, they must first remove their mask. Most often the conversation is restricted to an invitation to dance or spar, which is answered by a simple nod or shake of the head.

Regardless of why people come to the school, there is always a certain amount of rivalry. No blood is permitted to be shed on the plush carpets (perpetrators are expelled). This has resulted in verbal dueling becoming the norm. Reputations have been made, tarnished, and broken within the walls of the School of Dance.

Most students, both casual and paid in full, are nobles, courtiers, or military officers—the style does not cover peasant dances. While few Musketeers can afford the high membership fees, such is the company's prestige that wealthy patrons are often eager to cover a candidate's expenses and vouch for his suitability just to be seen in their company. It is rumored the King himself has trained at the school on occasion, though naturally

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he remained masked at all times so his courtiers would not stand on formalities or pull their blows to avoid injuring his royal person.

Ricard du Masque

Like many that come to the School of Dance, Ricard du Masque is an enigmatic figure. He has roguish good looks but normally hides part of his face behind a mask. Unlike other masked patrons of the school, however, Ricard treats his mask as one would at a masquerade ball; he makes no qualms about walking up to anyone and starting a conversation. Fortunately, his naturally curly hair and distinguished beard make Ricard easy to identify, thereby avoiding uncomfortable situations.

Little is actually known about Ricard's true identity. He claims to be from the Pompadour region of Limousin and holds the rank of Marquis. His accent and speech mark him instead as hailing from northern France, possibly Champagne. So long as he trains well and bathes his students in opulence, however, no one is going to ask too many questions.

In spite of his fanciful appearance and delicate mannerisms, Ricard can be a deadly fighter when the situation calls for it. Many students still remark about the day when a Cardinal's Guardsman and master of the Spanish style questioned the validity of the school and Ricard's effectiveness as a teacher. The soldier didn't even finish his thought before Ricard disarmed him with his sword and stuck his main gauche against the guardsman's throat. Ricard only removed the blade after obtaining a satisfactory apology.

Patron 5

Archetype *Luminary*

Motivation
Mystery

Style: 4

Health: 9

Primary Attributes

Body: 4

Charisma: 6

Dexterity: 4

Intelligence: 5

Strength: 4

Willpower: 5

Secondary Attributes

Size: 0

Initiative: 9

Move: 8

Defense: 11/10*



Perception: 10

Stun: 4

**Without main gauche in off-hand to parry.*

Skills	Base	Levels	Rating	(Average)
Acrobatics	4	2	6	(3)
Athletics	4	2	6	(3)
Brawl	4	4	8	(4)
Con	6	4	10	(5)
Diplomacy	6	4	10	(5)
Fencing: Danse	6	5	11	(5+)
Firearms	4	4	8	(4)
Intimidation	6	2	8	(4)
Performance	6	5	11	(5+)
Ride	4	3	7	(3+)

Talents

Bold Attack (uses Charisma instead of Strength for Fencing)

Bold Defense (uses Charisma instead of Dexterity for Active Defense)

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Charismatic (+1 Charisma rating)

Parry (Parry is a reflexive action)

Riposte (reflexively attack as part of the Parry maneuver)

Resources

Status 4 (effectively a Marquis; +4 social bonus)

Flaw

Inscrutable (+1 Style point whenever he is misunderstood or his mysterious motives cause trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	8N	(4)N
Sword	3L	0	14L	(7)L
Rapier				
Main Gauche	1L	0	12L	(6)L
Wheellock Pistol	3L	0	11L	(5+)L

L'École de Position de Fer

The School of the Iron Stance shares one floor of a modest townhouse in the Marais. In terms of space, it is the smallest of the Parisian fencing schools, but this only highlights the fighting style. The Iron Stance requires that the fencer remain rooted in one space, enabling the instructor to accommodate many students in a much shorter practice area.

While the school has many male members, a growing number of noblewomen are joining as well. A lady's clothing is ill-suited for running and the act of a lady actually standing her ground against an attacker is usually enough to catch the attacker off-guard. Perhaps ironically, l'École de Position de Fer has not gained much traction within the Queen's Musketeers, as its effectiveness hinders the fencer's grace.

Josephine Benoit

Josephine Benoit is a rarity in Paris, a renowned female fencing instructor. Born to a wealthy bourgeois family, Josephine's family lived on the Île-de-Cité. Unfortunately, Josephine was accosted by several youths in an alley between the packed houses when she was still young. While several people came to Josephine's defense before too much damage was done, her father swore that she'd never be put in such a position again. He immediately enrolled her in l'École de Position de Fer.

Josephine learned her lessons well. The style enabled her to remain a lady while defending herself, and the advent of the parasol sword makes it even more convenient for her to remain armed. Josephine took over the school three years ago, although she has two male assistants for

nobles that would never consider raising a sword against a woman, even in practice.

Patron 4

Archetype *Swordswoman*

Motivation *Power*

Style: 0

Health: 6

Primary Attributes

Body: 4

Charisma: 3

Dexterity: 3

Intelligence: 3

Strength: 3

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 6

Defense: 7*

Perception: 5

Stun: 4

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Academics: History	3	2	5	(2+)
Acrobatics	3	2	5	(2+)
Athletics	4	3	7	(3+)
Diplomacy	3	1	4	(2)
Fencing: Position de Fer	4	5	9	(4+)
Intimidation	3	3	6	(4+)
Performance	3	1	4	(2)

Talents

Fencing School 1 (L'École de Position de Fer; +2 bonus)

Resources

Rank 1 (fencing instructor; +2 Social bonus)

Rank 1 (Merovingian supporter; +2 Social bonus)

Flaw

Intolerant: Chauvinism (+1 Style point when her character's intolerance causes trouble, or she convinces someone else to detest the same thing she does)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Rapier	2L	0	11L	(5+)L

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L'Eglise Saint-Eustache

This large church is nearing completion after just over a century of work (which started in 1532). L'Eglise Saint-Eustace is a masterpiece of Gothic architecture with Renaissance stylings. The interior is cavernous, with a ceiling almost 110 feet high. This is the church in which the real Cardinal Richelieu (not Belphegor) was baptized as a child.

The church is tended to by Father Etienne Fauchet, an older priest that walks with a slight limp. He usually uses a cane when he walks. He rarely leaves the church grounds. Recently, he's been seen in the company of a young woman that spends an inordinate time at the church. While rumors are swirling, if questioned, Fr. Etienne merely shrugs and says that everyone has demons in their past that they still have to face.

Father Etienne Fauchet

Fr. Etienne is a retired member of Order of St. George (see *Richelieu's Guide to the Church*). Officially, he was a Catholic priest under the command of the Bishop of Avignon and was sent from community to community to root out evil. He retired a decade ago, when a demon tore apart his leg. Through magick and medicine his leg was largely mended, but Fr. Etienne took his slower pace as a sign from God that it was time to retire. For his service, Fr. Etienne was assigned to the church-in-progress.

While devout, Fr. Etienne has a fondness for drink and strayed from his vow of chastity from time to time. On at least one occasion his dalliance bore fruit; he fathered a daughter to a Provençal woman 16 years ago. The child, Aimée Fevre, showed up at the church several weeks ago. Initially, Fr. Etienne did not believe her claim and insisted that he had nothing worth giving to an heir in any case.

Aimée remained in Paris to convince him. On one occasion, she was accosted by a werewolf as she spoke to Fr. Etienne through the church fence. Fr. Etienne leapt into action, using his sword cane to defeat the creature. He also realized in that moment that he had accepted her as his daughter. Due to his position, they've both agreed to keep it secret for now.

Patron 4

Archetype *Hunter* Motivation *Faith*

Style: 3 Health: 8

Primary Attributes

Body: 4 Charisma: 4

Dexterity: 4 Intelligence: 4

Strength: 4 Willpower: 4

Secondary Attributes

Size: 0	Initiative: 10
Move: 6	Defense: 8
Perception: 10	Stun: 8

Skills	Base	Levels	Rating	(Average)
Academics:	4	3	7	(3+)
Occult				
Academics:	4	3	7	(3+)
Religion				
Brawl	4	2	6	(3)
Diplomacy	4	3	7	(3+)
Firearms	4	3	7	(3+)
Investigation	4	3	7	(3+)
Linguistics*	4	2	6	(3)
Melee	4	4	8	(4)
Ride	4	1	5	(2+)
Stealth	4	3	7	(3+)
Survival	4	3	7	(3+)

*Speaks Oil, Occitan, English, German, Italian, Spanish

Talents

Alertness (+2 Perception rating)

Danger Sense (retain full defense rating when surprised or ambushed)

Quick Draw (draw weapon as a reflex action)

Quick Reflexes (+2 Initiative rating)

Resources

Rank 1 (Priest; +2 Social Bonus)

Flaw

Lame (+1 Style point when unable to outrun danger or if his bad leg gets him into trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Sword Cane	2L	0	10L	(5)L

Aimée LeFevre

Aimée LeFevre is Fr. Etienne's daughter. She was born to a young woman in Provence 16 years ago. Her mother died in childbirth and Aimée was raised by her grandparents. Recently, her grandfather fell ill and, on his deathbed, he confessed to Aimée that her father was

All for One: Paris Gothique

New Equipment

Sword Cane: The sword cane is a rapier hidden inside a cane. The rapier deals 2L damage and is treated as a rapier in all respects.

a traveling priest that had saved the village from a marauding unnatural beast. It was out of gratitude that her grandfather didn't hold more ill will towards the priest.

Aimée made it her mission to find her father and, after much inquiry and investigation, discovered that he was the pastor of Saint-Eustace in Paris. While Fr. Etienne refused to accept her at first, Aimée continued to try and convince him. It was only when she was threatened by a werewolf that Fr. Etienne rescued her and accepted the truth.

Since then, Aimée has remained a guest in the rectory. Fr. Etienne communicates with his daughter the only way he knows how, by training her to fence. Aimée has proven herself an apt pupil and although she could never be a member of the Order of St. George or even a Queen's Musketeer (Cardinal Richelieu would surely object), Etienne hopes that Aimée will put her skills to good use.

Ally 2

Archetype *Adventurer* Motivation *Truth*

Style: 1 Health: 5

Primary Attributes

Body: 3 Charisma: 3

Dexterity: 3 Intelligence: 2

Strength: 2 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 5

Move: 5 Defense: 7/6*

Perception: 4 Stun: 3

*Without main gauche in off-hand to parry.

Skills

Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Con	4	3	7	(3+)
<i>Seduction</i>			8	(4)
Diplomacy		4	2	6
Melee	3	3	6	(3)
<i>Swords</i>			7	(3+)
Ride	3	2	5	(2+)
Survival	2	2	4	(2)

Talents

Attractive (+1 Charisma bonus when dealing with people)

Finesse Attack (Use Dexterity instead of Strength with Melee)

Resources

None

Flaw

Stubborn (+1 Style point when her inflexibility causes her trouble or she forces others to go along with her idea)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Rapier	2L	0	9L	(4+)L
Main Gauche	1L	0	7L	(3+)L

Fontaine des Innocents

The Fontaine des Innocents is an ever-trickling water fountain for use of the city's residents. It is a grand design, having been built as a stand for nobles during King Henry II's entrance into the city. The fountain is decorated with angels and cherubs and adjoins a walled cemetery, the Cemeterie des Innocents, from which the fountain gets its name.

There is a legend associated with the fountain. A sorcerer that practiced dark magick was hung inside the fountain and that the angels carved into it will animate to kill any undead that may rise from the cemetery. To this day, the top of the fountain is seen as a sanctuary from the undead.

Grand Chatelet

The Grand Chatelet is the central law-enforcement building in Paris. Louis VI built it in 1130; since then it fell into disrepair until some minor renovations in the 16th century. Even so it is still a crumbling old building, and the current Prévôt de Paris (Chief Royal Magistrate) is considering moving the facilities for yet another renovation.

The Grand Chatelet acts as a police headquarters, courthouse, and prison. "Policing" has more to do with civil administration and oversight than an actual law-enforcement department; street "policing" is done by soldiers. The prisons are primarily for those awaiting trial; numerous torture devices are in place to extract confes-

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sions (the brutal reputation of the prisons is only enhanced by the stench of slaughtered animals wafting past the Grand Chatelet from the nearby slaughterhouses).

The Prévôt de Paris hears most Parisian court cases but the Parlement de Paris is the final court of appeal.

Les Halles

Les Halles is the largest meat, vegetable, and fruit market in Paris. It is government-supported and includes shelter for the many vendors who hawk their wares. Unsurprisingly, it is also one of the most congested areas of the city and almost impossible to walk through with any speed.

Hôtel de Cartan

The Hôtel de Cartan is the home of poet and playwright Vincent Cartan. It is one of the homes abetting the courtyard behind the Palais Cardinal and is the headquarters of l'Academie Francaise. Cartan is a favorite of Richelieu's, having taken Cornielle's position in le cinque auteurs (see below), and is currently working on the first original play to be produced in Richelieu's theatre.

The French Academy is, as far as the French population is concerned, responsible for overseeing the vocabulary and grammar of the French language, as well as overseeing French literature, though it carries no legal power to impose its views and rulings. It was founded by Cardinal Richelieu in 1635, by royal permission, to formalize the French language for use in the arts and sciences. Its primary purpose, in Richelieu's whispers to King Louis, is to stamp out impurities in the French language, especially loan-words from foreign tongues. It also advocates that French replace Latin as the common language of education in Europe.

The Academy has only forty members, each appointed by Richelieu, and each given a unique number. These anonymous individuals are known as *les immortels*, supposedly after the Academy's motto, "To immortality." Collectively the immortals elect the Perpetual Secretary, who remains in office until he resigns or dies. While none of the houses abetting Richelieu's private courtyard is supposed to have doors or windows, there is a secret door that allows one to move to and from the Hôtel de Cartan.

Vincent Cartan

Vincent Cartan was an aspiring playwright who made a living by essentially plagiarizing other authors, especially English playwrights such as Christopher Marlowe and William Shakespeare. He was humiliated when fellow playwright Jean-David Nicolle pointed out how liberally Cartan's *Massacre de la Saint-Barthélemy* borrows from Marlowe's *The Massacre at Paris*. The blackballing

of Cartan almost caused him to commit suicide, but the Cardinal stepped in.

Cardinal Richelieu demanded that Cartan make a full confession, after which he was absolved from his sins. Richelieu told Cartan that he believed in the playwright's skill and that, with the right stimulation, Cartan could be France's answer to Shakespeare. Richelieu invited Cartan to be a member of the French Academy as well as taking Cornielle's place.

Vincent Cartan is still relatively young at 34. He is a master of the written word but has difficulty creating original ideas, largely due to his self-doubt. Richelieu hopes to cure him of that.

Ally 3	
Archetype <i>Luminary</i>	Motivation <i>Fame</i>
Style: 2	Health: 5

Primary Attributes	
Body: 2	Charisma: 4
Dexterity: 2	Intelligence: 3
Strength: 2	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 5
Move: 4	Defense: 5/4*
Perception: 6	Stun: 2

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Academics: Literature	3	4	7	(3+)
Art: Writing	3	4	9	(4+)
Con	4	4	8	(3+)
Diplomacy	4	4	8	(3+)
Fencing: Danse	2	4	6	(2+)

Talents
Charismatic (+1 Charisma rating)
Skill Aptitude (+2 Skill rating to Art: Writing)

Resources
Wealth 2 (Comfortable, 100 livres a month)

Flaw
Obsession (+1 Style point when he is kept from his writing)

Weapons	Rating	Size	Attack	(Average)
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Punch	0N	0	0N	(0)N
Rapier	2L	0	8L	(4)L
Main Gauche	1L	0	7L	(3+)L

Hôtel de Desmarais

Situated across the street from the Louvre, the Hôtel de Desmarais is both the residence of Captain Eloise Desmarais and the "barracks" of the Queen's Musketeers. Refurbished specifically for the new unit, the three-story house boasts an Italian/Spanish Renaissance design and surrounds a magnificent courtyard. There is none of the boisterousness that one is sure to find at the Hôtel de Tréville: the Queen's Musketeers are ladies first and are expected to act accordingly. That is not to say that they don't enjoy the same entertainments as their male counterparts—the Queen's Musketeers are simply more discreet about it.

Captain Eloise Desmarais

Eloise Desmarais, captain of the Queen's Musketeers, is the daughter of one of Henry IV's former bodyguards. She learned how to use a sword at a young age and became a very proficient fencer. This, combined with her physical charms, brought her to court as one of young Queen Anne's ladies-in-waiting and secret bodyguard. Once women were allowed to serve openly as Queen's Musketeers, M. de Tréville was quick to nominate Eloise as captain of the new unit.

Eloise is a handsome woman approaching forty. Her lustrous black hair is starting to show streaks of silver, but overall she's aged well. She's never married, claiming that she enjoys her freedom too much and that it is difficult to find a husband that would accept her in her position. Secretly Eloise is starting to take potions from a local alchemist to maintain part of her youth and vigor, but not enough, she hopes, to arouse suspicion. Unfortunately, the Cardinal has noticed, although he has decided to keep his knowledge secret for now.

Patron 5
Archetype <i>Swordsman</i> Motivation <i>Duty</i>
Style: 4 Health: 9

Primary Attributes	
Body: 5	Charisma: 7
Dexterity: 5	Intelligence: 4
Strength: 3	Willpower: 4

Secondary Attributes	
Size: 0	Initiative: 9

Move: 8	Defense: 11/10*
Perception: 8	Stun: X
*10 when not holding main gauche in off-hand	

Skills	Base	Levels	Rating	(Average)
Brawl	3	4	7	(3+)
Con	8	4	13	(6+)
Diplomacy	8	4	13	(6+)
Fencing: Spanish Style	8	4	13	(6+)
Firearms	5	4	9	(4+)
Investigation	4	4	8	(4)
Larceny	5	4	9	(4+)
Performance	7	4	12	(6)
Ride	5	4	9	(4+)

Talents
Attractive (+1 to all Charisma rolls when dealing with humans)
Bold Attack (use Charisma bonus for Fencing skill)
Charismatic (+1 to Charisma rating)
Parry (performs parry maneuver as a reflexive action)
Quick Draw (draw weapons as a reflexive action)

Resources
Rank 5 (Captain of Queen's Musketeers, +8 social bonus)

Flaw
Vain (+1 Style point when her desire to be youthful puts her or others in danger)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Sword rapier	3L	0	16L	(8)L
Main Gauche	1L	0	14L	(7)L
Wheellock Pistol	3L	0	12L	(6)L

Hôtel de Gretennes

The Hôtel de Gretennes is a large mansion just a block

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away from the Knights-Templar Fortress and Grounds. This is rather ironic, considering that the hôtel is the Parisian home of Spencer de Gretennes, a prominent Commander of Le Dragon Rouge. He also has royal blood in his veins.

The Hôtel is a four-story masterpiece of Gothic architecture with no less than six gargoyles perched along the rooftop. These are actual gargoyles that de Gretennes can command should he so desire. He holds meetings of Le Dragon Rouge here and has occasionally entertained and lodged a general of the Order.

Spencer de Gretennes

Spencer de Gretennes is the secret son of Catherine Henriette de Balzac d'Entragues and Henri IV. His mother was Henri's favorite mistress after the death of Gabrielle d'Estrees and she expected to become his wife. Unfortunately for her, the King chose to marry Marie de Médicis instead. Incensed, Catherine intrigued against him in 1606 but returned to his good graces two years

later. Spencer was born the interim (1607) and Catherine kept the baby a secret, hoping to use Spencer later as a bargaining chip. The assassination of King Henry ended her ambitions and Marie de Médicis had her banished from court.

Catherine remained in Paris with her two sons, although Spencer was raised by Yves de Gretennes, Catherine's cousin (and perhaps more). Marie de Médicis ensured that Catherine's known son, Gaston Henri, wouldn't be a threat to Louis XIII by having him appointed Bishop of Metz in 1612.

While Spencer received the occasional visit from his mother, he never felt particularly close to her. He also learned that Yves de Gretennes was a Commander, and later General, of le Dragon Rouge. Yves told his charge that Gabrielle d'Estrees had been poisoned to get Catherine on the throne and that the death of Henri IV was part of a plot to destroy France. Yves convinced Spencer that France wasn't worth saving and that, as the "secret king," it was Spencer's job to destroy France so that a new era could be ushered in.



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As with the fate of all Generals, Yves was killed in 1633 in Catherine's embrace. Both were killed by Spencer in order to prove his loyalty to Le Dragon Rouge. Now a Commander himself, and taking the de Gretennes name, Spencer plots the downfall of France in the shadow of the Knights Templar, as if they are both on the same board of a perverse chess game.

With a direct line to Satan, de Gretennes is one of the very few in Paris who knows Cardinal Richelieu's secret. As they are both pursuing the same goal, de Gretennes has no reason to share this information or blackmail the Cardinal with it. Richelieu is also aware that de Gretennes knows and occasionally tasks Le Dragon Rouge through de Gretennes to advance one plot or another.

Ally 2

Archetype *Occultist* Motivation *Power*

Style: 1 Health: 5

Primary Attributes

Body: 2 Charisma: 3

Dexterity: 2 Intelligence: 3

Strength: 2 Willpower: 3

Secondary Attributes

Size: 0 Initiative: 5

Move: 4 Defense: 5/4*

Perception: 6 Stun: 2

*Without main gauche in off-hand to parry.

Skills

Skills	Base	Levels	Rating	(Average)
Academics:	3	2	5	(2+)
Occult				
Con	3	2	5	(2+)
Diplomacy	3	2	5	(2+)
Fencing:	2	2	4	(2)
Danse				
Firearms	2	2	4	(2)
Intimidation	3	2	5	(2+)
Magick:	3	3	6	(3)
Necromancy				

Talents

Magickal Aptitude (Ceremonial Magick)

Resources

Rank 2 (Commander of Dragon Rouge; +2 Social bonus; bonus resource)

Flaw

Megalomania (+2 Style points whenever he takes a major step toward realizing his destiny or has his plans foiled because he was gloating over his victims)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Sword Rapier	3L	0	7L	(3+)L
Main Gauche	1L	0	5L	(2+)L
Wheellock	3L	0	7L	(3+)L
Pistol				

Hôtel de Rambouillet

The Hôtel de Rambouillet is the meeting place of the *précieus*, an informal society of intellectuals both noble and common. As its name implies, the hôtel is the residence of Catherine de Vivonne, marquise de Rambouillet. Madame de Rambouillet turned her townhouse into a salon after being repulsed by the crude decorum surrounding Henry IV's court in 1607.

Madame de Rambouillet is a Roman-born aristocrat who married a Frenchman and moved to Paris at the age of 12. Currently 48, she has lost her youthful beauty but not her charm nor wit. Still a handsome woman, she has ensured that her salon is an atmosphere for cultured conversation and literary discussion. In addition to the large halls, Madame de Rambouillet has created a number of smaller rooms for more intimate discussions. She is also fond of the color blue and receives visitors in a blue-painted room, and it is common for female visitors to wear blue stockings when coming to the hôtel.

Regarding women, the Hôtel de Rambouillet is one of the first places where women can mingle freely with men, exchange ideas, and discuss literature. This is particularly important in an era in which women cannot attend the universities across the Seine or participate in politics. Madame de Rambouillet is firmly in control and, as the salon is her home, selects guests and regulates the conversations when she feels it necessary.

Of course, such egalitarian participation ruffles the feathers of conservative society. Some clergymen suspect the Hôtel de Rambouillet of being used for less savory activities, and this attitude is predictably shared by self-professed intellectuals who've been denied entrance to the salon. Cardinal Richelieu sees the potential for subversive activity and quietly supports it, although he made a big display of trying to remove it by seizing the property in order to build his Palais Cardinal a few years ago. Undeterred, Madame de Rambouillet simply moved into a townhouse further up the street.

One new member of the salon that Richelieu is keeping an eye on is the young Anne-Genevieve de Bourbon.

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The daughter of Henri II de Bourbon, Anne-Genevieve is technically a princess and is currently quite popular in the salon. Educated in a Carmelite convent, Anne-Genevieve is beautiful and witty but also polite and well-mannered, a combination that Madame de Rambouillet finds ideal.

The Hôtel de Rambouillet is an informal gathering place for the Rosicrucians. Many in the society see the benefits of highlighting and creating literary works that value equality and charity as well the potential for language, which the salon spends a great deal of time refining, to be manipulated in ways that promote their ideals. The salon is also a fertile recruiting ground for the Order of Daedalus, whose main headquarters at the Hôtel de Oresme.

Catherine de Vivonne, Marquise de Rambouillet

Patron 3

Archetype <i>Luminary</i>	Motivation <i>Fame</i>
Style: 2	Health: 7

Primary Attributes

Body: 2	Charisma: 6
Dexterity: 2	Intelligence: 4
Strength: 2	Willpower: 5

Secondary Attributes

Size: 0	Initiative: 7
Move: 4	Defense: 4
Perception: 9	Stun: 2

Skills

Skills	Base	Levels	Rating	(Average)
Academics: Literature	4	5	9	(4+)
Academics: Philosophy	4	5	9	(4+)
Art: Writing	4	5	9	(4+)
Diplomacy	6	5	11	(5+)
Empathy	4	5	9	(4+)
Performance	6	5	11	(5+)

Talents

None

Resources

Status 4 (Marquis; +4 Social Bonus and Wealth 2)

Flaw

Intolerant (+1 Style point when her hatred of court "etiquette" or her insistence on proper decorum gets her into trouble)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

Anne-Genevieve de Bourbon

Anne-Genevieve de Bourbon is the only daughter of Henry II, Prince of Conde. Thus far she's led a colorful life. She was born in Vincennes prison in 1619, as her parents had incurred the wrath of Marie de Médicis for opposing her favorite, the Marshall d'Ancre. Anne-Genevieve was educated in Paris under the tutelage of Carmelite nuns. Although her uncle was executed for treason, her parents somehow managed to get back into Cardinal Richelieu's good graces.

Now 17, Anne-Genevieve is beautiful and charming, but her schooling has made her coy and reserved. She is also marriageable and technically a princess, making her rather popular in the salon. Anne-Genevieve has a thirst for knowledge and etiquette and has thus far found no shortage of men willing to indulge her.

Ally 3

Archetype <i>Luminary</i>	Motivation <i>Truth</i>
Style: 0	Health: 4

Primary Attributes

Body: 2	Charisma: 5
Dexterity: 4	Intelligence: 3
Strength: 2	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 7
Move: 6	Defense: 6
Perception: 5	Stun: 2

Skills

Skills	Base	Levels	Rating	(Average)
Academics: Literature	3	4	7	(3+)
Academics: Philosophy	3	4	7	(3+)
Academics: Religion	3	4	7	(3+)
Diplomacy	5	4	11	(5+)
Empathy	3	4	7	(3+)

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Talents

Attractive 2 (+2 Charisma rating when dealing with people)

Resources

Status 5 (non-royal Princess, technically equal to a Duc; +8 Social Bonus)

Flaw

Alloof (+1 Style point whenever her politeness puts off another)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

Hôtel de Sully

The Hôtel de Sully began construction as a home for Petit Thomas. Unfortunately, Petit Thomas lost his entire fortune in a single night of gambling. The financier Mesme Gallet finished construction and added an orangery. The house was built to have easy access to the Place Royale. The current resident, Maximilien de Bethune, duc de Sully, purchased the house in 1634.

Maximilien de Béthune, Duc de Sully

Maximilien de Béthune, duc de Sully is a colorful figure in the last years of his life. Born in Mantes in 1560, he was sent to the court of Henri of Navarre and quickly became a favorite. He accompanied Henri to Paris in 1572 and escaped the massacre by carrying a Book of Hours (a Catholic book) underneath his arm. Maximilien became Henri's special agent after he became king and arranged Henry's marriage to Marie de Médicis. While a Protestant, de Béthune counseled Henri to adopt the Roman Catholic religion.

De Béthune, for all intents and purposes, became Henri's chief minister, reforming the tax code and developing public works projects. As Henri's special agent, de Béthune pursued a secret project known as "the Great Design." Henri IV envisioned a Europe united under a confederation of nations to promote a lasting peace. De Béthune worked hard on building support; he even had Queen Elizabeth of England's support, although she died before the plan could go into effect. The project completely fell apart with Henri's death.

De Béthune's domineering personality ruffled many feathers, and after Henri's assassination, he was forced out of Marie's council. The Queen Mother provided well for him in his retirement. At first, de Béthune was

content to concentrate on writing his memoirs, but continued Protestant rebellions in France and the outbreak of the Thirty Years' War has made him rethink the practicality of the Grand Design. Rumors about the New Catholic League have also stirred him.

Currently, de Béthune is rebuilding his network and trying to end the war. He's asked for an audience with Louis XIII on several occasions but a suspicious Richelieu has thus far kept him at bay. For more information on de Béthune's network, see **Pax Europa** in the **Secret Societies** chapter.

Patron 4

Archetype *Noble*

Motivation *Justice*

Style: 3

Health: 8

Primary Attributes

Body: 3

Charisma: 5

Dexterity: 4

Intelligence: 5

Strength: 2

Willpower: 5

Secondary Attributes

Size: 0

Initiative: 9

Move: 6

Defense: 7

Perception: 10

Stun: 3

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Academics	5	4	9	(4+)
Con	5	4	9	(4+)
Diplomacy	5	5	10	(5)
Empathy	5	4	9	(4+)
Fencing: Spanish	2	4	6	(3)
Firearms	4	4	8	(4)
Linguistics	5	2	7	(3+)
Ride	4	3	7	(3+)

Talents

Well-Connected (improves Contacts resource)

Well-Educated (Academics is a generalized skill)

Resources

Status 5 (Duc, +8 bonus to social rolls)

Wealth 4 (Luxuriant, 1000 livres a month)

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Flaw

Elderly (-2 penalty on any roll where strength, speed, or endurance is a factor. +1 Style point whenever his age slows him down or he is taken advantage of because of his age).

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Rapier	2L	0	8L	(4)L

Hôtel de Ville

The Hôtel de Ville is a new building built in the Renaissance style, completed in 1628. It serves as a city hall, housing the administrative offices. The Prévôt des Marchands (the chief magistrate) runs these offices as well and death penalties rendered in the Grand Châtelet are carried out on the Place de Greve in front of the building. A gallows and a pillory permanently stand at the site. Executions are public and have an almost carnival atmosphere, with street vendors and showmen entertaining the people as they await the dispensation of "justice." This is a prime opportunity for thieves and several Parisians finish cheering the latest hanging before discovering their purses are gone.

Michel-Jacques Moreau

Michel-Jacques Moreau is the Prévôt des Marchands (chief magistrate) of Paris and, along with four aldermen, he is responsible for overseeing the Seine and maintaining the city. In modern terms he'd be called the mayor or city manager. He is a noble, albeit at the lowest level, the title conferred upon him by Louis XIII when he was appointed to the position.

Still a relatively young man just shy of 40, Michel-Jacques has the unfortunate position of being between the people (most notably the bourgeois) and the crown. Prior to his appointment Michel-Jacques was a bourgeois lawyer and judge and still seen by many in the bourgeois community as "one of them." He lacks the desire to bite the hand that feeds him, however, leading to some bourgeois to accuse him of forgetting his roots and "being lost to the aristocracy."

Follower 2

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 4, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 6, Defense 4, Stun 2, Health 4

Skills: Academics: Law 7, Bureaucracy 7, Con 5, Diplomacy 6, Empathy 6, Intimidation 5

Talents/Resources: Status 3 (Prévôt des merchants; +4 social bonus), Well-Connected (improved Contacts resource)

Flaws: Coward (-2 penalty on all rolls when threatened)

with violence. +1 Style point if he gives up without a fight or abandons his friends to save his own skin.

Weapons: Rapier 2L, Wheellock Pistol 3L

Knights-Templar Fortress and Grounds

This medieval fortress was built by the Knights-Templar as their European headquarters in the 13th century. That function ceased when King Philip IV, looking for a way to clear his debts, falsely accused, arrested, tortured and burned the Knights-Templar in Paris in 1307 and got the entire Order permanently disbanded in 1312. The fortress was subsequently handed to the Order of Hospitallers. The fortress is now primarily used as a monastery, as most French Hospitallers make a living serving the French Navy.

The True Knights of Saint Michael still use the Fortress as their Parisian headquarters, as many in their order became Hospitallers after 1307, continuing the teachings of the Order through them. This is done entirely in secret, and visiting True Knights adopt the colors of the Hospitallers when they do so. One permanent member of the Hospitallers and the True Knights is Sir Renard LaSalle, an aging knight that many younger knights seek for advice. LaSalle also manages the Arsenal Béni, or "Blessed Arsenal," a secret set of chambers within the fortress that contains the knowledge and weapons needed to destroy supernatural threats. Sir Renard is always looking for new techniques to fight previously unknown threats.

Sir Renard LaSalle

Sir Renard LaSalle is an old knight, having just celebrated his 65th birthday. Born in Orleans, Sir Renard celebrated his first birthday in the year of the St. Bartholomew's Day Massacre. A man of faith as well as a warrior, Sir Renard joined the Hospitallers, and secretly the Templars, at age 16.

Sir Renard's first mission was to assassinate the Grand Admiral of France, who slaughtered 800 Huguenots to a demon in return for the power to crush the rebellion. While the pact was secret, the Grand Admiral's actions were enough to disturb the king at the time, Henri III. Sir Renard's group ensured that the Grand Admiral would not unite France under demonic guidance.

Since then, Sir Renard became quite adept at ferreting out supernatural threats and disposing of them. Sir Renard was a thinker as well as a fighter and organized his equipment so that he always had something on hand to help him fight a particular creature. Fellow Templars emulate his example by outfitting their horses with what has become known as a "LaSalle rig."

Once Renard's age caught up to him, he became more of a teacher and increasingly castle-bound. While he laments the loss of his glory days, the old knight still

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enjoys playing "consulting hunter" on the best ways to deal with supernatural creatures. He has a special interest in new creatures that Templars may find.

Patron 3

Archetype *Occult* Motivation *Duty*

Style: 2 Health: 7

Primary Attributes

Body: 4 Charisma: 2

Dexterity: 3 Intelligence: 5

Strength: 4 Willpower: 3

Secondary Attributes

Size: 0 Initiative: 8

Move: 7 Defense: 7

Perception: 8 Stun: 4

Skills

	Base	Levels	Rating	(Average)
Academics: Occult	5	6	15	(7+)
Archery	3	3	6	(3)
Athletics	4	3	7	(3+)
Brawl	4	3	7	(3+)
Fencing: Spanish	4	3	7	(3+)
Intimidation	2	3	5	(2+)
Ride	3	1	4	(2)
Survival	5	1	6	(3)

Talents

Lucky (+2 to any roll once per session)

Skill Aptitude (+2 Academics: Occult rating)

Resources

Rank 4 (Hospitaller lieutenant; +4 social bonus)

Refuge 4 (Templar Gear; Primary: Equipment)

Elderly (-2 penalty on any roll where strength, speed, or endurance is a factor. +1 Style point whenever his age slows him down or he is taken advantage of because of his age).

Weapons

	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Sword Rapier	3L	0	10L	(5)L

Knight Hospitaller

While virtually all Knights Templar are Hospitallers, the same is not true of the Hospitallers themselves. Most Knights Hospitaller are now naval mercenaries, serving in the French Navy, using the Fortress as a clubhouse and hôtel while in Paris.

Ally 1

Archetype *Soldier* Motivation *Faith*

Style: 0 Health: 4

Primary Attributes

Body: 2 Charisma: 2

Dexterity: 2 Intelligence: 2

Strength: 3 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 4

Move: 5 Defense: 5/4*

Perception: 4 Stun: 2

*Without main gauche in off-hand to parry.

Skills

	Base	Levels	Rating	(Average)
Academics: Religion	4	2	6	(3)
Brawl	5	2	7	(3+)
Fencing: Spanish	5	2	7	(3+)
Firearms	4	2	6	(3)
Survival	4	2	6	(3)

Talents

Strong (+1 Strength rating)

Resources

None

Flaw

Inscrutable (-2 on social rolls when trying to connect with other people; +1 Style point whenever he is misunderstood or his mysterious motives cause trouble)

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Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Sword Rapier	3L	0	10L	(5)L
Main Gauche	1L	0	8L	(4)L
Matchlock Musket	3L	0	9L	(4+)L

Magasin Occulte de Henri

Henri's Occult Shop is rumored to be the best source for alchemical components and elixirs in Paris. Unfortunately, no one is quite sure where it is; more specifically, everyone thinks they know where it is but point to different locations. What they can agree on is that the Magasin Occulte de Henri is somewhere in the heart of the Right Bank, in the most dangerous part of the most dangerous quarter of the city.

In truth, Henri Chimiste (not his real name) owns several shops within the heart of the Right Bank. To be more accurate he rents space in the back of other merchants' shops, as Henri knows that one visit from a soldier will shut down his business permanently, not to mention send him to the gallows. Henri keeps most of his stock in large bags that can be easily transported if he senses trouble.

Should someone need Henri's services, then they must discreetly ask around in the taverns of the Right Bank. Eventually, someone will give them the name of a business. The seekers must go there and ask for Henri. If he is in residence, he'll greet them. If not, then the business owner will tell them to come back at Henri's next scheduled time; Henri's schedule is as arcane as the products he sells.

Henri Chimiste

"Henri Chimiste" is a short man with premature baldness on the top of his head (he often jokes that a mixing of chemicals went wrong, but his problem is really genetic). He is always very knowledgeable about his customers' needs and always has the appropriate elixirs on hand, largely because by the time a customer has gone through the process of meeting him Henri already knows what he wants.

Henri is not fond of small talk unless discussing a previous transaction, as he is always curious about how well his elixirs work. He also keeps a sharp eye out for soldiers and has been known to lay low for weeks if a soldier even passes by his current location.

Ally 4

Archetype *Occultist* Motivation *Survival*

Style: 3

Health: 8

Primary Attributes

Body: 3

Charisma: 3

Dexterity: 3

Intelligence: 5

Strength: 2

Willpower: 5

Size: 0

Initiative: 8

Move: 5

Defense: 6

Perception: 10

Stun: 3

Skills

Skills	Base	Levels	Rating	(Average)
Academics:	5	3	8	(4)
Occult				
Con	3	3	6	(3)
Diplomacy	3	3	6	(3)
Magick:	5	5	10	(5)
Alchemy				



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Magick: Beningus	5	3	8	(4)
Melee	2	2	4	(2)
Stealth	3	3	6	(3)
Streetwise	3	3	6	(3)

Talents

Magickal Aptitude (Alchemy)

Skill Aptitude (+2 Skill rating to Magick: Alchemy)

Resources

Talisman 2 (silver stirrer, +2 extended duration enhancement, +2 secondary/skill enhancement)

Flaw

Hunted (Inquisition; +1 Style point whenever he is in danger of being caught)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Short Sword	2L	0	6L	(3)L

La Maison de Chocolat

La Maison de Chocolat is a small establishment near the Louvre that specializes in hot cocoa beverages. Queen Anne introduced the drink to Paris (the Spanish got it from the Aztecs), and it has taken the French court by storm. Neville Gobert, a seaman turned minor bureaucrat, saw an opportunity when several nobles lamented that they wished the King would serve the drink more often.

Gobert initially purchased the cocoa beans from Spanish vessels, but with the advent of war he's been forced to rely on privateers. Because of this, Gobert has become an integral link in an espionage chain. Messages get funneled to and from the Louvre and the privateers through Gobert's dealings, making him a very important man.

One of Gobert's chief clients is the Marquise de Rambouillet, whose hôtel is on the same street. Catherine de Vivonne has become quite fond of the drink and sends servants throughout the day to replenish her supply. It is primarily through this connection that the beverage is starting to filter to the rest of the bourgeois.

Most recently, Gobert was startled by one of his spies while brewing and accidentally dumped his cup of milk into the cocoa rather than water. He quite enjoyed the taste and is currently selling it as a "house blend." It's proving quite popular and rival merchants are trying to learn the secret recipe.

Neville Gobert

Neville Gobert was a seaman who went to the New World and brought cocoa back with him. While it's been many years since he's seen the sea, he still has a salty look and attitude about him. His neatly trimmed beard does little to cover his craggy, leathery face. Due to his clientele, Gobert is very articulate and precise with his words, although his Bretagne accent and gravelly speech betrays his poor provincial origins.

Ally 2

Archetype *Merchant*

Motivation *Greed*

Style: 0

Health: 6

Primary Attributes

Body: 3

Charisma: 3

Dexterity: 3

Intelligence: 2

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 5

Move: 5

Defense: 6

Perception: 5

Stun: 3

Skills	Base	Levels	Rating	(Average)
Brawl	2	1	3	(1+)
Con	3	3	6	(3)
Craft: Hot chocolate	2	2	4	(2)
Diplomacy	3	2	5	(2+)
Firearms	3	1	4	(2)
Melee	2	2	4	(2)
Streetwise	3	2	5	(2+)
Survival	2	2	4	(2)

Talents

Charismatic

Resources

Wealth 1 (Modest, 50 livres monthly income)

Flaw

Greedy (+1 Style point when his greed gets him into trouble).

Weapons	Rating	Size	Attack	(Average)
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Punch	0N	0	3N	(1+)N
Sword- Rapier	3L	0	7L	(3+)L
Flintlock Pistol	3L	0	7L	(3+)L

La Maison de Thé

La Maison de Thé (“the Tea House”) is a small outdoor restaurant that sits on a street corner. It has several small tables and its main façade overlooks the Seine. A new restaurant, the Tea House is freshly painted and lined with flowers and shrubs to mask the odor of the river and the street. The proprietor, Claude Lalique, imports his tea from the Dutch East India Company. In addition to the tea, Claude offers fresh pastries that he bakes inside the building.

Because of its high cost, tea is considered a luxury and as a result most of Claude’s patrons are bourgeois and minor nobles. Many influential Parisians patronize this establishment; one could find oneself enjoying a cup of tea with a judge, financier, prévôt, or visiting baron (some of whom bring their mistresses along). It’s not unusual for unescorted women to patronize the Tea House. As these are usually wealthy women, it’s been known for a day laborer or musketeer to spend a day’s wages on a cup of tea just for the chance to meet them.

It’s perhaps interesting to note that the state of the war has had little effect on Claude’s tea supply, especially with Spanish naval raids on Dutch trading vessels. Claude keeps this secret close to his vest and so long as his clients can enjoy their beverage at the usual price, no one deigns to press him.

Claude Lalique

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Con 3, Diplomacy 4, Empathy 3

Talents/Resources: None

Flaws: None

Weapons: Punch 0N

Palais-Cardinal

The Cardinal’s Palace is still under construction in 1636, although the Cardinal has already moved in. As befitting a patron of the arts, Richelieu is also building a theater inside the palace. He has also created an enclosed courtyard to the north of the palace for his personal garden (the houses surrounding the garden

Where are the Cafés?

When thinking about walking through Paris, one of the first images that spring to mind is the Parisian café, where one could enjoy coffee with a pastry or light meal. Unfortunately, Paris will not see its first cafés for another three decades, when coffee is introduced to Paris from the Middle East (the croissant is still about two centuries away).

What Paris is known for is its numerous taverns where beer and wine flow freely. This has vexed Catholic priests for centuries, as strong drink and debauchery tend to go hand in hand. Over the centuries there have been attempts to curb alcohol consumption, but business has endured and continues to thrive.

If desired, you can make this a plot element. There’s no reason why a merchant couldn’t introduce coffee a few decades early and open up a new market in Paris (The tea-serving La Maison de Thé is an example of this). Perhaps the King acquires a taste for it and his musketeers get involved in a trade war when the Barbary pirates threaten French vessels.

aren’t allowed to have windows, doors, or any other access to the garden). Interestingly, the palace is only modestly furnished—while an art patron it would seem that the Cardinal is not ostentatious (it’s actually more of a blind spot; Belphegor cares little for such things).

The Cardinal’s Guard sleep in a barracks nearby, ready to accompany or defend the Cardinal at a moment’s notice. The Cardinal has a reputation for being socially awkward towards those unfamiliar to him, and insists on having dozens of guards follow him whenever he leaves the palace. There is a tunnel to the Louvre, however, so that he can visit the king without drawing attention to himself or needing an entourage; even so, he still takes a personal guard of a half dozen men. The Palais-Cardinal is also home to Fr. Jules Mazarin, Richelieu’s personal secretary.

Like the Louvre, the Palais-Cardinal has attracted a wealthy clientele for the mansions around it. Unlike the Louvre, however, such residents aren’t necessarily noble. Many are wealthy bourgeois who’ve found their way into Richelieu’s favor through healthy donations to the church (most of which goes straight to Richelieu’s coffers).

Lieutenant Xavier d’Orange

Xavier d’Orange is one of the most hot-headed and ruthless soldiers in the Cardinal’s Guard. Ironically he began his career as a King’s Musketeer, the young Provençal farmer’s son immediately taken under d’Artagnan’s wing. The older musketeer saw something of himself in

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the eager young man and, as a fellow "southerner," tried to help d'Orange acclimate himself to Parisian life. Unfortunately, d'Orange proved too headstrong for d'Artagnan or even Athos to tame and, when the time came to promote Xavier, Athos recommended against it.

Angered, d'Orange challenged Athos to a duel. Athos accepted and bested the young Provençal, but refused to kill him. M. de Tréville dismissed d'Orange from the King's Musketeers. Tréville did plan on recruiting d'Orange for the Black Blades (see *Richelieu's Guide to Expanded Characters*), but the Cardinal got to him first. Richelieu told him that he respected d'Orange's abilities, offering him a lieutenant's position in the Cardinal's Guard. Seeing future opportunities to humiliate his old unit, d'Orange readily agreed.

Currently, Richelieu keeps d'Orange close, grooming him as a possible replacement for Rochefort (Richelieu trusts his Captain more than any other mortal, but he plans for every contingency). d'Orange's position keeps him close to the King's Musketeers, and he never misses an opportunity to humiliate them, especially in duels. d'Orange is already rumored to be responsible for the deaths of at least three Musketeers, but the Cardinal has thus far protected him from investigation.

Ally 4	
Archetype <i>Swordsman</i>	Motivation <i>Redemption</i>
Style: 3	Health: 7

Primary Attributes	
Body: 4	Charisma: 3
Dexterity: 4	Intelligence: 3
Strength: 4	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 7
Move: 8	Defense: 8
Perception: 6	Stun: 4

Skills	Base	Levels	Rating	(Average)
Acrobatics	4	2	6	(3)
Athletics	4	2	6	(3)
Brawl	4	3	7	(3+)
Con	3	2	5	(2+)
Diplomacy	3	3	6	(3)
Fencing: Iron Stance	4	5	9	(4+)
Firearms	4	3	7	(3+)

Intimidation	3	3	6	(3)
Ride	4	2	6	(3)

Talents
Florentine (attack without penalty when using off-hand; total attack at -4 penalty with both weapons)
Flurry (Total attack on same opponent at -2 on each roll)
Parry (Parry is a reflexive action)

Resources
Rank 4 (Lieutenant in Cardinal's Guard; +4 Social Bonus)

Flaw
Intolerant (+1 Style point when his intolerance for the King's Musketeers causes trouble or he convinces someone else to detest them)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Sword Rapier	3L	0	12L	(6)L
Main Gauche	1L	0	10L	(5)L
Wheellock Pistol	3L	0	10L	(5)L

Henri Coiffier de Ruze, Marquis de Cinq-Mars

Henri Coiffier de Ruze was put under the Cardinal's protection after the death of his father in 1632. Now 16, de Ruze has shown little interest in Cosette d'Argent-Breze (see below), making the Cardinal think that de Ruze might be suited to Louis as a favorite. The Cardinal arranged a position at court for de Ruze and Louis quickly made him his Master of the Robes.

De Ruze has completely ingratiated himself with the King and attends all of his extravagant parties. He is also a Libertine, regularly attending parties at the Hôtel de Guise (it was de Ruze that first introduced Louis XIII to the Libertines). De Ruze also spends money freely. In short, he is the perfect agent for Richelieu.

De Ruze is a dashing and handsome young man with bushy blonde hair. He is in excellent shape and quite proficient with a blade. He tends to wear expensive clothes, disregarding Richelieu's ban on embroidery and metals. His fashions tend to be influenced by nobles in court, especially Spanish ambassadors. While the New

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Catholic League is feeling de Ruze out, they have yet to reach out to him.

Ally 3

Archetype *Luminary*

Motivation *Fame*

Style: 2

Health: 6

Primary Attributes

Body: 3

Dexterity: 3

Intelligence: 3

Strength: 3

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 6

Move: 6

Defense: 7/6*

Perception: 6

Stun: 3

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Athletics	3	2	5	(2+)
Con	4	4	8	(4)
Diplo- macy	4	4	8	(4)
Empathy	3	4	7	(3+)
Fencing: Danse	3	2	5	(2+)
Firearms	3	2	5	(2+)
Ride	3	2	5	(2+)

Talents

Attractive 2 (+2 to Charisma-based skills when dealing with people), Charismatic (+1 to Charisma rating)

Resources

None

Flaw

Vain (+1 Style point whenever he steals the spotlight or is forced to confront his shortcomings).

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N
Sword Rapier	3L	0	8L	(4)L
Main Gauche	1L	0	6L	(3)L

Cosette d'Argent-Breze

Cosette d'Argent-Breze appeared in Court last year, introduced by her "uncle," Cardinal Richelieu (in truth their relation is more distant; she uses "uncle" as a term of affection). The Cardinal hoped that his niece would replace Marie de Hautefort as the King's mistress, and he made her a governess in order to ensure that no other man save the King could have her. The 17-year-old girl immediately caught the King's attention, and for a while it appeared that the young Cosette would replace Marie de Hautefort... until Celeste Leveque d'Arjon arrived and intercepted Louis' affections.

In spite of this setback, Cosette has settled in the Cardinal's Palace ostensibly to govern to her eight-year-old distant cousin, Claire-Clemence de Maille-Breze. Claire-Clemence is already betrothed to the Prince Louis de Bourbon, and Cosette is entrusted to watch over her and teach her how to be a proper lady. Due to her duties as governess, Cosette is not allowed to marry until after Claire-Clemence does in 1641.

Cosette, however, is not whom she seems. The real Cosette d'Argent-Breze was assassinated en route to Paris and replaced with a witch, Isabeau de Champjaune. Belphegor used his demonic powers to alter Isabeau's appearance to match Cosette's (unlike Belphegor's impersonation of Richelieu, Isabeau does not have Cosette's memories or mannerisms; she is simply a physical twin). Claire-Clemence, having been brought to Paris when she was five years old, has no memories of Cosette that would contradict Isabeau's portrayal.

In spite of her young age, Isabeau is a dedicated servant of Belphegor and knows her master's secret. She is devoutly loyal and not only would she never reveal it, but she would also happily take the blame for any supernatural events that might be traced to Richelieu.

Cosette enjoys playing the niece of the most powerful man in France. As the Cardinal's niece, she is expected to be chaste and innocent—she is anything but, however. She openly flirts, pretending to be demure only in her uncle's presence. She especially enjoys teasing Lieutenant Xavier d'Orange, who is quite smitten with her. She has also been spotted enjoying scandalous pleasures at the Square du Vert-Galant on occasion, and has also been a guest at the Hôtel de Guise.

In addition to being Richelieu's servant and a witch, Cosette is also his assassin. She cares little for life and kills without hesitation. Perhaps fortunately, Richelieu won't risk losing such a valuable pawn too often, ensuring that Cosette's assassination skills are only used sparingly.

Cosette is an attractive young woman of 16. She wears her raven hair in elaborate curls and dresses provocatively. She's recently convinced d'Orange to give her fencing lessons, which he does in the Cardinal's Court. As an accomplished fencer herself, Cosette doesn't actually need the lessons, but they provides a useful cover if she were ever forced to display her skills.

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Ally 3

Archetype Occultist **Motivation** Duty

Style: 2 **Health:** 6

Primary Attributes

Body: 2 **Charisma:** 4

Dexterity: 2 **Intelligence:** 3

Strength: 3 **Willpower:** 4

Secondary Attributes

Size: 0 **Initiative:** 5

Move: 5 **Defense:** 5/4*

Perception: 7 **Stun:** 2

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
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Academics: Occult	3	3	6	(3)
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Con	4	3	9	(4+)
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Craft: Medicine	3	1	4	(2)
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Diplomacy	4	2	8	(4)
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Fencing: Anatomic	3	2	5	(2+)
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Intimidation	4	5	11	(5+)
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Magick: Homomancy	4	4	8	(4)
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Talents

Attractive 2 (+2 Charisma bonus dealing with people)

Magickal Aptitude (Ceremonial Magic)

Resources

None

Flaw

Fanatical (+1 Style point when her devotion causes harm)

Weapons	Rating	Size		
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Punch	0N	0	1N	(0+)N
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Rapier	2L	0	7L	(3+)L
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Dagger	1L	0	6L	(3)L
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Claire-Clemence de Maille-Breze

Claire-Clemence de Maille-Breze is Cardinal Richelieu's niece by his sister, Nicole du Plessis de Richelieu. Her father, Urbain de Maille-Breze, is a Marshal of France. She was brought to Paris by her uncle at the age of five, when he arranged for her marriage to Prince Louis of Bourbon. The Cardinal also arranged for a relative, Colette d'Argent-Breze, to be her governess. Claire-Clemence remembered little about her cousin and has no idea that Colette is an imposter.

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 1, Willpower 2

Secondary Attributes: Size -1, Move 3, Perception 3, Initiative 3, Defense 4, Stun 1, Health 2

Skills: Academics: Religion 2, Con 3, Diplomacy 4, Empathy 2

Talents/Resources: None

Flaws: Young (+1 Style point when her size causes her difficulty or she is patronized because of her young age)

Weapons: Punch 0N

Palais des Tuileries

The Queen Mother Catherine de Médicis commissioned the Tuileries Palace in 1564, using it as her residence during her son's rule. It overlooks the Tuileries Gardens, where Catherine held lavish royal festivities. The gardens are designed in the Italian Renaissance style, refurbished by Henry IV's gardener after the gardens fell into disrepair during the occupation.

Currently, Louis XIII uses the garden as a hunting ground. His mother also established a riding school and stables on the northern side. When the King is not in residence, the garden becomes a playground for the nobility, many of whom live a short walk from the palace. The King's niece, Anne-Marie-Louis d'Orleans (Gaston's nine-year-old daughter), lives at Tuileries and can frequently be found "holding court" in the garden.

Palais du Louvre

The Louvre is the royal residence and the seat of power in France (although many claim that the Palais-Cardinal across the street actually holds that distinction). The King and Queen live and hold court here, and is also where the secretive Cabinet Noir meets. The Louvre is the primary station for the King's Musketeers when performing their requisite guard duty while the King is in France.

An interesting feature of the Louvre is that Francis I built it upon the site of an old fortress, with many kings adding to it since. The main structure is a rough rectangle and Louis XIII has been building two western

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wings, each almost as large as the original Louvre. He plans to eventually connect the Louvre with Tuileries Palace (a dream begun by his father).

Given the King's propensity to "stray," it's believed that the new wings contain a number of secret passages, not just for servants but also to smuggle Louis' paramours in and out. It's also believed that there is a tunnel between the "Richelieu Wing" (the northernmost expansion) and the Palais-Cardinal, which allows the Cardinal to enter and leave without being molested or getting his clothes dirty. Some claim that this passage is more of a dungeon, with various passages that lead to cells and torture devices.

Many nobles and bourgeois gentry hold positions in the Louvre, most of these are purchased posts. One such post holder is Jean Poquelin, who holds the titles of "valet of the King's chamber" and "keeper of the carpets." Jean Poquelin's 14-year-old son, Jean-Baptiste, is destined to become the great playwright Molière.

Unsurprisingly, the Palais de Louvre is a hotbed of secret society activity. Virtually every secret society with a significant presence in Paris has at least one agent within the palace walls, and those that don't are working hard to establish one. In addition to the presence of the King's Musketeers, the Queen's Musketeers, and the Cardinal's Guard, there are a number of important people that are suspected of being members of secret societies. Both Anne of Austria and Celeste Leveque are suspected of being Daughters of Medea (Anne is actually a member of the New Catholic League). Marcel Lambert, the King's Astronomer, is a Rosicrucian, while Remy Pettetret, the Vicomte Charolles and the King's Librarian, is a True Knight of St. Michael.

Hercule Soult, Baron de Vergennes, presents himself as a loyal servant of the King and a friend to the Musketeers. Secretly, he plots both of their downfalls as a Chevalier of Jubilation (see *Richelieu's Guide to Radicals*). He passes on the information he gathers from court and the Musketeers to Chevalier cells. The Musketeers know someone is leaking information and have dubbed this source "the Wolf," but thus far they do not suspect the Baron de Vergennes.

The Carolingians, agents of Richelieu, often meet him in the halls of the Louvre rather than the Palais Cardinal (see *Richelieu's Guide to the Church*).

Captain Sebastien de Calais

Sebastien de Calais is the Captain of the Garde de la Manche. He hails from Calais and is a descendant of one of the original 1st Scottish Company soldiers, although his Scottish blood is thin, having long been supplanted by his French heritage and a Dutch Protestant mother. He was raised as a Catholic, but is sympathetic towards Protestants, provided they are loyal subjects of His Majesty. It is a testimony to his skill with a blade and his charm that Sebastien could rise to the position he has with what Cardinal Richelieu would term a "questionable history."

Queen Anne finds Sebastien's Dutch-influenced Picard accent quite delightful and, coupled with his handsome face and well-trimmed beard, she has taken a fancy to him. Sebastien has thus far kept his distance out of loyalty to the King, but with every debauched party Sebastien is forced to attend to protect His Majesty, the Captain finds it more and more difficult not to succumb to the Queen's flirtations.

Sebastien has a cool relationship with Celeste Leveque. He sees her as encouraging Louis' debauched lifestyle and he wants her influence removed. He's too honorable to suggest anything underhanded, but he is keeping an eye on her in order for any pretext to convince the King to remove her from court.



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The Little Red Man

The Little Red Man is a strange creature said to inhabit the Louvre and the Tuileries palaces. He usually appears as an inhumanly short, wizened man, wearing red clothes and reddish skin. He appeared to Catherine de Médicis just before the St. Bartholomew's Day massacre and counseled her, knowing what was to come. Indeed, when Catherine was later informed of the massacre beginning, it did not come as a surprise to her. Still, Catherine seemed afraid of the Little Red Man, and it is believed that she employed sorcerers to drive the little being from her palace.

Sightings of the Little Red Man always seem to come when tragedy is about to occur. Sometimes he counsels the monarch or a member of the royal family; other times he simply appears to someone just before a tragic event. He counseled Charles IX as he descended into madness and appeared to Henry III several times while he was in Paris. The Little Red Man appeared to Henry IV just before his assassination, and to Marie de Médicis just prior to her first and second exile.

There are many contradictory stories about the Little Red Man. Some believe that he is a type of demon or ghost; others think that he is a sorcerer. He may even be just a man or several men with unnatural influence on the current residents of the Louvre. While what he is exactly remains a mystery, there are rumors that he's already appeared to Louis XIII, most notably on the Day of Dupes.

Ally 4

Archetype *Swordsman* **Motivation** *Duty*

Style: 3 **Health:** 7

Primary Attributes

Body: 4 **Charisma:** 3

Dexterity: 4 **Intelligence:** 3

Strength: 4 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 7

Move: 8 **Defense:** 9*

Perception: 6 **Stun:** 4

*8 when not holding main-gauche.

Skills	Base	Levels	Rating	(Average)
Acrobatics	4	2	6	(3)
Athletics	4	3	7	(3+)

Brawl	4	3	7	(3+)
Diplomacy	3	4	7	(3+)
Fencing: Spanish style	4	4	8	(4)
Firearms	4	3	7	(3+)
Intimidation	3	3	6	(3)
Linguistics	3	1	4	(2)
Ride	4	2	6	(3)

Talents

Combat Aptitude (as reflexive action, take up to -4 to defense and add same to attack rating)

Florentine (-4 attack penalty with both weapons in Total Attack)

Flurry (attack same opponent twice with only -2 attack penalty on Total Attack)

Resources

Rank 5 (Captain of Garde de la Manche; +8 Social bonus)

Flaw

Honest (+1 Style point whenever his honesty causes him trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Sword Rapier	3L	0	11L	(5+)L
Main-Gauche	1L	0	9L	(4+)L
Wheellock Pistol	3L	0	10L	(5)L

Garde de la Manche

The Garde de la Manche is the King's personal guard, as evidenced by their name ("Guard of the (King's) Sleeve"). The Garde de la Manche are the elite of the elite. While drawn from the 1st Scottish cavalry of the Garde du Corps, all of the current Garde de la Manche are Frenchmen.

Ally 3

Archetype *Soldier* **Motivation** *Duty*

Style: 2 **Health:** 6

Primary Attributes

Body: 4 **Charisma:** 2

Dexterity: 4 **Intelligence:** 2

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Strength: 4 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 8
 Move: 8 Defense: 9/8*
 Perception: 4 Stun: 4

*without main gauche in off-hand

Skills

Skills	Base	Levels	Rating	(Average)
Athletics	4	3	7	(3+)
Brawl	4	3	7	(3+)
Fencing: Renoir	4	5	9	(4+)
Firearms	4	3	7	(3+)
Intimidation	2	3	5	(2+)
Ride	4	3	7	(3+)

Talents

Parry (Parry as a reflexive action)

Quick Reflexes (+2 Initiative rating)

Resources

Rank 1 (Garde de la Manche; +2 Social bonus)

Flaw

None

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Sword-Rapier	3L	0	12L	(6)L
Main Gauche	1L	0	10L	(5)L
Wheellock Pistol	3L	0	10L	(5)L

Garde du Corps

This elite group of household bodyguards was originally composed of Scotsmen that fought for the French during the Hundred Years' War. They became a permanent company of household guards under Charles VII and three French companies were subsequently added to it. The swords of the Garde du Corps (and, by extension, the Garde de la Manche) are inscribed with "Vive le Roi."

Ally 2

Archetype *Soldier*

Motivation *Duty*

Style: 1 Health: 5

Primary Attributes

Body: 3 Charisma: 2

Dexterity: 3 Intelligence: 2

Strength: 3 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 5

Move: 6 Defense: 7/6*

Perception: 4 Stun: 3

*Without main gauche in off-hand.

Skills

Skills	Base	Levels	Rating	(Average)
Brawl	3	4	7	(3+)
Fencing: Renoir	3	4	7	(3+)
Firearms	3	4	7	(3+)
Ride	3	3	6	(3)

Talents

Parry (Parry as a reflexive action)

Resources

Rank 1 (Garde du Corps; +2 Social bonus)

Flaw

None

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Sword-Rapier	3L	0	10L	(5)L
Main Gauche	1L	0	8L	(4)L
Wheellock Pistol	3L	0	10L	(5)L

Place Royale

In 1605, Henri IV designed a new square on the site of the old palace. The square, known as Place Royale, is lined with beautiful three-story red brick and white stone homes. An arcade surrounds the square, enabling aristocrats to enjoy the square even in bad weather. Nobles are scrambling to own or build homes around the square, leaving the rest of the Marais to be increasingly occupied

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by middle and lower class residents (either financiers trying to “play noble” or day-laborers wanting to be near the docks).

The Place Royale is a popular place for dueling. While dueling is outlawed, participants fighting in the Place Royale enjoy unofficial immunity from prosecution. Such immunity only extends to nobles and other distinguished individuals, making it a popular spot for members of the Cardinal’s Guard and the King’s Musketeers to settle accounts.

Priory de Saint-Lazare

A former Parisian leper hospital, since 1632 it has been run by Vincent de Paul and the Congrégation de la Mission, a religious brotherhood. The priory is located beyond the marsh that straddles the wall of the Right Bank and is most easily reached through St. Antoine’s Gate. It is the home of the Congregation of the Mission as well as a leper’s hospital and sanitorium.

Although it is essentially a prison, the inmates are not men and women sentenced by the courts. Rather, they are people who have become embarrassments upon their families due to their condition. Incarceration time depends upon the nature of the disease; “cured” patients may return to their families, while others are essentially confined for life. In most cases the patients are well-provided for by their families or de Paul’s coffers, ensuring comfortable if cloistered lives.

Vincent de Paul

Vincent de Paul is a Roman Catholic priest who was born in Gascony to a peasant family in 1580. He was ordained in 1600 and received a degree in theology in Toulouse four years later. In 1605 he went to Marseille to claim an inheritance and was captured by Barbary pirates on his way back. He was sold into slavery but escaped in 1607. He then went to Rome for a year before coming to Paris.

In 1622, de Paul was appointed chaplain to the galleys. In this capacity he convinced King Louis XIII in 1632 to convert the Chateau de la Tournele into a holding prison for those destined for the galleys. In 1625 de Paul founded what became the Congregation of the Mission by papal bull in 1633, directly ministering to the poor of Paris. Inspired by the success of the Mission, de Paul founded the Cofraternities of Charity and later established the Daughters of Charity with Louise de Marillac, a spiritual woman and widow. The Daughters of Charity is an organization of noble and bourgeois women that minister to the sick. Founded in 1633, Louis de Marillac runs the day-to-day operations; the sisters live together and are trained in basic nursing skills.

De Paul is known for his compassion and humility. This makes him a potential danger to Richelieu, and the Cardinal is keeping a close eye on him. Should the priest prove troublesome, then the Cardinal might set up an

assassination that looks like de Paul’s ministrations to the poor ended in violence.

Patron 3

Archetype *Religious*

Motivation *Compassion*

Style: 2

Health: 8

Primary Attributes

Body: 3

Charisma: 6

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 5

Secondary Attributes

Size: 0

Initiative: 7

Move: 4

Defense: 4

Perception: 9

Stun: 3

Skills	Base	Levels	Rating	(Average)
Academics: Philosophy	4	4	8	(4)
Academics: Religion	4	4	8	(4)
Bureaucracy	4	4	8	(4)
Diplomacy	6	5	11	(5+)
Empathy	4	4	8	(4)
Medicine	4	4	8	(4)

Talents

Charismatic (+1 Charisma rating)

Inspire (grants a +2 Skill bonus to all allies within 10 feet of him)

Lifesaver (heals one lethal or 2 non-lethal wounds per each success rolled on Medicine roll)

Resources

Rank 2 (Dean – runs Mission)

Flaw

Merciful (+1 Style point when he shows compassion to an enemy or refuses to retaliate when wronged)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Club	2N	0	2N	(1)N

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Renoir's Academy

Renoir's Academy is one of the newest in Paris, but it has proven hugely popular due to its focus on fighting multiple opponents. Some swordsmen disdain the school, not because its style lacks finesse or is easy—far from it in fact—but because unlike the others it not a true dueling style. Those who must enter combat on a regular basis care little for the school's pedigree if what they learn will keep them alive.

Claude Renoir has actively been courting the Musketeers, offering them reduced membership fees. Part of his reasoning is to give the Musketeers, a unit which often faces overwhelming odds, the best training possible. The other part is that having Musketeers train under him will undoubtedly boost the reputation of his school, perhaps attracting nobility to the salon.

Renoir also hopes to find an influential patron who can arrange for a demonstration of his style in front of the king. A royal patronage would boost his reputation even further.

Claude Renoir

Claude Renoir is a former captain in the French army that retired on a comfortable income. Having learned how to fight in the field, Claude visited a number of academies in Paris to learn "real fencing." He was disheartened to discover that the current fencing schools lacked practical application on the battlefield. He decided to learn what he could from each and opened his own school.

Now in his forties, Claude enjoys telling stories of his time in the battlefield and carousing as much as teaching. He counts many soldiers amongst his students and enjoys hearing their stories as well. He laments the ever-increasing influence of gunpowder on the battlefield, often grumbling into his ale "that someday soon, the only effective fencing technique will be hiding behind cover."

Patron 4

Archetype *Soldier* **Motivation** *Fame*

Style: 3 **Health:** 8

Primary Attributes

Body: 4 **Charisma:** 4

Dexterity: 5 **Intelligence:** 4

Strength: 3 **Willpower:** 4

Secondary Attributes

Size: 0 **Initiative:** 9

Move: 8 **Defense:** 10/9*

Perception: 8 **Stun:** 4

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Brawl	3	2	5	(2+)
Diplomacy	4	5	9	(4+)
Fencing: Renoir	5	5	10	(5)
Firearms	5	5	10	(5)
Intimidation	4	5	9	(4+)
Ride	5	5	10	(5)
Warfare	4	3	7	(3+)

Talents

Finesse Attack (Uses Dexterity in place of Strength for Fencing skill)

Florentine (attack twice by making a Total Attack at a -4 penalty)

Flurry (attack same opponent twice by making a Total Attack at a -2 penalty)

Parry (Parry is a reflexive action)

Resources

Wealth 2 (Comfortable; 100 livres a month)

Flaw

Envious (+1 Style point when his envy over his school's reputation causes him trouble).

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Sword	3L	0	13L	(6+)L
Rapier				
Main Gauche	1L	0	11L	(5+)L
Wheellock Pistol	3L	0	13L	(6+)L

Scarlotti's Academy

Scarlotti's Academy is not one for dashing heroes, but is ideal for scoundrels and ne'er-do-wells, as well as those possessed of craven heart. The hardest part in becoming a member of Scarlotti's Academy is finding it in the first place. Many of its members have enemies, and in order to keep them away from the school the master changes its location on a regular basis. The authorities have long considered Scarlotti's to be a den of thieves. Some suspect the master is actually the head of a thieves'

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guild. There is no evidence to substantiate these claims, and while considered a scoundrel, the master has friends in high places.

Vincenzo Scarlotti actually has a number of properties on hand to run the Academy; most are in the worst parts of the Right Bank. Due to his itinerant nature, Vincenzo keeps a very minimalist practice area. One thing he'll always have, though, is a hanging plaque with the school's lengthy official motto: "If you cannot run hide, if you cannot hide, fight, but always look for a chance to run." The shorter version is "run when you can."

Vincenzo Scarlotti

Not much is known about Vincenzo Scarlotti. By most accounts he is a Florentine swordsman who fled Florence or Piedmont due to "an unfortunate disagreement." An accomplished swordsman with little regard for rules and fair play, Scarlotti gained an infamous reputation for cheating while dueling. "Winning is always more important than honor" is often attributed to him.

Scarlotti moved into the poorer section of the Right Bank and began taking on students. The poorest classes finally had an academy of its own. Over time, there've been rumors that Vincenzo has been become a crime lord or even the right-hand man of the beggar-king, as Scarlotti practitioners are edging out competitors.

Those who've met Vincenzo Scarlotti describe him as a slim man, a little shorter than average, with curly black hair and a number of wicked scars on his face and neck. In spite of this he comes across as rather charming, with a healthy taste for French wines.

Patron 3	
Archetype <i>Criminal</i>	Motivation <i>Greed</i>
Style: 4	Health: 4

Primary Attributes	
Body: 2	Charisma: 4
Dexterity: 4	Intelligence: 4
Strength: 2	Willpower: 2

Secondary Attributes	
Size: 0	Initiative: 8
Move: 6	Defense: 7/6*
Perception: 6	Stun: X

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Brawl	2	3	5	(2+)
Con	4	3	7	(3+)

Fencing: Scarlotti	4	5	9	(4+)
Firearms	4	2	6	(3)
Intimidation	4	4	8	(4)
Larceny	4	3	7	(3+)
Stealth	4	3	7	(3+)
Streetwise	4	2	6	(3)

Talents

Finesse Attack (uses Dexterity instead of Strength for Fencing skill)

Savvy Fighter (always retains full Defense rating)

Tricky Fighter (+2 bonus to rolls when performing Tricks)

Vigorous Defense (he may be attacked twice in the same turn without penalty)

Resources

None

Flaw

Bad Reputation (-2 to Social rolls. +1 Style point when his bad reputation causes problems)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Sword Rapier	3L	0	12L	(6)L
Main Gauche	1L	0	10L	(5)L
Wheellock Pistol	3L	0	9L	(4+)L

Theatre de l'Hôtel de Bourgogne

The Theatre de l'Hôtel de Bourgogne is the first permanent theatre in Paris. Built in 1548, it currently houses Les Comédiens du Roi ("the King's Players") which is the first permanent acting company in Paris. The theatre houses 1,600 patrons. The company is currently playing *Medee*, a tragedy, and later in the year will play *l'illusion comique*, a comedy (both plays are written by playwright Pierre Corneille).

The King's Players see the newly-established Prince of Orange's Players as rivals, as well as the Comédiens du Cardinal, a troupe currently being put together by Richelieu for his new theatre in the Palais de Cardinal.

Anc Excursion de Paris

Georges Foix

If there is one actor that can keep audiences flocking to the Theatre de l'Hôtel de Bourgogne, it is Georges Foix. When he takes on a woman's persona onstage he falls completely into the role: he walks, talks, and acts exactly like one would expect a woman to act. His makeup is impeccable; many in the audience upon first seeing him in costume swear that he actually is a woman. It is only when the curtain call occurs and Georges Foix takes a bow with his makeup off that the doubters are silenced.

In truth, the doubters are both wrong and correct. Georges is an incubus and can be either gender he chooses. Knowing the reputation of actors and their extracurricular activities with patrons, Georges correctly reasoned that being an actor would satiate his hunger. As an incubus, he's able to quickly determine which gender his partner prefers and acts as if that is his true form. Georges is an excellent lover and does not harm his "victims" except for a short bout of exhaustion afterwards.

Obviously, none of the other players know Georges' secret. They've yet to hire actresses and all believe that Georges is simply a masterful disguise artist and actor. Georges does not feed on his fellow actors and, should they learn his secret, he'd be driven out of the troupe.

Ally 4

Archetype *Demon*

Motivation
Survival

Style: 0

Health: 7

Primary Attributes

Body: 3

Charisma: 7

Dexterity: 2

Intelligence: 3

Strength: 3

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 5

Move: 5

Defense: 5

Perception: 7

Stun: 3

Skills	Base	Levels	Rating	(Average)
Acrobatics	2	3	5	(2+)
Brawl	3	4	7	(3+)
Con	7	4	15	(7+)
<i>Seduction</i>			16	(8)
Diplomacy	7	4	13	(6+)
Empathy	3	4	7	(3+)

Linguistics	3	1	4	(2)
Melee	3	1	4	(2)
Performance	7	4	13	(6+)

Talents

Attractive 2 (+2 to Charisma-based skills when dealing with people)

Charismatic (+1 Charisma rating)

Skill Aptitude (+2 Skill rating to Con)

Resources

None

Flaw

Lust (+1 Style point when his lust causes problems)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Bite	0L	0	7L	(3+)L
Kiss*	0N	0	7N	(3+)N
Rapier	2L	0	6L	(3)L



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* Georges can only use this attack on victims he has grappled (or who cannot resist, such as through being unconscious).

Sexual Feeding: Georges must mate daily to survive. Victims of his lustful ways suffer a lethal wound each night, though the feeding leaves no visible signs. Georges suffers a lethal wound each day that he refuses to mate.

Shapechange: Georges can shapechange into any mortal form he desires with an Intelligence roll (as a full round action). He can physically duplicate specific individuals, though he has no inherent ability to mimic mannerisms or speech patterns, nor does he have any of the person's memories. So long as Georges keeps quiet and doesn't have to take many physical actions, however, his form is nigh indistinguishable from the original.

Pierre Corneille

Pierre Corneille was born in Rouen, 1606, the son and grandson of Norman lawyers. His bourgeoisie upbringing enabled him to get a classical education and a law license. While still a teenager, Corneille wrote his first play, a comedy entitled *Melite*. *Melite* proved to be such a success in Rouen that Pierre has followed it to Paris and has gotten steady work as a playwright.

Most recently, Corneille was invited by Richelieu to become part of le cinque auteurs ("the five authors"), a society which would collectively write plays for the Cardinal. Shortly after he accepted the offer, Corneille discovered that he didn't enjoy writing plays by committee and has since left the group.

While primarily a comedic author, Corneille is currently dabbling in tragedy. His first tragic play, *Medee*, is currently enjoying a successful run with the King's Players. While Corneille's plays had been running in both the Theatre de l'Hôtel de Bourgogne and the Theatre du Marais, Montdory's recent commissions from Jean-David Nicolle have recently made Corneille a de facto house playwright for the King's Players.

Ally 2

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 4, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 6, Initiative 6, Defense 3, Stun 1, Health 3

Skills: Academics: Literature 8, Art: Writing 10, Diplomacy 5, Empathy 8

Talents: Skill Aptitude (+2 Skill rating to Art: Writing)

Resources: Wealth 1 (Modest; 50 livres a month)

Flaws: Aloof (-2 on Social rolls when trying to establish rapport. +1 Style point when his business-like attitude causes him trouble)

Weapons: Punch 0N

Theatre du Marais

The Theatre du Marais, built in 1634, is home of the Prince of Orange's Players. An actor, Montdory, con-

verted an indoor tennis court into a theatre. Montdory immediately began producing and acting in Cornielle's plays, creating a rivalry with les Comediens du Roi.

Montdory has a burning desire to best his rivals and make the Theatre du Marais the most respected and well-regarded playhouse in Paris. Fortunately for the popular actor, two people have entered his life to help him make it so.

The first is the mysterious Jean-David Nicolle. Nicolle walked into the Theatre the previous summer and offered Montdory a play he had written, *Le Jeu du Diable* ("The Devil's Gamble"). On the strength of the writing Montdory purchased it and word spread, packing the theatre for the rest of its run. If anything, Nicolle's second play, *Tous pour l'Amour* ("All for Love") is proving to be even more popular.

The second is Claudette Lyonesse, who came to the theatre looking for work in the wake of the success of *Le Jeu du Diable*. An actress of great skill, Claudette has the misfortune of being a woman. Still, her slight build and slightly androgynous features have enabled Montdory to pass her off as a man with the stage name of "Claude Lyon." Montdory and Claudette have already performed powerful scenes together in *Tous pour l'Amour* that really resonate with the audience.

As a result of these two plays, the King has requested a private performance that the Cardinal has offered to host in the Palais-Cardinal.

Claudette Lyonesse

Claudette Lyonesse is a beautiful young woman with fiery red hair and a slim, slight build. Originally from Provence, she still retains her Provençal accent. The story she told is that she was brought to Paris at a young age by her mother, who fell in love with a Parisian merchant. Claudette was introduced to bourgeoisie society and this enhanced her natural acting talent. Unfortunately, Claudette's mother caught a fever and died. The merchant threw Claudette on the street, where she was forced to sell herself to survive. Upon meeting Montdory, she begged him for a chance to be something more.

Montdory was initially skeptical. While Claudette claimed to be a Protestant (and therefore immune from Catholic excommunication), most of the Theatre's clientele were noble Catholics. He didn't want to risk losing ticket sales but, after a bit of "convincing," Montdory allowed her to stay. In the end he didn't want to turn a fragile soul back out into the streets.

Unfortunately for Montdory, he was simply the victim of good acting. In truth, Claudette was the problem child of a prominent Dauphine family and sent to a convent. She proved problematic there as well (a few nuns were relocated or quietly retired) but by then she'd caught the attention of one of Richelieu's agents. He brought her to Paris where the Cardinal offered her a lucrative contract.

Une Excursion de Paris

As the Theatre du Marais is hugely popular with the nobility and wealthy bourgeoisie, Richelieu could use an agent there to act as his eyes and ears. He also wants to learn more about Jean-David Nicolle, whose plays seem to have a dark and almost sinful undercurrent to them.

The one person Claudette has been unable to influence so far is Jean-Henri. The playwright rarely makes appearances at the Theatre, and when he does he barely acknowledges her presence. Claudette finds this extremely frustrating and gets visibly agitated whenever they are in the same room together.

The only new information she's gotten so far has come from a stagehand that happened upon a conversation between Jean-David and an unidentified man in the street. While the stagehand couldn't remember much of the conversation, he was quite certain that the stranger called the playwright "Kit."

Ally 3	
Archetype <i>Criminal</i>	Motivation <i>Duty</i>
Style: 2	Health: 6

Primary Attributes	
Body: 3	Charisma: 5
Dexterity: 3	Intelligence: 3
Strength: 2	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 6
Move: 5	Defense: 6
Perception: 6	Stun: 3

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Brawl	2	3	5	(2+)
Con	5	4	11	(5+)
Larceny	3	3	6	(3)
Melee	2	3	5	(2+)
Performance	5	4	11	(5+)
Stealth	3	3	6	(3)

Talents	
Attractive 2 (+2 to Charisma-based skills used on people)	
Charismatic (+1 Charisma rating)	

Resources
None

Flaw
Secret (Richelieu's agent; +1 Style point if she is confronted with the truth or goes out of her way to protect her secret)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Concealed Dagger	0L	0	5L	(2+)L

Jean-David Nicolle

Jean-David Nicolle is a mysterious man, to say the least. He appears to be on the younger side of 30, but speaks with a wisdom that belies his years, and has an uncanny knowledge of events he would have been too young to remember or even before he was born. While his accent is very soft, he's obviously an Englishman, although Nicolle never discusses his past. He speaks as if he may have been low-born, but he wants for nothing and dresses in well-tailored, though by no means ostentatious, clothing. He also lives in a comfortable house on the Île-de-la-Cité, not far from Notre Dame.

Prior to coming to Paris, Nicolle was a noted poet and playwright in England, publishing under his real name (which he no longer uses or goes by). He was also an agent working for Queen Elizabeth's spymaster, Sir Francis Walsingham. Nicolle found both of his occupations useful when he was recruited into the School of Night. In return for making dark pacts (with powers whose existence Jean-David initially doubted), he was granted perfect health. While not technically immortal, as Nicolle knows there will come a time when he must pay for his power, the playwright has not aged a day since he made the pact and any wounds he suffers, no matter how serious or deadly, heal quickly.

Many years ago, Nicolle was stabbed through the eye with his own dagger during a tavern brawl in London. Knowing that too many people saw him "slain," and pronounced dead at the scene, Nicolle had no choice but to disappear. Finding a suitable corpse to replace him, he fled England, leaving his former life buried with his famous name. He traveled Europe for a while, eventually settling in Paris. After laying low for decades, Nicolle is once again writing for the stage. Unhappy with his first few offerings (which were rejected by the King's Players), he made yet another deal with dark powers. Thus far it's worked well, as Nicolle's first two plays since have proven extremely popular. If only the players knew what the true cost of those plays was...

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"Playing Noble"

As the bourgeoisie (wealthy commoners) continue to amass more wealth, many of them are able to afford a lifestyle similar to that of the nobility. Many of them are moving into houses formerly owned by the nobility in the Marais, and some are building new homes around the Cardinal's Palace. In addition to large homes, the bourgeoisie can afford luxuries like private carriages, many servants, and fine clothes. They throw dinner parties and balls on a regular basis.

Most bourgeois, however, are not well-born. They'd spent their youth as commoners, getting their hands dirty and working their way up the social ladder. While successful bourgeois can ape the appearance of nobility, they often lack the mannerisms. Thus, it is easy for a noble to spot the true nobles in a room and those who are simply "playing noble." Poorer nobles enjoy making a game out of reminding wealthier bourgeois of their place.

Complicating matters further is that there are ways to be elevated to the nobility by holding certain offices, either through direct appointment (such as becoming a treasurer) or generational change (a family holds a military office for three generations). Such "newly minted" nobles rarely have the mannerisms and refinements of their peers. Similarly, older bourgeoisie families have been "playing noble" for several generations, long enough to assimilate.

In *All for One*, one's status and wealth determines whether he is a bourgeois or noble. In addition, the Diplomacy (Etiquette) skill determines how well a character fits in noble society (the Game Master may allow Performance (Acting) to be substituted for Diplomacy (Etiquette) but any Difficulty ratings should be treated as 1 or more levels higher - actors "play noble" only enough to convince a crowd, but rarely learn all that is necessary to function in an actual noble social gathering).

Ally 5

Archetype *Luminary*

Motivation *Survival*

Style: 4

Health: 8

Primary Attributes

Body: 3

Charisma: 5

Dexterity: 3

Intelligence: 5

Strength: 3

Willpower: 5

Secondary Attributes

Size: 0

Initiative: 8

Move: 6

Defense: 6

Perception: 10

Stun: 3

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Art: Writing	5	6	13	(6+)
Brawling	3	3	6	(3)
Con	5	5	10	(5)
Diplomacy	5	3	8	(4)
Firearms	3	3	6	(3)
Melee	3	3	6	(3)
Performance	5	4	9	(4+)
Ride	3	3	6	(3)

Talents

Barbed Tongue (+2 to rolls in social duels)

Magickal Aptitude (Ceremonial Magick)

Provoke (as an attack action, he can attempt to provoke opponents within 10 feet into attacking him).

Skill Aptitude (+2 Skill rating to Art: Writing)

Resources

Fame 2 (popular playwright; +2 social bonus)

Flaw

Secret (Immortal member of School of Night; +1 Style point if he is confronted with the truth or goes out of his way to protect his secret)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Rapier	2L	0	8L	(4)L

Immortal: Nicolle does not age. He remains a man in the prime of his life. He treats all damage as non-lethal, but heals non-lethal damage at the rate of 1 point per 10 minutes.

Demonic Pact: Nicolle can effectively double his Art: Writing skill rating when he performs a service to Sabbathius, a demon in the service of Lucifer. In order to do this he needs to entertain someone for an evening and then sacrifice that person before dawn. He tries to pick criminals or someone with an unhopeful future. Unfortunately, Nicolle only receives the order to kill at sundown on the night that the act must be performed. In anticipation of this, Nicolle has befriended a pool of potential candidates for when the need arises. calling them his "muses mortelles."

Une Excursion de Paris

Rive Gauche (Left Bank)

With the exception of the expansion of the western wall on the Right Bank, the Rive Gauche is the youngest part of Paris. The original city was contained on the Île-de-la-Cité, with later Roman expansion primarily on the Right Bank. When the nobility began moving off the island, they chose the Right Bank as well. This left the Rive Gauche open for scholarly development, and today the Rive Gauche is largely notable for the presence of La Sorbonne (and, more recently, the Royal University of Science).

Much of the Left Bank contained within the medieval walls is known as the Latin Quarter due to the prevalence of Latin, rather than French, being spoken by the high student and teacher population. It is also the most ethnically diverse section of Paris, as students and faculty come from all of the French provinces as well as the rest of Northern and Western Europe.

The rest of the Left Bank, including what lies beyond the medieval walls, is Saint-Germain-des-Prés. Centered on the Abbey of Saint-Germain-des-Prés (which notably sits outside the medieval wall), this part of the Left Bank is the fastest growing section of Paris as well as the headquarters of the King's Musketeers. Many other musketeers make their homes around the Hôtel de Tréville. Students of the Royal University and their families also make their homes in this part of the city.

Abbey of Saint-Germain-des-Prés

The Abbey of Saint-Germain-des-Prés is the oldest abbey in Paris. It is pre-Gothic in design, having been built in the 6th century A.D. and rebuilt several times thanks to Norman attacks. Originally, the land on which the abbey sat wasn't suitable for construction. It was built on solid ground, which set it apart from the rest of Paris, hence its name, "Saint Germain of the Meadows." The abbey was so far on the outskirts that it sits outside Phillip II's medieval wall erected around the Left Bank. Slowly but surely, however, the Left Bank expanded until the abbey is now surrounded by buildings.

The Abbey of Saint-Germain-des-Prés is a Benedictine monastery that follows the Maurist reforms. As such the abbots and brothers of the monastery follow a harsh work and prayer schedule. They also keep an extensive library and the abbots have a reputation for being the most learned monks in Paris. The abbey also has an extensive selection of occult tomes but is loath to share them, or even acknowledge their existence, to anyone not bearing Papal permission.

Father Antoine Houdon

Father Antoine Houdon is a quiet monk that prefers to spend his free time in the monastery library. He is perhaps the foremost authority on the occult in Paris. He also understands several languages, including ancient Greek and Hebrew. Unfortunately, he is also mute. Fr. Antoine is a good listener, however, and he tends to aid those that are truly in need.

In actuality, Fr. Antoine is a member of the Order of St. George. He's a former knight who literally lost his tongue when a demon got the better of him in his last mission. His survival was nothing short of a miracle and, in spite of his injury, Sir Antoine destroyed the demon. For Antoine's efforts the Pope rewarded him and offered him a comfortable retirement. Sir Antoine refused and asked if he could instead invest the money in acquiring a library of knowledge that other knights could use to aid in their investigations. The Pope agreed and made him Father Antoine, a monk at the Abbey of Saint-Germain-des-Prés.

Patron 2

Archetype *Clergyman*

Motivation *Faith*

Style: 0

Health: 6

Primary Attributes

Body: 2

Charisma: 4

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 4

Perception: 8

Stun: 2

Skills

Skills	Base	Levels	Rating	(Average)
Academics	4	10	14	(7)
Brawl	2	2	4	(2)
Empathy	4	2	6	(3)
Linguistics	4	4	8	(4)
Melee	2	2	4	(2)

Talents

Well-Educated (treat Academics as a general skill)

Resources

Rank 1 (Catholic Church; +2 Social Bonus)

Refuge 3 (Library, +4 bonus to Academics: Occult rolls)

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Flaw

Merciful (+1 Style point when he is taken advantage of due to his trusting nature)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Small Sword	2L	0	6L	(3)L

L'Academie de l'Anatomie

Although the Academy of Medicine was founded as a fencing school, it has since gone on to become one of Paris' most famous medical teaching schools, especially regarding the study of anatomy. While not all medical

students must study fencing, all fencing students must study medicine.

Training medical students has brought greater wealth to the academy than training swordsmen. As a result, the academy is now run as a university in a large hôtel near La Sorbonne, of which it is a member school. Lessons are ordered and set down according to a timetable, students must obey the rules of the academy, and there is clear distinction between masters (called deans) and students. The Academy of Medicine is one of the few fencing schools to receive a personal visit from Cardinal Richelieu.

Since it caters to both fencers and non-swordsmen, the faculty and student body is divided into two factions. While they mix in lessons, they have separate dormitories and recreational facilities. This is a new practice, introduced when Jesuit scholars applied to join the faculty. It ensures that clerics sent to the academy for training as healers are not tainted by excessively fraternizing with those who trained to take lives.



Une Excursion de Paris

Students of the basic art, even if not current members, may attend the university to continue their medical training. Only those who are full members are given advanced fencing instruction, however. Many students who learn both fencing and medicine go on to serve with the army, if only to gain actual experience of both combat and healing. Some see it as a fast track to promotion, though this is rarely the case.

Dr. Antoine Lafayette

Dr. Antoine Lafayette is a surgeon and a swordsman. He developed his style using his expertise in anatomy to create a series of moves that could incapacitate an opponent quickly and efficiently. This has given his school a reputation as a haven for academics and it is quite popular with students and professors.

Lafayette lives in a nearby hôtel with his wife and four children, all of whom seem destined for academics. He has been asked to move his school affiliation from La Sorbonne to the Royal University of Science, a move which he is seriously considering.

Patron 4

Archetype *Academic* Motivation *Truth*

Style: 3 Health: 8

Primary Attributes

Body: 3 Charisma: 5

Dexterity: 3 Intelligence: 5

Strength: 3 Willpower: 5

Secondary Attributes

Size: 0 Initiative: 8

Move: 8 Defense: 8

Perception: 10 Stun: 3

Skills

Skills	Base	Levels	Rating	(Average)
Brawl	3	6	9	(4+)
Diplomacy	5	6	11	(5+)
Empathy	5	6	11	(5+)
Fencing: Anatomie	5	6	11	(5+)
Medicine	5	6	11	(5+)
Natural Philosophy: Biology	5	6	11	(5+)

Talents

Accuracy (ignore up to -4 penalty for a Called Shot to a specific location)

Calculated Attack (use Intelligence instead of Strength for Fencing)

Calculated Defense (use Intelligence instead of Dexterity for Defense)

Parry (makes Parries as a reflexive action)

Resources

Rank 4 (Head dean of school; +4 social bonus)

Flaw

Merciful (+1 Style point whenever he shows compassion to an enemy or refuses to retaliate when wronged)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	9N	(4)L
Rapier	2L	0	13L	(6)L

L'Academie de Cavalerie

The Academy of Cavalry is a prestigious school with a fine pedigree. Many of its masters feel its reputation has been irrevocably tarnished by allowing Musketeers of any rank to join. A great rivalry exists both inside and outside of the school between the old guard, formed of cavalry officers and noblemen, and the new guard, which comprises the Musketeers—that female Musketeers are now permitted to join has raised the animosity to a new level. Competition between the two factions is intense, and more than one “accidental” injury has occurred.

While it is acceptable to harm another student (though only by accident, of course) during sparring matches, harming a horse during training bouts is an offense punishable by automatic banishment for a set period of time, if not permanently.

Membership is limited to cavalry officers (lieutenant and higher), nobles, and Musketeers of any rank, including the Queen’s Musketeers. Members must possess their own horse. Extensive stables are available free to full members, while general students of the style may stable mounts at the school for a small monthly fee so long as they left in good standing. Both the Musketeers and Cardinal’s Guard have their main stables at the school.

Lieutenant Racquel Lefeu

Racquel Lefeu is a lieutenant in the Queen’s Musketeers and a teacher at the Academy. She’s a Gypsy (Gypsy) woman whose family used horses extensively in a traveling circus. While this makes her the subject of private jests and scorn, few dare to openly mock her. Racquel teaches anyone, man or woman, that wishes to

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learn from her, but the vast majority of her students are Queen's Musketeers.

Ally 4	
Archetype <i>Luminary</i>	Motivation <i>Duty</i>
Style: 3	Health: 7

Primary Attributes	
Body: 4	Charisma: 3
Dexterity: 5	Intelligence: 3
Strength: 3	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 8
Move: 8	Defense: 9
Perception: 6	Stun: 4

Skills	Base	Levels	Rating	(Average)
Animal Handling	3	3	6	(3)
Brawl	3	3	6	(3)
Fencing: Cavalerie**	5	6	11	(5+)
Firearms	5	3	8	(4)
Intimidation	3	3	6	(3)
Riding	5	4	9	(4+)
Survival	3	3	6	(3)

**when mounted. Skill Rating is 9 when on foot

Talents
Mounted Attack (Uses Ride in place of Brawl or Fencing when mounted)
Mounted Charge (Racquel and mount get +2 charge bonus to attack roll without losing Active Defense when mounted).
Swift Mount (Mount gets +2 Move rating)

Resources
Rank 4 (Lieutenant in the Queen's Musketeers; +4 Social bonus)

Flaw
Impulsive (+1 Style point whenever her impulsiveness gets her or her companions into trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Sword Rapier***	3L	0	14L	(7)L
Dagger***	1L	0	12L	(6)L
Wheellock Pistol	3L	0	11L	(5+)L

***when mounted. Subtract 2 from Skill Ratings when on foot

Accademia degli Trucchi Sporchi

A fencing school that specializes in dirty tricks and practical jokes sounds like it would pair well with young university students—and it most certainly does. The Accademia degli Trucchi Sporchi is the brainchild of Riccardo Del Rio, a Lombard who came up with the idea of the unorthodox fencing school while watching a street brawl. A much weaker opponent was being beaten badly by a much larger, more capable opponent. At one point, the weaker opponent was knocked to the ground. He feigned unconsciousness just long enough for the larger man to get close, then kicked him hard in the crotch. That's when Del Rio realized that fair play always favors the better opponent, but the lesser opponent can win if he outwits him.

When Del Rio came to Paris he studied every fencing style he could, looking for ways to counter and overcome them. He developed techniques designed to keep fencers off-guard and trick them into leaving themselves open. Del Rio then started teaching his "style" to other students. Many of them had been doing poorly in fencing schools and Del Rio's tricks balanced the playing field. In addition, Del Rio never took himself too seriously and he often played practical jokes on his students, encouraging them to do the same to each other.

Unfortunately, students that used his tricks just as often were thrown out of their fencing schools for using unsportsmanlike techniques. Del Rio himself was banned from training students on university property. Undeterred, Del Rio opened a school just outside of the University's jurisdiction and brazenly called it "The Academy of Dirty Tricks." He also hired a couple of Italian fencers to help him develop his style from just a collection of dirty tricks into a full-fledged fencing style. Students also train with the main-gauche in their off-hand, which Del Rio finds useful as an additional source of dirty tricks.

Riccardo Del Rio

Riccardo Del Rio is a Lombard that arrived in France after several disputes in his homeland over his fighting

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tactics and questionable honor got him into trouble. As a foreigner, Del Rio initially got away with his unorthodox attitude and style during social occasions. Now that he has been in Paris for a while it's starting to wear thin. As with his fencing style, Del Rio deals with society in the most underhanded ways possible. He pretends to be misunderstood when caught and usually offers to make things right; he rarely does. Still, Riccardo's school is quite popular amongst nobles and gentlemen that are looking for an edge and this keeps Riccardo from being chased out of Paris.

Patron 3

Archetype *Swordsman* **Motivation** *Greed*

Style: 2 **Health:** 7

Primary Attributes

Body: 4 **Charisma:** 4

Dexterity: 6 **Intelligence:** 2

Strength: 2 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 8

Move: 8 **Defense:** 10

Perception: 5 **Stun:** 4

Skills

Skills	Base	Levels	Rating	(Average)
Acrobatics	6	2	8	(4)
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Con	4	4	8	(4)
Diplomacy	4	2	6	(3)
Empathy	2	2	4	(2)
Fencing: Del Rio	6	6	12	(6)
Firearms	6	2	8	(4)
Intimidation	4	3	7	(3+)
Linguistics	2	1	3	(1+)
Streetwise	4	2	6	(3)
Survival	2	2	4	(2)

Talents

Finesse Attack (use Dexterity in place of Strength for Fencing rolls)

Parry (perform Parry as a reflexive action)

Savvy Fighter (always maintains full Defense rating)

Vigorous Defense (may be attacked twice in the same turn without penalty)

Resources

None

Flaw

Callous (+1 Style point when he does something particularly selfish or refuses to help someone in need)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)L
Sword	3L	0	15L	(7+)L
Rapier				
Main	1L	0	13L	(6+)L
Gauche				
Wheellock	3L	0	11L	(5+)L
Pistol				

Chateau de la Tournelle

The Chateau de la Tournelle is a prison for criminals condemned to the galleys. The castle was converted by Louis XIII at the request of Vincent de Paul, chaplain to the galleys, in 1632. Convicted criminals remain there until they are walked in chains to Marseille twice a year (May and September). Conditions are brutal; criminals are chained together in the same room, which sits below river level. The room is constantly wet, and at times the room must be evacuated for flooding. The straw littered on the floor serves as the toilet facilities and is replaced only twice a month.

Michel Vailand

Michel Vailand was a mercenary soldier who'd gotten lost with his unit in the Alps. With little other options, the group turned to cannibalism to survive. They started with a soldier that was killed by accident and followed with soldiers that had heavy wounds. After that they drew lots. When the group was down to three, Michel worried that the others might turn on him without a lottery and killed his companions in their sleep. He finally managed to make it back to France, horrified both at his murders and his taste for human flesh.

Michel joined the Marechaussee (a unit that protected villages against bandits) and found that his taste for human flesh had become an unnatural craving. He started by eating the corpses of "bandits" he'd hung (he had no qualms trumping up charges on an innocent traveler if it was a slow day bandit-wise). Unfortunately for Michel, other soldiers began to get suspicious. Fearing that he might get caught, Michel resigned and went to Paris where he became a prison guard at the Tournelle.

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Michel is still relatively young by ghoulish standards. He still looks human, if a bit gaunt, and doesn't have an overwhelming taste for living flesh yet. He's quite content to wait for prisoners to die in the horrible conditions of the prison and removes their bodies. What the prison guards don't know is that Michel butchers the corpse and takes it to his home (a modest residence nearby), where he can feast on a single corpse for weeks.

Michel has noticed that his nails are getting stronger and his teeth a bit sharper. It won't be long before his cravings will require him to do more than just sit and wait for the next opportunity.

Ally 2	
Archetype <i>Demon</i>	Motivation <i>Survival</i>
Style: 0	Health: 5

Primary Attributes	
Body: 3	Charisma: 1
Dexterity: 3	Intelligence: 3
Strength: 3	Willpower: 2

Secondary Attributes	
Size: 0	Initiative: 6
Move: 6	Defense: 6
Perception: 4 (+8)	Stun: 3

Skills	Base	Levels	Rating	(Average)
Athletics	3	2	5	(2+)
Brawl	3	3	6	(3)
Intimidation	1	3	4	(2)
Melee	3	3	6	(3)
Stealth	3	3	6	(3)
Survival	3	3	6	(3)

Talents
Keen Sense (+4 to smell-based Perception rolls)

Resources
None

Flaw
Glutton (+1 Style point whenever his appetite causes problems for him or his comrades)

Weapons	Rating	Size	Attack	(Average)
Claws	0L	0	6L	(3)L
Sword Rapier	3L	0	9L	(4+)L

Ecole du Ballet

The Ecole du Ballet occupies a strange place in the Latin Quarter. Dominated by male students for years, when the Ecole du Ballet first opened in 1633 it was assumed that the converted indoor tennis court would be a fencing school for men—the owner of the school, Arturo Cygno, was a noted Tuscan fencing master. They were surprised to discover that, as per its name, the new enterprise was a dancing school and a woman, Arturo's niece, would be the chief instructor. Furthermore, the school would be open to both men and women.

The school did not sit well with the deans of the University, who lobbied to have the "den of decadence" shut down. Unfortunately for them, ballet was quite popular in noble homes and, with the prospect of more women dancing in ever-tighter outfits, the cries of the educated elite fell on deaf ears. The King issued a decree through the Parlement de Paris in 1634 that female participation in ballet was legal (it should be noted that the Parlement tried to sit on the decree, but the King insisted).

In spite of this, a group of students decided to let Annalise Cygno know how they felt about the school by burglarizing it one evening. Annalise happened to be in the building while they were inside and demanded that they leave. The students responded by drawing their swords, upon which Annalise swiftly and gracefully drew hers. With fluid, graceful, and quick motions, she quickly disarmed each of them and sent them running. The following morning, it was Annalise Cygno who was surprised. Three of the would-be burglars arrived at the doorstep of her school, apologized and offered to pay for the damage, begging her to teach them how to fight like she did. Thus, the Ecole du Ballet also became a fencing school.

Currently, the Ecole du Ballet is a popular training ground for the Queen's Musketeers. Annalise Cygno was herself inducted into the order as a lieutenant and keeps her musketeer classes separate from the others. L'Academie de l'Epee Gracieuse, as she dubbed the school, is the fastest growing fencing school in Paris.

Annalise Cygno

Annalise Cygno is a young woman with olive skin and a slight build. When teaching, she pulls back her curly black hair, which tends to shock people when she lets her hair down on social occasions. While in her mid-twenties, Annalise is still unmarried, a fact that makes her quite popular amongst the eligible nobility (and the occasional subject of scandal).

While she is a lieutenant in the Queen's Musketeers, Annalise rarely goes to the Louvre. She is not called upon to act as a lady-in-waiting or personally guard the Queen. Instead, the sole task that the Queen has given her is to train other musketeers, a task she gladly performs.

Annalise is also the chief choreographer for the bal-

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lets performed at the Theatre de Ballet. She rarely performs herself, as she has little time to devote to it. When she does occasionally step on stage, it is something of an event amongst the nobility. She does perform private ballets de cour for the King and Queen.

Patron 3

Archetype <i>Luminary</i>	Motivation <i>Fame</i>
Style: 2	Health: 6

Primary Attributes

Body: 2	Charisma: 4
Dexterity: 6	Intelligence: 3
Strength: 2	Willpower: 4

Secondary Attributes

Size: 0	Initiative: 9
Move: 8	Defense: 9/8*
Perception: 7	Stun: 2

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Acrobatics	6	3	9	(4+)
Brawl	2	3	5	(2+)
Diplomacy	4	3	8	(4)
Fencing: L'Epee Gracieuse	6	5	11	(5+)
Intimidation	4	3	8	(4)
Performance	4	5	10	(5)
Stealth	6	3	9	(4+)

Talents

Attractive (+1 on Charisma-based rolls against people)

Finesse Attack (uses Dexterity in place of Strength for Fencing rolls)

Parry (parry is a reflexive action)

Resources

Rank 4 (lieutenant in the Queen's Musketeers; +4 social bonus)

Flaw

Lovelorn (+1 Style point whenever her affections are rejected or she suffers hardship in the name of love)

New Rules

Fencing School: L'Academie de l'Epee Gracieuse

Style: L'Epee Gracieuse

Prerequisites: Acrobatics 4

The Academy of the Graceful Sword is the perfect marriage of dance and swordsmanship. Ballet skills help the practitioner to get close to his opponent while evading his attacks and uses precise thrusts to defeat him. Special attention is paid to disarming opponents or distracting them long enough to get away, as the slight body of a ballet dancer usually can't match an opponent's raw strength.

One strength of the style is the focus needed to maintain one's effectiveness. L'Epee Gracieuse practitioners are amongst the most beautiful to watch as every movement, while improvised, looks as if it was carefully choreographed.

Disarm: +1, **Feint:** -1, **Parry:** 0, **Thrust:** +1, **Slash:** -1

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Rapier	2L	0	13L	(6+)L
Main gauche	1L	0	12L	(6)L

La Gazette Print House

La Gazette is the official and only newspaper in Paris. This print house was built adjacent to the Royal University of Science as a gift by Richelieu, who wants to ensure that Parisians receive "timely information on important subjects as well as the advancement of science to better their condition." As such, the print house offers a variety of jobs to many students and professors from the University. Needless to say, *La Gazette* is effectively a government propaganda machine.

Theophraste Renaudot

Theophraste Renaudot is the King's physician and owner of *La Gazette*. He is also an old of Richelieu, the real Richelieu that is locked away in the Bastille. His relationship with Richelieu convinced him to convert to Catholicism (he was born a Huguenot). Renaudot was suspicious of the new Cardinal, but he kept quiet. In turn, the new Cardinal Richelieu kept an eye on him.

In 1631, Renaudot and Richelieu became unlikely partners when the Cardinal supported his launch of Paris' (and France's) first weekly newspaper, *La Gazette*. Both Richelieu and Louis XIII became frequent contributors.

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Richelieu even offered to build an extensive new printing house adjacent to the Royal University of Science. *La Gazette* has been published there since 1634.

Unknown to Richelieu, Renaudot is a Rosicrucian and uses a secret code embedded in his news stories to send messages to other Rosicrucians. This code alters a Rosicrucian's understanding of the topic being discussed. An article about a foreign ambassador's cordial visit with the King, for example, might secretly alert the Rosicrucian that the meeting did not go well and in fact the ambassador's nation is arming for war against France.

A half-century old, Renaudot is a balding man who speaks precisely and haltingly as if considering every word. He is one of the most learned physicians in Paris and well-versed in the goings-on at court. He is also a philanthropist and works hard at providing medical treatment and occupations for the poor.

Follower 3

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 4, Intelligence 5, Willpower 4

Secondary Attributes: Size 0, Move 4, Perception 8, Initiative 6, Defense 4, Stun 2, Health 6

Skills: Art: Writing 9, Bureaucracy 9, Con 8, Diplomacy 8, Medicine 13, Melee 6, Natural Philosophy: Biology 9

Talents/Resources: Intelligent (+1 to Intelligence Rating), Skill Aptitude (+2 to Medicine rating), Wealth 2 (Comfortable, 100 livres a month)

Flaws: None

Weapons: Punch 0N, Sword Rapier 9L

Hôtel d'Arabian

The Hôtel d'Arabian is home to one of the University's most unique teachers, Phineas d'Arabian. As an African, Dr. d'Arabian didn't fit easily into one of the Four Nations, but d'Arabian's command of the French language enabled him to get sorted there. Dr. d'Arabian teaches Oriental history, a topic most Frenchmen know very little about.

Dr. d'Arabian is frequently consulted by his colleagues on all sorts of topics, as they wish to learn whether Eastern wisdom can shed light on their Western studies. Thus, it's not unusual to see all sorts of people entering and leaving Hôtel d'Arabian at odd hours. This suits Dr. d'Arabian just fine, as his home serves as the Paris headquarters of the Hermetic Brotherhood (see the forthcoming *Richelieu's Guide to Science*).

A member of the Brotherhood himself, Dr. d'Arabian has several magickal artifacts displayed in his home, most seemingly mundane (if exotic in appearance) sculptures, tapestries, and ancient weapons. Most of his ritual grimoires and items are hidden in a secret room in the basement that only the Brotherhood knows about. In addition, the secret room also has an exit into the tunnels below Paris. Dr. d'Arabian has several ways marked so that he can exit the tunnels where he wants or find

his way back to his home once he's entered the tunnels from elsewhere.

Doctor Phineas d'Arabian

Dr. Phineas d'Arabian was born Fareed Akbar in Alexandria, Egypt. He was a preeminent scholar who dedicated his life to searching for scrolls that may have survived the destruction of the Library at Alexandria. While searching, he managed to discover some arcane lore. Intrigued, he began consulting with other scholars, most of whom told him to burn the knowledge. Fareed refused—he had to know the truth.

Fareed's investigations led him to start practicing magick. Unfortunately he was caught at it and a secret order was sent to silence him. Fareed escaped with the help of some of the Brotherhood whom he'd been consulting in Italy. They helped get him out of trouble and sent him to Paris under an assumed name. He also converted to Roman Catholicism, primarily to ensure that he could teach.

D'Arabian came to France because he believes that some of the arcane scrolls stolen from the Library made it to Jerusalem, where they were pilfered by the Knights Templar. He believes that they may be hidden in the Templar Fortress in Paris and is currently planning ways to infiltrate it. He also spends time in the tunnels (conveniently accessed from his basement) to see if there is any arcane Gallic-Roman lore hidden beneath the city.

D'Arabian dresses as a French gentleman. He is in his forties, but his Egyptian features and accent make him quite popular amongst French ladies in social situations. He is a man of few words when not lecturing, as he is generally making observations about the people and places around him when engaged in conversation. This means that he is usually one step ahead of anyone that would wish him harm.

Ally 3

Archetype *Occultist*

Motivation *Truth*

Style: 1

Health: 6

Primary Attributes

Body: 2

Charisma: 4

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 4

Perception: 8

Stun: 2

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Madame de Pijou

Skills	Base	Levels	Rating	(Average)
Academics	4	2	6	(3)
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Diplomacy	4	2	6	(3)
Empathy	4	2	6	(3)
Magick: Geomancy	4	2	6	(3)
Magick: Pyromancy	4	2	6	(3)
Melee	2	2	4	(2)
Stealth	2	2	4	(2)
Survival	2	2	4	(2)

Talents

Magical Aptitude (Ceremonial)

Well-Educated (treats Academics as a general skill)

Resources

Wealth 2 (Comfortable; 100 livres a month)

Flaw

Hunted (+1 Style point whenever he is danger of being caught by his enemies)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Rapier	2L	0	6L	(3)L
Dagger	1L	0	5L	(2+)L

Hôtel de Pijou

The Hôtel de Pijou is a boarding house for women attending the Université des Sciences Royale. It is a relatively new three-story building built in the Renaissance style. Madame Julia Vitrac, Comtesse de Pijou, is a bit of a free spirit, interested in seeing women succeed in the scholarly world. Accordingly, she's used her resources to turn her Parisian home into a boarding house, generally housing about a dozen women at any given time.

As the proprietor of a boarding house, Madame de Pijou prides herself in creating an atmosphere suitable for learning. She won't tolerate male visitors beyond the foyer or, if visiting, the drawing room (where at least one servant is always in attendance). She has also created a scholarship in her husband's name that pays for the travel arrangements and boarding for women admitted to the Université des Sciences Royale.

Julia Vitrac was a young woman whose financier father made her an attractive prospect to the eligible Comte de Pijou. Although he was twenty years her senior, they enjoyed a happy marriage until his death a few years ago. They shared a love of learning and Julia, while never schooled beyond the basics, learned a great deal from her husband and their travels together. They'd planned on settling in Paris when the King's Royal University was announced, but the Comte de Pijou died suddenly after ground was broken.

Undaunted, Julia determined to stay in Paris and decided to turn her hôtel into a boarding school for students. Fate seemed to intervene as, just as Julia's renovations were completed, the Royal University announced that it would admit eligible female students. Julia immediately offered her home for female residents only.

Julia is in her early forties and speaks with a Bourbonnais accent. While born with average beauty that is showing her age, Julia uses cosmetics and wears fashionable clothes. She is well-read and a frequent visitor to the Hôtel de Rambouillet. While Julia believes that women are equal to men, she also believes that no one is complete until they've found true love, in whatever form it takes.

Follower 3

Primary Attributes: Body 2, Dexterity 3, Strength 1, Charisma 6, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 5, Defense 5, Stun 2, Health 5

Skills: Academics: Literature 7, Bureaucracy 7, Diplomacy 11, Empathy 7

Talents/Resources: Charismatic (+1 Charisma rating), Status 3 (Countess; +4 social bonus), Wealth 3 (Affluent; 500 livres a month)

Flaws: Vain (+1 Style point whenever she steals the spotlight or is forced to confront her shortcomings)

Weapons: Punch 0N, Dagger 1N

Hôtel de Tréville

The Hôtel de Tréville is the headquarters of the King's Musketeers and the Captain's personal residence. It is a grand three-story home built in the Renaissance style. The house surrounds Tréville Square on three sides with a fence and ornate gate enclosing the fourth. Unlike many other homes, the Hôtel de Tréville does not boast a garden in the square, as many off-duty musketeers can be found here carousing or practicing their swordplay on the square lawn. Some of the rooms on the first floor have been converted into private taverns with a ready supply of alcohol and wenches.

Most musketeers make their homes in rented rooms surrounding the Hôtel so that they can be called upon at a moment's notice. In addition to the hôtel itself there are many taverns surrounding the Hôtel that cater to the King's Musketeers.

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Historical Note

M. de Tréville is not given a first name in *The Three Musketeers*. "Monsieur" is an honorific title that properly belongs to the King's brother Gaston, Duc of Orleans, but it's easy to presume that Louis XIII bestowed the honorific on the Captain since he feels closer to him than to his own brother. The King's Musketeers would likely use this honorific as well, since they hold M. de Tréville's word second only to the King's. Thus, de Tréville uses the title as a nickname.

Since Alexandre Dumas based the character on Jean-Armand du Peyrer, Comte de Troisville, we've chosen to adopt the Comte's first name for M. de Tréville. Only his closest friends and confidants would use "Jean-Armand" in place of "Monsieur."

Jean-Armand de Tréville

Jean-Armand de Tréville is the captain of both the King's Musketeers and the Queen's Musketeers. He is a close friend and secret confidant of King Louis XIII, a fact makes him dangerous to Cardinal Richelieu. Through his contacts with the Cabinet Noir, de Tréville has been able to counter some of Richelieu's machinations, although he has yet to tie anything directly to the Cardinal. De Tréville often calls on his Black Blades to ferret out problems discovered by the Cabinet Noir (see **Richelieu's Guide to Expanded Characters**).

Patron 4

Archetype *Soldier*

Motivation *Duty*

Style: 3

Health: 8

Primary Attributes

Body: 4

Charisma: 4

Dexterity: 4

Intelligence: 4

Strength: 4

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 8

Move: 8

Defense: 9/8*

Perception: 8

Stun: 4

*Without using main gauche to parry.

Skills

Skills	Base	Levels	Rating	(Average)
Brawl	4	3	7	(3+)
Diplomacy	4	4	8	(4)
Leadership			9	(4+)

Talents

Guardian (as an attack action, he can grant a +2 Defense bonus to allies within 10 feet)

Inspire (as an attack action, he grants +2 Skill bonus to allies within 10 feet)

Parry (Parry is a reflexive action)

Well-Connected (may temporarily boost his Contacts resource)

Resources

Contacts 5 (de Tréville has the ear of the King; this is counterbalanced by Richelieu's undermining of him)

Status 3 (Comte, +4 Social bonus)

Flaw

Hunted (Richelieu wants to be rid of the Musketeers. Tréville earns a Style point whenever he is in danger of being caught doing something that could harm the Musketeers' reputation)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	7N	(3+)N
Sword Rapier	3L	0	10L	(5)L
Main Gauche	1L	0	8L	(4)L
Flintlock Pistol	3L	0	10L	(5)L

Jardin des Plantes

The Botanical Garden was created a decade ago in order to grow medicinal plants. It now boasts an extensive collection of not only French plants, but plants from all over the known world. Most botanical gifts brought by ambassadors find their way here. The grounds cur-

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rently cover 25 acres of land, and Louis XIII has an eye to expand it even further. While the gardens are closed to the public, private merchants can apply for a license to use the garden, with the fees ostensibly going to further expansion.

Dr. Albert du Roche

Dr. Albert du Roche is the Royal Herbalist and Chief Caretaker of the Jardin des Plantes. Du Roche uses the garden to create cures. While most of his cures go to friends of the King, he sets aside some to be used for the poor. He has established a relationship with Fr. Vincent de Paul and often sends herbal remedies to him for use by the Sisters of Charity.

He's a short man with curly hair that is bald on the scalp, leading many to incorrectly assume that he's a monk or priest. He speaks with a Breton accent and speaks Breton fluently. Du Roche has Druidic training and reveres the old gods (he considers them angels or saints). He practices the herbalism tradition, a variant of alchemy.

Patron 3

Archetype *Academic* Motivation *Justice*

Style: 2 Health: 7

Primary Attributes

Body: 2 Charisma: 2

Dexterity: 3 Intelligence: 4

Strength: 2 Willpower: 5

Secondary Attributes

Size: 0 Initiative: 6

Move: 5 Defense: 5

Perception: 9 Stun: 2

Skills

Skills	Base	Levels	Rating	(Average)
Academics:	4	3	7	(3+)
Occult				
Magick:	5	3	8	(4)
Beningus				
Magick:	5	3	8	(4)
Floromancy				
Magick:	5	4	11	(5+)
Herbalism				
Melee	2	3	5	(2+)
Medicine	4	3	7	(3+)
Natural	4	3	7	(3+)
Philosophy:				
Biology				

Survival	4	3	7	(3+)
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Talents

Magical Aptitude (Herbalism)

Magical Sensitivity (can make Empathy roll to sense magick around him)

Skill Aptitude (+2 Skill rating to Magick: Herbalism)

Resources

Status 2 (Royal Herbalist; +4 social bonus)

Flaw

Geis (vegetarian; +1 Style point whenever his aversion to meat causes aggravation for him or an ally)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Club, two-handed	3N	0	8N	(4)N
Dagger	1L	0	6L	(3)L



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New Rules

New Miscellaneous Flaw: Geis

The Celts believed that a goddess or highly revered woman could place a Geis, or taboo, on a person. You have such a geis placed on you. This taboo must not be broken for any reason, less the breaker suffer dishonor, bad luck, or worse. The taboo can be anything, such as refraining from eating after dark to not wearing blue, to never sleeping indoors. Some taboos are eternal while others can be ended when some action, determined at the time the Geis is bestowed, occurs. For example, you may be prohibited from cutting his hair until you've slain a particular foe.

You earn a Style point whenever your adherence to your geis causes aggravation for you or an ally. Especially onerous geises may be worth 2 Style points.

Herbalism

Many Druids use a special form of Alchemy called Herbalism. Magickal Herbalism enables the Druid to make medicines, ointments, and poultices to grant magickal effects, especially to heal. This is merely a flavor change; mechanically, the rules for Herbalism are the same as those for Alchemy.

Magasin de Pistolet de Toussaint

Toussaint's Gun Shop is a standalone building outside the southeastern wall of the Left Bank. It includes a firing range with targets marked at up to 200 yards. The proprietor is Toussaint Martel, an ex-soldier who'd learned about rifling barrels while fighting as a mercenary in the Holy Roman Empire. While Toussaint can rifle any barrel, he considers wheellocks to be the finest type of firearms and always has a full selection on hand (this will change as Toussaint gains more experience with the new flintlocks).

While his shop isn't far from the Saltpetriere, Toussaint doesn't count the military amongst his main clients. Instead, he primarily sells to hunters. His weapons are also popular with assassins, as the increased range is useful when sniping from a distance.

Toussaint also has a few special items for sale that he keeps hidden from the authorities. He has an alchemist that supplies him with special gunpowders. One version is a "smokeless" powder, which enables the gun to be fired without generating a cloud of smoke. This is extremely popular with snipers, as the use of the powder won't give away their location. The smokeless powder is useable for smoothbore firearms as well.

Toussaint also has a clean burning powder available that won't soil barrels. This is popular with military men that purchase rifled firearms, as the powder negates the reload penalties. Occasionally, the alchemist also provides bullets with various effects, but these are usually made as "special orders."

Prices for such alchemical items are negotiable but always well above the price of regular powder and shot. Toussaint's alchemical source is also a closely guarded secret and it is rumored that Toussaint doesn't even know the alchemist's precise identity.

Toussaint Martel

Follower 2

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 6, Defense 5, Stun 2, Health 4

Skills: Brawl 4, Craft: Weaponsmithing 7, Diplomacy 5, Firearms 6, Melee 4, Survival 5

Talents/Resources: Skill Aptitude (+2 skill rating to Craft: Weaponsmithing), Wealth 1 (Modest, 50 livres a month)

Flaws: Stubborn (+1 Style point when his inflexibility causes him trouble, or he forces others to go along with his idea)

Weapons: Punch 4N, Sword Rapier 7L, Wheellock Musket 9L

Menagerie de Paris

The Menagerie de Paris was founded in 1630 by King Louis XIII in order to showcase animals from France and around the world. Cardinal Richelieu, as a patron of the arts and sciences, supported the idea of a zoo, although he wanted to build it near the new Royal University of Science. The rapid expansion of new construction around Luxembourg Palace made the idea unfeasible and in the end it was decided to set aside land already given to the Botanical Garden for the internment of animals. While Dr. de Roche, the Royal Herbalist, argued against this, the King assured him that more land would later be set aside for the garden's expansion, and issued a royal decree preventing new construction east of the Botanical Garden and the Menagerie without royal approval.

The new menagerie is overseen by Baron Guy de Languedoc. Unbeknownst to the King, Guy is a Knight-Templar and works to eliminate monstrous threats to Paris that are attracted by the potential food source that is the Menagerie de Paris. Occasionally, King Louis asks for an animal to be brought to Versailles for hunting; in such cases, Guy tries to secure a replacement animal for the menagerie.

Unlike the Botanical Garden, the Paris Menagerie is open to the public.

Une Excursion de Paris

Baron Guy de Langue

Baron Guy de Langue was a Knight Hospitaller who served with distinction in the French Navy. De Langue won his baron title when he captured a rhinoceros for the King. He was secretly hunting a demon at the time that was plaguing a French outpost; ironically, de Langue was also rewarded with membership in the Order of St. Michael. As his timing was perfect, de Langue was also offered the comfortable position of Royal Zookeeper.

While de Langue enjoys his job, he's discovered that a large pen of exotic creatures acts as a magnet for supernatural creatures and demons. De Langue spends most of his nights protecting his charges from wererats, werewolves, and even the occasional gargoyle. This makes him rather irritable during the day, as he rarely gets enough sleep. Fortunately, he was able to persuade his fellow knights to grant him a couple of young initiates to assist him. He also meets regularly with Sir Renard at the Knights-Templar Fortress, especially when a new threat is facing the Menagerie.

Ally 3

Archetype *Soldier* **Motivation** *Duty*

Style: 2 **Health:** 6

Primary Attributes

Body: 3 **Charisma:** 2

Dexterity: 3 **Intelligence:** 3

Strength: 4 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 6

Move: 7 **Defense:** 7/6*

Perception: 6 **Stun:** 3

*when not using main gauche to parry in off-hand

Skills

Skills	Base	Levels	Rating	(Average)
Academics:	3	2	5	(2+)
Occult				
Animal Handling	2	2	4	(2)
Athletics	4	2	6	(3)
Brawl	4	2	6	(3)
Firearms	3	2	5	(2+)
Melee	4	3	7	(3+)
Ride	3	2	5	(2+)
Stealth	3	2	5	(2+)
Survival	3	3	6	(3)

New Rule

Rifled Barrels

While widespread use of the rifled barrel is still a couple centuries away, rifled barrels do exist in the *All for One* setting. A gun with a rifled barrel shoots farther than its smooth-bore cousin, but the black powder gets caught more easily in the grooves of a rifled barrel and slows down the reload time. Given that the gunpowder clouds on a battlefield tend to obscure long-range targets, most armies stick with the cheaper, lower-maintenance smoothbore weapons. Rifled firearms are a must for sharpshooters, especially snipers.

In game terms, a rifled barrel doubles the range of a firearm but costs four times as much due to the labor involved in grooving the barrel. Rifled firearms take an extra round to reload after being fired and not cleaned. The next two shots also take cumulative one round penalties to reload (there is no further penalties after taking two extra rounds, but every shot thereafter suffers the two round reload penalty). These penalties are discarded after the gun is properly cleaned.

For example, Jean-Luc has an unloaded wheellock pistol with a rifled barrel. It takes him 6 rounds to load. If he fires and reloads, it now takes 7 rounds. Every shot thereafter requires 8 rounds to reload. Note that these penalties are per barrel. Multi-barreled rifled firearms must have their barrel reload-

Talents

Danger Sense (retains full Defense rating when surprised or ambushed)

Parry (Parry is a reflexive action)

Resources

Status 1 (Baron, +2 Social bonus)

Flaw

Weirdness Magnet (+1 Style point when the zoo attracts supernatural threats through no fault of his own)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Sword	3L	0	10L	(5)L
Rapier				

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Main Gauche	1L	0	8L	(4)L
Wheellock Musket (2 barrels)	3L	0	8L	(4)L

Place Maubert

The Place Maubert is a market square in the heart of the Latin Quarter. Over the centuries it's had a chequered history. In medieval times the square was used to hold open-air lectures for students. After all classes had moved into university buildings the square became a place to torture and kill Protestants, primarily through burning at the stake. Even when there were no burnings, the square constantly smelled like death. It was used in this manner until the late 16th century, when it became a place for Protestants to come and remember what happened to their spiritual kin.

Currently, the Place Maubert is a fashionable marketplace amongst the Catholic faculty and students at La Sorbonne as well as the growing bourgeois population (Protestant bourgeois often pretend not to remember the market location's dark history). Occultists warn that distressed spirits still haunt this square and occasionally a shopper reports hearing an agonizing scream or briefly smells burning human flesh.



Saint-Etienne-du-Mont

This church, dedicated to St. Stephen the Martyr and St. Genevieve, patron saint of Paris, was dedicated in 1626 and still undergoing some construction. Its architecture is a blend of Gothic and Renaissance styles and includes a scene of the Stoning of the martyr Stephen over the doors. A beautifully carved stone rood screen separates the nave from the choir, and a pipe organ is currently being installed.

The church is very popular amongst the students and faculty of La Sorbonne and it is frequently visited by the monks of the nearby abbey of Sainte-Gevevieve, as it contains the relics of Paris' patron saint. In deference to the relics, Richelieu has ordered a Knight-Sister of Bradamante to guard them.

Knight-Sister Lissette Toussaint

Knight-Sister Lissette Toussaint is a member of the Sisters of Bradamante (see *Richelieu's Guide to the Church*). This group of warrior nuns is Richelieu's answer to the Queen's Musketeers, much as the Cardinal's Guard is to the King's Musketeers. Lissette takes her vows seriously, guarding the relics when the church is open and ministering to the poor in the community. Lissette often rises before dawn to train on the church grounds.

Occasionally, the Knight-Sister is asked to accompany a woman on a pilgrimage or to protect an unescorted woman walking home from Church. She does this without question and has even been known to aid a female beggar or prostitute on occasion, especially after dark.

Ally 2

Archetype *Soldier*

Motivation *Faith*

Style: 1

Health: 5

Primary Attributes

Body: 3

Charisma: 2

Dexterity: 3

Intelligence: 2

Strength: 3

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 5

Move: 6

Defense: 6

Perception: 4

Stun: 3

Skills	Base	Levels	Rating	(Average)
Academics:	2	2	4	(2)
Religion				

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Brawl	3	3	6	(3)
Diplomacy	2	2	4	(2)
Medicine	2	2	4	(2)
Melee	3	4	7	(3+)
Streetwise	2	2	4	(2)

Talents

Diehard (automatically stabilizes when reduced to 0 Health)

Parry (Parry is a reflexive action)

Resources

Rank 2 (Knight-Sister; +2 Social bonus, bonus Resource)

Flaw

Vow (Chastity, obedience, and poverty; +2 Style points whenever she has to make a major sacrifice in order to keep her vow)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Spear	3L	0	10L	(5)L

St. Germain Fair

The St. Germain Fair has been running for over 150 years near the Abbey of Saint-Germain-des-Prés. Starting in February, a large tent would be erected over a place in St. Germain (formerly a field until urban expansion gobbled it up), and merchants would sell their wares for around six weeks, roughly corresponding to the period of Lent.

Fancy jewelry and exotic items are often on display for the impulse buyer; the range of items has only become wider with new goods coming in from the Americas and the East Indies. In addition to the booths, several entertainers walk the tent to amuse the crowds. In addition to the usual street performers, it's not unusual for a company of actors to put on an entire play (one such occurrence in 1595 led to the company being sued by the King's Players).

As with all crowds and vendors, one must be careful. Not everything is as advertised; painters offer fanciful renditions of mysterious African or Asian creatures that owe more to mythology and the imagination than resemblance to an actual animal. Charlatans sell charms and "magic" potions to keep spirits away or cure ailments. Pickpockets and cutpurses abound in the crowded fair.

Exotic Exhibits

Currently, the most exotic animals in the Menagerie are a few birds and beasts from North America, Africa, and the East Indies. As *All for One* takes place in a world where magick and the supernatural exists, it's certainly possible that a mythical beast, such as a phoenix or unicorn, might be captured and put on display here.

Note that you don't have to look at myth to find exotic beasts that your players can't see in the modern world. There are numerous real-life animals that have gone extinct since 1636 that might make their way into the Menagerie de Paris from French colonists and explorers. These include the Atlas bear (Morocco), the Carolina Parakeet (New France), the dodo (Mauritius), the elephant bird (Madagascar), the passenger pigeon (New France), and the Quagga (Southern Africa).

Angry Ghosts

Considering the number of innocents burned here for no reason other than their faith, the Place Maubert makes an excellent location to around which to build a plot. The buildings around the square are metaphysically and physically soaked in the anguish and ash of the victims, making it a site rife with spirits, ghouls, and vampires (or, if nothing else, keep local priests busy "cleansing" homes around the square).

The square may also be a place where dark magicians meet at night to perform magickal rituals, or summon spirits or demons to do their bidding (in either case, performing such magicks could grant the magician +2 dice to his magick rolls). The Freemasons do their best to avoid having geomantic lines cut across the Place Maubert for fear of their metaphysical net being compromised by demonic energy.

One unique feature of the St. Germain Fair is that most merchandise has prices attached to them. In an age where bargaining is the norm, the merchants at the fair hope that the advertised prices aids in impulse buying, as the customer doesn't have to waste time inquiring and arguing over price. This requires a great deal of trust in the merchant that he or she has set reasonable prices.

Le Salpêtrière

Situated outside the southeast boundary of the expanding Left Bank, the Salpêtrière is the new gunpowder factory, having taken over from L'Arsenal in 1634.

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Le Negociant Bleu

Since the St. Germain Fair has a reputation for offering the exotic, it stands to reason that legends would spring up about everything being able to be bought and sold at the fair. One such legend is Le Negociant Bleu, or the Blue Merchant. So named because of the color of cloak he wears, the Blue Merchant walks through the St. Germain Fair looking for someone that needs something that can't normally be found at the market and offers it to him or her for a price. Payment is never in cash and the price is often a great burden on the customer.

Different tellings of the legend attach different attributes to Le Negociant Bleu. In some stories, he's a demon that offers anything that a person once in return for a diabolical price. In others, he's simply a man who knows the right people (usually criminals) that can settle debts or steal items of value for the customer. Other legends hold that Le Negociant Bleu isn't a single person but an entire secret society, sometimes in the service of a great demon. Whatever the true story, Le Negociant Bleu only offers his services during the St. Germain Fair.

The Saltpetriere's primary purpose is to produce gunpowder. The Saltpetriere is shipped to other factories like L'Arsenal to be matched with firearms or shipped out as ammunition to mobilized armies.

Gunpowder is dangerous to produce which is why production was moved here, away from the increasingly crowded Right Bank. The Saltpetriere's somewhat remote location also makes it ideal to test out new war machines being developed by the Royal University. The field around the factory is often dressed like a battlefield with straw dummies to be used to test the new weapons. The remains of previous failures, such as broken aerial screws and armored war wagons, have become permanent parts of the landscape.

Urban development ends a safe distance from the Saltpetriere, as a wayward automated scythe machine once cut through a market place and most residents have no desire to relive that horrific experience. Most of the owners of the homes closest to the Saltpetriere are workers there.

For a look at some of the inventions developed at the Saltpetriere, including the aerial screw, the armored war wagon, and the automated scythe machine, see *Richelieu's Guide to Wondrous Devices*.

Doctor Alphonse Pucelle

Doctor Alphonse Pucelle is a professor at the Royal University of Science and wishes to be an "aeronaut." Considering the aeroscrew to be too dangerous, too inef-

ficient, and too inelegant, Dr. Pucelle is trying to develop an alternative means of flight using heated air. Dr. Pucelle can often be found just outside the Saltpetriere with two or three students testing out his latest inventions. Thus far he's yet to have any practical success, although one of his small prototypes did cause panic in the streets of Paris several months ago when a skull-painted balloon (Dr. Pucelle likes artistic accents on his work) floated low over the Right Bank.

In spite of his crazy experiments and frenetic energy when carrying them out, Dr. Pucelle looks surprisingly unassuming in person. He's a middle-aged man of average height and slim figure who keeps his bald head disguised under a well-groomed wig.

Ally 3

Archetype *Natural Philosopher* **Motivation** *Fame*

Style: 2

Health: 5

Primary Attributes

Body: 2

Charisma: 1

Dexterity: 3

Intelligence: 4

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 7

Move: 5

Defense: 5

Perception: 7

Stun: 2

Skills

Skills	Base	Levels	Rating	(Average)
Academics	4	4	8	(4)
Art: Painting	4	4	8	(4)
Craft: Vehicles	4	4	8	(4)
Natural Philosophy	4	4	8	(4)
Ride	3	4	7	(3+)

Talents

Well-Educated 2 (he treats Academics and Natural Philosophy as generalized skills)

Resources

Wealth 1 (Modest; 50 livres a month)

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Flaw

Fanatical (+1 Style point when his fanaticism about flying gets him or his companions into trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Dagger	1L	0	1L	(0+)L

Theatre de Anne

This new building is a theater for ballet performances. It is built in an Italian Renaissance style and is named for Queen Anne, its chief sponsor. The Queen offered to build Arturo Cygno a grand theatre in honor of his "mission to ensure that no Parisian woman is molested," as Arturo opened a fencing academy for men and women. His sister Annalise, the chief instructor of that academy, is also a lieutenant in the Queen's Musketeers. She is also the star performer of many of the ballets performed at the Theatre de Anne.

While Arturo is unaware of this, the Freemasons that built it are using it as an anchor for the metaphysical web they are making. Being an anchor attracts supernatural attention and a few theatergoers have found themselves stalked by succubi, vampires, and other creatures of the night.

Arturo Cygno

Arturo Cygno is a Tuscan actor and fencing master. While watching his sister Annalise practice ballet, he realized that dancing and fencing complemented each other and developed a fencing style that incorporated dancing moves. He became quite popular in Tuscany until a dispute with his partner led to an ambush. Arturo survived thanks to his sister's aid but his right leg was permanently injured.

Arturo decided to move to France with Annalise. They came to Paris with the intent of establishing a new school. As Arturo was still getting used to fighting with a weak leg, and could no longer perform many of the moves, he relied on Annalise to teach the class. He also opened the school to women as well as men. While this initially drew howls from the academics of the Left Bank, Annalise quieted them when she single-handedly defeated multiple burglars in the academy one evening. In the meantime Arturo began financing a ballet theatre.

When news of Annalise's prowess as well as Arturo's insistence on training women reached the Queen's ears, she rewarded them by offering Annalise a position in her Musketeer unit while sponsoring Arturo's new theatre. Arturo now spends most of his time creating ballets to be performed in his new enterprise.

Patron 4

Archetype *Luminary*

Motivation *Hope*

Style: 3

Health: 8

Primary Attributes

Body: 4

Charisma: 4

Dexterity: 6

Intelligence: 4

Strength: 3

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 8

Move: 7

Defense: 10/9*

Perception: 8

Stun: 4

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Acrobatics	6	4	10	(5)
Brawl	3	3	6	(3)
Diplomacy	4	5	9	(4+)
Fencing: L'Epee Gracieuse	6	6	12	(6)
Firearms	6	2	8	(4)
Intimidation	4	3	8	(4)
Performance	4	4	8	(4)
Stealth	6	3	9	(4+)

Talents

Charismatic (+1 Charisma rating)

Counterstrike (reflexively attack as part of a Block maneuver)

Finesse Attack (uses Dexterity in place of Strength for Fencing rolls)

Parry (parry is a reflexive action)

Resources

Fame (Local Celebrity, +1 Social bonus)

Wealth 2 (Comfortable, 100 livres a month)

Flaw

Lame (-2 Move rating; +1 Style point if he is unable to outrun danger or if his bad leg gets him into trouble)

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Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Rapier	2L	0	14L	(7)L
Main gauche	1L	0	13L	(6+)

The Thermes de Cluny

The Thermes de Cluny is a former Roman bath complex that sits in the Latin Quarter. It was built by the Roman boatsmen's guild in the early 3rd century A.D. in order to encourage Gallic conversion to Christianity. The future Roman emperor Julian was crowned Emperor of Paris here as part of a revolt by his soldiers. Ironically, Julian, who would be immortalized as "Julian the Apostate," had rejected Christianity, which was the official religion of Rome. During this revolt, Julian and his followers slaughtered Romans that resisted him, walling their remains in a section of the Thermes de Cluny. To add insult to injury, he "blessed" the tomb according to a Gallic rite.

As the Roman city of Lutetia was only fortified on the Île-de-la-Cité and the Right Bank, the baths were an easy target for roving barbarians. They were completely destroyed by one such group in 298. Legend has it that when the barbarians destroyed the baths, they opened the room that contained the murdered Romans. Roman citizens huddled in the safety of the Île de Paris and the Right Bank heard screams throughout the night. When they investigated the next day, the barbarians lay drowned in the last remaining bath, their blood having turned it red. The wall itself had been mysteriously repaired.

Université de Paris

Commonly nicknamed "La Sorbonne" due to the popularly known College of Sorbonne, the University of Paris is the most prestigious university in Paris. La Sorbonne is somewhat in decline as it considers papal authority superior to French authority; its faculty and staff adhere to the laws of the Roman Catholic Church rather than those of France. As such, it is a bit stuck in the medieval mindset, and much of the advances and achievements of the Renaissance are publicly ignored at La Sorbonne. Even French civil law has no official classes (only canon law is taught). Of course, there are always exceptions and students that wish to learn about such topics can always find a teacher.

The University is a collection of schools and colleges. A "college" is actually a boarding house for students, which were first developed in order to ease tensions between landlords and students. In earlier times students had to find their own lodgings, leaving them open to being robbed by greedy homeowners who offered room and board at extortionate rates. The opening of the col-

leges allowed students not only a place to mix socially, but also gave poorer students the chance to attend. Paris boasts over a dozen colleges. Colleges may be divided by student nationality, subject being studied, or both. In addition to being the most popular college, La Sorbonne serves as the University's administrative center.

The schools are divided into four faculties: Art, (Canon) Law, Medicine, and Theology. All students had to graduate the faculty of Arts as a bachelor before being admitted to study in the three "higher faculties," which offer doctorates. Despite its name, the faculty teaches astronomy, ethics, grammar, mathematics, metaphysics, philosophy, physics, rhetoric, as well as music and literature. Traditionally, the schools are divided into Four Nations (France, Normandy, Picard, and Germany) as well, but shrinking classes only make this feasible in the Art school.

While the Roman Catholic Church in *All for One* is less accepting of scientific advances than it actually was historically, Cardinal Richelieu has been quietly encouraging the faculty to delve into new fields. His purpose is twofold; first, he actually hopes that scientists and engineers can create new discoveries that lead them to sin, and second, he hopes that one day La Sorbonne goes too far and its staff accused of heresy, leading to chaos.

Jean-Francois Paul de Gondy

Jean-Francois Paul de Gondy is a student at La Sorbonne and the nephew of the Archbishop of Paris. Prior to entering the university Jean-Francois was tutored by Vincent de Paul and is rather suspicious of Cardinal Richelieu. He is currently studying theology and has become fast friends with the young Jules Mazarin, the Cardinal's secretary.

On his birth, Jean Francois was pledged to the Knights of Malta, now the Knights Hospitaller in Paris. The young Jean-Francois was short, awkward, and near-sighted, leading his family to encourage him to enter the clergy. While he is studying to be a priest, Jean-Francois maintained contacts within the Knights Hospitaller, and through them he learned of the existence of the True Knights of Saint Michael.

Realizing that he'd never be much of a swordsman but wanting to aid the Knights, Jean-Francois turned to the secret arts of magick. He now uses his magickal powers to aid his fellow Knights Templar in their crusade against evil.

Ally 2

Archetype *Occultist*

Motivation *Justice*

Style: 1

Health: 6

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 4

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Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Defense: 5/4*
Perception: 7	Stun: 2

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Academics: Occult	3	2	5	(2+)
Academics: Religious	3	2	5	(2+)
Brawl	2	1	3	(1+)
Firearms	2	1	3	(1+)
Magick: Alchemy	4	3	7	(3+)
Magick: Enchant- ment	4	3	7	(3+)
Melee	2	1	3	(1+)
Natural Philosophy: Chymistry	3	1	4	(2)
Ride	2	1	3	(1+)

Talents

Magickal Aptitude (Alchemy)

Resources

Wealth (Modest Income; 50 livres a month)

Flaw

Poor Vision (Nearsighted, -2 penalty where sight is a factor. +1 Style point when his poor vision gets him into trouble or causes him to make a critical mistake).

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Rapier	2L	0	5L	(2+)L
Main Gauche	1L	0	4L	(2)L

René de Dunois

René is a public darling who lives a double life. Publicly he is renowned as a skilled sculptor, architect, and stonemason. Many of his sculptures adorn the gardens and chateau of the nobility; he has designed and overseen the construction of several magnificent bridges,

churches, and houses. When not working with hammer and chisel, he teaches geology at the university.

But he is also a member of the Conspiracy of Equals (see *Richelieu's Guide to Radicals*), trained in geomancy. Working under the pseudonym *Le Maçon Véridique* ("the truthful mason"), he creates works of art offensive to the establishment and leaves them in public places. His latest statue, entitled *Master and Pet*, depicted Cardinal Richelieu holding the leash of a dog whose face resembles that of King Louis. A reward of 500 livres has been offered for his capture.

Ally 3

Archetype *Luminary* **Motivation** *Justice*

Style: 2 **Health:** 6

Primary Attributes

Body: 2 **Charisma:** 2

Dexterity: 3 **Intelligence:** 5

Strength: 2 **Willpower:** 4

Secondary Attributes

Size: 0 **Initiative:** 8

Move: 5 **Defense:** 5

Perception: 9 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Academics: History	5	2	7	(3+)
Academics: Literature	5	2	7	(3+)
Academics: Occult	5	2	7	(3+)
Art: Sculp- ture	5	4	11	(5+)
Brawl	2	2	4	(2)
Magick: Geomancy	4	3	7	(3+)
Melee	2	2	4	(2)
Stealth	3	3	6	(3)

Talents

Magickal Aptitude (Natural Magick)

Skill Aptitude (+2 Skill rating to Art: Sculpture)

Resources

None

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Flaw

Vain (+1 Style point whenever he steals the spotlight or is forced to confront his shortcomings)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Small Sword	2L	0	6L	(3)L

The Hand of God

Friedrich Gottfried was sent to La Sorbonne by his parents largely to keep him out of the war that was tearing his homeland, the Holy Roman Empire, apart. Unfortunately Friedrich wasn't much of a student and frequently daydreamed during classes; he paid just enough attention to pass and stay enrolled. He also felt constrained by the topics offered and thought the Church had too much influence. In the brief time he's been here (arriving in the fall of 1635), Friedrich has already gained the ire of many professors who believe that he's wasting his potential.

Things changed for Friedrich when he came across a bookseller in a local market. The bookseller, who spoke fluent German and a member of the Free Thinkers secret society (for information about the Free Thinkers, see *Richelieu's Guide to Science*), asked him if his "French" education was adequate. He sold a copy of *Gargantua et Pantagruel* by Francois Rabelais to Friedrich and told him to scrutinize the section on the Abbey of Theleme. Friedrich took the book back to his room and eagerly devoured it. When he finished, he had a cause.

Friedrich determined that, if left to their own devices, students would learn far more than their teachers allow them. Thus, he makes it his mission to delegitimize professors and monks by playing pranks, often dangerous, on them. He especially enjoys when he can play a prank that incorporates his victim's supposed area of expertise. At every scene Friedrich leaves a calling card that simply says "Main de Dieu" (the Hand of God), as he believes that the state of nature, or Eden, is what God really intended for humanity, and that all scholars and religious figures are simply snakes.

One of Friedrich's calling cards was used by Richelieu to discover the identity of the prankster giving La Sorbonne so much trouble. Since then he's become a secret accessory to Friedrich's pranks, using his position and agents to ensure that Friedrich doesn't get caught. So long as Friedrich limits his mischief to La Sorbonne, he has nothing to worry about from the Cardinal. Should he set his sights on the Royal University of Science, however, then Richelieu will swat him like a fly.

Friedrich is slightly taller than average and has shoulder-length black hair. He speaks fluent French

with a thick German accent. In spite of his whimsical alter ego, Friedrich has a bored and detached demeanor and quickly loses interest if someone presents himself as a professor or religious scholar. Thus far, the bombs Friedrich incorporates into his pranks haven't caused permanent harm... but it's only a matter of time.

Ally 2

Archetype *Criminal*

Motivation
Revolution

Style: 1

Health: 5

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 4

Intelligence: 4

Strength: 1

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 8

Move: 5

Defense: 6

Perception: 7

Stun: 2

Skills

Skills	Base	Levels	Rating	(Average)
Bomb-Making	4	4	10	(5)
Brawl	1	1	2	(1)
Larceny	4	3	7	(3+)
Melee	1	2	3	(3)
Stealth	4	2	6	(3)
Survival	4	3	9	(4+)

Talents

Skill Aptitude (+2 Skill rating to Bomb Making)

Skill Aptitude (+2 Skill rating to Survival)

Resources

None

Flaw

Fanatical (+1 Style point when his devotion to Free Thinking causes harm or he converts someone else to his cause)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	2N	(1)N
Rapier	2L	0	5L	(2+)L
Dagger	1L	0	4L	(2)L

Une Excursion de Paris

Doctor Pierre de Roche

Doctor Pierre de Roche is a professor at La Sorbonne. His hôtel is within easy walking distance of his classes. He is a handsome man and never wants for company, even though he is unmarried. He is also quite popular on campus, as he always asks the most interesting philosophical questions. De Roche is a professor of philosophy, although were he to live three centuries later his specialty would be psychology. He is fascinated by the human condition, and by how far someone would go to get what they want. He is particularly interested to see how long it would take someone to do something that they normally wouldn't.

What makes matters worse is that de Roche belongs to the School of Night. He is constantly running at least one experiment in which he uses Homomancy to play with his victim's mind and discover what it takes to break him or her. No one is safe from de Roche; he'll conduct an experiment with beggars, prostitutes, students, or teachers. Worse, he feels no responsibility for the victim of his experiment once it is over. For example, if he played with a student's mind so that he'd murder his lover in bed, he leaves that student to the authorities afterwards. If the victim hangs for it, then there's nothing to connect de Roche with it.

Dr. de Roche's Achilles' heel is that he records the results of his experiments, albeit in code. Should someone break into his hôtel and find his journal and decode it (no mean feat), then they'd have more than enough information for the authorities to hang him.

Ally 3

Archetype <i>Occultist</i>	Motivation <i>Truth</i>
Style: 2	Health: 6

Primary Attributes

Body: 2	Charisma: 4
Dexterity: 2	Intelligence: 4
Strength: 2	Willpower: 4

Secondary Attributes

Size: 0	Initiative: 6
Move: 4	Defense: 4
Perception: 8	Stun: 2

Skills	Base	Levels	Rating	(Average)
Academics: Philosophy	4	2	6	(3)
Brawl	2	1	3	(1+)
Con	4	4	8	(4)

New Skill: Bomb-Making

Base Attribute: Intelligence

Bombs are the anarchist's weapon of choice. The character is well versed in the manufacture and placement of explosive devices.

- * **Casing:** The ability to manufacture a casing designed to fragment.
- * **Fuses:** The ability to judge fuse burning times and cut them to the right length.
- * **Gunpowder:** The ability to grind gunpowder to the correct consistency to cause explosions.
- * **Placement:** Knowledge of where best to set an explosion to cause maximum damage to buildings.
- * **Trigger:** The ability to use tripwires, weighted bags, and even clockwork to detonate explosives.

Empathy	4	3	7	(3+)
Firearms	2	2	4	(2)
Intimidation	4	2	7	(3+)
Magick: Homomancy	4	4	8	(4)
Melee	2	2	4	(2)
Performance: Oratory	4	1	6	(3)

Talents

Attractive (+1 Charisma rating when dealing with people)

Magickal Aptitude (Ceremonial)

Resources

Status 0 (Chevalier, +1 bonus to social rolls)

Wealth 2 (Comfortable, 100 livres a month)

Flaw

Callous (+1 Style point when your character does something particularly selfish or refuses to help someone in dire need)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Rapier	2L	0	6L	(3)L
Flintlock Pistol	3L	0	7L	(3+)L

Université des Sciences Royale

The Royal University of Science is the home of scientists and engineers working to create new technologies

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for France. It is also the home of Les Ingénieurs Diabolique, a secret society dedicated to creating demonic war machines. Currently, the university only consists of the Luxembourg School and the Cardinal's College, but more buildings are planned.

The Luxembourg School was built for Marie de Médicis, who wanted a palace in the Florentine design. She referred to it as Palais de Médicis, but the palace couldn't shake the name of an old hôtel near the site which was owned by a Duke of Luxembourg (this became known as the Petit-Luxembourg). The massive palace, like the Louvre, surrounded a courtyard. Unfortunately for Marie, she barely had it completed in 1631 when she was forced into exile after the Day of Dupes. Ironically, Marie had given the Petit-Luxembourg to Cardinal Richelieu as a residence while the Palais-Cardinal was under construction.

With Marie in exile, Cardinal Richelieu appropriated the estate as the site of his new Université des Sciences Royale. In addition to the insult of losing her property to a man to whom she'd loaned part of it, the exiled Queen

Mother was insulted as a devout Catholic after hearing the rumors about the kind of school that this new Royal University would be. Unfortunately for her, Marie's pleas to her son fell on deaf ears (as her correspondence was intercepted by the Cabinet Noir).

By 1633, when the University first opened its doors, the Luxembourg gardens had been transformed into a park for the faculty and students. Classes are held in the Palais, which is also the administrative center. Local students are expected to live in their homes; male students from outside the city are permitted to live in the Cardinal's College, which used to be the Petit-Luxembourg.

The campus is notably distinct from La Sorbonne for encouraging its students to speak French rather than Latin and for allowing women to take classes there. Although not absent from the classes, women are still socially segregated from the men, at least that is the official line of the University.

For more information on the University des Sciences Royale, see the **Personalities** chapter later in this book.



Parisian Adventures



With so much to see and do in Paris, it's quite possible to construct an entire campaign without the characters ever leaving the city. Even if the Gamemaster's campaign takes the characters far and wide, they'll certainly spend at least some of their time in France's capital city. After all, how else are they to gain Cardinal Richelieu's attention?

Assuming that the characters are members of the King's Musketeers (the default assumption), when stationed in Paris they are supposed to spend every third day protecting the King. As the King currently resides in the Louvre, that means that Musketeer characters are going to spend a lot of time in Paris. The same can be said for the Queen's Musketeers.

Additionally, almost every major secret society in France has a presence in Paris, as a perusal of locations in the previous chapters will attest. In some cases, these are major institutions, such as Les Ingénieurs Diaboliques operating from within the Université des Sciences Royal; in other cases the entire secret society is represented by a single individual, such as Fr. Etienne Fauchet of the Order of St. George. A group of characters belonging to any secret society should have no problem finding things to investigate and combat in the city.

This chapter takes a look at some of the types of adventures a Gamemaster might craft that can take place within Paris. Three adventure seeds are also presented for each. While the adventure seeds are written for King's Musketeers, the Gamemaster can alter the basic seeds to accommodate other types of characters.

In addition, the final section of this chapter is a list of 100 quick scene threads a Gamemaster can use to pepper their adventures. In some cases these are conflicts, others are just random bits and pieces that highlight life in Paris.

❧ Court Intrigue ❧

The King's and Queen's Musketeers spend a lot of time at the Louvre, which is a hotbed of intrigue. Car-

dinal Richelieu keeps the King on a short leash and his machinations are spurring other groups to overthrow His Most Christian Majesty. Agents of secret societies and foreign powers abound, as well as the more common threats of a noble jockeying for a stronger position, perhaps even taking the throne for himself.

Court intrigue adventures are good for characters that enjoy roleplaying, investigation, and drama. Charismatic Musketeer characters definitely have an advantage in these types of adventures, especially as investigations largely turn on acquiring concrete testimony.

Adventure Seeds

Musketeer Playthings

If you don't mind incorporating high level personages, a Musketeer character could find himself (or herself, in the case of the Queen's Musketeers) the object of royal attention. The affected Musketeer should be attractive or charismatic and the attentions should be casual flirtations at first. Even if the Musketeer doesn't want the attention, he or she may find it difficult to disappoint the King or Queen.

Furthermore, the affected Musketeer finds himself or herself being a person of interest amongst the rest of the court. Cardinal Richelieu is certainly interested; he'll either wish to encourage the affair or end it, depending on his current designs. The Musketeer also likely finds himself or herself being watched by the non-paramour royal as well as other lovers of the royal involved. How the character navigates through these situations may gain him or her powerful allies, drummed out of the Musketeers, or even "granted" an extended stay at the Bastille.

Once a Musketeer character has established an intimate relationship with the King or Queen, he or she may

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be drawn into any number of plots. The Musketeer may even be framed for an act of treason if he or she isn't careful.

The Matter of Celeste

One of the most dangerous people in the King's court is Celeste Leveque d'Arjon. She seems to know something about everybody and isn't afraid to use it against them. The King's current mistress, no one dares say a cross word about her, much less plot against her. And now, for some reason, Celeste is interested in one of the characters.

In spite of Celeste's charms, the character should be very wary of getting involved with her. It starts out innocently enough; a flirtation at a masquerade ball, a gentle touch at a court ballet, a mischievous look as she passes the character while he's on duty at the Louvre. It escalates when the character finds himself attached to every journey the King takes with Celeste. She also conspires to be alone with him by secret requests through servants or "mistaken" arrangements (the character gets a message to see the King in a particular room, but he walks into Celeste's room while she's taking a bath).

Obviously, this doesn't go unnoticed and the character soon has to field uncomfortable rumors. What is Celeste's game? Why is she so interested in him? What will happen when the King inevitably discovers their affair? Worse, what happens when Cardinal Richelieu takes notice?

Coup d'Etat

Spanish and Imperial forces are marching deep into northern France while the King barely takes notice. He's taken so little notice, in fact, that he spends more time in his hunting lodge in Versailles while Parisians brace for the increasingly possible siege of the city. Many nobles have either fled to their safer country estates or obliviously carouse with the King. Richelieu, while preparing Paris for war, has been feeding false information to the King that the war is moving in France's favor.

There are some nobles, however, that aren't falling for the propaganda, especially in light of the number of refugees. Some nobles are turning toward to the King's brother Gaston, pledging their support if he takes the throne. Others are sending secret messages to Spain and Austria to negotiate an end to the war.

The King's Musketeers need to root out these intrigues and alert the King to any nobles working against him. Gaston has the aid of the New Catholic League; Anne is stepping up her correspondences with her brother, King Philip IV of Spain. In the middle of all this is Richelieu, who is enjoying the chaos and using his Guard to keep meddling Musketeers at bay. Outside, the bourgeoisie wonders if it isn't time to do away with the aristocracy altogether and declare a republic.

❧ *Creature Hunting* ❧

The streets of Paris can be dangerous, and not just because of robbers and thieves. Dark creatures lurk in the shadowy corners of alleys and the tunnels below, waiting to pounce on the unwitting. In creature-hunting adventures the characters are tasked with rooting out and destroying these unnatural beasts, or at least negating the threat they pose.

Creature-hunting adventures generally involve some investigation, baiting, and combat. Characters versed in the occult may learn of weaknesses to exploit while more mundane swordsmen have to rely on their wits and a strong blade.

Adventure Seeds

Defiled Purchase

The characters are invited to a noble's social gathering, either due to their status or as hired help. During the evening, draugs begin attacking the home and threatening the guests. No one is willing to venture out, but various rooms are increasingly being infiltrated. The owner of the house is a collector of artifacts and any one of them could be what the creatures are looking for. In truth, the relic being sought by the draugs is a sacred bowl recently purchased by a servant for personal use. This servant bought it for its pretty appearance at a local market, having no idea that it was robbed from a grave in the catacombs.

Anarchy Ball

Tristan d'Estpont is a marquis who spends his time attending lavish balls in Paris rather than worrying about the needs of his people. His latest outrage is not putting enough effort into ending a werewolf pack's reign of terror on the villagers on his land. With no aid forthcoming, the villagers pooled their resources and hired their own hunters. Now they wish to send a message to their absentee lord.

Tristan is planning a party at his residence in the Marais. He's sent for more servants from his estate to help with the extra work. What he doesn't know is that the villagers have inserted a number of newly possessed werewolves in the arriving servants. Tristan's further bad luck is his choice of evening: he's hosting his party on the night of the full moon.

The characters may be guests at Tristan's party or hired escorts. Once the party starts, the servants start changing into werewolves and terrorizing the guests. Before the evening is over, some of the surviving noble guests may be werewolves as well.

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The Straw Strangler

When a farmer brought his grain into the city for sale, he also inadvertently brought a possessed scarecrow. This demon has taken residence in a damp basement of a medieval building, preying upon the beggars huddled in the streets above as well as any unfortunate enough to take shelter in its new home.

The scarecrow typically hunts at night, keeping it from being identified and enabling it to catch victims while they are sleeping. The scarecrow also dumps the bodies of its victims out on the street as well, usually a block or two away from its lair.

Characters investigating the murders note that there's a bit of straw on the ground where a struggle was involved (this initially may be dismissed, as straw is almost ubiquitous amongst street refuse). A bigger tip comes when the characters find a body that was obviously moved and contains straw tucked in the folds of its clothes. Should the characters dally too long in trying to find the connection, the scarecrow may start hunting them.

❧ *Criminals* ❧

Paris is a large, crowded city, offering ample opportunities for criminal activity. Pickpockets and purse-snatchers roam the markets, taking valuables from victims as they peruse the merchant stalls or push through throngs of people to get to them. Robbers wait in blind alleys, especially after dark, to catch vulnerable victims unawares. Burglars stalk the rooftops, sneaking into homes and robbing them while the owners sleep. Bolder burglars simply kick in the door and make their demands at knife-point.

Criminal adventures are good for reminding characters about everyday life in a Parisian city. There is always someone wanting to take advantage of others, and catching a criminal could involve a thrilling chase and a dramatic combat.

Adventure Seeds

Creating Supply

Recently, Veronique Girardot has put her stamp of approval on a particular style of Venetian gloves that an Italian merchant is selling in the Galerie du Palais. Within hours, the

merchant sold out of them, although he promises to procure another shipment.

In the meantime, there's been a rash of robberies where the gloves are taken from the wearer's hands. The stolen gloves are funneled into the black market, where they are resold to less scrupulous buyers who simply must have the gloves for the next social occasion.

One of the victims is close to the King, who's asked M. de Tréville to look into the matter. Tréville, in turn, has given the assignment to the characters. Their job is to root out the glove-stealing ring and bring the robbers to justice.

A Night of Enchantment

A band of prostitutes has learned the basics of Homomancy. They entice victims to spend the night with them and then work their magic, not only forcing their victims to hand over their money but also making them offer information about their living arrangements and any related security measures, hazards, or obstacles. They then put the victim into a deep sleep as then rob their victims' houses. Finally, they make their victims forget much of the evening, remembering only vaguely that they "had a good time."

Obviously, this adventure could cause problems for a character that enjoys the company of questionable romantic partners. The other characters would have to help him retrace his steps and then have to overcome



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a band of prostitutes that can literally play head games with the characters.

To turn this adventure around, one upset victim may recall enough to take out his anger on all prostitutes, causing the King to task a band of musketeers to track down the serial killer that takes nothing from his victims but their lives.

Bait and Switch

Julien le Mince is a professional robber that's been having bad luck lately. While he often comes up behind his victims and presses a knife to their back or against their throat, he rarely harms them, persuading them by charm and force of will (and knifepoint) to hand over their valuables. He does it so well that he has a reputation as a "gentleman robber," along with his own entourage that encourages him to share his techniques.

Unfortunately, someone or something is following Julien and brutally murdering his victims. Whereas Julien lets his victims go after they hand over their valuables, someone else kills them not far away. Julien has never seen this dark shadow, but it is coloring his reputation. Members of his entourage have made the connection and are starting to spread stories about Julien's new ruthless streak.

The characters have to discover who or what is following Julien and perhaps discover why it continues to let him go. Is the creature toying with him? Perhaps there isn't a creature at all; Julien may actually be the murderer but for some reason can't recall performing the murders.

❧ Duelling ❧

While technically illegal, dueling is still rather common in Paris. Nobles tend to look the other way when one of theirs is involved; it's a bit more dangerous for gentlemen. Still, dueling is an expression of honor and pride, and many gentlemen find it difficult to refuse a duel, even if they are hopelessly outmatched. Note that a "duel" can be disguised as a practice or demonstration. Any drawing of blood (or worse) in this case could be considered accidental. It's also worth noting that disguising a duel as such is considered dishonorable, so it happens less often than one would suspect.

Dueling adventures are good for characters that put a lot of emphasis on their swordplay, especially if they belong to a fencing school.

Adventure Seeds

The Deadly Tournament

While tournaments amongst fencing schools are commonplace, there is a rumor of an annual tournament with

higher stakes. Once a year, masters of various fencing styles meet in a secret location (rumored to be in a large cavernous room in the tunnels beneath the Left Bank) and hold a tournament to the death. Accounts differ as to whether the tournament is truly lethal or if magick is used to heal mortal wounds, as death is common in France and there is so little information available. What is known is the current champion, L'Ecole de Position de Fer.

Fencing schools do not nominate participants. Instead, fencing masters are chosen by the mysterious President, who selects them through a secret process. Should a participant turn the invitation down, another is chosen in his place (refusal costs a Permanent Style point). All communication is conducted through emissaries in a relay system; no one emissary has all the information. Due to this secrecy and the implied power of the President, some believe that this tournament is part of a demonic ritual.

The characters can get involved in the *tournoi noir* in a variety of ways. A skilled swordsman may get an invitation to participate. A concerned relative may ask the characters to look into a swordsman's disappearance. A participant may learn the identities of his opponents prior to combat and attempt to stack the odds by imprisoning the best ones or threatening their loved ones. The Inquisition, believing that the tournament is demonic, may try to infiltrate and put a stop to it.

A False Reputation

Serge de Salle is an easily offended gentleman who, until recently, had a great racket going. He'd goad a wealthy person into dueling him, set a time, and then have a friend, Rufus Etoile, meet the opponent and tell stories about how much of an expert swordsman Serge is. As the opponent doesn't know about the relationship between Serge and Rufus, he quickly comes to the conclusion that the "ruthless expert swordsman" will kill him. Rufus suggests that Serge has been known to accept payment as satisfaction, which the wealthy opponent gladly pays.

Recently, however, Serge made the mistake of insulting a cocky gentleman, Albert Devereaux. Albert called Rufus' bluff and went to the field where Serge was waiting. Rather than fight, Serge panicked and ran. Overnight, his reputation was destroyed.

Unfortunately, one of his previous opponents didn't take kindly to hearing about the scheme and has hired assassins to kill Serge. Serge's father is a good friend of M. de Tréville and he asks the characters to look into the matter and save Serge's hide. Since there are many potential suspects, the characters are going to have to keep Serge alive as they track down the leads.

To the Death

There've been a lot of duels to the death lately. While dueling is illegal, Parisian officials and guardsmen turn

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a blind eye when the duel is to first blood or incapacitation; it's far more difficult to ignore a death, especially when the relatives of the deceased demand justice. In addition to the troubling increase in dueling deaths, almost all of the deaths were over trivial matters that at most warranted a first blood contest.

Even more troubling is the evidence. Surviving duelists claim that they never intended to kill their opponents; the duels were to be decided by first blood. While it is not unheard of for a first blood duel to turn deadly (especially if the first strike goes through the heart), the number of such deaths is troubling. Worse, the duelists claim that they can't remember the duel at all. Their seconds have noted that all of the surviving duelists used the Spanish fencing style, whether the duelist knew it or not. Each duelist also taunted their opponents with information about them that the survivor could not possibly have known.

Is there magick or demons involved? Is someone possessing or replacing duelists as part of a grand scheme? Or is it just a case of a group of duelists using an excuse to escape the gallows? If the dueling stops, will whatever is causing this go away or move on to practice duels and demonstrations? The characters have to get to the bottom of the mystery before more duelists die due to an opponent's unfair disadvantage.

Espionage

France is currently at war and her enemies don't often stay on their side of the battle lines. Secret agents in the employ of the Habsburgs and other nations (including France's allies) lurk in the courts and taverns of Paris, chronicling the goings-on, fomenting discord, stealing information, and even assassinating key personages. Worse, most of these agents are homegrown, Frenchmen and women that are willing to sell their loyalties to the highest bidder (ironically leading to France buying their loyalty back in some cases).

Espionage adventures are good for characters that enjoy investigations. While there is certainly overlap with Court Intrigue adventures, espionage adventures rely more on covert activities and investigations than charismatic interrogations.

Adventure Seeds

The List

After enjoying an evening in the taverns, the characters are on their way back to their apartments or barracks when a peasant woman stumbles toward them from an alley. She tries to speak but only blood bubbles from her mouth as she falls to the ground with a knife in her back.

A band of the Cardinal's Guard is nearby but they don't approach the characters. If approached, they claim that, like the characters, they are simply on their way to the barracks.

Clutched in the dead woman's hand is a list of names. The names are of prominent Parisians, both noble and bourgeoisie. Furthermore, while the woman is dressed as a peasant, her body tells a different story. Her nails aren't dirty and her hair is cut in the latest Spanish style. She has too much money in her pockets, and carries a knife in a leg sheath that has markings from Toledo, Spain. All of this evidence points to her being a Spanish spy.

The immediate question is who killed her and why. The second question is the importance of the names on the list. Are they traitors to France or problematic individuals for Spain? When the first person on the list turns up dead, is it because a patriot has decided to eliminate those friendly with Spain or is it a Spanish hit list? In either case, is the Cardinal's Guard involved or, like the musketeer characters, were they merely passersby?

For Queen and Confessor

Queen Anne approaches the characters while they are on duty in the Louvre. She and Cardinal Richelieu's secretary, Jules Mazarin, suspect that Richelieu is working against France and have sent a message to Avignon to request a papal investigation. Unfortunately, Mazarin has learned that Richelieu has discovered the secret message, and has sent the Cardinal's Guard to intercept it. At this point, Richelieu doesn't suspect Mazarin, but the letter would prove that he and the Queen are moving against him.

The Queen asks the musketeers to get to the messenger first, a trusted servant named Andros. She believes that the characters have a chance of overtaking the Cardinal's Guard because Andros is delivering a message to a marquise in Burgundy along the way. Hopefully that will buy the characters enough time to get there first. If not, then the characters may have to cross swords with the Cardinal's Guard.

Sleight of Hand

M. de Tréville has discovered that Guillaume Beaufort, a cash-strapped chevalier with delusions of grandeur, has been feeding information to a Spanish agent in Paris. In return, Beaufort is hoping for a duchy in southern France when the Spanish take control. Rather than arrest Beaufort outright, Tréville tasks the characters with learning the identity of the Spanish agent and swapping Beaufort's sealed letter with a fake one to confuse the Spanish forces.

The first thing that the characters need to do is learn Beaufort's routine and how he makes contact with the agent. They also need to identify the agent. As it turns out, the Spanish agent is a woman and Beaufort meets her in a house of prostitution. Depending on the charac-

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ters and their flaws, this could present some interesting problems.

For an added twist, the Spanish agent could be a member of the Daughters of Medea (or simply a callous agent) who, upon realizing that Beaufort has been followed, kills him and leaves him for the characters to find. She also ensures that the characters are discovered in the room with the dead body as she summons the Cardinal's Guard. Sworn to secrecy on their mission, the characters have to survive by their wits and hope that Tréville doesn't let them take the fall.

❧ The Inquisition ❧

While His Most Christian Majesty is a Roman Catholic and his chief minister a Cardinal in charge of the French Inquisition, most influential Parisians, the growing bourgeoisie, are Protestants. Couple this with the fact that the nobility (largely Catholic in northern France) is exempt from paying taxes, therefore the King continues to bleed the Protestant bourgeoisie with tax increase after tax increase. The rumors about a new Edict of Avignon only add to the tension.

One of the unofficial duties of the French Inquisition is to investigate wealthy Protestants for heresy or treason. If a bourgeois can be connected with some crime, it gives the King the pretext to seize his property for the royal coffers. If the victim is found not guilty of the charges then the King will reinstate the property, but on his own timetable. With a war going on, it's much easier for the King to return real property, such as land, than currency.

Characters can easily get involved foiling the plots of Inquisitors (and their Cardinal's Guard escorts) while protecting innocent Protestant financiers from being accused. The Cardinal's men are known to plant evidence in some cases, and the King's Musketeers may have to race against the clock to exonerate a bourgeois before he is relieved of his property, or worse, taken to the gallows after a speedy trial.

Adventure Seeds

Eligibility Test

In anticipation of the Edict of Avignon being enforced, Cardinal Richelieu convinces King Louis that his Musketeers should be judged on whether they properly adhere to the Catholic faith. If they fail to meet the basic requirements, then they are quietly retired. Inquisitors are assigned to bands of Musketeers (the characters are a band by default). The Inquisitor tests the characters on their general religious knowledge and notes whether they properly observe Catholic rites and rituals as well as not do anything immoral.

At first, the Inquisitor's scrutiny is a mild inconvenience. He ensures that the characters attend daily mass and follow fasting requirements (such as no fish on Fridays). He also keeps an eye on amorous characters and lectures them on keeping their lust in check. As a priest, he offers to marry the musketeer and his current conquest to "make things correct in the eyes of the Lord."

Eventually, Richelieu turns up the heat. Musketeers are slated for removal for the most minor infractions. He even uses bribery to get young musketeers to "confess" their sins. They are removed from the unit but get a nice piece of land from the church for their "pious honesty." Richelieu uses the numerous dismissals as leverage to persuade Louis to completely disband the Musketeers in favor of expanding the Cardinal's Guard to protect him.

Satan's Undercity

Inquisitors and the Cardinal's Guards have been raiding the tunnels beneath Paris, dragging out underdwellers and putting them on trial. The Inquisition charges them with heresy, noting that they've found statuettes of Roman and Frankish gods being "worshipped" by underdweller bands. They're also putting underdweller preachers on trial, charging them as heretics rather than legitimate Protestants.

The musketeers are tasked with discovering why the Inquisition is suddenly making a move against the underdwellers now. In short order, they learn that the Inquisition is only clearing out one section of the tunnels and that underdwellers that flee to other parts of the tunnels are left alone so long as they don't return. The Inquisition has stationed guards around the perimeter of the affected area.

What is the Inquisition's true motive? What have they discovered in the tunnels that they want to keep to themselves? Is Cardinal Richelieu seeking undiscovered riches or power, or is the Inquisition legitimately trying to contain and destroy an ancient evil that threatens to consume Paris?

A Protestant Inquisition?

Some of the most outspoken Catholic priests and officials against Protestantism in Paris have been kidnapped by hooded men and taken to a secret location. They are then put on trial against faceless judges to answer for their "crimes" against their Christian brothers and sisters. At first, the accused have been released after being given a symbolic punishment and made a promise to be more tolerant, but lately the "Protestant Inquisition" is executing the condemned.

While Richelieu has ordered the Cardinal's Guard to investigate, M. de Tréville assigns the characters to look into the matter. Tréville doesn't trust Richelieu and he believes that this may be part of a plot to agitate Catholic Parisians against their Protestant neighbors. He doesn't want another massacre, which is starting to look like a real possibility.

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Tréville is correct. While the “Protestant Inquisition” was started by local Protestant Parisians, it was intended as a scare tactic to relieve pressures being put on their congregations. While their acts are illegal, the Protestant Inquisitors never intended to do more than make their victims uncomfortable. Someone else, possibly Riche-lieu, has created a more lethal copycat in the hopes of stirring up the passions of Catholic Parisians and once again have the Seine flow with blood.

❧ *The Occult* ❧

The existence of effective magick is hidden from most Parisians, although there are very few that doubt its existence. Amongst the Musketeers magick is a known quantity, and some of them even dabble in alchemy or sorcery. Magick certainly isn’t limited to the King’s men (otherwise there’d be little need for the Inquisition), and there are quite a few villains in Paris that use sorcery to achieve their goals.

Occult adventures are good for characters proficient in magick to test their skills against like-minded opponents. Occult adventures also tend to be a bit darker, satisfying the cravings of players that want a little grit and grimness in their swashbuckling.

Adventure Seeds

The Clockwork Rival

Marc Bayard and Georges Fabre were two young friends and chevaliers that were both vying for Arielle Moreau’s hand in marriage. Arielle is a beautiful and charming young woman whose father is a wealthy financier. Arielle continually refused to choose between them; when France entered the war, both men took commissions and joined the fight. Arielle promised to marry one of them if they returned, putting the decision in “God’s hands.”

Marc didn’t have much faith in the Divine, and during one particularly gruesome battle, he found Georges gravely wounded, and decided to take the opportunity to finish him off. Marc also received a leg injury; he’d have a limp for the rest of his life but it removed him from the war. He returned to Paris and promptly married Arielle after delivering the news about poor Georges. Unfortunately for Marc, Georges didn’t stay dead.

One of Belphegor’s agents was at the battlefield and captured Georges’ “soul.” He took it back to the Royal University of Science, where a Diabolical Engineer married the soldier’s “soul” to a well-made mannequin. The engineer hoped to use the automaton in war against the Spanish. Instead, the mannequin reached up and snapped his neck. The mechanical Georges escaped the

lab and is now heading to the Île-de-Cité, using his skills as a hunter and warrior to find kill his old friend and make Arielle his. Should she reject him, then she’ll share Marc’s fate.

The Appeal to Action

The mobs are getting dangerous in Paris. There’ve always been heated words and minor offenses whenever a charismatic person riles up a crowd with accusations of government repression, noble excesses, and the general conditions of the Parisian poor. Some in the crowd even pledge support and, occasionally, rough up an unfortunate noble or soldier that happens to pass by while the accusations are flying. Still, none of these have been cause for official concern... until now.

Recently, gathered crowds have been getting inspired by charismatic “preachers” and taking extreme action. Accusations of price-gouging at the Pont Neuf stalls led to many of them being tossed in the river. A rant against the bourgeoisie led to two families being murdered on their way to church. Accusations of religious complicity in the King’s repressive regime led to three churches being looted and burned.

The official response was typical: round up the charismatic leaders and throw them in jail. In spite of this, however, the hostile actions continued with new leaders taking their places. The King is now worried that this is more than just a localized phenomenon—something this size must represent an organized revolt. He wants his Musketeers to get to the bottom of it.

In truth, all of the chaos is the result of a homomancer that casts spells on a crowd currently in thrall of a charismatic leader. The magician has no greater goal than anarchy; she hopes that the continued riots will cause the government to become more repressive and inspire the people to overthrow it.

The Lottery

Theodore d’Etang is a liche that offers potions to noblewomen to enhance their beauty or charms. The ladies do not find him; Theodore uses a painstaking scouting and vetting process to ensure that a lady he approaches won’t alert him to the authorities (or at least has the decency to inform him, so that she can be the next sacrifice). Once a lady has joined his circle, Theodore provides her with as many potions as she needs and waits until she is hooked. He then informs her about the lottery.

Every month, Theodore chooses a lady at random to provide him with a sacrifice. This person must be pleasing to the eye and it’s understood that bad fortune is about to fall on him or her. Theodore provides the lady with a place to bring or send the sacrifice; it is never the same place twice but usually in a neighborhood where disappearances are common. Generally, the ladies try to provide sacrifices from their servants (some are hired in anticipation of being sacrificed); occasionally a ward or visiting relative is chosen instead. In a macabre twist, Theodore

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lets the lady know that her most recent potion granted after the sacrifice was empowered by said sacrifice.

Should the lady refuse to offer one then Theodore withholds his potions from all of his clients. He also lets it be known amongst them who is holding up the supply. Usually, peer pressure is enough to make the lady comply. Should she still refuse, then her peers are allowed to kidnap her and use her as a sacrifice instead. Thus, the "Liche's Ladies" are a tough circle to crack: they'll literally do anything to keep their supply flowing and cover their complicity.

❧ Romance ❧

Romance is a big part of the swashbuckling genre and can be a driving force for many campaigns. The King's Musketeers are known for their roguish behavior and this can be quite exciting for a bored noblewoman or a bourgeois' daughter. On the other hand, being associated with a musketeer can be scandalous. Nor should the Queen's Musketeers be left out. A woman that dresses and acts "like a man" can be quite intriguing to a young nobleman, but scandalous amongst more conservative members of his family.

Romance in *All for One* is rarely easy, especially if a character ends up unintentionally romancing a Daughter of Medea or an agent of the Inquisition. Catholics

and Protestants also have difficulties mingling with each other over questions of conversion. Even provincial differences could be enough to spark difficulties. And we haven't even gotten to the issue of adultery...

These problems are complicated by the fact that Paris is a cosmopolitan city. Catholics, Protestants, noble, bourgeois, and peasant, all live in close proximity. Social circles are more akin to a patch of chainmail, with many circles interlinking with others. A romance can easily expose a character to new circles, whether he is aware of them or not.

While covered in the *All for One* rule book, it bears repeating that romance adventures and subplots are more about the flirtations and scandalous pairings rather than the details of the romance itself. Such things are best left behind closed doors...unless the couple chooses to express their love in the Square du Vert Galant, in which case anything goes (Well, not really. We still highly suggest you leave the descriptive details to something no more than "we flaunt our love openly").

Adventure Seeds

Already Taken

Some musketeers aren't choosy about their conquests, especially when copious amounts of alcohol are involved. In the present case, a comely young maiden enjoys the attentions of one of the characters and spends the night with him. Unfortunately, she's the girlfriend of a rather arrogant member of the Cardinal's Guard. She had an argument with him and decided to do what she thought would hurt him the most.

Her revenge, however, relies on her lover knowing what happened. Thus, she immediately makes it public and this causes no small amount of trouble for the musketeer. The Cardinal's Guardsman demands satisfaction and he's a very capable swordsman.

Variants on this include the character getting involved with a married noblewoman disguised as a peasant or, for a higher stakes scenario, the character frolics with a woman in the Square du Vert Galant only to discover that she's a mistress of the King.

Love Is in the Drink

A wealthy seigneur is hosting a party and has invited many of Paris' most prominent bourgeois. He's also hired the characters to give his party a bit of



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class and protection against undesirables. Unfortunately, things are about to get extremely chaotic as a love potion is accidentally dropped into a wine decanter and served to virtually all of the guests.

The culprit is none other than the seigneur's head servant. He's had a crush on the seigneur's daughter (the party is mainly a "coming out party" for her), and he purchased a love potion from a local alchemist. He planned on mixing it with wine and serving it only to his intended. Unfortunately for him, the decanters got mixed up and another overzealous servant handed it out to everyone at the party.

Chaos soon ensues as guests start falling in love with each other. This causes much quarreling, threats, and impromptu dueling. The characters are expected to maintain order, but they've likely drunk some of the wine themselves. Only the head servant knows the truth and possibly only after he serves his intended a regular glass of wine and is rejected. Can the musketeers keep everyone from killing each other while they uncover the truth?

Hurting the War Effort

Master of Camp (Colonel) Oliver de Croix had barely gotten married before he had to lead his unit north to fight the invaders. He left his young fiancée Phaedra behind to run his Parisian household until his brother Arnauld could make it up from Languedoc. Phaedra quickly grew bored of attending dances and balls and standing on the sidelines, so she decided to have a bit of fun...with a character.

Unfortunately, Arnauld soon arrives and catches the character in the act with Phaedra. Angered but practical, he decides that Phaedra's honor isn't worth risking a duel over, choosing to send a message to his brother instead. This would likely bring Oliver running home. In the meantime, Arnauld lodges a complaint with M. de Tréville.

Tréville is very worried. He calls the characters to his office and dresses down the offending character. Furthermore, he informs them that the only reason why foreign troops aren't knocking at the Parisian gates is because Oliver has been such an effective leader. With only a small unit he's been able to break the supply lines and slow the advancing troops to a crawl. Should Oliver quit the battlefield for long it could spell doom for France. He wants the characters to convince Oliver to remain the King's servant until the crisis is over.

❧ *Secret Societies* ❧

Paris is home to many secret societies. Some are working to aid France while others seek to destroy it. Some care little one way or the other. Throughout the course of a campaign characters are certain to rub elbows with members of secret societies, even if they aren't aware of the connections. Some musketeer characters may even be working toward a secret society's goals without knowledge of doing so.

Secret societies add an extra level of depth to other types of plots. Some characters may even be members of secret societies, even if they are members of the King's Musketeers.

Adventure Seeds

A Diabolical Scheme

Strange happenings are afoot in and around Dr. Bretel's country home. Tools and raw materials have gone missing, special orders for bulk items like cured leather disappear before they reach the estate, and refugees in the area are now going missing. Through it all Dr. Bretel is worried that his Diabolical Engineers won't be able to work in privacy as soldiers comb the countryside looking for answers.

In truth, one of the newer automata has gained enough sentience to pretend to be subservient while it builds an army. It's been scavenging for resources and, through a mistake in its own sorcerous binding, can animate new automata with soul energy. Currently it is building the automata in an abandoned barn on the far side of an absent seigneur's property.

The musketeer characters investigate the strange happenings around the countryside even as Dr. Bretel stone-walls them. Once they uncover the truth, the characters must also learn why the original automaton is building an army and hope that they've managed to deal with all of the automata created so far.

Infernal Power

Ignatius Marcini, a Lombard engineer teaching at the Royal University of the Sciences, is also a Diabolical Engineer. He has pledged his support to France and, like the other members of his secret society, he is combining necromancy with his designs to create new war machines. His most current design, the fire-breathing horse, is showing great promise in its initial tests.

Unbeknownst to his colleagues, Ignatius has also pledged his support to another power; he is a member of the School of Night. Ignatius wants to gain power over the school engineering department but he's thus far been denied promotion, primarily due to his nationality. Ignatius has decided to make a more promising case by eliminating the competition. He's using his necromancy to make the projects of other engineers go rogue, often fatally so for the engineers that built them.

Ignatius is no fool and when the characters investigate, they find that Ignatius has left a lot of false leads for them. Ignatius hopes to pin the chicanery on another engineer. Failing that, he plans to ensure that the musketeer characters meet a fatal end through one of his rival's infernal creations. Ironically, the Diabolical Engineers unwittingly aid Ignatius, as they don't like anyone snooping too deeply into what they are doing.

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A Most Dangerous Game

For centuries, the Holy Vehm has operated in the utmost secrecy throughout France. With this secrecy comes autonomy, and occasionally autonomous cells go rogue. In the current case Brother Alphonse Bremy, a Minim monk at L'Annonciade, claims to have received a vision to cleanse Paris of infidels. He and his cell are kidnapping Protestant preachers, condemning them, and releasing them somewhere outside of Paris in order to be hunted down like animals.

Gerard Cartier is a bourgeois financier and member of the Holy Vehm. Recently arrived in Paris from Lyon, Gerard was not privy to Alphonse's actions until he reached out to the local members of the secret society. Once he discovered what was happening to Protestants he was horrified, as Cartier is not only tolerant of but friends with many prominent Protestants. He has decided that action must be taken.

Cartier has a bit of a quandary. He wants to go to his acquaintances in the Musketeers, but he has vowed not to make the existence of the Holy Vehm known to outsiders; to do so carries a sentence of death. He has sent a message to the Senior Chair in France, but with the war and the invasion he isn't sure if the message will be received, much less responded to, before many more Protestants die. He has to trust the characters to keep his secret and find a way to help without exposing them to the Holy Vehm, who may make them the next victims.

❧ *The Tunnels* ❧

The tunnels below Paris snake through most of it, becoming almost a second city. Its labyrinthine nature is second only to the tightly packed twisting streets of the city's poorer sections. The tunnels connect catacombs, ancient city remains, and even monsters long sealed away. It is also a home to unwanted Parisians. In short, there is plenty of opportunity for adventure in Paris without ever stepping on the city streets!

Tunnel adventures add elements of exploration and adventure in a subterranean setting. Players that enjoy "traditional fantasy roleplaying" will find that the tunnels beneath Paris have a lot of familiar tropes: dangerous beasts, wandering bands, secret passages, forgotten treasures, and ancient threats all have a place in Paris' undercity.

Adventure Seeds

The Professor and the Tomb

Dr. Rudolf Glassier believes that he has found an ancient Roman tomb in the tunnels. He has offered a good percentage of any valuables found to the King as well as donating the findings in the tomb to La Sorbonne.

Dr. Glassier has asked for soldiers to accompany him, as the tomb rests in a remote location of the tunnels (even more remote than the tunnels usually are) and he wants protection from grave robbers (of which he doesn't consider himself) or creatures.

Naturally, M. de Tréville has volunteered the characters for the mission. From the start, Dr. Glassier's "easy in and out operation" is anything but. The characters aren't in the tunnels for an hour before Dr. Glassier admits that he's never actually seen the tomb but is going by a diary he recently found while cleaning a classroom closet. Furthermore, some of the tunnels have changed since the map was created and the characters keep stumbling into obstacles that the map didn't warn them about.

Eventually, the characters do find the tomb. Unfortunately, any treasures it contained were plundered long ago and it is now a home to undercity squatters. Actually, it's more of a nest, and the moon is full tonight. The characters and the good professor have just invaded a wererat pack's home, and the rodents are hungry...

The Gunpowder Plot, a Bit Early

A secret group is dragging barrels of gunpowder through the tunnels and stacking them beneath the Louvre. They plan to blow it up while the King is in residence and end the war. The exact nature of the secret group is left open. This could be a plot by the New Catholic League to put Gaston on the throne, a plot by the Republicans to eliminate the monarchy (by blowing up the Louvre with Louis and Gaston in residence) to establish a Republic, or even a conspiracy of Austrian and Spanish agents to gain an advantage while their troops are marching toward Paris. Cardinal Richelieu may even be behind the attempt in the hopes of crushing the resilient Parisian spirit.

How the characters get involved depends on the nature of the secret group and the characters' own loyalties. Musketeers with New Catholic League ties may be asked to go along with the plot, especially if they are friends of Queen Anne. Queen Anne herself, if this is a Catholic plot, is torn, as she still loves Louis and isn't ready to take the throne herself. Perhaps a member of the Republicans thinks that his society has finally gone too far and asks the characters for help.

In any event, the characters need to stop the plot before it occurs and figure out what to do with all of the gunpowder. As an added twist, one group may be responsible for the placement of the gunpowder while another group takes advantage, attempting to light the gunpowder at an opportune moment while the characters are otherwise occupied with the original plotters.

The Rat Catcher

The rats of Paris are increasingly becoming a problem and many Parisians are starting to spot the larger tunnel rats in the streets at night. In frustration Parisian leaders

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❧ 100 Parisian Scenes ❧

petition the King and Cardinal to do something about it. In response, the Cardinal has offered a reward to any engineers that can properly dispose of the problem. Eager to win the money, many engineers have developed rat-catching machines to unleash in the tunnels and prove their usefulness.

What has since resulted is nothing short of chaos. Almost overnight, several clockwork and demon-driven machines are unleashed beneath the city. Most have been catching and killing rats with varying degrees of success but some, especially the demon-driven ones, are attacking underdwellers, destroying wine casks in adjoining basements, and terrorizing horses in the streets. And for some inexplicable reason a machine or two have developed a taste for human blood.

The characters are tasked with disabling and collecting the wayward machines with help from their creators. This is easier said than done, as some of the machines are more powerful than the typical automaton and a few have been completely and sorcerously warped from their original design.

1. A practitioner of a different fencing style claims superiority to one practiced by a musketeer. He challenges the musketeer to a “demonstration” of his boast.

2. A street urchin steals something from a musketeer in a busy street market. He slips under stalls and uses the crowd to cover his escape.

3. A child falls into the Seine and needs rescuing before he drowns. Several riverboats complicate the rescue.

4. A band of rogues attempt to free their comrade from hanging at the gallows in the Place de Greve.

5. Opportunistic robbers attack a carriage that has gotten stuck in an ever-shrinking street. The occupants obviously aren't Parisian.

6. A faulty mechanical experiment from the Royal University of Science is plowing through the streets.



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7. A riverboat accidentally stirs the Garguiem, which immediately starts attacking all local riverboats.

8. A prostitute attempts to seduce a musketeer (or other character) into joining her in a back alley, where her compatriots wait to waylay him.

9. A group of young ruffian boldly kicks in a bourgeois' door during dinner and hold the family at knife-point while demanding valuables. Characters can either be dinner guests or simply passersby.

10. A kitchen fire breaks out in a local tavern, threatening to engulf a city block or more.

11. A musketeer is challenged to a duel in the Place Royale.

12. A lady is robbed of her ball attire and simply can't enter the palace in muddy shoes. She asks the musketeers to travel through Paris, in the rain, to bring her a spare pair from her home.

13. A group of kobolds accidentally disturb a foundation while digging. The characters must rescue the occupants of a building as it collapses.

14. A prisoner escapes from one of the prisons (most likely the Concierge) and the musketeers are pressed into recovering him.

15. The musketeers learn that a member of an acting troupe performing in a noble household this evening may be an assassin.

16. The musketeers are invited to attend a costumed ball to assess whether a noble is passing information to a Spanish agent.

17. A priest ministering to the homeless is actually a vampire.

18. A small pack of werewolves invade the city to prey on frightened Parisians.

19. A young woman has decided to prove herself the equal of a man by challenging a character to a duel.

20. Two street preachers and their followers get into a loud argument over finer points in religion.

21. A noble's war dog malfunctions and extends its patrol area. Now everyone within a certain radius of the house is fair game.

22. A prostitute propositions a musketeer as an accomplice secretly robs him.

23. A couple of men have decided to dispense "street justice" on a thieving lad by brandishing a knife and threatening to plunge it into his heart.

24. The characters are enjoying drinks at a local tavern when a group hostile to the usual clientele enter the room and start trouble.

25. A street magician uses homomancy to get his audience to empty their pockets for him.

26. A heartbroken lover and his friends storm a wedding in order to "free" his beloved from an arranged marriage.

27. A heartless bourgeois' carriage driver plows through a couple of stalls rather than slow the carriage. They don't stop as the poor merchant is left with nothing.

28. A fellow musketeer vaults half-dressed out of a window with his lover's angry relatives chasing him with weapons.

29. A wild animal escapes from the Menagerie de Paris and runs wild through the streets.

30. A burglar robs a home while the characters are inside. A rooftop chase ensues.

31. A beautiful gentlewoman offers a character a ride. She is actually a succubus.

32. The characters are enjoying beverages at an outside table when a carriage rudely passes too close, spraying *la boue de Paris* all over them.

33. The characters hear a scream and arrive in an alley to find a dead man and a Cardinal's Guardsman holding a bloody sword. The guardsman claims innocence.

34. One of the Parisian bridges cracks and falls apart. This scene plays differently if it happens during the busy day or dark of night.

35. A character discovers an ornate ring half-buried in a muddy street that belongs to a wealthy gentleman who disappeared recently.

36. A young would-be sorcerer uses aeromancy to fly. Unfortunately, he flew too aggressively and knocked himself unconscious. Unless someone helps, he plunges to his death.

37. A "troublesome" priest who has spoken out against royal (i.e., Richelieu's) policies is tied to his bed and the rectory set ablaze.

38. A swimming Parisian (possibly using hydromancy) dives into the Seine and discovers the weighted-down body of a King's Musketeer (or another interesting corpse).

39. The characters are sitting at a tavern when a rival (such as the Cardinal's Guard) "appropriates" their drinks as the barmaid is bringing them out.

40. A wealthy young lady is kidnapped to further her captor's marriage plans. One of her servants implores the characters to save her.

41. An ex-soldier begs you for money. He claims that the Spanish are gaining ground.

42. A potential love interest flirts with you and you

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draw the ire of a rival. This could end in a contest of wits or a duel.

43. Two lovers, one Catholic, one Protestant, meet in secret. Unfortunately, a few members of the family of one of the lovers arrive and attempt to chase the other off, violently.

44. A tavern wench begs a character to save her from a "brute." In truth, she is in love with the "brute" and is teasing him, causing an awkward scene if the character is overzealous in protecting her.

45. Someone steals a character's horse.

46. The musketeers learn that a noble was recently bitten by a werewolf. Worse, he's at a costume ball this evening and it's the night of the full moon.

47. A young lady flirts with a character. Her betrothed demands satisfaction but is obviously outmatched. The characters can sense how much the young lad loves the woman.

48. At night, the characters witness robberies taking place with the nearby city guard doing nothing. Should they get involved?

49. The characters are walking down the street when someone above tosses their refuse on them.

50. A bourgeois aunt attempts to foist her available niece onto a character.

51. Inquisitors drag out a friend of the characters for heresy in the dead of night. The characters know the charges are false.

52. Several new muskets explode during practice. Is it a design flaw or sabotage?

53. A preacher ministering to prostitutes is in danger of being roughed up by someone that doesn't want him to convert them.

54. A con artist attempts to cheat the characters in a game of chance.

55. The musketeers overhear a foreign emissary gloating about how his country's swordsmen are far superior to French swordsmen.

56. A merchant's barrels break loose and now barrel down the street, threatening pedestrians and possibly breaking horse legs.

57. The characters are chasing a mounted villain into a crowded street. Several people get injured. Do the characters stop to help or continue their pursuit?

58. The musketeers hear shouting in the third story window of a home they are passing. One of them sees the glint of steel in the open window.

59. A poor Parisian begs the musketeers for aid. He believes that vampires are posing as Ladies of Charity to

drink the blood of the sick. Unfortunately, they discovered him so now he needs protection from vampires.

60. A pistol duel between two gentlemen goes badly when one of them accidentally shoots a passerby.

61. The characters are riding through the city when a sudden rat swarm spooks their horses.

62. A Parisian holding a baby is screaming for help out of the third story window of a burning building.

63. A gentleman comes to the characters claiming that his new house on the Île-de-la-Cité is haunted.

64. An incubus runs an apartment house and "services" his tenants, one of which is a character (or a lackey/friend). Unfortunately, another tenant wants the incubus' exclusive attention and tries to run out the other tenants.

65. The characters have to clandestinely escort a disguised King Louis to the Square du Vert-Galant without either being discovered.

66. A band of hungry Parisians assaults a bakery for bread.

67. A carriage comes barreling down a street. A couple of pedestrians won't be able to get out of the way in time without help.

68. A lady flirts with a character. While he isn't really interested, things heat up when one of her relatives tells the character under no uncertain terms that he better stay away from her.

69. A drunken tavern-goer stirs in an alley. He's been stabbed and needs assistance.

70. A young woman begs a character to train her how to fence.

71. A character is challenged to a duel. Unfortunately, his challenger is less than honorable and has arranged for the character to lose one way or another.

72. The characters are chasing a villain when one of them gets shot in the leg. The shooter is unrelated to the villain.

73. A ghoul is snatching and killing passersby, dragging the bodies into a nearby tunnel in order to consume their flesh.

74. The characters hear an illegal duel occurring in a nearby alley. What is more interesting is that it is two women dueling.

75. A fleeing woman begs the characters to save her from the man chasing her, accusing him of foul actions. In truth, she is a thief, and the man only wants his property back.

76. A Cardinal's Guardsman pays a pickpocket to lift

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jewelry from a noble and place it in a Musketeer's pocket. The Guard then arrests the musketeer for the crime.

77. A second Devil in the Caves is attacking squatters in the Parisian tunnels.

78. A falling flower pot threatens to hit a character's head.

79. A band of robbers assault a bourgeois in an alley. The musketeers hear the struggle.

80. A revenant is stalking a group of prostitutes, as it blames them for its death.

81. A character is goaded into a duel only to discover during the fight that his opponent is a woman.

82. A group of Cardinal's Guards goes on a drinking spree and one of them fancies a bar wench. Unfortunately, her significant other gets in the way.

83. A play is interrupted when an armed man storms the stage and accuses one of the actors of being his wife's lover.

84. Two men in a tavern are arguing. One attempts to throw his drink in the other's face but he hits a character instead.

85. A merchant discovers a cache of wine in the catacombs and sells the bottles. Unfortunately, the bottles are tainted by an ancient curse.

86. A young Parisian is so inspired by a Protestant

preacher's speech that he enters the nearest Catholic church and attempts to kill any religious figure inside.

87. A burglar robs a character's lodgings while he is out.

88. A would-be lover purchases a potion to make the object of his affection fall in love with him. Unfortunately, she lays eyes on a musketeer first and falls madly in love with him instead.

89. A malfunctioning submerged war machine is rolling across the bottom of the Seine and ripping open the hulls of riverboats floating above it.

90. A homomancer enchants a character to fall madly in love with her. The woman has a rude, unlikeable personality, contrasting greatly with the character's affections.

91. An occultist's mistake summons a demon that is now running rogue through the city streets.

92. A Parisian screams as a prigman runs off with shirts from her hanging laundry.

93. After having dinner at a popular new tavern, the characters learn that the main ingredient in its stew is rat.

94. A pickpocket or purse snatcher leads the musketeer characters on a chase through the catacombs.

95. Several Parisians gather for an impromptu dog fight. The game is rigged, as one of the dogs is protected through faunomancy.

96. A popular street actor parodies Richelieu one too many times. As the characters are enjoying his performance, the Cardinal's Guard storms the "stage" to arrest him.

97. A bookseller is being arrested for disseminating "traitorous" materials. In truth, another bookseller that was in danger of being caught planted the evidence on him.

98. A fur merchant is being stalked by a werewolf, as the merchant inadvertently killed its mate while hunting for pelts.

99. While the characters are chasing a fleeing thief he runs through a play being performed in a nearby alley.

100. A friend or lover of a character turns out to be a Spanish agent and has been using the character in his or her schemes.



Denizens of Paris



This chapter describes some of the major personalities, organizations, creatures, and regular Parisians that permeate the city. For the most part, these denizens aren't tied to a particular location or are scattered over many locations in the city. Some of these personalities and organizations are useful allies for the characters while others make dangerous opponents.

Personality at Court

This chapter takes a look at the major personages in Paris that have not been detailed in *All for One: Regime Diabolique*. These include Louis XIII and Queen Anne, as well as a few other influential personages in the King's Court. In addition, four very familiar musketeers and their lackeys are also detailed. Three major organizations, the Queen's Musketeers, the French Inquisition, and the Royal University of Paris, are also covered.

In some settings major personages are almost untouchable, sitting beyond the reach of most player characters. Such personages may manipulate people and events, but the characters deal with them only tangentially. This is not the case in *All for One*. The characters, as King's Musketeers, have access to the Louvre and the Tuileries palaces as the King's personal guard. They can rub elbows with the nobles that reside in and visit the Maison de Rois as well as catch the disapproving eye of Cardinal Richelieu himself.

Louis Thirteenth, King of France & Navarre

Louis XIII ascended to the throne at the age of nine when his father, Henri IV was assassinated in 1610. His mother, Marie de Médicis, took over as regent. When

Louis came of age four years later his mother continued to rule for another three years. The Queen Mother arranged Louis' marriage to Anne of Austria. Louis had no desire to marry a Spanish woman and the 14-year-old King was literally dragged to his wife's bedchamber by his mother in order to consummate the marriage and thus cement an alliance with Spain.

Louis staged a coup with the aid of Charles d'Albert, the Grand Falconer, and took control of France. The Thirty Years' War broke out soon thereafter and Louis was unsure of which side to support.

Taking advantage of the situation, Marie de Médicis, now in exile in Blois, attempted to retake power. After two unsuccessful rebellions, Charles d'Albert, now Louis' favorite and Duke of Luynes, negotiated a settlement with Marie. Unfortunately for Louis, Huguenot factions

Historical Disclaimer

As with the rest of the *All for One* setting, the historical personages described in this section only bear a superficial resemblance to their real-world counterparts. The gothic swashbuckling setting requires characters to match and Belphegor's machinations, coupled with the presence of the supernatural in general, have caused many of the characters to deviate from their proper course. In addition, we've taken dramatic license to fill in the personal details of the major personages in order to make for exciting *All for One* campaigns.

Keep this in mind when doing historical research for your campaign. While many of the facts will be identical, there are going to be differences. When facts contradict, consider the *All for One* facts to be canonical. Of course, this is your campaign and if you want to make these personages more like their historical counterparts then by all means do so!

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King of Navarre?

Louis XIII is styled "King of France and Navarre." This does not refer to Navarre, Spain, although the two regions are related. Lower Navarre sat on the northern side of the Pyrenees and, when Spain conquered Navarre in 1516, it found keeping Lower Navarre too difficult and let it go in 1521. Since then, the Kingdom of Navarre has referred only to this northern region.

Louis' father, King Henri IV, was King Henri III of Navarre before he took the French throne. His accession merged the two kingdoms under one ruler. Louis has gone a step further and officially merged Navarre with France in 1620.

Louis the Lover

The historical Louis XIII had a rather subdued love life by most accounts. His first night with Queen Anne was hardly magical and most believe that the reports of consummation were ritualized fiction. Their one brief happy period turned cold after Anne's miscarriage in 1622. There were rumors that the King was homosexual or bisexual, counting both men and women in extramarital flings, but there's no hard evidence that these relationships were anything but platonic.

In the gothic swashbuckling setting of *All for One*, Louis XIII is a passionate lover—just not to his wife. He has many dalliances and lovers, taking many of them during the lavish parties and hunting excursions that occupy his time. Cardinal Richelieu not only encourages it, but he is indeed behind it. Belphegor has used his demonic magicks to push the young King from being frigidly chaste to an absolute hedonist.

rose in revolt in 1621, and the Duke died of camp fever laying siege to Montauban.

Louis called his mother back to Court. He also recalled Cardinal Richelieu, an advisor to the queen who fled to the papal state of Avignon when she was overthrown, to Paris as a tempering influence on the still-hostile Marie de Médicis. Louis led the royal forces against the Huguénots and displayed courage and prowess on the battlefield. In spite of early victories, he couldn't crush the rebellion and signed a truce in 1622. Louis' battle savvy didn't translate well to court; Louis had little stomach for governing and began to lean on Richelieu more and more.

With the Huguénots rebelling again in 1625, Louis was convinced by Richelieu to lead an army against them. This led to the Siege of La Rochelle, in which France was able to keep England from supporting the rebels enough to successfully force the last Huguénot stronghold to surrender. This act proved to France that Louis XIII

intended to rule as an absolute monarch, tolerating no dissent from regional leaders.

Concerned about being surrounded by the Habsburgs, Richelieu convinced Louis to support the Protestants rather than fellow Catholic nations. This infuriated Louis' mother, who wanted France to be part of the New Catholic League, and brother Gaston. Marie demanded that Louis choose between her and Richelieu. Louis chose his minister and sent his mother into exile. She eventually fled to Brussels, where she remains today.

Currently, King Louis XIII is little more than a puppet. Cardinal Richelieu runs the government as he continues to distract the King with affairs of state. This has led Louis to neglect reforming the tax code, which is stirring up the masses against him. This crystallizes in the summer of 1636, when the Habsburgs invasion displays a royal weakness in keeping foreign troops off French soil so close to Paris.

Louis has a frosty relationship with his wife. Married by proxy when they were both 11 years old, Louis first received Anne three years later and barely paid attention to her. This has garnered Louis the satirical sobriquet of "Louis the Chaste," as the King's sexual disinterest seems limited to his wife. This is due to the influence of Richelieu, who's ensured that the king's attentions are focused elsewhere. Louis actually has several lovers, male and female, and continually throws elaborate parties to cover his dalliances.

Patron 5

Archetype *Noble*

Motivation *Love*

Style: 5

Health: 9

Primary Attributes

Body: 5

Charisma: 4

Dexterity: 5

Intelligence: 4

Strength: 5

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 9

Move: 10

Defense: 11/10*

Perception: 8

Stun: 5

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Academics	4	2	6	(3)
Athletics	5	3	8	(4)
Brawl	5	3	8	(4)
Con	4	3	7	(3+)
<i>Seduction</i>			8	(4)

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Diplomacy	4	3	7	(3+)
<i>Leadership</i>			8	(4)
Empathy	4	3	7	(3+)
Fencing: Renoir	5	4	9	(4+)
Firearms	5	4	9	(4+)
Intimidation	4	3	7	(3+)
Performance	4	3	7	(3+)
Ride	5	3	8	(4)

Talents

Dodge (Dodge is a reflexive action)

Parry (Parry is a reflexive action)

Quick Draw (Draw Weapon as a reflexive action)

Well-Educated (Academics as a generalized skill)

Resources

Status 7 (King, +16 Social bonus, 3 resources)

Wealth 5 (Opulent, 2,000 livres a month)

Flaw

Lustful (+1 Style point whenever his overactive libido gets him into trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	8N	(4)N
Sword Rapier	3L	0	12L	(6)L
Main Gauche	1L	0	10L	(5)L
Flintlock Pistol	3L	0	12L	(6)L

Anne of Austria, Queen Consort of France and Navarre

In spite of her name, Anne of Austria was born in Spain, the daughter of King Philip III and Margaret of Austria. She was married by proxy to Louis XIII in order to strengthen French and Spanish relations, but her husband treated her coolly from the moment they met. For her part Anne initially did little to adopt the French culture, primarily speaking Spanish and surrounding herself with Spanish ladies-in-waiting. The Duke of Luynes forced her to assimilate before his death, but her adoption of French ways has done little to chip away at her husband's icy handling of her.

Anne has taken a disliking to Cardinal Richelieu even without knowing that he is responsible for her marital strife. In the absence of husbandly affection,

Anne has sought it elsewhere and the Cardinal attempted to exploit her for it. In 1625, the Cardinal attempted to manipulate Anne into revealing that Lord Buckingham was her lover in order to spark a war between England and France as well as give the King cause to wipe out the Huguenots, who were receiving aid from England. Only the actions of three musketeers and a Gascon peasant saved Anne from scandal. In 1630, Anne worked with her mother-in-law to remove Richelieu from power but the plot failed.

Louis' decision to enter the war on the side of the Protestants weighs heavily on Anne. Her brother Philip IV now rules Spain and Anne feels familial loyalty to him. The Cardinal and his spies are keeping a close eye on her in order to sabotage any chance Anne has to secure peace between France and Spain.

Louis' behavior aroused suspicion in Queen Anne and has put even more distance between them. Ironically, this has encouraged Queen Anne to become promiscuous herself as she longs for the companionship that her husband denies her. This resulted in the Affair of the Diamonds in which she was saved only through the actions of three musketeers and a young Gascon.

These musketeers confirmed what the Queen had long suspected: Richelieu was working against her. She found support with the Queen Mother when she returned to court and together they attempted to wrest control from Richelieu, but their boldest attempt to remove him on



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the Day of Dupes in 1630 only resulted in the Queen Mother and Gaston's exile.

In recent years Anne has been warming to the idea of the New Catholic League through correspondences with her brother, the King of Spain (who happens to be married to Louis' sister). She laments the current war between the two countries and wants it to end. She's drafted the Duchess of Chevreuse to aid her in keep the correspondences secret as they've been becoming dangerously treasonous of late.

Richelieu suspects Anne of working against him and, in an effort to expose her again, has encouraged his personal secretary, Jules Mazarin, to be her confessor. Unfortunately, Jules became fast friends with Anne and now doubts whether he is on the right side.

In spite of her current intrigues Anne still loves her husband and hopes that, once Richelieu is gone, he can be the kind of King that France can be proud of having. She also wants to elevate Mazarin to Richelieu's position, believing that he'd be a better spiritual leader for France.

Patron 4	
Archetype <i>Noble</i>	Motivation <i>Justice</i>
Style: 3	Health: 7

Primary Attributes	
Body: 3	Charisma: 5
Dexterity: 3	Intelligence: 4
Strength: 3	Willpower: 4

Secondary Attributes	
Size: 0	Initiative: 7
Move: 6	Defense: 6
Perception: 8	Stun: 3

Skills	Base	Levels	Rating	(Average)
Academics	4	3	7	(3+)
Athletics	3	3	6	(3)
Brawl	3	2	5	(2+)
Con	5	3	9	(4+)
Diplomacy	5	3	9	(4+)
Empathy	4	3	7	(3+)
Fencing: L'Epee Gracieuse	3	2	5	(2+)
Firearms	3	2	5	(2+)
Intimidation	5	3	9	(4+)
Performance	5	3	9	(4+)
Ride	3	3	6	(3)

Talents
Attractive (+1 Charisma bonus dealing with people)
Charismatic (+1 Charisma rating)
Well-Educated (Academics is a generalized skill)

Resources
Status 5 (Queen, +8 Social bonus, 3 resources)
Wealth 5 (Opulent, 2000 livres a month)

Flaw
Depressed (+1 Style point when her dire predictions come true or something happens to crush her spirits)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Concealed Dagger	0L	0	5L	(2+)L

Marie de Rohan, Duchesse de Chevreuse

If there ever was a person in France that always seems to be in the wrong place at the wrong time, it is the Duchess of Chevreuse. She has a whispered reputation for being involved in many conspiracies, but in truth she has little to do with any of them. What she does have is a desire for passionate romance, and this frequently gets her into trouble.

Marie is the daughter of Hercule de Rohan, the Duke of Montbazou. Hercule was the intended target of the Queen Mother's assassination attempt that took Henri IV's life instead. She was married to Charles d'Albert at the age of 17 in 1617. Louis XIII appointed her to be the head of Queen Anne's household as part of his attempt to cleanse the Queen of Spanish influence.

In 1621, the Duke of Luynes died and Marie remarried in April the following year to Claude de Lorraine, the Duke of Chevreuse. She also fell out of favor with Louis when Belphegor used her to increase his own influence as Cardinal Richelieu. Marie was playing with the pregnant Anne when Richelieu used magick to cause Anne to have a miscarriage. Louis blamed Marie for the tragedy and had her thrown out of court. She returned shortly thereafter thanks to pleas by her husband and Anne.

In 1623, Marie encouraged Anne to pursue a romance with the English Lord Buckingham (as Marie had her own English lover, the future Earl of Holland). Unfortunately, Lord Buckingham, Anne's lover, couldn't contain his

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love for Anne and raised eyebrows in the French court, and more specifically Richelieu, by his gushing over Anne. Richelieu almost exposed the conspiracy but three musketeers and a young Gascon were able to preserve Anne's, and by extension Marie's, honor.

In 1626, Marie was again dragged into a conspiracy when her then-current lover, the Comte de Chalais, conspired with nobles to move against Louis and Richelieu and have Gaston declared King. This attempt failed and Marie fled to Lorraine while the Comte lost his head. During this time Marie became the Duke of Lorraine's lover, who was involved, along with her former lover Lord Buckingham, in an informal alliance against France.

Surprisingly, Richelieu allowed Marie to return to court in 1628 (not long after he had Milady de Winter assassinate Lord Buckingham). The Cardinal hoped that Marie's intrigues (which he believed were true) would spread chaos amongst the French nobility. This almost cost him dearly, as Richelieu was so focused on watching Marie that he failed to notice the conspiracy building against him on the Day of Dupes.

In 1633, Marie had an affair with the Keeper of Seals, who was busy sharing information with Lorraine and Spain. Richelieu exposed this conspiracy and had the Keeper imprisoned. Once again, Richelieu was unable to tie Marie to the conspiracy. Currently, the Cardinal believes that Marie is aiding Anne with her correspondence with Spain. This is providing much needed cover for Marie de Hautefort, who is actually meeting with Spanish couriers to pass messages between the Queen and her brother, the Spanish King.

Patron 4

Archetype <i>Noble</i>	Motivation <i>Love</i>
Style: 3	Health: 7

Primary Attributes

Body: 3	Charisma: 4
Dexterity: 3	Intelligence: 4
Strength: 3	Willpower: 4

Secondary Attributes

Size: 0	Initiative: 7
Move: 6	Defense: 6
Perception: 8	Stun: 3

Skills	Base	Levels	Rating	(Average)
Con	4	5	9	(4+)
Diplomacy	4	5	9	(4+)
Empathy	4	5	9	(4+)
Intimidation	4	5	9	(4+)
Performance	4	5	9	(4+)

Ride	3	5	8	(4)
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Talents

Attractive 2 (+2 Charisma bonus dealing with people)

Barbed Tongue (+2 in social duels)

Well-Connected (improved Contacts resource)

Resources

Status 5 (Duchess, +8 social bonus, 2 bonus resources)

Flaw

Lovelorn (+1 Style point whenever her affections are rejected or she suffers hardship in the name of love)

Weapons	Rating	Size	Attack	(Average)
Concealed Dagger	0L	0	1L	(0)L

Secretary Jules Mazarin

Giulio Raimondo Mazarini was born in the Kingdom of Naples in 1602. He studied law in Spain and later became a captain in the papal army. He seemed destined for an aristocratic life until he had a religious epiphany in 1624. He left the army for the diplomatic service. It was in this capacity that he first met Cardinal Richelieu. The two men negotiated a truce between France and Spain over the Mantuan succession in 1630 and Mazarini was enthralled with the Cardinal. The Cardinal also saw great potential in the young diplomat.

The Pope sent Mazarini to Paris as a papal envoy in 1634 to negotiate a peace between France and Spain. Mazarini's infatuation with Richelieu and France not only led him to stylize himself as "Jules Mazarin," but also to favor Richelieu's position on having France join the Protestants side in the war. This caused Mazarin to be released from his position by the Pope after Spanish protest in 1636, but Richelieu immediately drafted him into French service as his personal secretary and protégé.

During his time as papal envoy Mazarin was befriended by Queen Anne, who was looking for a friendly face in the Church. Richelieu secretly encouraged this relationship, hoping that Mazarin would be his eyes and ears. Instead, Mazarin found himself enchanted by the Queen and he began to trust her and doubt Richelieu. When Richelieu fully brought him into French service at the beginning of 1636, Mazarin already harbored suspicions against the Cardinal.

Mazarin is a handsome, charming man with a love of art, gambling, and wealth. He has numerous connections within his family and within the Vatican. He is devoutly

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Catholic but sees the wisdom in France's position. Mazarin's love for Anne is platonic and honorable, although there are already rumors that they are intimate. Mazarin has only begun digging into Richelieu's activities even as he is being groomed to replace Richelieu (the real one, as Belphegor plans to assume Mazarin's form once the imprisoned Richelieu dies).

Ally 4

Archetype *Priest* **Motivation** *Truth*

Style: 3 **Health:** 8

Primary Attributes

Body: 3 **Charisma:** 5

Dexterity: 3 **Intelligence:** 6

Strength: 3 **Willpower:** 5

Secondary Attributes

Size: 0 **Initiative:** 8

Move: 6 **Defense:** 6

Perception: 10 **Stun:** 3

Skills

Skills	Base	Levels	Rating	(Average)
Academics	6	4	10	(5)
Bureaucracy	6	4	10	(5)
Diplomacy	5	4	9	(4+)
Empathy	6	4	10	(5)
Gambling	6	4	10	(5)
Intimidation	5	3	8	(4)
Investigation	6	4	10	(5)
Linguistics	6	3	9	(4+)

Talents

Intelligent (+1 Intelligence rating)

Well Educated (Academics is a generalized skill)

Resources

Rank 1 (Cardinal's Secretary, +2 social bonus)

Wealth 2 (Comfortable, 100 livres a month)

Flaw

Curious (+1 Style point whenever his curiosity gets him or a companion into trouble)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N

Celeste Leveque d'Arjon

Little is known about Celeste Leveque d'Arjon before she arrived in the French court in 1635 with her father, Robur Leveque, the Comte d'Arjon. Arjon is a county in Burgundy and the Comte had come to pledge his support in the war. In the King's eyes, the Comte was far outshone by his devastatingly beautiful daughter. Celeste was a paradox. At times she seemed the innocent, doting daughter and at other times she seemed more coy and suggestive. Within a few days she had Louis absolutely captivated (much to the apparent chagrin of the Cardinal, who'd hoped his niece would occupy the King's attentions). When the Comte left Louis invited her to remain in his court and he dismissed his prior mistress, Marie de Hautefort, softening the blow by making Marie a lady-in-waiting.

Celeste wasted no time in making her presence known in the court. She brought out a fire in Louis that no one had ever seen before. Queen Anne, who'd been in league with Marie de Hautefort, thought that Celeste was a pawn of Cardinal Richelieu's to break Marie's influence. Cardinal Richelieu, on the other hand, thought that one of his enemies planted Celeste to make Louis more independent from him (he suspected Marie de Médicis). If someone did ensure that the King would meet Celeste, she certainly isn't telling.

Regardless of her true allegiance, Celeste has driven another wedge between the King and Queen. She is also occupying most of Louis' time. While Richelieu is thankful for both of these efforts, he has also discovered that not only does the King seem to have little time for him, but also that Louis is making more independent decisions. His refusal to leave Paris during the latest invasion was against the Cardinal's advice and served to rally the Parisians to France's defense.

Celeste is a beautiful young woman with short curly blonde hair. She is slender but well-proportioned and she ensures that her garments accentuate all the right places (within fashionable restrictions). She is also quite powerful; apparently she's been gathering information from other nobles during the lavish parties thrown by the King and doesn't hesitate to use that information to blackmail courtiers into giving her what she wants.

Ally 4

Archetype *Noble* **Motivation** *Mystery*

Style: 2 **Health:** 6

Primary Attributes

Body: 2 **Charisma:** 6

Dexterity: 2 **Intelligence:** 5

Strength: 2 **Willpower:** 4

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Secondary Attributes

Size: 0	Initiative: 7
Move: 4	Defense: 9/8*
Perception: 9	Stun: 2

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Con	6	5	13	(6+)
Diplomacy	6	4	12	(6)
Empathy	5	4	9	(4+)
Fencing: Danse	6	4	12	(6)
Performance	6	4	12	(6)
Ride	2	4	6	(3)

Talents

Attractive 2 (+2 Charisma bonus dealing with people)

Bold Attack (use Charisma instead of Strength for melee)

Bold Defense (use Charisma instead of Dexterity for active defense)

Resources

None

Flaw

Secret (+1 Style point if she is confronted with the truth or has to go out of her way to keep the secret)

Weapons	Rating	Size	Attack	(Average)
Rapier	2L	0	14L	(7)L
Main Gauche	1L	0	13L	(6+)L
Concealed Dagger	0L	0	12L	(6)L

Marie de Hautefort

Marie de Hautefort (from the Perigord region) was only 14 when she became part of Marie de Medici's household in 1630. Louis XIII found her quite beautiful and was immediately infatuated. His mother encouraged Louis' attentions, as she hoped that a relationship between the King and Marie would help break Richelieu's influence. Unfortunately for the Queen Mother, the King's infatuation only ensured that Marie de Hautefort was allowed to remain in Paris while the Queen Mother and Gaston were banished after the Day of Dupes.

Courtly Wild Card

If you think that the description of Celeste Leveque d'Arjon, the current mistress to the King, is a bit coy on her true allegiances, then you'd be correct. Celeste is intended to be a wild card that the Game-master can spin into whatever works for his campaign. Celeste might be an agent of the New Catholic League, a Daughter of Medea, or perhaps even a Black Blade (see *Richelieu's Guide to Expanded Characters*).

In any event, Celeste is also an example of the care-free libertine, a mistress that flaunts her charms and the power she wields as a result of her position. She is both admired and resented by many in the King's court.

For the next five years, Marie became Louis' confidant. She immediately drew the ire of Cardinal Richelieu, as his own influence on the King waned. While Richelieu pressed the King to enter the war on the Protestant side, Marie urged him to join the Habsburgs or, at the very least, remain neutral. This put her squarely at odds with Richelieu and he decided to topple her influence by introducing the King to his "niece," Cosette d'Argent-Breze. As it turned out, Cosette was not the one Marie needed to worry about. A mysterious woman, Celeste Leveque d'Arjon, seemingly came from nowhere and wrested the King's affection.

Louis still cared deeply for Marie and allowed her to remain at Court as one of Queen Anne's ladies-in-waiting. While the Queen initially resented this, she soon discovered that she and Marie shared a lot in common. Not only did they become fast friends, but the Queen inducted Marie into the New Catholic League. Marie now works in concert with Queen Anne, often carrying messages for her to and from her brother in Spain.

Ally 2

Archetype *Noble*

Motivation *Duty*

Style: 1

Health: 5

Primary Attributes

Body: 2 Charisma: 4

Dexterity: 2 Intelligence: 3

Strength: 1 Willpower: 3

Secondary Attributes

Size: 0 Initiative: 5

Move: 3 Defense: 4

Perception: 6 Stun: 2

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Skills	Base	Levels	Rating	(Average)
Con	4	2	7	(3+)
Diplomacy	4	2	7	(3+)
Empathy	3	2	5	(2+)
Melee	1	2	3	(1+)
Performance	4	2	7	(3+)
Ride	2	3	5	(2+)
Stealth	2	2	6	(3)

Talents

Attractive (+1 Charisma bonus dealing with people)

Skill Aptitude (+2 skill rating to Stealth)

Resources

None

Flaw

Vow (loyal to Anne; +2 Style points whenever she has to make a major sacrifice in order to keep her vow)

Weapons	Rating	Size	Attack	(Average)
Short Sword	2L	0	5L	(2+)L

❧ The Four Musketeers ❧

This section includes the backgrounds and statistics of the four famous musketeers as well as their lackeys. Porthos is included for completeness, as he is currently enjoying his retirement.

Athos

Comte Olivier d'Athos de la Fère, or more simply "Athos," is the oldest of the three musketeers involved in the Diamond Broach affair in 1625. He was born in la Fère, a land directly owned by Queen Anne. As a young man, Athos fell in love with a woman named Clarick and married her, only to discover a brand on her shoulder that marked her as a convicted criminal. Athos was enraged, believing that she only married him to steal his money. He hung her from the nearest tree and believed her dead (she survived and became Milady de Winter).

Distraught and disturbed by his rash action, Athos joined the King's Musketeers and kept his past a secret. He was older than his friends Aramis and Porthos and

assumed a leadership role. While a handsome man, a capable swordsman, and an intelligent leader, Athos is prone to melancholy and heavy drinking whenever he has quiet moments.

Athos' claim to fame is, along with Aramis, Porthos, and d'Artagnan, retrieving the Queen's broach from Lord Buckingham in order to foil the Cardinal's plot to expose her. He confronted his ex-wife when she attempted to kill d'Artagnan and forced her to give him the pardon that the Cardinal gave her for the crime. He sent word to Lord de Winter, the brother of Milady's husband (whom she murdered), and he had her imprisoned in England and sentenced to beheading. Athos also takes part in the Siege of La Rochelle.

Currently, Athos remains a King's Musketeer but is considering retiring to his lands. Now just past his prime, Athos considered leaving the corps in 1634 but d'Artagnan convinced him to stay. Athos begrudgingly accepted promotion to sergeant and now spends most of his time training new musketeers. Should he learn of Milady de Winter's survival, then he'll certainly want to find her.

Patron 4

Archetype *Noble*

Motivation *Redemption*

Style: 4

Health: 9

Primary Attributes

Body: 4

Charisma: 4

Dexterity: 4

Intelligence: 3

Strength: 5

Willpower: 5

Secondary Attributes

Size: 0

Initiative: 7

Move: 9

Defense: 11/10*

Perception: 8

Stun: 4

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Brawl	5	4	9	4+
Diplomacy	3	3	7	3+
Empathy	3	3	6	3
Firearms	4	5	9	4+
Intimidation	3	3	7	3+
<i>Staredown</i>		8	4	
Melee	5	7	12	6
<i>Swords</i>			13	6+
Ride	4	4	8	4

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Talents

Charismatic (+1 to Charisma rating)

Parry (Parry as a reflexive action)

Riposte (Immediately follow a Parry with an Attack)

Savvy Fighter (+2 Defense bonus)

Resources

Follower 2 (Lackey: Grimaud)

Rank 3 (Musketeer Ensign; +4 Social bonus)

Status 3 (Comte; +4 Social bonus)

Flaw

Depressed (+1 Style point when his dire prediction comes true or something happens to crush his spirits)

Weapons Rating Size Attack (Average)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	9N	(4+)N

Arquebus	3L	0	12L	(6)L
Main Gauche	1L	0	13L	(6+)L
Rapier	2L	0	15L	(7+)L
Wheellock Pistol	3L	0	12L	(6)L

Grimaud

Grimaud is Athos' manservant. He is a Breton and rarely speaks, using hand signals. In truth this is his geis, as Grimaud is a minor sorcerer who uses magic to occasionally help his master.

Follower 2

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5

Skills: Academics: Occult 6, Magick: Beningus 6, Magick: Herbalism 6, Medicine 6, Melee 5



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Musketeers and Fencing

The four famous musketeers have all been given Melee skills instead of Fencing. The reason for this is to allow the Gamemaster flexibility if he wishes to assign styles to the musketeers, especially if one of the player characters wants a musketeer as a fencing master. Gamemasters are, of course, free to keep Melee as the official skill (although there is no reason not to assign a Fencing skill if you're using the Optional Fencing rules).

The Four Lackeys

The lackeys of the four most famous musketeers are all built at Follower 2 point totals. This is due to their decade-long experience. This cost is not balanced on the individual Musketeer stat block because it is presumed to have been purchased with experience points.

Talents/Resources: Magickal Aptitude (Herbalism), Magickal Sensitivity

Flaws: Geis (cannot speak; +1 Style point when geis causes aggravation for him or an ally)

Weapons: Walking stick 8N, Dagger 6L

Aramis

René d'Aramis de Vannes, or Aramis, was a young ambitious musketeer whose true calling is to become a Jesuit priest. Unfortunately, his love for women, coupled with his charismatic and foppish nature, keeps hindering that goal. He joined the musketeers after participating in an illegal duel, but dreamt of returning to the Jesuit order. In spite of that dream he lived quite comfortably on the gifts from his mistresses.

Aramis participated in the Diamond Broach affair in 1625 and the Siege of La Rochelle in 1627, after which he joined the priesthood. He made a good run of it for almost a decade, but old habits die hard. When he returned to Hôtel Tréville in 1635 with his tail between his legs, it's said that Athos and d'Artagnan laughed for a week. For his part Aramis claims to have rejoined the musketeers due to the outbreak of war, although he is horrified that France has chosen to side with Protestants.

Patron 3

Archetype *Academic*

Motivation *Duty*

Style: 3

Health: 6

Primary Attributes

Body: 3

Charisma: 4

Dexterity: 4

Intelligence: 5

Strength: 3

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 9

Move: 7

Defense: 9/8*

Perception: 8

Stun: 3

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Academics:	5	3	8	(4)
Occult				
Academics:	5	3	8	(4)
Religion				
Brawl	3	1	4	(2)
Firearms	4	4	8	(4)
Intimidation	4	3	7	(3+)
<i>Staredown</i>			8	(4)
Medicine	5	3	8	(4)
<i>First Aid</i>			9	(4+)
Melee	5	4	9	(4+)
Ride	3	3	6	(3)

Talents

Calculated Attack (use Intelligence instead of Strength for Melee)

Calculated Defense (use Intelligence instead of Dexterity for Active Defense)

Intelligent (+1 Intelligence rating)

Lifesaver (Heal one lethal or two non-lethal wounds per one success)

Parry (Parry is a reflexive Action)

Resources

Follower 2 (Lackey: Bazin)

Rank 3 (Musketeer Ensign; +4 Social bonus)

Flaw

Lustful (+1 Style point whenever his overactive libido gets him into trouble)

Weapons **Rating** **Size** **Attack** **(Average)**

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Punch	0N	0	4N	(2)N
Sword Rapier	3L	0	12L	(6)L
Main Gauche	1L	0	10L	(5)L
Matchlock	3L	0	11L	(5+)L
Musket				

Bazin

Bazin is Aramis' loyal servant. While he continues to encourage his master to join the church, Bazin is losing faith. He is considering becoming a priest himself.

Follower 2

Primary Attributes: Body 2, Dexterity 3, Strength 2, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 6, Defense 5, Stun 2, Health 5

Skills: Academics: Religion 6, Empathy 6, Medicine 5, Melee 5, Ride 6

Talents/Resources: Herb Lore (use natural supplies for medicine, Skilled Assistant (improved teamwork bonus)

Flaws: Depressed (+1 Style point whenever his dire predictions come true or something happens to crush his spirits.

Weapons: Short Sword 7L

Porthos

Porthos is a giant of a man. He is loud, brash, and enjoys the finer things in life. He is extremely honorable and loyal to a fault. He romanced his elderly attorney's wife and her gifts allowed him to indulge. In addition to fine clothes Porthos also enjoys food and drink, of which he consumes copious amounts when presented with a banquet.

After his involvement in the Siege of La Rochelle, Porthos retired and married his wealthy mistress after her husband passed away. He is currently living a life of luxury as a country seigneur. While he has no real desire to rejoin the musketeers, he'd certainly return if his friends needed him.

Patron 3

Archetype *Noble* **Motivation** *Greed*

Style: 3 **Health:** 9

Primary Attributes

Body: 4 **Charisma:** 4

Dexterity: 3 **Intelligence:** 3

Strength: 4 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 7

Move: 6	Defense: 7/6*
Perception: 7	Stun: 4

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Athletics	4	3	7	(3+)
Brawl	4	4	8	(4)
Firearms	4	4	8	(4)
Gambling	3	3	6	(3)
Melee	4	5	9	(4+)
Ride	3	3	6	(3)
Streetwise	4	3	7	(3+)

Talents

High Pain Tolerance (reduced penalty for wounds)

Parry (Parry is a reflexive action)

Robust (+2 Health rating)

Swift (+2 Move rating)

Resources

Follower 2 (Lackey: Mousqueton)

Wealth 3 (500 livres a month)

Flaw

Obese (-2 Move score. +1 Style Point when his weight slows him down or causes him difficulty)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	8N	(4)N
Sword Rapier	3L	0	12L	(6)L
Main Gauche	1L	0	10L	(5)L
Flintlock Pistol	3L	0	11L	(5+)L

Mousqueton

Mousqueton is Porthos' lackey. Like his master he is vain and enjoys finery; as such he accepts Porthos' old clothes as payment for his services.

Follower 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 6, Perception 4, Ini-

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tiative 5, Defense 6, Stun 3, Health 5

Skills: Athletics 6, Gambling 5, Melee 6, Ride 6, Streetwise 5

Talents/Resources: Dodge (perform Dodge as reflexive action), Tricky Fighter (+2 bonus to perform tricks)

Flaws: Obsession (-2 penalty on all rolls when prevented from keeping clean. +1 Style point when obsession causes him to do something dangerous or endanger someone else's life)

Weapons: Punch 1N, Rapier 8L

D'Artagnan

D'Artagnan was a poor Gascon noble who went to Paris to seek his fortune as a King's Musketeer. His hot-headedness results in him challenging Aramis, Athos, and Porthos to duels on the same day. He joins them when the Cardinal's Guard attempts to arrest them for dueling, and d'Artagnan's prowess at such a young age impresses the King.

Later, D'Artagnan gets involved in the Diamond Broach affair and crosses paths with Milady de Winter, who vows revenge on him. She poisons his mistress and gets permission from Cardinal Richelieu to kill him; Athos intervenes to rescind the permission. After the events of La Rochelle, Louis XIII grants d'Artagnan a commission as Lieutenant of the King's Musketeers.

Patron 4	
Archetype Swordsman	Motivation Duty
Style: 4	Health: 8

Primary Attributes	
Body: 4	Charisma: 4
Dexterity: 4	Intelligence: 4
Strength: 4	Willpower: 4

Secondary Attributes	
Size: 0	Initiative: 8
Move: 8	Defense: 9/8*
Perception: 8	Stun: 4

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Athletics	4	3	7	(3+)
Brawl	4	4	8	(4)
Con	4	4	8	(4)
Firearms	4	4	8	(4)
Melee	4	4	10	(5)

Performance	4	4	8	(4)
Ride	4	3	7	(3+)
Streetwise	4	4	4	(4)

Talents
Dodge (Dodge is a reflexive action)
Parry (Parry is a reflexive action)
Skill Aptitude (+2 skill rating to Melee)
Vigorous Defense (may be attacked twice in the same round without penalty)

Resources
Follower 2 (Lackey: Planchet)
Rank 4 (Musketeer Lieutenant; +4 Social bonus)

Flaw
Thrill-Seeker (+1 Style point when he puts himself in danger just for fun)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	8N	(4)N
Sword	3L	0	13L	(6+)L
Rapier				
Main Gauche	1L	0	11L	(5+)L
Matchlock Musket	3L	0	11L	(5+)L

Planchet

Planchet is d'Artagnan's lackey. He is a clever, loyal, and reliable servant. He dreams of opening a tavern one day.

Follower 2

Primary Attributes: Body 3, Dexterity 3, Strength 2, Charisma 2, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6

Skills: Brawl 5, Larceny 6, Melee 5, Performance 5, Streetwise 5

Talents/Resources: Jack of all Trades, Moneywise (can boost Wealth)

Flaws: Blasé (-2 penalty on repetitive tasks. +1 Style point whenever his indifference causes harm)

Weapons: Punch 5N, Sword Rapier 8L

Public Societies

This section describes some of the non-secret societies of Paris. While some of them may have secrets of

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their own, the motivations of these societies are known amongst the populace.

The Queen's Musketeers

Founded in 1635, the Queen's Musketeers are an all-female company. Like their male counterparts, they serve to protect the Queen from physical and political threats.

History

In 1635, France declared war on Spain. As the sister of the Spanish king Philip IV, Queen Anne found herself trapped between her loyalty to France, her adopted homeland and over which she ruled, and Spain, her true homeland. Many French nobles loyal to Louis openly suspected Anne of traitorous activity, most likely with the aid of Queen Mother Marie de Médicis.

While the Cardinal publicly denounced such suggestions, he feared that misguided French patriots or zealous Spanish fanatics would take advantage of the war and attempt to assassinate the queen while the King's Musketeers were otherwise occupied. The Cardinal originally offered his own Guard to protect her, but M. de Tréville convinced the King that Richelieu was only seeking to once again expand the size of his personal guard (as Tréville believes was done once before through the Inquisition Guard). He suggested instead that the King expand the size and duties of the King's Musketeers.

Cardinal Richelieu countered the Captain by proposing a bold new venture—the formation of the Queen's Musketeers, a company of female Musketeers sworn to protect the Queen at any cost. While this sounded outrageous to the King at first, Richelieu subtly appealed to his baser instincts by stressing that such women would have to be athletic and graceful. Within three months Louis ratified the idea, bringing into being the only all-female fighting force in Europe.

Unfortunately, the initial problem was finding suitable women, as there was hardly a public pool of candidates. A few female soldiers, including a few of the King's Musketeers (and, it is rumored, one or two of the Cardinal's Guard), stepped forward, shedding their male disguises in the hopes of serving openly. Another prime recruiting ground was the circus, which had several female sharpshooters and swordswomen. Finally, there were some noble ladies that had at least a passing familiarity with the sword for their own protection.

A particularly fertile source was Gypsy women. Living a nomadic lifestyle these women learned to use a blade for entertainment as well as protection. Once recruited, Gypsy swordswomen were among the most flamboyant and flashiest fighters in the unit. Some Gypsies proved to be capable magicians as well. As with all Queen's Musketeers, Gypsy recruits had to affirm the Roman Catholic faith and pledge loyalty to the Crown. In return, families of Gypsy musketeers were given royal protection, even

New Equipment

While the Queen's Musketeers are not a secret organization, there are times in which they are expected to dress appropriately for social occasions. While a knife or pistol may be carried discreetly at such times, a Queen's Musketeer will often want a larger blade available along with the maneuverability to use it properly. Thus, most Queen's Musketeers wear a tear-away skirt and carry a parasol sword with them.

Parasol Sword

A parasol sword is a rapier hidden inside the hollow tube of a parasol or umbrella. The rapier deals 2L damage and is treated as a regular rapier.

Tear-away Skirt

A tear-away skirt is a special article of clothing designed to tear away with a quick movement, leaving the wearer immodestly clothed, yet without revealing too much flesh. This enables a swordswoman to fight without the normal penalty for wearing a skirt.

Use: Whipping off the extraneous clothing requires an Acrobatics roll (Difficulty 2) as an action. With success, the lady is left scandalously clad but able to move unrestricted. At the Gamemaster's discretion, such an act could be treated as a Trick. Once a garment has been torn away it loses any Charisma bonus until repaired (treat as creating the dress, except the cost is one-tenth).

Normal: When trying to perform athletic maneuvers in a normal, cumbersome dress, the character suffers a -1 penalty to appropriate Skill rolls (such as Athletics, Fencing, and Stealth).

Creation: Creating a tear-away skirt requires a Craft: Dressmaking roll at Difficulty 2. Two successes are required, plus one success for each Size point above zero. Each roll takes one day.

Notes: Such garments are available for purchase, though never as off-the-peg clothing. The cost is equal to the regular outfit the lady requires, plus a further 10% for the alteration. For example, a Queen's Musketeer wants to buy an altered courtly dress. The base cost is 50 livres, with an additional 5 livres for the modification, giving a final cost of 55 livres.

from the Inquisition (a fact that doesn't sit well with Richelieu).

By the beginning of the current year, the Queen's Musketeers are an elite fighting unit. They are also well versed in court etiquette, as most pull double-duty as the Queen's ladies-in-waiting. While Gypsies are not a

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Musketeer Mix-and-Match

Since M. de Tréville is in charge of both the King's and Queen's Musketeers then he may occasionally ask members of both to work together on the same mission. This provides you with a reason to allow male and female musketeers to work together without sharing barracks or making female characters dress as men.

Another way to do this is to allow women to openly be King's Musketeers, as per *Richelieu's Guide to Expanded Characters* (which also includes the Queen's Musketeers). Should you choose to allow female characters to be members of either order, you may wish to decide how each feels about the other. This could lead to good-natured competition (as both ultimately fall under the same captain, the animosity between the two would be nowhere near that of the King's Musketeers and the Cardinal's Guard).

On a related note, no basic Queen's Musketeer stat block is provided as the King's Musketeer stat block in *All for One* may be used for both King and Queen's Musketeers.

majority of the unit, their presence has fueled rumors that the Queen is protected by Gypsy magic.

Organization

The Queen's Royal Company of Musketeers, to give the outfit its formal title, follows much the same organizational structure and training as the King's Musketeers.

M. de Tréville is technically head of the organization, since all soldiers are ultimately answerable to the King as master of France, but the day-to-day running is left to Captain Eloise Desmarais, his female counterpart. It should be noted that while M. de Tréville is the supreme commander of the Queen's Musketeers, members of the King's Musketeers have no authority over their female comrades.

Since the Queen does not visit the battlefield, her Musketeers are unlikely to ever be sent to the frontline in large numbers. Instead, they serve primarily in Paris, guarding the Queen, either openly or disguised as ladies-in-waiting, carrying out errands as she desires. Given the Queen's ties to Spain, French Musketeers may well find themselves asked to deliver messages to Spanish envoys or nobility, despite the ongoing war.

Members

Aside from their sex and uniform, there is little to distinguish the Queen's Musketeers from those of the King. They are equally flamboyant (and raucous when they so desire), just as proud and loyal, given the same

privileges and responsibilities (save for fighting with the main army), carry the same weapons, and must often take on extra work to meet their expenses.

Only female Catholics are permitted to join the Queen's Musketeers. While there is a strong bias toward unmarried candidates, no law prevents married women joining their esteemed ranks.

Although a new company, the Queen's Musketeers have won plenty of recognition and quickly achieved celebrity status. Women want to be them, for the Queen's Musketeers represent a slight loosening of the shackles of centuries of male domination. Men want to woo them, for they cut a dashing figure in their white tabards emblazoned with a golden fleur-de-lys.

The Queen's Musketeers are stationed just outside the Louvre due to a shortage of space inside the palace.

Lieutenant Evangeline d'Etoile

Evangeline d'Etoile is a Gitano, or Iberian Gypsy. She spent most of her childhood and youth learning to fight, as her family was part of a traveling circus that moved through southern France. Unfortunately, her family was accused of witchcraft and when the soldiers came Evangeline fought them hard. There was a King's Musketeer amongst them, a Gascon by the name of d'Artagnan, and, although Evangeline lost, the musketeer struck a deal with her. He would ensure her family's safety if she agreed to join the newly formed Queen's Musketeers. Evangeline thought the Musketeer was joking, but d'Artagnan assured her that he was as good as his word. In fact, Evangeline made out better than she could have believed possible, as the King granted her land and extended royal protection to her family once she was admitted into the Queen's Musketeers.

Ally 4

Archetype *Swordsman*

Motivation *Duty*

Style: 3

Health: 7

Primary Attributes

Body: 3

Charisma: 5

Dexterity: 3

Intelligence: 4

Strength: 3

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 7

Move: 6

Defense: 6

Perception: 8

Stun: 3

Skills

Skills	Base	Levels	Rating	(Average)
Athletics	3	3	6	(3)
Brawl	3	3	6	(3)

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Con	5	3	9	(4+)
Diplomacy	5	3	9	(4+)
Fencing: Dardi	5	4	10	(5)
Firearms	3	3	6	(3)
Performance	5	3	9	(4+)
Ride	3	3	6	(3)

Talents

Attractive (+1 Charisma bonus dealing with people)

Charismatic (+1 Charisma rating)

Bold Attack (use Charisma instead of Strength for Fencing)

Bold Defense (use Charisma instead of Dexterity for Active Defense)

Resources

Rank 4 (Lieutenant, +4 social bonus and +2 resources)

Flaw

Bad Reputation (Gypsy. -2 to social rolls. +1 Style point when her bad reputation causes problems)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Rapier	2L	0	12L	(6)L
Main Gauche	1L	0	11L	(5+)L
Flintlock Pistol	3L	0	9L	(4+)L

The French Inquisition

While the Spanish Inquisition is by far the best known, it is not the only Inquisition, nor was it the first. That distinction goes to the Inquisition established to combat the heretical Cathars in Languedoc in the late 12th and early 13th centuries. The Spanish Inquisition came in the 15th century, followed by the Portuguese and Roman Inquisitions in the 16th century. These three Inquisitions are currently operating along with a new Inquisition, one aimed directly at the Protestants of France.

History

The French Inquisition is a new organization, having grown out of the Roman Inquisition, specifically the Avignon branch. During the Huguenot rebellions in the

1620s, Cardinal Richelieu established small inquisitions to root out Protestant spies. He also created autonomous Inquisition tribunals in each of the provinces to stamp out witchcraft.

In 1631, having just survived an attempt by Marie de Médicis and Queen Anne to unseat him, Richelieu requested that the Pope establish a French Inquisition and naturally offered himself as its head. Richelieu hoped that such official backing from the Pope would agitate the Catholic forces working against the king; publicly he hoped that this would quiet any doubts about Louis' legitimate authority.

Pope Urban VIII granted his request after careful consideration. Richelieu used the tribunals already in place to quickly establish the new French Inquisition. He also offered incentives to particularly successful members of the other Inquisitions to join the fledgling organization. He also ensured that there were new laws on the books that strengthened heresy and witchcraft as capital crimes.

Prior to France's entrance into the war, the new French Inquisition primarily concerned itself with rooting out witches. As Druidism and witchcraft are the same in the eyes of the Church, the new Inquisition soon found itself mired in Brittany and Normandy. It also chased many Gypsies out of France. Occasionally, the Inquisition found itself trying a Protestant, but it was difficult to prove "heresy" as many Protestants were born into the reformed faith.

With the advent of the war, the French Inquisition is



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increasingly turning toward Protestant targets, especially nobles in potential breakaway provinces. Thus far, no Protestant noble has been beheaded for heresy, but it's only a matter of time. The Inquisition is making itself felt in these provinces and opposition to Richelieu and the King is growing.

Organization

The French Inquisition operates on a regional system. Each province has a tribunal; three bishops that judge whether someone is guilty of heresy. Prior to the establishment of the French Inquisition, such tribunals could only recommend to local officials that someone should be prosecuted for heresy. Under the new order, these tribunals are ecclesiastical courts with the power to determine guilt and impose a sentence, including execution.

The "tribunal" is a bit of a misnomer, as there are several bishops that could be part of a local tribunal. It is customary for the tribunal to appear in red robes with pointed hoods that mask their identities. This way, any three bishops could be present with no one knowing exactly who they are. This is for their own protection, as the accused often has friends willing to exact vengeance. Anyone assisting the court or carrying out the court's sentence wears a black hood and robe.

Anyone can accuse someone of heresy and call for a tribunal. This usually involves going to the nearest church and accusing someone to a priest. The priest then asks local authorities to detain the accused until a tribunal can be convened. In some cases, a civil judge will attempt to pre-empt the tribunal and try the case himself. In this case his decision will be scrutinized by the Grand Inquisitor (Richelieu) and, if judged in error, faces repercussions. Richelieu rarely worries about decisions that impose the death penalty.

Putting aside the tribunal, in common parlance an "Inquisitor" is an investigator looking for evidence of the Dark Arts. These Inquisitors are usually priests, monks, or nuns, and can usually be found poring through private libraries in search of demonic texts or traveling to plague-ridden villages to see if it's the result of a witch's curse. Occasionally laymen are employed, such as penitent sorcerers granted license by the Pope to use their talents against those that oppose the Church. Such sorcerers are always accompanied by a "proper" inquisitor.

With the war in full swing, Richelieu has recently commissioned the Inquisitors' Guard, an elite company whose job it is to protect inquisitors and carry out their will. Local bishops are responsible for quartering these soldiers. Thus far Inquisitors' Guardsmen are only employed in southern France, with the Cardinal's Guard filling their role in the north. This ruffles the feathers of the King's Musketeers, as it reinforces their belief that the Inquisitors' Guard is merely a second Cardinal's Guard company.

Members

All Inquisitors must have received the sacrament of Holy Orders. Usually this is a priest but monks, especially those with martial experience, and nuns are also sometimes chosen to be Inquisitors. The Inquisition is a calling but at times potential candidates are actively recruited. The Cardinal appoints all bishop inquisitors.

All Inquisitors go through an in-depth training process that tests their faith and their will. Inquisitors must be able to effectively interrogate suspects and witnesses and be willing to use torture when necessary. They must also be well versed in canon law. They are also given rudimentary melee training.

Sometimes a particularly promising sorcerer or witch will be spared the death penalty if they beg forgiveness and pledge their allegiance to God and His Church. Such individuals are generally used if an inquisitor feels that there is a particularly powerful sorcerer, witch, or coven in an area.

Inquisitors' Guardsmen are drawn from noble families. They must be Roman Catholic and fervent adherents to the faith. Currently, the head ranks of the Inquisitors' Guardsmen are actually drawn from the Cardinal's Guard, but this is expected to change in the near future. In addition to protecting the tribunal and carrying out executions, Inquisitors' Guardsmen often accompany an Inquisitor on his investigation.

Bishop

Officially, any bishop could be a member of an Inquisition tribunal, but in practice Richelieu has assigned an elite corps of professional Inquisition bishops that travel around the country to hear cases. These bishops sequester the local bishops when court is in session to maintain the illusion that local clergy is trying the cases.

Ally 4

Archetype *Clergyman*

Motivation *Faith*

Style: 3

Health: 7

Primary Attributes

Body: 2

Charisma: 5

Dexterity: 2

Intelligence: 5

Strength: 2

Willpower: 5

Secondary Attributes

Size: 0

Initiative: 7

Move: 4

Defense: 4

Perception: 10

Stun: 2

Skills	Base	Levels	Rating	(Average)
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Academics	5	4	9	(4+)
Bureaucracy	5	3	8	(4)
Diplomacy	5	3	8	(4)
Empathy	5	3	8	(4)
Intimidation	5	4	9	(4+)
<i>Torture</i>			10	(5)
Investigation	5	4	9	(4+)
<i>Interview</i>			10	(5)
Ride	2	3	5	(2)

Talents

Well Educated (Academics is a generalized skill)

Resources

Rank 3 (Bishop, +2 Social Bonus, bonus resource)

Flaw

Fanatical (+1 Style point whenever his devotion causes harm or he converts someone to his way of thinking)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

Inquisitor

An Inquisitor is a Roman Catholic priest that investigates heresy and the Dark Arts. He is trained to gather evidence and builds a case to present to a tribunal. When necessary to actually hunt a heretic, sorcerer, or witch, the Inquisitor calls upon local authorities and the Inquisitors' Guard to aid him.

Ally 2

Archetype *Soldier* **Motivation** *Faith*

Style: 1 **Health:** 5

Primary Attributes

Body: 2 **Charisma:** 3

Dexterity: 2 **Intelligence:** 3

Strength: 2 **Willpower:** 3

Secondary Attributes

Size: 0 **Initiative:** 5

Move: 4 **Defense:** 4

Perception: 6 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Academics:	3	4	7	(3+)
Religion				
Intimidation	3	4	9	(4+)
<i>Torture</i>			10	(5)
Investigation	3	3	6	(3)
<i>Interview</i>			7	(3+)
Melee	2	3	5	(2+)

Talents

Skill Aptitude (+2 Intimidation)

Resources

Rank 1 (Catholic Church; +2 Social Bonus)

Flaw

Fanatical (+1 Style point when his devotion causes harm)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Sword	3L	0	8L	(4)L
Rapier				

Inquisitor's Guard

The Inquisitors' Guard is drawn from the same stock as the Cardinal's Guard, with the exception that the Inquisitors' Guard must be devout Roman Catholics. They also tend to be less corrupted than the Cardinal's Guards, although they are still fanatically loyal to Richelieu and the Inquisition. Inquisitors' Guards also have much more experience facing the Black Arts and often know a thing or two about disrupting rituals and protecting themselves from sorcery.

Ally 1

Archetype *Soldier* **Motivation** *Duty*

Style: 0 **Health:** 4

Primary Attributes

Body: 2 **Charisma:** 2

Dexterity: 2 **Intelligence:** 2

Strength: 2 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 4

Move: 4 **Defense:** 4

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Perception: 4 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Academics:	2	1	3	(1+)
Occult				
Brawl	2	2	4	(2)
Firearms	2	1	3	(1+)
Intimidation	2	2	4	(2)
Melee	2	3	5	(2+)
Ride	2	1	3	(1+)

Talents
None

Resources
Rank 1 (Inquisitors' Guards, +2 Social bonus)

Flaw
Fanatical (+1 Style point when his devotion causes harm)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Musket	3L	0	6L	(3)L
Sword	3L	0	7L	(3+)L
Rapier				

Faculté d'Université des Sciences Royales

The Royal University of Science is a new institution dedicated to the advancement of science and technology. Unlike the University of Paris, the Royal University is completely funded and supported by the King, making the school open to anyone that can pass an entrance exam.

History

With probable war on the horizon, Cardinal Richelieu convinced the King that new tools were necessary to defeat foreign armies while protecting the lives of French citizens. He proposed that a new school be created that could tap the finest minds in France without worrying about their station in life or their ability to pay. After some hesitation the King agreed and Richelieu set about planning the new university.

With the Day of Dupes still fresh in his mind, the Cardinal chose the Palais de Medici (also known as the Palais du Luxembourg) as the site of his new campus. With the Palais Royal well under construction he also converted his former estate, Petit-Luxembourg, into a college. The Cardinal then set about contracting faculty members that could share his vision of a university dedicated to pure science and discovery. To lend credibility to his new institution, Cardinal Richelieu made it known that being Roman Catholic was not a requirement to teach at the Royal University.

The heads of the Université de Paris were horrified at the prospect of a new, independent school that not only went against many of the things they stood for, but also competed directly with them. Worse, they feared that it would be a magnet for Protestants, many of whom had already pledged to be faculty members. Opposition soon died down when certain members of the University found themselves under investigation by the French Inquisition.

The Royal University first opened its doors in 1633. While there were pranks and minor incidents between the students (and sometimes the teachers) of the two universities, the Royal University had a very successful launch. The Cardinal began drafting some of the best students and faculty to work on projects in L'Arsenal and the Saltpetriere.

Another blow to orthodoxy came in 1635, when Elaine Sollers, the daughter of a financier, applied to take the exam. Initially rebuffed, Elaine took her case directly to Cardinal Richelieu. Amused by her tenacity, Richelieu agreed to allow her to take the test. While not particularly excelling, Elaine passed the test and the Cardinal was still greatly impressed by the results given her lack of formal education. Elaine was admitted as the Royal Academy's first student that year.

Still a young institution, the Royal University has already given the French Army new tools on the battlefield and has made several minor scientific advances. The tourniquet, developed by the medicine department, has already saved many soldiers' lives in the year since it's been introduced. Blaise Pascal, a promising new student, is working on a mechanical calculator.

Richelieu met with noted Minim scholar Marin Mersenne to discuss bringing Galileo to the university. Mersenne, a noted philosopher and theologian who'd taught at La Sorbonne and had recently started his own informal scientific academy at the convent of L'Annonciade. Richelieu promised to go to the Vatican on to try and secure Galileo's release on the condition that Marin takes a position at the university. Although Richelieu was ultimately unsuccessful, Marin upheld his end of the bargain. Marin was also instrumental in helping Richelieu convince Rene Descartes to leave the Dutch Netherlands to join the University. An English philosopher and tutor, Thomas Hobbes, has also recently joined the university.

Currently, one of the latest projects being developed in the university is a new method of execution. This is at the request of the French Inquisition, through the Cardinal, that the current methods of execution are inefficient

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and unnecessarily brutal. The engineers are working on a simple machine that can kill quickly and as painlessly as possible.

Organisation

First and foremost, the Royal University is a school, with faculty, students, and workers. The school is still small by La Sorbonne's standards, but it's rapidly growing. An additional college, the King's College, is already being built alongside the Cardinal's College (which was previously Richelieu's residence).

The head of the Royal University is known as a chancellor, responsible for assuring that the school follows the principles advocated by the Cardinal. The school is further divided into departments, each headed by a dean. Unlike La Sorbonne the departments are fluid and change each term depending upon student interest and new advances in science. The chancellor and deans are all appointed by the King.

The school has heavy ties to L'Arsenal and the Salpêtrière and some students actually spend much of their time doing work experience rather than sitting in the classroom. Thus far the arrangement has worked well and the military has seen quite an improvement in the quality of their designs.

Members

Both faculty and the student body are selected through merit rather than birth or wealth. Religion is also not a factor (although currently the chancellor and all deans are Roman Catholic) and the school has recently been open to women as well. All students have to pass an entrance exam to be admitted.

Currently, women aren't permitted to stay in the college. Most of the few female students are Parisians and simply stay in their own homes, while others live at the pleasure of a local family member. There is some talk of building a women's college, but this is vehemently opposed by the Church. Unofficially, Madame de Pijou has opened a private boarding house for women.

Sister Maria Celeste Galilei

Born Virginia Gamba, Maria Celeste is the illegitimate daughter of discredited scientist Galileo Galilei. Galileo placed her in a convent when she turned 13, and she remained there for 21 years. She studied herbalism and became an apothecary while maintaining regular correspondence with her father, even after he was tried for heresy and put under house arrest.

Cardinal Richelieu came to see her in the spring of 1634. He'd hoped to convince the Pope to allow him to bring Galileo to France, but the Pope refused. Instead, Richelieu turned his attention to Maria Celeste. He was turned away because the nun was suffering from dysentery and not expected to recover. Richelieu offered to pray for her and, when he returned the next day, she was miraculously

cured. This was taken as a sign and Sister Maria Celeste was allowed to accompany the Cardinal back to France and join his new school as a professor of medicine.

In addition to her faculty duties, Maria Celeste still maintains contact with her father and passes on his latest works to her colleagues. Thus, the University gets some benefit of Galileo's genius, if not the man himself.

Sister Maria Celeste is rather shy, although she is starting to overcome this as she gets more familiar with the university. She is also extremely innocent of the outside world and easily shocked. She does feel the tension between her religious beliefs and the operation of the university, but her loyalty lies with the Cardinal.

Ally 2

Archetype *Natural Philosopher* **Motivation** *Hope*

Style: 1

Health: 4

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 4

Perception: 6

Stun: 2

Skills	Base	Levels	Rating	(Average)
Craft:	5	3	8	(4)
Medicines				
Empathy	5	3	8	(4)
Linguistics	5	3	8	(4)
Medicine	5	3	8	(4)
Natural	5	3	8	(4)
Philosophy:				
Biology				

Talents

Intelligent (+1 Intelligence rating)

Resources

Rank 1 (Teacher, +2 Social Bonus)

Flaw

Shy (+1 Style point when she misses out on getting recognition or a reward for her actions because she won't assert herself)

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Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

Noel Meurisse

Thanks to Professor Noel Meurisse, the running joke at the university is that the most dangerous place in Paris is the Luxembourg Gardens. This is because Noel has been working on a "steam carriage" that he insists on testing while class is in session because he can't safely drive it after dark. The monstrosity constantly belches steam and whistles as it moves, and while it actually runs quite well under perfect conditions, inevitably something will cause the latest version of the carriage to break down or crash.

Noel is quite young for an engineer. Only in his late twenties, he was thrown out of La Sorbonne for suggesting such an "infernal device." Cardinal Richelieu was only too happy to draft Noel into his faculty and even built him a workshop that is accessible from the Gardens. Noel dreams of his machines replacing the need for horses and speeding up travel times. He also sees it as an effective way to move supplies for an army.

Ally 4

Archetype Luminary **Motivation** Fame

Style: 3 **Health:** 7

Primary Attributes

Body: 3 **Charisma:** 3

Dexterity: 4 **Intelligence:** 5

Strength: 3 **Willpower:** 4

Secondary Attributes

Size: 0 **Initiative:** 9

Move: 7 **Defense:** 7

Perception: 9 **Stun:** 3

Skills	Base	Levels	Rating	(Average)
Bureaucracy	5	5	10	(5)
Craft: Vehicles	5	5	10	(5)
Natural Philosophy: Chymistry	5	5	10	(5)
Natural Philosophy: Engineering	5	5	10	(5)
Ride	5	5	10	(5)

Talents

Intelligent (+1 Intelligence rating)

Skill Aptitude (+2 skill rating to Craft: Vehicles)

Resources

Rank 1 (Teacher, +2 Social Bonus)

Refuge 1 (Garage/Workshop)

Flaw

Unlucky (-2 penalty on dice roll once per game session. +1 Style point if this causes him to fail or suffer a critical failure).

Weapons	Rating	Size	Attack	(Average)
Club	2N	0	3N	(1+)N

Secret Societies of Paris

The dark corners of Paris are fraught with secret societies, groups of people that meet in secret to plot the means to reach their goals. Some of these have already been explored in *All for One: Regime Diabolique*, but there are many more such groups. The following is a list of secret societies that are particular to Paris or have a major presence or influence in the city.

Les Ingénieurs Diabolique

The Diabolical Engineers are a secret society within the Royal University of Science. They are dedicated to marrying science with sorcery to create truly horrific machines. Many of them are professors at the Royal University of Science, while others are alchemists that have shown promise in applying their arts to technology.

History

Les Ingénieurs Diabolique was created by Dr. Armand Bretel, a professor of philosophy at the Royal Academy of Science. Initially, Dr. Bretel sought out kindred spirits within the university, other professors that wouldn't mind melding magick with science. The secret society began as a series of dinner parties in Dr. Bretel's Parisian home. As the school year advanced, Dr. Bretel started inviting promising students as well.

By 1635 the group moved to Dr. Bretel's country home, spending one weekend a month discussing the possibilities of magick and technology. In the privacy

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of the secluded estate they began testing their theories, creating small clockwork devices and machines. Most ended in failure, but the few that worked have inspired the group to continue. Dr. Bretel also invited a few magicians that specialize in necromancy in order to power the designs that he and his circle created.

Thus far, their greatest success has been the war hounds, mechanical dogs inhabited by the spirits of actual trained dogs. Currently, they work best as guard dogs, but the group is finding ways to increase their effectiveness as battlefield weapons.

In addition to engineers, scientists, and magickians, Dr. Bretel has invited artists and artisans to join his organization. Thankful for the sponsorship, these artists sculpt and decorate the creations of the order so that they are more pleasing to the eye. Dr. Bretel believes that an onlooker would be less critical of a tastefully dressed mannequin with a wig and a porcelain smile than a lumbering, creaking behemoth that looks only vaguely humanoid.

Organization

Members of Les Ingénieurs Diabolique primarily treat each other according to their relationships at the university. Thus, the professors are considered of higher rank than the students with Dr. Bretel at its head. In truth, Dr. Bretel holds all of the power and delegates as necessary. Most meetings are held at his country estate, which is about an hour's ride southwest of Paris.

The group primarily experiments on war machines for the French army. What is giving the group the most trouble is not the melding of magick and machine, but how to minimize the magickal influence so that the machines appear mundane to those that use them. Thus far, most of their attempts, including the war dogs, practically drip with magickal energy.

Members

Naturally, the bulk of the members of Les Ingénieurs Diabolique are engineers or students studying to be engineers. Some members are mathematicians and scientists as well. In addition, current members draft artists and artisans to better build some of their infernal devices. An engineer can make an automaton walk, but a good sculptor can make it better pass for human.

Dr. Armand Bretel

Dr. Armand Bretel is a wealthy professor that used to teach philosophy at La Sorbonne. He accepted Cardinal Richelieu's offer to teach at the Royal University in 1634. He's considered an excellent teacher and pushes every student to think about science in new and innovative ways. In his mid-thirties, he's rather young for a professor and many have commented about his roguish good looks behind his well-trimmed beard. Dr. Bretel owns a modest home near the Luxemburg building as well as a large estate a few miles south of Paris.

Dr. Bretel is the leader of les Ingénieurs Diaboliques. He is also a commander in Le Dragon Rouge. He truly believes that man can turn the tables on demons and make them work for the betterment of mankind by fusing them to man's greatest inventions. Dr. Bretel chooses the best of his students for personal mentoring, inviting them to join him at his country estate. It is here where the infernal designs are built and tested before being presented to Richelieu for battlefield use.

Patron 4	
Archetype <i>Occult</i>	Motivation <i>Power</i>
Style: 3	Health: 9

Primary Attributes	
Body: 3	Charisma: 4
Dexterity: 3	Intelligence: 6
Strength: 2	Willpower: 6

Secondary Attributes	
Size: 0	Initiative: 9
Move: 5	Defense: 7/6*
Perception: 12	Stun: 3

*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Craft: Clockwork	6	5	11	(5+)
Diplomacy	4	3	7	(3+)
Fencing: Anatomic	3	3	6	(3)
Firearms	3	3	6	(3)
Linguistics	6	1	7	(3+)
Magick: Alchemy	6	5	11	(5+)
Magick: Necromancy	6	5	11	(5+)
Magick: Transportation	6	5	11	(5+)
Natural Philosophy	6	2	8	(4)

Talents
Magickal Aptitude (Ceremonial Magick)
Well-Educated (Natural Philosophy is a generalized skill)

Resources
Refuge 4 (medium estate)

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Talisman 4 (T-square, +4 extended duration, +4 Secondary/skill)

Wealth 4 (luxuriant, 1000 livres a month)

Flaw

Megalomania (+2 Style points whenever he takes a major step toward realizing his destiny or has plans foiled because he was gloating over victims)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Sword Rapier	3L	0	9L	(4+)L
Main Gauche	1L	0	7L	(3+)L
Wheellock Pistol	3L	0	9L	(3+)L

Diabolical Engineer

Members of the secret society look no different from regular engineers, professors, and scientists except in the way they conduct themselves. Diabolical engineers are just a bit more quirky, smile at the wrong things, and dare to consider possibilities that a normal engineer might find unethical or even abhorrent. Some have died for their efforts as their creations overwhelmed them; a few would gladly give their lives for their pursuits.

Ally 1

Archetype Natural Philosopher Motivation Truth
Style: 0 Health: 5

Primary Attributes

Body: 1 Charisma: 1
Dexterity: 1 Intelligence: 4
Strength: 1 Willpower: 4

Secondary Attributes

Size: 0 Initiative: 5
Move: 2 Defense: 2
Perception: 8 Stun: 1

Skills	Base	Levels	Rating	(Average)
Craft: Clockwork	4	2	6	(3)
Magick: Necromancy	4	2	6	(3)
Melee	1	2	3	(1+)

Natural 4 2 6 (3)
Philosophy:
Engineering

Natural 4 2 6 (3)
Philosophy:
Physics

Talents

Magickal Aptitude (Ceremonial Magick)

Resources

None

Flaw

Obsession (creation; -2 to all rolls if kept from building machines; +1 Style point when obsession causes him to do something dangerous or endangers someone else's life)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Club	2N	0	5N	(2+)N

Les Cours des Miracles

In a city as large as Paris there are always stories of the hidden places, crooked alleys and twisted streets that lead into dark corners that even King's Musketeers fear to tread. In such places it's whispered that the beggars, con men, and robbers gather for dark rites and debauchery. They would be correct.

History

The Court of Miracles began when a fleeing thief slipped into the tunnels below to evade pursuit. Undaunted, the thief's pursuers followed him down and showed no signs of giving up the chase. The thief had stolen bread to feed his family; the pursuers were merely soldiers called to help. Not knowing the tunnels that well, the thief stumbled around until he found himself in a strange underground gallery with Roman columns and broken artifacts. Unfortunately, there was no way out and the soldiers were still hot on his heels.

The thief saw a possible exit in the floor. As he forced the lid off what he thought was a passage (it was only a small fire pit), he felt a whoosh of air and heard a voice. The voice told him that it would grant him the power to defeat the soldiers, but in return the thief had to kill them.

This disturbed the thief greatly, as he'd never killed anyone before. Still, as the three soldiers reached the en-

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trance to the gallery with swords drawn, the frightened thief made the pact. As the soldiers approached, their movements seemed impossibly slow to the thief. He easily evaded their cuts and thrusts as he used a knife, his only blade, to cut them. At first, he kept to wounding them, but the voice in his head kept repeating the bargain over and over. Panicking, the thief did as ordered and soon all three soldiers lay dead on the floor, their blood flowing into the fire pit.

The thief fled out of the tunnels and into the night. When he found his family, he gave them the bread but could not look into their eyes. Ashamed, he returned to the gallery and was surprised to discover a man sitting on one of the old chairs and sipping blood, the soldiers' blood, from a cup. The man also had two large horns on his head and the legs of a goat.

The horned man told the thief that he could grant boons, but only for a single night. He also told the thief that as long as he spread the word amongst the beggars, criminals, and prostitutes about this place, then he could grant them temporary boons for a price.

The thief was uncertain, but spread the word anyway. Soon the horned man, whom many began to call "the King of Thieves" or "the Tunnel King," held court on certain nights based on a Gallic calendar long forgotten. The "court" is actually an evening of partying and debauchery. Food, drink, and company are plentiful, so long as one pays the Tunnel King's fee. Anyone that participates enjoys perfect health for the duration of the court; the blind see, amputees have their limbs regrow, the crippled walk normally, and any diseases are purged from the system. This has given the Tunnel King's court the sobriquet of "les Cours des Miracles."

It is unknown why the Tunnel King holds court or exactly who he is. Some say he is Cernunnos, an ancient Celtic deity, while others believe he is a demon or devil. His court takes place in an ancient temple, but it is Roman rather than Gallic in design. The price he extracts is usually money, although he has been known to accept other gifts as well. There are also rumors that an injured person can enter the Court of Miracles and bargain away his injury permanently, with the caveat that his injury will be transferred to someone else.

Organization

The Cours des Miracles has only one authority, that of the Fatulcos, the Tunnel King. Fatulcos needs no hierarchy, although he'll occasionally appoint someone to fulfill a particular task. Fatulcos uses the money he's been given to provide for his parties. He has agents purchase the best wines, food, and prostitutes that the world above has to offer. If someone tries to trick him (such as absconding with money that was supposed to be used to purchase wine), then Fatulcos sends other agents after him. These occasions are actually quite rare, as the experience at the Cours des Miracles is often too intoxicating for someone to risk losing access to it.

The Court itself sits beneath the Right Bank. All of the

New Specialty

Craft: Clockwork

As one might expect, mechanical engineering is in its infancy in *All for One*. At this point in history clockwork devices are primarily limited to clocks (naturally), articulated puppets, and wind-up toys. Leonardo da Vinci and other forward-thinkers dreamt of more potent uses for clockwork machines, but it takes the application of magick to truly make them work.

A character with the Clockwork specialty can create mechanical devices that operate on external power (such as manually positioning a puppet's arms and legs) or spring power (which limits the device to a single course of action (such as walking in a straight line while making a chopping motion).

most convenient entrances into the tunnels surrounding the Court are in the roughest neighborhoods of the city. Fatulcos has ensnared a few kobolds of his own and occasionally shifts the tunnels around if the situation calls for it. Most of the time, however, an excursion by authorities nets a crumbling old temple and little else. Authorities foolhardy enough to investigate in the evening usually aren't seen again.

Members

Technically speaking, the Cours des Miracles is open to anyone willing to pay the price. As a practical matter, new members are invited to join the Court by those that have already sampled it. Generally on any given night the Court includes a wide sampling of the lowest and criminal classes, including beggars, pickpockets, prostitutes, and robbers.

Fatulcos, the Tunnel King

Fatulcos is a minor demon that gains power through carousing and lascivious behaviors. He can grant boons to his followers; these are usually freedoms from their afflictions for an evening. There's a dark side to his boons; payments received must have harmed someone else that day. This is usually through theft (as taking something harms the victim), but sometimes Fatulcos takes other forms of payment, particularly a monthly human sacrifice. His power is limited to his court, as he was originally summoned to that court through Roman sorcery.

Fatulcos, while originally an Italian demon, uses Cernunnos as his template as it was more familiar to the Franks that took over after the Romans left. Fatulcos has been summoned and dismissed several times. Human sacrifice is necessary to bring him to life but the ritual to

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dismiss him has been lost to history. Should Fatulcos fail to make a human sacrifice in a given month, however, he is effectively dismissed. One of the ways that Fatulcos ensures that his followers do not turn on him is to ask for sacrifices of “acceptable nature,” such as a rich bourgeois, a noble, or a soldier.

Fatulcos looks like a classic satyr, albeit one with larger horns. He can make himself appear more human if he desires, but he rarely sees the need.

Archetype <i>Demon</i>	Motivation <i>Survival</i>
Style: 4	Health: 10

Primary Attributes	
Body: 4	Charisma: 7
Dexterity: 4	Intelligence: 4
Strength: 3	Willpower: 6

Secondary Attributes	
Size: 0	Initiative: 8
Move: 7	Defense: 10*
Perception: 10	Stun: 4

*leathery skin

Skills	Base	Levels	Rating	(Average)
Brawl	3	5	8	(4)
Con	7	6	13	(6+)
Diplomacy	7	6	13	(6+)
Empathy	7	6	13	(6+)
Intimidation	7	6	13	(6+)
Streetwise	7	6	13	(6+)

Talents
Charismatic (+1 Charisma rating)
Fearsome (can scare opponents as an Attack action)
Inspire (add +2 Skill bonus to all allies within 10 feet)
Skill Aptitude (+2 Skill rating to Brawl)

Resources
Boon (see below)
Refuge 3 (his court)

Flaw
Lustful (+1 Style point whenever his libido gets him into trouble)

Weapons	Rating	Size	Attack	(Average)
Claw	0L	0	8L	(4)L
Bite	1L	0	9L	(4+)L
Horn (charg-ing only)	3L	0	11L	(5+)L

Boon: Fatulcos can grant a reveler freedom from a physical flaw for a single night. This usually requires some payment in return. Fatulcos can also impose physical flaws on characters, but these only last until dawn. He can also permanently transfer a physical flaw from one character to another but only if he receives a special payment (Fatulcos always ensures that such payment is emotionally painful, as he tests the lengths someone would go to be free of a physical imperfection).

Fatulcos is actually an advanced form of Temptor demon and can also grant temporary talents and resources at unlimited levels. These also require pacts.

The Libertine Society

There are nobles that tire of the roles that they are expected to play and wealthy commoners that feel liberated from the restraints society has put upon them. An individual that expresses such impulses is considered eccentric, but when a group of them gather together then it becomes a secret society.

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History

After their participation in the Day of Dupes, the Guise family was exiled from France. Prior to leaving, the Duke of Guise arranged for his favorite “niece” (a term of endearment, in truth she is a third cousin) the Contesse de Cordeaux to occupy his hôtel in London. Justine arrived with her husband in 1632 and immediately made a great impression in noble circles. Justine was scandalously flirtatious and her husband indulged her. Within a year Justine cemented a reputation for throwing extravagant parties. Even the King has visited them on occasion.

With a young, beautiful noblewoman so unabashedly flirtatious, it wasn't long before the rumors began. Some whispered that Madame Justine enjoyed various “entertainments” at evening rendezvous in the Square du Vert-Galant. Others said she frequented the Galerie du Palais to attract the attention of young lawyers and financiers. Still other rumors insinuated that Madame Justine was not just interested in men.

The rumors swirled around her parties, which only made them more popular. She actually threw two parties at once; a larger ball that maintained a modicum of modesty, and a far more open and licentious orgy with a special circle of friends in the back rooms and after the large ball was over. The semi-secret members of this circle became known as the Libertines.

The Libertines also have a darker secret. While indulging each other, some of them have dreamt up the most perverse fantasies. With all the money she needed, Madame Justine decided to try these fantasies. She's converted part of the mansion into “play chambers,” where various equipment, some resembling torture devices, are set up. When one of her guests suggested that one of the toys seemed dangerous to try, Madame Justine shrugged and made one of her servants try it. It soon became common for Justine to encourage her servants to subject themselves to the Libertines' abuses.

In 1634, the Count de Cordeaux left Paris to tend to the Cordeaux estate, which sat dangerously close to Catalonia. Justine remained behind to tend to the Hôtel de Guise as her “uncle” had requested. Unfortunately, the separation from her husband has only made Justine more perverse. The mental and physical abuses she puts her servants through to satisfy her sexual urges are getting worse. On top of that, other Libertines are building their own dungeons and some of them are taking things much further than Justine ever would, hiring prostitutes and even kidnapping people to abuse them.

Obviously, the Roman Catholic Church condemns the activities of the Libertines. Secretly, however, Cardinal Richelieu is encouraging it. The more the Libertines abuse members of the lower class to satisfy their cravings, the more they incite the lower classes to rise up against them. Toward this end, Richelieu not only steers young nobles toward members of the Libertines, but he also floats information about the Libertine's activities to agitators in the lower classes.

Organization

The Libertines are a confederation of nobles that enjoy each other's company and the absolute license they share with each other. While rumors of parties held in the nude are (slightly) exaggerated, the Libertines certainly indulge in copious amounts of wine and sex. Justine's servants are also fair game at these parties.

Some Libertines have copycat parties at their own hôtels. Ironically, these parties are often far more debauched than Justine's own. Some of this is spurred on by the member's desire to shock (and stimulate) Justine, but just as often it's simply a noble allowing his baser nature to take control.

Members

Originally, the Libertines consisted of Justine, her husband, and a close circle of friends. Justine has since added other nobles to the group as well as a select few wealthy bourgeois. Justine's servants are also technically members, as they voluntarily submit themselves to their mistress.

Madame Justine, Comtesse de Cordeaux

Madame Justine is a distant relation to the Guise family but found favor with Charles of Guise early in her life. She married the Comte de Cordeaux at the age of 16 in 1628 but never quite lost her free spirit. She is thrilled that her uncle left the Hôtel de Guise in her care during his exile, and she has no desire to leave.

While Justine enjoys new sexual adventures, she generally treats her “victims” well and insists that their participation be voluntary. Ironically, this makes her the most tame of the Libertines even as she is their leader. Justine doesn't quite believe some of the tales her fellow Libertines tell her of their exploits, and would be quite horrified to see the lengths to which some of them have actually gone, practically in her name.

At 24, Madame Justine is a beautiful woman of average height and weight. She has sparkling blue eyes and long wavy raven hair. She speaks with an Occitan accent and always has a sultry look about her. She enjoys teasing people with double entendres and offers herself at the most scandalous times and places.

Patron 3	
Archetype Noble	Motivation Lust
Style: 2	Health: 7
Primary Attributes	
Body: 3	Charisma: 6
Dexterity: 3	Intelligence: 4

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Strength: 2 Willpower: 4

Secondary Attributes

Size: 0 Initiative: 7

Move: 5 Defense: 6

Perception: 8 Stun: 3

Skills Base Levels Rating (Average)

Con 6 5 13 (6+)

Seduction 14 (7)

Diplomacy 6 5 13 (6+)

Persuasion 14 (7)

Empathy 4 5 9 (4+)

Emotions 10 (5)

Intimidation 6 4 10 (5)

Torture 11 (5+)

Melee 2 4 6 (3)

Talents

Charismatic (+1 Charisma rating)

Attractive 2 (+2 to Charisma-based skills dealing with people)

Resources

Refuge 2 (large hôtel)

Status 3 (Comtesse; +4 bonus; bonus resource)

Wealth 4 (Luxuriant, 1,000 livres a month)

Flaw

Lustful (+1 Style point whenever her libido gets her into trouble)

Weapons Rating Size Attack (Average)

Punch 0N 0 0N (0)N

Concealed Dagger 0L 0 6L (3)L

Whip 0N 0 6N (3)N

Noble Libertine

To be noble is to live a life of leisure. For some, this is not enough and the banality of their existence leads them to try new, exciting, dangerous, immoral, and illegal activities. A Noble Libertine is very protective of the Society, as its members are the only ones that truly accept the creature that he has become.

Ally 1

Archetype *Noble*

Motivation *Lust*

Style: 0

Health: 4

Primary Attributes

Body: 2 Charisma: 2

Dexterity: 2 Intelligence: 2

Strength: 2 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 4

Move: 4 Defense: 4

Perception: 4 Stun: 4

*Without main gauche in off-hand to parry.

Skills Base Levels Rating (Average)

Con 2 3 6 (3)

Diplomacy 2 3 6 (3)

Empathy 2 3 5 (2+)

Fencing: 2 3 5 (2+)

Danse

Firearms 2 3 5 (2+)

Talents

Attractive (+1 to Charisma-based skills)

Resources

Status 0 (Chevalier, +1 Bonus)

Flaw

Lustful (+1 Style point whenever his libido gets him into trouble)

Weapons Rating Size Attack (Average)

Punch 0N 0 0N (0)N

Rapier 2L 0 7L (3+)L

Main Gauche 1L 0 6L (3)L

Wheellock 3L 0 8L (4)L

Pistol

La Nouvelle Ligue Catholique

La Nouvelle Ligue Catholique (the New Catholic League) is an organization created by the Queen Mother

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Marie de Médicis and King Philip IV of Spain. It is officially dedicated to removing France from the war, but in truth the League seeks to replace Louis XIII with the Duke of Orleans as well as remove Cardinal Richelieu from power. The League has the support of Holy Roman Emperor Ferdinand II and Pope Urban VIII.

History

La Nouvelle Ligue Catholique's origins rest in a vendetta between Queen Mother Marie de Médicis and Cardinal Richelieu. When Marie returned to the French court in 1621, she thought that she could influence her son's policies much as she had after officially ending the Regency in 1614. Unfortunately for her, Cardinal Richelieu, whom she could previously rely on for support, suddenly had his own agenda.

This agenda left Marie de Médicis increasingly isolated, especially when the Cardinal began to favor supporting the Protestants in the war. Marie was horrified, but her attempts to persuade her son otherwise fell on deaf ears. Worse, she watched as her son's interest in governing waned and he began spending more time entertaining nobles and lovers than worrying about the state of France. Instead, Richelieu was running the nation while Louis dallied. Marie's grievance, of course, was that she isn't the one running the nation while her son dallied.

Finding a ready ally in Queen Anne after the Cardinal's attempt to embarrass her, Marie hoped that she could persuade her son to dismiss Richelieu. Having also acquired the aid of Charles, Duke of Guise, Marie and Gaston thought they'd convinced Louis to dismiss Richelieu in 1630, but this was merely a ploy Richelieu allowed to unravel in order to expose them. Thus on the "Day of Dupes" in November, it was Marie and Gaston who were exiled to Compiègne while the Cardinal became more powerful than ever. For his part the Duke of Guise was exiled; he and his family settled in Florence.

Not content with this, Richelieu sent assassins after Marie. Only her perceptiveness and the quick actions of her personal guard saved her life as she fled to Flanders. From there she contacted her brother Philip IV, the King of Spain, and insisted that regime change was necessary in France. Philip agreed and the two of them formed La Nouvelle Ligue Catholique.

While she had no evidence to support it, Marie has shrewdly insinuated that Louis may be considering converting to his father's former faith, making France a Protestant nation. She's further insinuated that Cardinal Richelieu is attempting to mold French Protestantism into a hierarchical model similar to the Church of England, with Richelieu naturally at its head.

Gaston, the Duke of Orleans, while back in his brother's good graces, has assured his mother and the League that, were he to become king, he would reaffirm his Catholic faith and ensure that it guides his decisions for France. The current invasion of France by Spanish Netherland troops is, in part, an attempt to drive Louis XIII to exile, leaving the throne open to Gaston.

Of course, Marie is devoting much of the League's resources to gather intelligence on Richelieu with the aim of deposing or assassinating him. Thus far the Cardinal has remained one step ahead of her as agents from both sides do battle in the dark-lit streets and back alleys of Paris.

Organization

La Nouvelle Ligue Catholique is an open secret; both Louis XIII and Richelieu know that there are French subjects uncomfortable with France's alliance with Protestants. They also understand that there are regional nobles that are not happy with the growing absolutism of the monarchy; many of these would pledge support to any cause that could hand them back the power they've lost. Where Louis and Richelieu make a mistake is in assuming that the Queen Mother, and to an extent Gaston, are merely figureheads for another leader. In truth Marie is calling most of the shots.

Currently, the inner circle of the League is small and rarely meets; it consists of Marie, Philip IV, Gaston, and a handful of other influential nobles. The League tends to employ mercenaries to do its dirty work, as this ensures that captured mercenaries don't know enough, providing League members plausible deniability. Marie and Gaston also patronize French citizens with useful skills just in case they need favors.

Members

Joining the League is easy; one merely must pledge support and act supportive when members of the League come knocking. Many nobles near the borders of France have claimed support or at least indifference toward removing Louis. Becoming part of the inner circle is another matter. Marie is a smart, shrewd leader and can assess a person's true disposition toward her within minutes.

Queen Mother Marie de Médicis

Marie de Médicis was born to the Grand Duke of Tuscany and his Austrian wife in Florence, Tuscany in 1573. In 1600 she married King Henri IV of France and Navarre after his first marriage was annulled. While Marie was by all accounts a beautiful woman, Henri was primarily interested in her large dowry and was notoriously unfaithful. In spite of this Marie bore him six children over the next decade, including the Dauphin Louis.

As a party to an unhappy marriage, Marie was susceptible to the designs of her favorite, Florentine adventurer Concino Concini and his wife Leonora. Henri did not favor Concini and attempted to have him removed from court several times. Leonora was one of Marie's ladies-in-waiting and, more importantly, a witch. Marie used Leonora to magickally influence ambassadors in her bid to create a new Catholic League.

Marie was concerned that Henri's "Great Plan," a blue-

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Who Killed Henri?

Amongst Marie's friends in court was Jean Louis de Nogaret de La Vallette, the Duke of Epernon. Epernon was a devout Catholic and favorite of Henri III. Epernon had opposed Henri IV's accession and briefly tried to gain independence for Provence, which he governed. Henri IV forced him to submit in 1596 and Epernon never forgot the insult.

Marie secretly drafted his aid in a plot against Hercule. She correctly concluded that "the Great Plan" would be worrisome to Epernon, especially with anti-Catholic Hercule as one of its key figures. Epernon drafted Francois Ravailiac, a devout Catholic who was lodging with Epernon's mistress, Charlotte du Tillet, to perform the deed. Furthermore, Marie had Leonora put a spell on Ravailiac so that he couldn't remember why he assassinated Hercule but that he acted alone.

Meanwhile, Henriette d'Entragues, Henry's mistress and a friend of Charlotte's, learned of the plan. Fearing that Henri would soon tire of her affections as well as her intrigues, Henriette decided to remove him. She intercepted Ravailiac with a new "mission from God." Ravailiac killed the King and, thanks to Leonora's spell, recalled nothing other than a desire to kill the King.

Epernon was shocked and surprised. Marie initially accused him, but Epernon swore that he had nothing to do with it and to expose him was to expose her. Epernon suspected that Henriette was involved but, lacking any real evidence against Henriette, banished her from court.

print for uniting Europe in a confederation that left the Protestant churches intact, was a threat to her new order. She also felt that Hercule, the Duke of Montbazou and a True Knight of Saint Michael, could stand in her way as he had fought the original Catholic League in the past. She also believed that Hercule was an architect of the Great Plan along with Henri IV and the Duke of Sully.

Marie arranged to have an assassin enter Henri's coach during her coronation ceremony in 1610. The plan was for the assassin to kill Hercule. She hoped that this would convince Henri and Sully that someone was onto the Great Plan. Unfortunately, the assassin killed Henri instead while only wounding Hercule (see **Who Killed Henry?** sidebar).

Within hours, Marie was made Regent for her underage son Louis. The Concinis, meanwhile, used France's coffers to enrich themselves. Marie continued her dream of a New Catholic League. She strengthened ties with Spain by marrying her son to Anne of Austria; she also effectively kept power after 1614, when Louis was old enough to rule. Bishop Richelieu came to court as Queen Anne's almoner.

Admiring Marie's strong will, Richelieu was soon

drawn into her circle and applauded her efforts to form a New Catholic League. To her Regency he added his own penchant for governance, helping to balance the excesses of the Concinis, and for a while it appeared that Louis would remain a puppet king. This greatly disturbed Louis' favorite, the Duke of Luynes, who encouraged the King to assert his authority.

With the Duke's aid, Louis staged a palace coup and had the Concinis executed. Marie was exiled to Blois and retained Richelieu as her secretary. She joined her son Gaston when he led a rebellion in 1620, acting as a figurehead. When the rebellion was routed, Luynes convinced her to come back to Paris and make peace with Louis XIII.

Richelieu was made a Cardinal but Marie soon noticed a sharp change in his attitude. He no longer supported her Catholic League and openly worried about Austria and Spain. Worse, she realized that Louis favored the Cardinal's counsel over her own. Finding a confidante in Queen Anne, the two quietly plotted against Richelieu, especially after the Diamond Brooch Affair in 1625. Things came to a head in 1630, when they thought that they'd finally convinced the King to dismiss Richelieu. Instead, Marie found herself exiled once more.

Marie escaped to Brussels, where she is still plotting to regain her position. She is currently using her influence in the Spanish Netherlands to take the throne if the Spanish take Paris. Marie knows that the Spanish King has Queen Anne's ear but does not consider her an ally. Queen Anne wants peace, which would leave Richelieu in control. Marie has heard about and favors the Edict of Avignon, but she wonders what Richelieu's scheme is in promoting it.

Marie is a ruthless, Machiavellian plotter that wants to not only rule France again, but also to head a united Catholic Europe. She's not above doing anything to achieve this goal, including undermining and deposing her own son. She frequently pulls her other son, Gaston, into her schemes.

Patron 5

Archetype *Noble*

Motivation *Power*

Style: 4

Health: 9

Primary Attributes

Body: 4

Charisma: 7

Dexterity: 4

Intelligence: 6

Strength: 2

Willpower: 5

Secondary Attributes

Size: 0

Initiative: 10

Move: 6

Defense: 8

Perception: 11

Stun: 4

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Skills	Base	Levels	Rating	(Average)
Bureaucracy	6	4	10	(5)
Con	7	5	14	(7)
Diplomacy	7	5	14	(7)
Empathy	6	4	10	(5)
Fencing: Spanish	2	4	6	(3)
Firearms	4	4	8	(4)
Intimidation	7	5	12	(6)
Performance	7	4	11	(5+)

Talents

Barbed Tongue (+2 to rolls in Social Duels)

Charismatic (+1 Charisma rating)

Skill Aptitude (+2 skill rating to Con)

Skill Aptitude (+2 Skill rating to Diplomacy)

Resources

Status 5 (Queen Mother, +8 Social bonus, 2 bonus resources)

Wealth 5 (Opulent, 2,000 livres a month)

Flaw

Megalomania (+2 Style points whenever she takes a major step toward realizing her destiny or has plans foiled because she was gloating over victims)

Weapons	Rating	Size	Attack	(Average)
Rapier	2L	0	8L	(4)L
Concealed Dagger	0L	0	6L	(3)L
Flintlock Pistol	3L	0	9L	(4+)L

Gaston, Duke of Orleans

Louis' younger brother Gaston is an opportunist, always looking for ways to increase his influence or take his brother's place. Born in 1608, Gaston was the third and last brother until the middle brother, Nicholas Henri, died in 1611 at the age of four.

In 1620 Gaston's mother convinced him to lead a rebellion against his brother. Gaston was a nominal leader and hardly involved (considering that he was 12 at the time), so that after his forces were routed in the Battle at Les Ponts-de-Ce, Gaston was sent in exile along with his mother rather than be executed.

Gaston soon obtained his brother's forgiveness and returned to court. Unfortunately, this reconciliation was

not to last. In 1626 Louis XIII, under Richelieu's advisement, arranged a marriage between Gaston and Marie de Bourbon, the Duchess of Montpensier, primarily to bring the Duchess' wealth into their control. Gaston was opposed to this, not the least because the Duchess' lover, the Marquis de Chalais, encouraged him to resist. The Queen Mother attempted to use this quarrel to assassinate Richelieu, but Richelieu caught on and had the Marquis beheaded. Gaston went through with the marriage. He received the title "Duke of Orleans" for his trouble and was soon free of his bride; the Duchess died in childbirth nine months after the marriage.

Gaston was drawn by his mother into another plot to remove Richelieu in 1630. Together, with Queen Anne's support, they thought they'd convinced Louis to dismiss the Cardinal, but the King ended up siding with Richelieu. Gaston started to form an army but fled to Lorraine, where he married his second wife, Marguerite de Lorraine. Lorraine was an enemy of France and Gaston knew he'd never get his brother's approval, so he kept the marriage secret.

Gaston left Lorraine for Flanders when the French Army invaded Lorraine a few days after the marriage. He rejoined his mother and was officially indoctrinated into the New Catholic League. Marie convinced Gaston to raise an army and join a revolt that was forming in Languedoc by Henri II, the Duke of Montmorency. Spain was ready to join the invasion but the revolt was soon crushed. Gaston reaffirmed his loyalty to Louis and Richelieu, selling out the Duke. In turn Henri informed Louis about his brother's secret marriage before he was beheaded as a traitor. Gaston returned to his mother in exile.

Gaston has only recently returned to Paris at his mother's urging. Thus far he has made a few attempts to discuss intrigues with Anne, but he's primarily in position to take the throne once the New Catholic League makes its move. Gaston finds the current invasion of France very promising. He is also a strong vocal supporter of the Edict of Avignon.

Patron 4

Archetype *Noble*

Motivation *Power*

Style: 3

Health: 6

Primary Attributes

Body: 3

Charisma: 4

Dexterity: 4

Intelligence: 3

Strength: 4

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 7

Move: 8

Defense: 8/7*

Perception: 6

Stun: 3

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*Without main gauche in off-hand to parry.

Skills	Base	Levels	Rating	(Average)
Brawl	4	4	8	(4)
Bureaucracy	3	3	6	(3)
Con	4	4	8	(4)
Diplomacy	4	4	8	(4)
Fencing: Spanish	4	4	8	(4)
Firearms	4	4	8	(4)
Performance	4	4	8	(4)
Ride	4	3	7	(3+)

Talents

Lucky 3 (+6 worth of luck bonuses to dice rolls)

Parry (Parry is a reflexive action)

Resources

Status 5 (Prince of the Blood, +8 social bonus, 2 resources)

Wealth 5 (Opulent, 2,000 livres a month)

Flaw

Coward (-2 penalty to all rolls when threatened with physical violence. +1 Style point if he gives up without a fight or abandons his friends to save his own skin)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	8N	(4)N
Sword Rapier	3L	0	11L	(5+)L
Main Gauche	1L	0	9L	(4+)L
Flintlock Pistol	3L	0	11L	(5+)L

Dames de Sang

The poor and the sick are often left to fend for themselves. Father Vincent de Paul has organized several charities to minister to them, but no good deed ever goes unpunished. While one would think that the poor would have nothing of value worth stealing, there is one such group that has. Disguising themselves as Ladies of Charity, the members of this group visit the sick and poor in order to feed on their blood.

History

The Dames de Sang (Ladies of Blood) were originally a group of prostitutes transformed into vampires in the early 1620s. A noble vampire (Armand du Quelle) turned a prostitute and used her to lure victims to him. While this worked for a short while, Armand got greedy and created more vampires from prostitutes. He made the mistake of believing he could control them: within three years the prostitute vampires turned the tables and led vampire hunters (The True Knights of Saint Michael) to Armand, losing only a few of their own in the deception.

These vampires, led by Caressa, the first of Armand's conquests, continued to lure clients into blind alleys and feed off them. They were more careful about who they brought over, preferring to kill their victims. Unfortunately for them, they could not do this for long before they caught the eye of the True Knights once more. In the purge of 1630 Caressa and most of her vampires were destroyed.

Only Seraphine, a "younger" vampire, and two others remained. Seraphine realized that the prostitution angle was played out; a fact that was confirmed when a new, unrelated vampire was destroyed after her first assault (a True Knight pretended to be a client). She decided that the group needed new feeding grounds and found inspiration from Father Vincent de Paul.

Father Vincent established a number of charitable groups, including the Ladies of Charity. Using the money collected from unfortunate clients, Seraphine and her group purchased new clothes and "dressed the part," visiting poor homes under the auspices of being charity workers and then sucking the peasants dry once they've been let inside. As most neighbors don't think twice about a sick neighbor dying, the vampires have been doing quite well.

Organization

The Dames de Sang are a small group, currently consisting of Seraphine and three other vampires. Seraphine, the most cunning of the group, is an actual member of the Ladies of Charity and uses her position to identify the easiest targets, typically poor peasants with long-term illnesses and no one around to arouse suspicion. In this way Seraphine can select a few peasants that can sustain her group for a week or more before they expire from illness and blood loss.

Seraphine married a Florentine merchant and convinced him to purchase a mansion in the Marais. Paulo Mangino was a patrician, which has come to be equated with "baron," so in French society Lady Seraphine is a baroness. Her mansion is comfortable but her district is no longer fashionable. Paulo, who's heavily involved in the construction of Palais des Tuleries and the Palais Cardinal, is completely unaware of his wife's true nature. Lady Seraphine has ensured that her other vampires have become part of the household. Marie Lafollette and Ber-

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nadette Duquesne pretend to be cousins, while Raquel Reines is Seraphine's attendant.

In addition to a discreet use of Mangino's wealth, Seraphine and her vampires still occasionally prostitute themselves for extra funds. They may even abduct a lonely beggar or two for meals, dragging them into a part of the mansion where Mangino would suspect nothing.

Members

Seraphine wants to keep the order small and she's only allowed one new vampire into their ranks since the last purge. This actually took several tries, as the first new vampires couldn't keep their bloodlust in check to be suitable candidates. These vampires were quickly destroyed, in two cases the hunters were surreptitiously led to the vampires by Seraphine herself.

Lady Seraphine Mangino de Firenze

Lady Seraphine began life as a peasant in Paris. She lost both of her parents at an early age to plague and was forced to make a life for herself on the streets. She became a prostitute, but only spent a few months on the job before she was approached by a mysterious woman who offered her a better life.

Caressa was attracted to the young, fresh-faced woman with the curly reddish hair and offered her a safe place to spend the night. After a passionate evening in Caressa's Île-de-la-Cité home Seraphine awoke the next morning to find that she was no longer quite human. Caressa informed her that she was now a vampire and guided her through her first feeding.

Seraphine was still learning the ropes when the True Knights came, burning down Caressa's home (and almost setting the island ablaze) and destroying several vampires, including Caressa. Seraphine and two other vampires, Marie and Bernadette, were the only survivors, fleeing into the caves beneath the Left Bank.

Seraphine briefly resumed her hunting but soon learned that the True Knights were still looking for vampires posing as prostitutes. She observed some Ladies of Charity taking food to the poor and struck upon an idea: here was an entirely new group to exploit!

In order to enact her plan, Seraphine needed a title. She used her wiles to get Paulo Mangino's attention and they were soon married. With a noble husband frequently occupied with work, Seraphine presented herself to the Ladies of Charity. After the initial meeting she's been able to admit the other vampires as well. She currently serves the poor and sick of the Right Bank, feeding where no one is looking to find her.

Ally 4

Archetype *Demon*

Motivation
Survival

Style: 0 Health: 6*

Primary Attributes

Body: 3 Charisma: 5
Dexterity: 4 Intelligence: 4
Strength: 3 Willpower: 3

Secondary Attributes

Size: 0 Initiative: 8
Move: 7 Defense: 7
Perception: 7 Stun: 3

Skills

Skills	Base	Levels	Rating	(Average)
Brawl	3	4	7	(3+)
Bite			8	(4)
Con	5	3	9	(4+)
Lies			10	(5)
Seduction			10	(5)
Diplomacy	5	3	9	(4+)
Empathy	4	3	7	(3+)
Intimidation	5	3	9	(4+)



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Melee	3	3	6	(3)
Stealth	4	2	6	(3)
<i>Sneaking</i>			7	(3+)
Survival	4	2	6	(3)

Talents

Attractive (+1 to Charisma-based skills)

Fearsome (may attempt to scare opponents as an attack action)

Flurry (may make two attacks at -2 to each attempt)

Resources

Status 1 (baroness; +2 Social bonus)

Flaw

Glutton (+1 Style point when its unholy appetite reveals its true nature)

Weapons	Rating	Size	Attack	(Average)
Bite	1L	0	9L	(4+)L
Punch	0N	0	7N	(3+)N

* *Vampires are immune to nonlethal damage, though they can be stunned. They also ignore lethal damage except as noted in their special abilities below.*

Piercing the Heart: To instantly kill a vampire you must pierce its heart. This requires a Called Shot against a vital area. If the damage exceeds the vampire's Body rating, the fiend is instantly slain, otherwise the attack has no effect. Any piercing weapon can be used to puncture the heart—the restriction on wooden weapons is a myth.

Power of the Lord: Using a crucifix as a weapon causes 0L damage to a vampire; to attack in this manner is a Brawl touch attack. The heart need not be targeted to inflict this damage.

Likewise, weapons blessed through Benignus (by granting damage bonuses) inflict harm upon vampires without needing to strike the heart. In this instance, the weapon's damage rating is equal only to the magickal bonus granted the weapon. For example, a rapier (2L) granted a +4 damage bonus through Benignus in the hands of a hero with Melee 4 is treated as doing 8L damage against a vampire, not 10L as normal.

While a vampire may be rendered unconscious using the Power of the Lord, you still must pierce its heart to kill it.

Transference: When a vampire bites a human, the demon can transfer part of its essence into the victim, turning the poor sap into a vampire. Each time a victim is bitten, he must make a Willpower roll with a Difficulty equal to the number of points of damage taken by the attack. Failure means the victim is possessed. He becomes a vampire within 24 hours.

The Secret Order of Freemasons

As medieval buildings crumble and the city expands, wealthy bourgeoisie and nobles order new buildings and monuments to replace them. Some whisper that the architects and builders of these new structures are following a hermetic geometric design, and that when enough such structures are complete, the city will be interwoven with magickal energies.

History

The Freemasons have an ancient pedigree, one that goes back to at least ancient Rome. The Collegia Artificum built homes for nobles that had talismans integrated into their designs. It's said that the classical buildings enabled Rome to spread across the Mediterranean, beating back barbarian sorcerers with potent wards. As with most legends, the Collegia's power was overstated, but many of their efforts are still standing today.

With the collapse of Rome, the Collegia dissolved, although splinter factions continued to function, most notably in Lombardy and Languedoc. These factions remained isolated, in many cases being no more than a single master teaching an apprentice. They used their magicks and construction skills to protect their isolated communities from both mundane and supernatural threats. Continuing old traditions, these factions developed the Romanesque architectural style.

It wasn't until the late medieval period, as Western Europe developed stable nation-states, that stonemasons began to travel, as feudal society and stronger local governments made travel safer. As the stonemasons generally weren't tied to a particular manor, but free to travel from job to job, the stonemasons began to refer to themselves as "freemasons." These freemasons began to re-establish connections with each other and the Society of Freemasons began to emerge.

During the early formation of the Society of Freemasons the group found itself under attack by the medieval Inquisition. Established in southern France in the mid-12th century to destroy the heretical Cathar movement, the Inquisition netted a number of Freemasons that had worked on Cathar fortresses. Similar activities occurred in northern Italy, and Inquisitors became quite adept at identifying magickal Masonic patterns in Romanesque architecture.

In France, the Freemasons reacted by developing the Gothic style, using its intricate patterns, vaulted ceilings, and flying buttresses to better hide powerful talismans and ritual aids. They also learned to better mask their efforts from the Inquisition and developed a secret language to convey messages to other members of the society. They also began to expand beyond their trade, inviting like-minded individuals from other professions and trades to join them.

As the Freemasons were dedicated to human self-improvement and protection, they felt betrayed by the

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actions of the Inquisition which portrayed Freemasons as servants of Satan. This made them receptive to Church reform movements and, when Protestantism swept France, especially in the southern provinces, many Freemasons joined. In spite of differing religious views amongst individual Freemasons, the Society remained united, particularly by focusing on supernatural threats to humanity.

In 1622, Master Mason Pierre Falconet felt an evil presence in Paris while meditating. He asked other members to do the same and all reached the same conclusion. There was a demonic influence in the city and it was more powerful than any mason had encountered. Worse, it was growing. To identify and combat this new threat, the Freemasons in Paris immediately drew up plans to cover the city with sacred geometry. This required construction of new buildings and monuments in places where buildings already stood.

Masonic financiers immediately set to work on purchasing old properties necessary for conversion. This was easy on plots where wooden medieval buildings stood, but other sites proved more difficult. In these cases the Freemasons simply had to wait until the plot became available for purchase or convince the current owner to renovate his property. Perhaps the greatest coup of the Freemasons was the contract to expand the Parisian wall on the Right Bank. In addition to adding sacred geometric designs on the wall itself, the Freemasons also purchased the suddenly enclosed new properties that they needed.

A project of this size rarely goes unnoticed. Cardinal Richelieu has noted that many of the builders working on the wall have connections to other construction projects in the city. Worse, Richelieu has been generating income by assigning his own builders lucrative contracts, leading to bidding wars between the Freemasons and Richelieu's agents. Richelieu is not above fighting dirty, and several Freemasons have recently died due to unpleasant circumstances, including at the hands of the French Inquisition. The Freemasons have retaliated in kind, and the Cardinal has been forced to retreat on several fronts.

Ironically, Richelieu does not know that the Freemasons have sensed his demonic influence and that the flurry of construction is designed to ensnare him. By the same token, the Freemasons, while believing Richelieu to be an evil agent of the Church and an obstacle to their plans, have no idea that Belphegor is their ultimate target.

Organisation

While a secret society, the group also has a public face as a typical masonic guild. Currently, meetings take place under the auspices of bourgeoisie dinner parties and other social gatherings. These mainly occur in homes on the Île-de-la-Cité, but as the middle class spreads to the Marais, meetings are increasingly being held there as well. With the rise of middle-class membership there have been proposals to build a separate Masonic Lodge

Les Maçons Fancés

The work of the Freemasons goes slowly, as in most cases they have to wait for opportunities to arise before they can add a new property to their geometric design. For some Freemasons, the work goes too slowly. Rather than wait for opportunities, these "dark masons" tip fortune to their favor. They set fires to buildings, ruin an owner's finances and reputation, and in some cases even resort to murder in order to clear a property for the society's purposes.

When the rest of the Freemasons first learned about the Dark Masons' machinations, they were horrified. They wanted to rid the city of evil, not become evil themselves. They'd launched an investigation into the matter after one too many "convenient" sudden property availabilities and netted several Freemasons that were part of the conspiracy to speed up the Great Plan. These men were immediately ejected from the society.

Still, the Dark Masons' plan worked. The Freemasons, while washing their hands of the Dark Masons, bought the available properties anyway as they were necessary to their cause. This gave the remaining Dark Masons motivation to continue. Even today, the Dark Masons ensure that properties open up for the Freemasons to purchase. And while they reap the benefits of the Dark Masons, the Freemasons actively try to uncover and remove the rogue members of their society while hoping that independent investigations don't tie the unlawful acts to the Freemasons as a whole.

for use of all members, but the current leadership fears that such a project would attract too much attention.

Currently, the Paris Lodge has one *maître vénérable*, or "worthy master." The *maître vénérable* is responsible for running the meetings and overseeing the various construction projects around the city. Other senior members are collectively known as *maçons principaux*, or "master masons." These masters have full voting rights and can overrule the *maître vénérable* if they so desire. In practice, the freemasons often let the entire Lodge present vote on important matters, the *maçons principaux* simply have an additional duty to be ready for a vote at any time.

Some of the *maçons principaux* have an additional title, such as secretary or treasurer, with the usual duties that such titles entail. One important position that a *maçon principal* cannot fill is that of the *carreleur*. The *carreleur* is the guardian of the meeting and is often outside the Lodge while business is being conducted. He is usually a potent magician and swordsman. With the recent attacks by Richelieu's agents, the *maître vénérable* has funded a small force under the authority of the car-

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releur to protect the Lodge. In addition, the carreleur often sends his guards on clandestine missions to root out plots against the Freemasons before they show up at the Lodge's doorstep.

Members

Membership in the Freemasons is currently limited to masons versed in geomancy. The vast majority of Freemasons are Protestants although the society is open to Catholic members (provided that they are not beholden to the Catholic Church and its dogma). New members are generally recruited from a local masonic guild.

Rupert Dupree

Rupert Dupree is a master mason, having only recently attained the position last year. He is also heavily involved in the construction of the geometric pattern, or "Great Plan," that the Freemasons are building across Paris. Rupert is involved in the new construction behind the new wall of the Right Bank and this has put him on Richelieu's watchlist. In spite of numerous problems (as Richelieu sends minions to sabotage the projects), Rupert perseveres. To the Cardinal's frustration Rupert has recently been contracted to work on the Tuileries Palace.

Rupert is a charming man in his early forties, with a full head of black hair and a close-cropped beard. He cuts a dashing figure in fine clothes and has caught Queen Anne's eye. He believes wholeheartedly in the Freemasons' goals, but sometimes lets his ego get the better of him. While happily married, Rupert enjoys the Queen's flirtations as he proposes designs to finish the palace.

Ally 3

Archetype <i>Luminary</i>	Motivation <i>Fame</i>
Style: 2	Health: 6

Primary Attributes

Body: 3	Charisma: 3
Dexterity: 3	Intelligence: 3
Strength: 3	Willpower: 3

Secondary Attributes

Size: 0	Initiative: 6
Move: 6	Defense: 7/6*
Perception: 6	Stun: 3

*Without using main gauche to parry.

Skills	Base	Levels	Rating	(Average)
Craft:	3	5	10	(5)
Masonry				

Diplomacy	3	5	8	(4)
Fencing: Renoir	3	5	8	(4)
Firearms	3	5	8	(4)

Talents

Skill Aptitude (+2 Skill rating to Craft: Masonry)

Resources

Status 0 (Chevalier, +2 social bonus)

Wealth 2 (Comfortable, 100 livres a month)

Flaw

Hunted (+1 Style point whenever the Cardinal or his minions have a chance of catching him).

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N
Rapier	2L	0	10L	(5)L
Main Gauche	1L	0	9L	(4+)L
Wheellock Pistol	3L	0	11L	(5+)L

Pax Europa

There are many people in Europe, both common and noble, that tire of the endless wars that ravage the continent every time a duke dies without a clear heir or an ancient boundary dispute is resurrected yet again. Religious wars, once something that primarily took place in southeastern Europe or the Holy Land, are breaking out across western Europe. Some leaders, like Louis XIII's father Henri IV, want to end the bloodshed by creating a common, continental-wide confederation where the leaders of nations could gather and settle disputes peaceably, enacting policies for the betterment of all Europeans. This is the dream of the Pax Europa.

History

The origin of the Pax Europa is evident in its name; the Roman Republic and later Empire had united all of the lands around the Mediterranean as well as western Europe in the Pax Romana. After the collapse of the Western Roman Empire, the idea of a united Europe rose again under Charlemagne, who was crowned first Emperor of the Holy Roman Empire. More recently, the Treaty of London in 1518 created a non-aggression pact amongst the major European powers as well as a pledge to aid any signatory that was attacked. In all cases, these efforts failed to unite all of Europe.

Almost from the time he was crowned, Henri IV of

Denizens of Paris

France toyed with an idea that he and his favorite, the Duc de Sully, dubbed “the Grand Design.” In effect, it was an improved Treaty of London, uniting all of the Christian nations of Europe under one banner. It would not force Protestants to convert to Catholicism, but would give the Pope the authority to mediate disputes between nations.

There never was a written document, as the Grand Design was a constant work in progress. Henri and Sully continually debated one point or another, modifying the plan in the process. As Henri’s special agent, Sully traveled and sent messages to other European courts to drum up support for the plan. In an early coup Sully actually received Elizabeth I of England’s support, but she died before the Grand Design was ready and James I was much less enthusiastic.

Henri’s assassination was the final blow to the Grand Design. Sully was certain that their project was a motive in the death of the king, but hostile advisors to the Queen Regent made it impossible for Sully to investigate. Instead, he was offered a large sum of money (some might say a bribe) to quit the court and retire, and Sully reluctantly did so.

Over the next decade Sully led a quiet life, writing his memoirs. Still, the dream of the Grand Design never left him, especially with the continued Protestant revolts and the outbreak of another continental war. After the events of La Rochelle, Sully could remain silent no longer. He revisited the Grand Design and reshaped it into the Pax Europa, a full blueprint for the unification of Europe.

Now an old man, Sully recruited some relatively younger members of his old network to reestablish old ties and create new ones. Through these contacts Sully learned about the New Catholic League, a secret society that could undo his dreams of the Pax Europa. Even more worrisome was that Marie de Médicis was rumored to be at its head and both Spain and Austria, powers that Sully felt needed to be humbled, were part of the League. This has spurred the old advisor to move quickly against them.

Organization

Sympathizers to the idea of a united Europe can be found in every court, especially those with minority interests or nobles that own large tracts of land along shaky borders or questionable titles. At this point, Sully has only reestablished a handful of contacts; many of his old circle have either retired or died, requiring him to make new allies.

Sully operates the Pax Europa out of his hôtel in Paris. For such an ambitious plan Sully has no serious challenges to his leadership, as the aging duc has made it known all along that he never planned to be part of the confederacy that would emerge under the plan. Thus, accusations of unsuitability due to personal interests simply do not stick to him.

At this point, Sully hopes to lay the groundwork for a Kings’ Council once the current war is over, hopefully

with the defeat of Austria and Spain. In the meantime, the agents of the Pax Europa are waging a clandestine war against the New Catholic League and other secret societies that wish to destabilize France. While the Pax Europa see the new Europe as a confederation of equals, Sully sees France as a bit more equal than others and would like his homeland to remain strong.

Members

Agents of the Pax Europa tend to be drawn from courtly gentlemen and nobles as they forge agreements in the royal palaces across Europe. Sully also has a network of seigneurs, generally retired soldiers, who run messages for him or do the occasional mission. It’s important to note that agents of the Pax Europa are not assassins; they merely expose plots and intrigues so that they cannot be ignored.

Marguerite de Rohan

Marguerite de Rohan is the granddaughter of Maximilien de Bethune, the Duke of Sully, through her mother (also named Marguerite). Her father is Henri de Rohan, Duke of Rohan. As the Duke of Rohan is granted the status of a foreign prince (in spite of being from Brittany), Marguerite is treated as a noble in the French Court.

Her father is a Huguenot like her grandfather and is currently engaged in the war, fighting in the German army of Saxe-Weimar (allied to France). Henri is also a dedicated member of Pax Europa and, in such efforts, bonded so well with Queen Elizabeth I that she called him “her knight.”

Marguerite is an eligible young woman of 19 and would have several suitors if not for her status as a Huguenot. Still, the eligible (and married) Catholic nobles have no trouble flirting with her and many believe that they are “worth a Mass” if Marguerite fancied marrying them.

Marguerite is just as dedicated to Pax Europa as her father and grandfather. She uses her position to seek out sympathetic nobles and ambassadors at court. She is wary of Gaston, but she also feels the burning eyes of Richelieu on her. Thus, Marguerite often acts the spoiled noble to keep suspicion away from her.

Ally 2

Archetype Noble

Motivation Justice

Style: 1

Health: 5

Primary Attributes

Body: 2

Charisma: 4

Dexterity: 2

Intelligence: 3

Strength: 1

Willpower: 3

Secondary Attributes

All For One: Paris Gothique

Size: 0	Initiative: 5
Move: 3	Defense: 4
Perception: 6	Stun: 2

Skills	Base	Levels	Rating	(Average)
Con	4	4	8	(4)
Diplomacy	4	4	8	(4)
Empathy	3	4	7	(3+)
Fencing: L'Epee Gracieuse	1	4	5	(2+)
Performance	4	4	8	(4)

Talents

Attractive (+1 to Charisma-based skill rolls against people)

Resources

Status 0 (daughter of a foreign prince, +2 Social Bonus)

Flaw

Lovelorn (Huguenot in Catholic Court; +1 Style point when her affections are rejected or she suffers hardship in the name of love)

Weapons	Rating	Size	Attack	(Average)
Rapier	2L	0	7L	(3+)L
Concealed Knife	0L	0	5L	(2+)L

Huguenot Agent

The idea of a Pax Europa that allows the Protestant faiths to thrive unmolested is a worthy goal to many Huguenot Parisians. Some of them become willing agents, carrying Pax Europa messages to sympathizers both inside and outside of France. These agents are excellent swordsmen who would have been King's Musketeers or Cardinal's Guards if not for the religious requirement.

Ally 2

Archetype *Spy* **Motivation** *Justice*

Style: 1 **Health:** 5

Primary Attributes

Body: 3 **Charisma:** 2

Dexterity: 3 **Intelligence:** 2

Strength: 3 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 5

Move: 6 **Defense:** 6

Perception: 4 **Stun:** 3

Skills

Athletics 3 1 4 (2)

Brawl 3 2 5 (2+)

Con 2 2 4 (2)

Fencing:
Cavalerie 3 2 5 (2+)

Firearms 3 2 5 (2+)

Intimidation 2 2 4 (2)

Ride 3 2 5 (2+)

Stealth 3 2 5 (2+)

Talents

Mounted Charge (character and mount get +2 charge bonus without losing active defense)

Ride by Attack (can attack without stopping)

Resources

None

Flaw

Secret (+1 Style point if confronted with truth or has to go out of his way to protect his mission)

Weapons

Punch 0N 0 5N (2+)N

Sword Rapier 3L 0 8L (4)L

Wheellock 3L 0 8L (4)L

Pistol

Les Republicains

Protestantism was a reaction to the Roman Catholic Church's religious authority and its failure to reform the abuses that Protestants attributed to it. In much the same way, a growing group of thinkers amongst the bourgeoisie are turning against royal authority and the aristocracy in general. Why aren't the best minds running the country? Why does blood, rather than intellect and hard work, determine who stands at the highest levels of society?

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Isn't there a better model for governance? One group of bourgeoisie are turning to the classical model of the republic—these thinkers call themselves the Republicans.

History

With the rise of the middle class, the wealthiest among them, the bourgeoisie, found themselves with plenty of leisure time on their hands. To alleviate boredom, many bourgeois joined literary and philosophical groups, establishing their own salons and arguing over topics theoretical and practical. At the same time, many bourgeois were frustrated by their inability to be seen as equals by the nobility, even when they managed to obtain nobility themselves or moved into lavish homes in the Marais. Worse, even the poorest noble looked down upon the bourgeoisie, no matter how many livres they had.

It wasn't long before one such group, led by financier and philosopher Jean Serrure, felt resentment toward a government that perpetuated the social order while demanding more money from the bourgeois. There had to be a better form of government, one that the elite thinkers could better control. They found their inspiration in Classical history and literature.

Plato's *Politeia* (inaccurately translated as *The Republic*) provided the groundwork. With its emphasis on the philosopher-king and an ideal state which stresses equality and justice, *The Republic* provided the perfect analogy for frustrated bourgeois that wanted to change the government. Machiavelli's *The Prince* provided further instruction on the best qualities of a ruler. There were also several republics, from ancient Rome to current free cities, from which the Republicans drew inspiration.

Jean Serrure originally shared his ideas in salons such as the Hôtel de Rambouillet and Minim monk Marin Mersenne's private society, but each had its own issues, as questions of legitimacy and the Church's role in such a society were discussed. Not wishing to invite treason or heresy on himself, Jean Serrure created a new secret society that included those who most closely shared his thoughts. They now meet in each other's homes and discuss how best to replace the current regime with a republican form of government.

Organization

In spite of its goal, the Republicans are hardly a radical organization. They don't (at least currently) seek to violently overthrow the monarchy. Rather, they hope to change hearts and minds through dissemination of their ideas. Unfortunately, their ideas are "radical" enough that they have to hide their work behind bookseller counters along with the Protestant pamphlets.

What the Republicans are is an umbrella for other like-minded groups. Amongst Serrure's circle are a few Rosicrucians, reformists of the Alta Vendita, Chevaliers of Jubilation, the Conspiracy of Equals, and the Free Thinkers (see *Richelieu's Guide to Radicals* and the forthcoming *Richelieu's Guide to Science* for information

on the latter groups). United by a commitment to see the monarchy fall, these groups, through the Republicans, sometimes aid each other and even work together on various plots.

In accordance with their stated goal the Republicans have no hierarchy. A President is chosen annually to organize and lead meetings, but such meetings are generally open for free discussion and any society decisions are voted on by the entire group.

Members

All that is required to be a Republican is an open mind and time to spare. As a practical matter each prospective member is vetted by Jean Serrure, which means that the membership is heavily weighted toward elite bourgeoisie that are overwhelmingly Protestant.

Jean Serrure

Jean Serrure is a member of the nouveau riche, a self-made bourgeois financier. Not long ago he was a simple moneylender in Rouen for the lowest classes. He parlayed that into bigger and bigger investments, including the Dutch India Company (as a Protestant, he had contacts in the Dutch Netherlands). Soon he had a beautiful home in the Île-de-la-Cité. While Serrure certainly enjoys the finer things in life, he isn't far removed from his roots. He resents the aristocracy and the idea that, no matter how much wealth he accumulates, Jean can never be one of them absent royal intervention.

Serrure is a pleasant man with a rough face that is covered by a well-trimmed beard. Now in his early forties, he is busy trying to make businessmen out of his two sons and find suitable husbands for his two young daughters. While she leaves it to the house chef these days, Jean's wife Colette is famous amongst the bourgeois for her *choucrouste garni* (pork-flavored pickled cabbage).

Patron 3	
Archetype <i>Noble</i>	Motivation <i>Justice</i>
Style: 2	Health: 7

Primary Attributes	
Body: 3	Charisma: 5
Dexterity: 3	Intelligence: 4
Strength: 3	Willpower: 4

Secondary Attributes	
Size: 0	Initiative: 7
Move: 6	Defense: 7/6*
Perception: 8	Stun: 3

*Without using main gauche to parry.

All For One: Paris Gothique

Skills	Base	Levels	Rating	(Average)
Brawl	3	3	6	(3)
Bureaucracy	4	3	7	(3+)
Con	5	3	8	(4)
Diplomacy	5	3	10	(5)
Empathy	4	3	7	(3+)
Firearms	3	3	6	(3)
Intimidation	5	3	8	(4)
Melee	3	3	6	(3)
Ride	3	3	6	(3)
Streetwise	5	3	8	(4)

Talents

Charismatic (+1 Charisma rating)

Skill Aptitude (+2 Skill rating to Diplomacy)

Resources

Refuge 2 (hôtel)

Wealth 2 (Affluent, 500 livres a month)

Flaw

Envious (+1 Style point when his envy causes problems for him or his comrades)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Sword Rapier	3L	0	9L	(4+)L
Main Gauche	1L	0	7L	(3+)L
Flintlock Pistol	3L	0	9L	(4+)L

Supernatural Creatures

Besides human opponents, many supernatural creatures stalk the streets of Paris. They have many places to hide, such as abandoned buildings, dark alleys, beneath bridges, dark corners, and especially in the undercity. In addition to those in *All for One: Regime Diabolique*, this section offers supernatural creatures that may be encountered in Paris.

Automaton

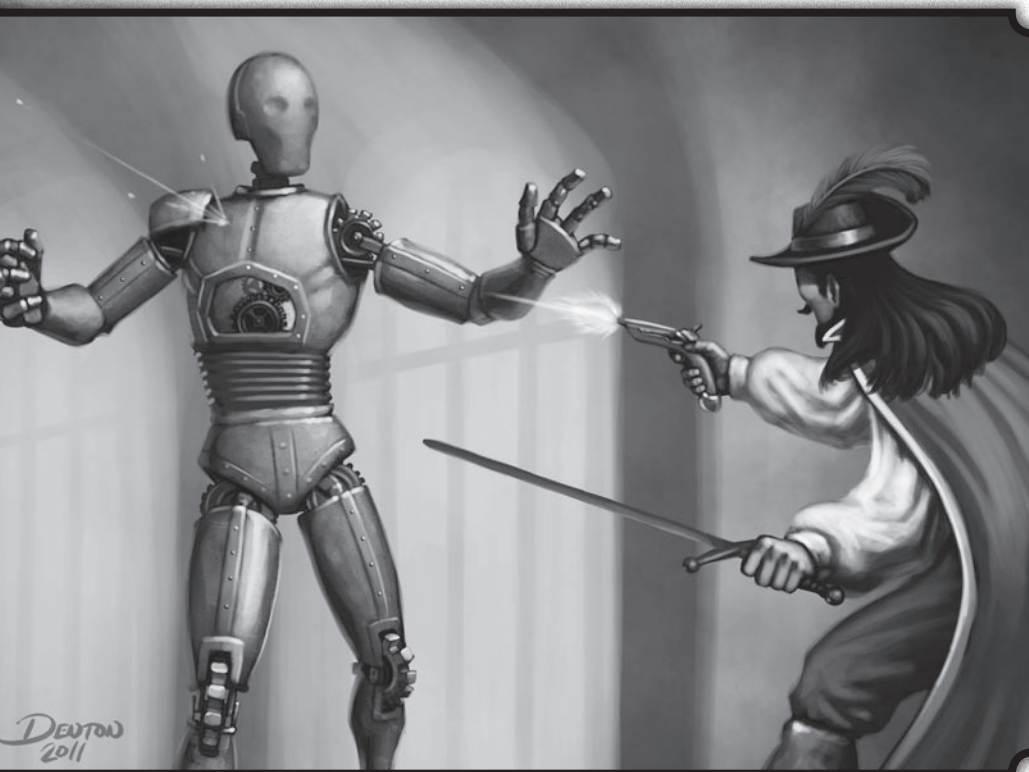
An automaton is a reinforced mannequin that is powered by a bound soul or demon. A basic automaton is a mannequin, inside which is a clockwork mechanism.

Once wounded, the automaton follows a set pattern of movements, given the impression of life yet in truth being incapable of independent motion. Such automata are popular around court, but are little more than expensive toys.

However, engineers willing to work alongside Belphegor's agents, such as Les Ingénieurs Diabolique, can produce true automata, clockwork devices capable, it seems, of independent movement and rudimentary thought solely through the power of clockwork. Actually this is an illusion, for the clockwork of the age is incapable of such wondrous design.

The shell, in most cases a suit of plate armor, is actually controlled by a demonic spirit, which is summoned into the clockwork mechanism during construction by seemingly innocuous incantations and writings. It is this fell spirit that moves the automaton and gives it the ability to follow basic orders.

The demon has no physical form, and is automatically banished back



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to Hell once the automaton is destroyed. Furthermore, because it is actually part of the machinery, it cannot be exorcised or harmed by holy means, including Benignus magick.

More recently, some engineers are using the souls of the recently deceased. Whether these spirits are truly the souls of the dead or demonic shadows is a matter of scholarly debate, but the spirits do have the memories and skills of the recently departed. Such automata are animated with much greater skill, but the limitations of the mannequin coupled with the distressed mind of the spirit have made the results so far inconclusive at best. Needless to say, such experiments are performed with the utmost secrecy lest the Vatican (or angry relatives of the deceased) get involved.

Engineers generally spend more time on detailing a soul-driven automaton. They've recently been experimenting with reinforced leather outer shells rather than plate in order to offer the automaton more mobility (such automata still tend to be clumsy, as it takes the soul time to get used to the shell). Sculptors are used to give the face and exposed features, such as hands, a more doll-like appearance (no one would ever mistake an automaton for a real human unless magickally duped).

Gamemasters looking to expand automata beyond simple mobile suits of armor can easily devise statistics for an automaton horse. One suggestion is to take the standard horse template, drop the Alertness Talent, and add +4 Defense due to its metal shell. Those looking to go even further could invent a fire-breathing dragon, using a primitive flamethrower to generate flame. The war dog is an example of one such automaton.

Ally 0

Archetype Construct **Motivation Duty**

Style: 0 **Health:** 4

Primary Attributes

Body: 2 **Charisma:** 1

Dexterity: 1 **Intelligence:** 1

Strength: 2 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 2

Move: 3 **Defense:** 7/3*

Perception: 3 **Stun:** 2

* Constructed from plate armor

Skills

Skills	Base	Levels	Rating	(Average)
Athletics	2	1	3	(1+)
Brawl	2	2	4	(2)
Melee	2	2	4	(2)

Talents

None

Resources

None

Flaw

Clumsy (-2 penalty to any roll where grace and coordination are a factor)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Sword	3L	0	7L	(3+)L
Rapier				

Soul-Driven Automaton

This is an automaton that is infused with the soul of a musketeer. It's a prototype and the Diabolical Engineers spared no expense in its construction. This soul-driven automaton has a reinforced leather frame that is stuffed to resemble a fit humanoid and has a sculpted brass mask. The automaton is armed with a flintlock musket, rare in France but easier for an automaton to manipulate than the standard matchlock. Currently, the musketeer's memories have not resurfaced.

Ally 1

Archetype Construct **Motivation Duty**

Style: 0 **Health:** 4

Primary Attributes

Body: 2 **Charisma:** 1

Dexterity: 2 **Intelligence:** 2

Strength: 4 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 4

Move: 6 **Defense:** 10/6*

Perception: 4 **Stun:** 2

* Constructed from reinforced leather (+2) and wearing a buff coat (+2)

Skills

Skills	Base	Levels	Rating	(Average)
Athletics	4	2	6	(3)
Brawl	4	2	6	(3)
Firearms	2	3	5	(2+)
Melee	4	3	7	(3+)

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Talents

Strong (+1 to Strength rating)

Resources

None

Flaw

Clumsy (-2 penalty to any roll where grace and coordination are a factor)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	4N	(2)N
Sword Rapier	3L	0	10L	(5)L
Main Gauche	1L	0	8L	(4)L
Flintlock Musket	4L	0	9L	(4+)L

The Devil in the Caves

This creature has no name but haunts the tunnels to the south of the Left Bank. No one knows how it got here or why it continues to lurk in the tunnels, although its steady diet of kobolds may provide one answer to the mystery. The Devil in the Caves is a wormlike creature three feet in diameter and nine feet long. It has several tentacles around a gaping, toothy maw and no eyes or ears. While it does enjoy kobolds, the creature won't hesitate to snack on any humans that happen upon its layer.

For all of its ferocity the creature is rather lazy. It spends most of its time in a state of near hibernation, only coming alive when someone approaches. Even then, it stops after attacking one human. The creature is also empathic; it can dupe human minds into thinking that it will reward them for bringing it food (i.e., other humans). The reward never comes, and duped humans that get antsy about it usually find themselves the main course at the creature's next meal.

Currently, it is believed that only one of these creatures is in the Parisian tunnels; whether there are more remains to be seen.

Ally 5

Archetype *Creature*

Motivation *Survival*

Style: 4

Health: 12

Primary Attributes

Body: 6

Charisma: 1

Dexterity: 5

Intelligence: 1

Strength: 6

Willpower: 5

Secondary Attributes

Size: 0

Initiative: 10

Move: 6**

Defense: 13/10*

Perception: 6

Stun: 6

*Tough hide grants a +3 armor rating

Skills	Base	Levels	Rating	(Average)
Athletics	6	7	13	(6+)
Brawl	6	8	14	(8)
Stealth	5	7	12	(6)
Survival	1	8	9	(4+)

Talents

Florentine (make 2 attacks by making Total Attack with -4 penalty for each Brawl)

Keen Sense (+4 Perception bonus when using smell)

Lethal Blow 3 (Every two points of Brawl damage does one point of Lethal damage instead; +4 Brawl bonus when making a lethal attack)

Resources

None

Flaw

Lazy (+1 Style point when its laziness prevents it from pressing an advantage)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	1	13N	(6+)N
Bite	2L	1	15L	(7+)L

** Move is halved because the creature crawls.

Empathic Persuasion: The creature is able to influence others to bring it food (often living humans) to it. This is effectively god-worship; affected victims see the creature as a deity that needs placation. In order to use this power the creature must win an opposed Willpower roll against its victim. The creature gets a +3 bonus to this roll. Each success entralls the victim for 2 hours. While entrilled, the victim tries to find another human to feed to the creature.

Draug

A draug is the reanimated corpse of a dead warrior, particularly a Viking warrior. As plundering warriors,

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many pre-Christian Vikings believed that they would maintain their status in the afterlife and would need their grave goods to assure that place. Thus, stealing from a Norse grave site is taking away the social status of the deceased. Particularly greedy Vikings in life continue to protect their grave goods in death as draugar. Draugar are not just Vikings, however: any corpse buried with much of its wealth and prized possessions at the request of the deceased is in danger of becoming a draug.

A draug is a greed demon that enters the body soon after burial. It is believed that draugar corpses don't decay but this isn't true—the corpse is well-preserved but decays very slowly as the grip of the demon weakens. Thus, bodies buried in 900 A.D. would appear gaunt with great hair loss, while a body buried within the last two centuries looks like a paler version of its living self.

A draug is animated when someone enters its tomb with the intent of plundering it. The draug grows to a large size and uses its new strength to crush or pummel the invaders to death. It may also use any weapons that were buried with it, although it prefers weapons that it can wield at its larger size. A draug can shrink to normal size at will, which is useful for chasing victims through smaller tunnels.

A draug only rests when it has retrieved its property and executed the perpetrator. Failing that, the draug hunts until dawn the next day, killing anyone that gets in its path. When dawn arrives, the draug's corpse turns into smoky ash, which floats back to the tomb and reforms, awaiting the next violation of its tomb.

Ally 2

Archetype <i>Demon</i>	Motivation <i>Revenge</i>
Style: 1	Health: 8

Primary Attributes

Body: 4	Charisma: 1
Dexterity: 2	Intelligence: 1
Strength: 6	Willpower: 1

Secondary Attributes

Size: 1	Initiative: 3
Move: 8	Defense: 10/7*
Perception: 2	Stun: N/A**

* +3 armor rating for scale mail

Skills	Base	Levels	Rating	(Average)
Athletics	6	2	8	(4)
Brawl	6	4	10	(5)
Melee	6	5	11	(5+)
Stealth	2	2	4	(2)

Survival	1	2	3	(1+)
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Talents

High Pain Tolerance 2 (ignore wound penalties)

Robust (+2 Health rating)

Strong Defense (use Strength rating instead of Body for Defense ratings)

Resources

None

Flaw

None

Weapons	Rating	Size	Attack	(Average)
Punch	0N	1	9N	(4+)N
Axe	3L	1	13N	(6+)L

** *Draugs are immune to non-lethal damage and can't be stunned.*

Garguiem

The Garguiem is a water beast that lives in the River Seine; whether it is a natural beast or a demon is unclear. The Garguiem appears to be a large eel-like creature with small, possibly atrophied limbs. It has powerful jaws and has been said to snap a riverboat in half with a single bite. It is also considered partly responsible for the numerous collapses of Parisian bridges over the centuries.

Reports of its size vary from 12-15 feet to as much as 50 feet. This largely has to do with its nocturnal habits and its tendency for most of it to remain underwater. Others speculate that there are several Garguiem in the river, perhaps a family of beasts.

Ally 5

Archetype <i>Creature</i>	Motivation <i>Survival</i>
Style: 4	Health: 14

Primary Attributes

Body: 6	Charisma: 0
Dexterity: 6	Intelligence: 0
Strength: 7	Willpower: 5

Secondary Attributes

Size: 2	Initiative: 5
Move: 13	Defense: 12/10*

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Perception: 7	Stun: 6
* +2 armor rating due to tough hide	

Skills	Base	Levels	Rating	(Average)
Athletics	7	8	15	(7+)
Brawl	7	8	15	(7+)
Stealth	6	7	13	(6+)
Survival	0	7	7	(3+)

Talents
Alertness 1 (+2 Perception rating)
Swim (the creature's swimming speed is doubled)

Resources
None

Flaw
Bestial (the creature can't communicate or use tools)

Weapons	Rating	Size	Attack	(Average)
Bite	4L	2	17L	(8+)L

Ghoul

Like the vampire and the werewolf, ghouls are humans possessed by demonic spirits. The fell spirit is attracted to humans whose gluttony has caused others to suffer, or who have eaten of human flesh (willingly or otherwise).

To begin with a ghoul appears exactly as he did in life—only his lust for human flesh gives away his unholy nature. Even his abnormally long and thick nails may go largely unnoticed. While ghouls prefer living flesh, prudence forces most to haunt graveyards and dine of decaying flesh and bone marrow, for here their unholy appetites will go less noticed.

With continued possession and ingestion of greater quantities of human flesh, the ghoul's host becomes more and more bestial in both appearance and mentality. His flesh shrinks, clinging to his tight bones like a burial shroud, and becomes waxy, though his muscles grow stronger and his endurance increased; his features become sunken, and his hair falls out leaving a bald scalp. Many ghouls adopt a nocturnal lifestyle to conceal their activities, and so develop pale skin and large, dark eyes.

Unlike werewolves and vampires, ghouls possess no special immunities, nor any power to transfer their essence to others. Their one unusual power is that so long as they devour at least one pound of flesh per day, they do not age (though they do deteriorate).

The statistics below represent a fairly typical ghoul in its second decade of perverted life. Its skills represent its degeneration to a more bestial existence. It exists by scavenging corpses where it can and occasionally waylaying travelers for their fresh, succulent flesh. It retains some vestiges of humanity, but is a pitiful looking creature.

Archetype <i>Demon</i>	Motivation <i>Survival</i>
Style: 0	Health: 6

Primary Attributes	
Body: 4	Charisma: 1
Dexterity: 2	Intelligence: 2
Strength: 4	Willpower: 2

Secondary Attributes	
Size: 0	Initiative: 4
Move: 6	Defense: 6
Perception: 4 (8)	Stun: 4

Skills	Base	Levels	Rating	(Average)
Athletics	4	2	6	(3)
Brawl	4	3	7	(3+)
Intimidation	1	3	4	(2)
Stealth	2	4	6	(3)
Survival	2	5	7	(3+)

Talents
Keen Sense (+4 to smell-based Perception rolls)

Resources
None

Flaw
Glutton (+1 Style point whenever his appetite causes problems for him or his comrades)

Weapons	Rating	Size	Attack	(Average)
Claws	1L	0	7L	(3+)L

Becoming a Ghoul

First, it must be made clear that a ghoul is not a player character option. A ghoul is a demonic entity given corporeal form, has only the desire to feast on human flesh. If a player character somehow becomes a ghoul, he must

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resist his urge to feast each night when the sun sets by making a Willpower roll (Difficulty 4). If he fails, he is compelled to locate a source of human flesh, living or dead, and gorge himself.

To make a ghoul, take the base human archetype used by the victim and apply the following changes.

* Body and Strength each increase by two points.

* Charisma drops by one point per decade, to a minimum of zero as the victim slowly becomes more bestial in appearance.

* Gains the Glutton Flaw with regard to human flesh.

* Gains Claws (0L) as an attack form.

Kobold

A kobold is an impish sloth demon that is frequently summoned to dig tunnels. It is tied to "sloth" because the summoner would rather an imp do the task of humans. True to its nature, an individual kobold is only worth a sixth of a human; it takes a half dozen kobolds to work at a human's speed, although kobolds don't need to rest or sleep.

Kobolds are human-like creatures that, on first glance, look like small three-foot tall children with pick-axes. Upon closer inspection, the kobold has wide, red, unblinking eyes and sharpened teeth as well as a hunched-over stance and many imperfections on its body.

Unless specifically dismissed, kobolds continue digging tunnels until they die. They don't like to be observed when working and chase off any observers with a murderous rage. Kobolds are known to set traps to ensure that the observer doesn't survive, such as easily caved-in ceilings, hidden pits, and falling boulders. This is to ensure their survival, as an individual kobold doesn't stand a chance against a swordsman.

Ally 1

Archetype *Tunneler* Motivation *Duty*

Style: 0 Health: 4

Primary Attributes

Body: 3 Charisma: 1

Dexterity: 3 Intelligence: 1

Strength: 3 Willpower: 1

Secondary Attributes

Size: -1 Initiative: 4

Move: 6 Defense: 7

Perception: 2 Stun: 3

Skills	Base	Levels	Rating	(Average)
Athletics	3	2	5	(2+)
Brawl	3	2	5	(2+)
Craft: Masonry	1	3	6	(3)
Melee	3	3	8	(4)

Talents

Skill Aptitude (+2 to Craft: Masonry)

Skill Aptitude (+2 to Melee)

Resources

None

Flaw

Dedicated (+1 Style point when his single-minded nature to build gets him into trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	-1	6	(3)N
Bite	1L	-1	7L	(3+)L
Pick Axe	3L	-1	10L	(5)L

Pitch-black Sight: Kobolds can see perfectly in the dark.



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Their sensitive eyes give them a -2 penalty in torchlight and a -8 penalty in any other type of light.

Unlimited Endurance: Kobolds never stop working. They don't need to eat or sleep.

Liche

There are some people that will do anything to preserve their youth and extend their lives. Most such people are nobles, born into privilege and desiring to continue their carefree lives for as long as possible. For many, regular exercise, careful wardrobe selection, and minor cosmetics are enough to keep the wrinkles and grey hairs from being too obvious for a few more years.

Some individuals, however, are vain enough to look for magickal means to preserve their attractiveness and youth and perhaps even improve upon them. While Homomancy is the primary vehicle, the time and effort to keep up appearances is still a burden. In desperation, a few of these tired souls turn to necromancy and bargain with demons to maintain their youth. After several decades, the continual use of magick on a single person takes its toll and the vain individual is possessed by a pride demon. From this point forward, the person is a liche.

Unlike a vampire or werewolf, a liche's body continues to deteriorate and must constantly be rejuvenated through magick. The liche makes up for this with increased willpower. He also retains his considerable magickal abilities. As the liche's body degenerates it requires more and more magick to maintain. Thus, in spite of their vanity, most liches settle for a thin, corpse-like appearance at most times, saving their best "look" for social occasions.

Driven by vanity, liches surround themselves with lackeys that serve them in return for money or favors. A liche doesn't necessarily have an entourage; the noble that does the occasional service in return for looking more attractive at the next ball or the coachman willing to ferry the liche around all night while overlooking a kidnapping en route is often enough. Most such services require kidnapping, and perhaps aid in preparing a sacrifice to maintain the liche's appearance.

Ally 4

Archetype <i>Occultist</i>	Motivation <i>Survival</i>
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Style: 3	Health: 9
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Primary Attributes

Body: 2	Charisma: 5
Dexterity: 3	Intelligence: 6
Strength: 1	Willpower: 7

Secondary Attributes

Size: 0	Initiative: 9
Move: 4	Defense: 5
Perception: 13	Stun: 7

Skills	Base	Levels	Rating	(Average)
Academics	6	2	8	(4)
Brawl	7	2	9	(4+)
Con	5	2	7	(3+)
Diplomacy	5	2	7	(3+)
Empathy	6	2	8	(4)
Intimidation	5	2	7	(3+)
Magick: Alchemy	6	3	9	(4+)
Magick: Homomancy	6	6	12	(6)
Stealth	3	2	5	(2+)
Survival	6	2	8	(4)

Talents

Headstrong (The liche uses Willpower instead of Body for Stun rating)

Focused Attack (Uses his Willpower rating instead of Strength for Brawl skill)

Jack of All Trades (The liche ignores the unskilled penalty for general skills and can make an untrained Specialized Skill at a -2 penalty)

Magickal Aptitude (The liche can perform magick)

Magickal Sensitivity (Make an Empathy roll to detect strength and source of magickal energy being performed nearby)

Well Educated (The liche treats Academics as a general skill)

Resources

None

Flaw

Delusion (Thinks he's attractive, +1 Style point whenever his delusion causes him trouble)

Weapons	Rating	Size	Attack	(Average)
Claws	0L	0	9L	(4+)L

Blood Homomancy: A liche may use a single human sacrifice to modify all of his casting rolls for the application of Homomancy to improve his appearance. The

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victim in this case must have the Attractive talent; otherwise, the sacrifice only modifies a single casting roll.

Becoming a Liche

First, it must be clear that a liche is not a player character option. A liche is a demonic entity given corporeal form, has only the desire to improve himself, and treats only other liches as non-enemies (although liches rarely help each other). If a player character is infected, then he becomes an NPC under the GM's control.

To make a liche, take the base human archetype used by the victim. A player character, for instance, uses his character as a baseline. Then make the following changes. It's easiest if the GM makes up a new character sheet, as this saves calculating the changes should the liche return to human form.

Note that should the liche be returned to human form, as in the case of an exorcism, then he becomes a human of his actual age. For young liches, this may mean that the human is several years older than when he transformed into a liche. Older liches simply crumble into dust as the decades, perhaps even centuries, catch up with his human form.

- * Charisma, Intelligence, and Willpower increases by 1 (but see below).

- * Other attributes are unchanged (but see below).

- * Gains two levels in Con, Intimidation, and Magick.

- * Gains the Headstrong and Magickal Sensitivity talents. The character creation only requirement for Magickal Sensitivity is waived.

- * Gains the Delusion flaw. The liche thinks he's attractive no matter how emaciated his form.

- * Gains claws (0L) as an attack form.

- * A liche may use a single human sacrifice to modify all of his casting rolls for the application of Homomancy to improve his appearance. The victim in this case must have the Attractive talent; otherwise, the sacrifice only modifies a single casting roll.

- * Older liches sacrifice a point of Body, Dexterity, or Strength to get a corresponding increase in Charisma, Intelligence, or Willpower. Even older liches have to sacrifice several points in this manner. There is no hard and fast rule as to when this takes place; GMs should use discretion in swapping points based on the liche's age. If an attribute is lowered to 0, then the liche perishes.

Nightblade

A Nightblade is a demon summoned to perform a specific assassination. Accounts differ as to their origin. Some occult scholars believe that nightblades are the twisted souls of murderers, while others believe that, like the incubi/succubi, nightblades are a demonic race.

Nightblades are humanoid creatures with skin resembling dark brown leather (the casual observer would likely mistake the skin as tight clothes). A nightblade's

Blood Magick

Blood magick is a ritual that involves sacrificing a living creature in order to gain a modifier on a single casting roll. The modifier depends on the creature being sacrificed. Modifiers do not stack; only the highest modifier is used. While using blood magick only increases a single casting roll, several sacrifices can be used to increase multiple casting rolls.

Sacrifice	Modifier
Animal	+1
Human	+ 1/2 Health
Human, virgin	+ Health

Health is current, not total, Health, giving the magician an incentive to keep his potential sacrifices in good condition.

For obvious reasons, the use of blood magick is severely condemned by the Church and considered a mortal sin (above and beyond the murder sin). Use of blood magick not only invites the Inquisition on one's head, but is also a capital offense in France.

face is devoid of features except for bulging, blood-red eyes and slits on the side for ears; it has no discernable nose or mouth and seems to have no need to eat or breathe. They cannot speak or even grunt, but understand languages. Nightblades often wear cloaks to disguise their appearance.

Nightblades carry no weapons because their bodies are weapons. They can reshape the flesh and bone of their arms and hands into deadly blades or even a garrote. Thus from a distance, a nightblade with a ratty cloak could pass as an unarmed beggar, only to spring a nasty surprise on a guard that gets too close.

Ally 3	
Archetype <i>Demon</i>	Motivation <i>Duty</i>
Style: 2	Health: 7

Primary Attributes	
Body: 4	Charisma: 1
Dexterity: 4	Intelligence: 2
Strength: 4	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 6
Move: 8	Defense: 9/8*
Perception: 7	Stun: 4

* The nightblade's leathery skin grants a +1 armor rating

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Skills	Base	Levels	Rating	(Average)
Acrobatics	4	4	8	(4)
Athletics	4	4	8	(4)
Brawl	4	4	10	(5)
Larceny	4	4	8	(4)
Stealth	4	4	8	(4)

Talents

Alertness (+2 Perception rating)

Flurry (can attack same opponent twice by making a Total attack twice with a -2 penalty)

Skill Aptitude (+2 to Brawl Rating)

Resources

None

Flaw

Dedicated (+1 Style point when his single-minded devotion to his mission gets him into trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	10N	(5)N
Claw	1L	0	11L	(5+)L
Arm Blade	3L	0	13L	(6+)L

Blade Forming: The nightblade creates weapons from its own body. It uses the Brawl skill for these body weapons and can use them to parry. It is a reflexive action for the nightblade to create and ready a blade.

Wall Crawling: The nightblade can crawl on any surface, even if it's upside down. He makes Athletics: Climb rolls at Difficulty 1.

Rat, Intelligent

It is fair to say that Paris is swarming with rats that live amongst the refuse and within the damp basements and tunnels of Paris. They infect riverboats and savage food stores as well as carry disease. At times, however, it seems that a group of rats acts a bit more coordinated than usual. One or two may distract a shopkeeper as the rest of the band raid his wares. Still others seem to know how to raise latches and even open small jars. One or two have even wielded pins or tiny knives. In all cases, these bands are led by an intelligent rat.

It is believed that the first intelligent rats escaped from an alchemist's laboratory somewhere on the Right

Bank. The alchemist was creating more intelligent rats to act as assistants and messengers (it's possible that the "escape" was little more than a rat deciding not to carry a message to its destination). Fending for themselves, these intelligent rats discovered that they could communicate with their normal brethren and formed small thieving groups.

It's unknown whether the intelligent rats can pass their enhancements on and there have only been a few reported cases. In spite of their intelligence, intelligent rats are no stronger or hardier than their unmodified kin and several have died due to drowning, rat-catching, or being eaten, as undercity chefs have found that intelligent rat tastes just as good as mundane rat.

Follower 1

Archetype *Survivor*

Motivation *Survival*

Style: 0

Health: -2

Primary Attributes

Body: 0

Charisma: 1

Dexterity: 5

Intelligence: 2

Strength: 0

Willpower: 2

Secondary Attributes

Size: -4

Initiative: 11

Move: 5

Defense: 9

Perception: 4

Stun: 0

Skills	Base	Levels	Rating	(Average)
Athletics	0	2	2	(1)
Brawl	5	2	7	(3+)
Empathy	2	2	4	(2)
Stealth	5	2	7	(3+)
Survival	2	2	4	(2)

Talents

Finesse Attack (uses Dexterity instead of Strength for Brawl attacks)

Keen Sense (+4 to smell-based Perception tests)

Resources

None

Flaw

Callous (+1 Style point when he does something selfish or refuses to help others in need)

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Weapons	Rating	Size	Attack	(Average)
Bite	0L	-4	11L	(5+)L
Claw	0L	-4	11L	(5+)L

Revenant

When a murdered person dies, his body becomes susceptible to demonic possession. The vengeance demon lies dormant within the corpse until the burial place is disturbed. The disturbance arouses the demon and it animates the corpse long enough to exact vengeance on its murderer and any accomplices. Unfortunately, the revenant isn't choosy about its victims; if the murderer is long dead then his descendants will do just fine. If the revenant was a Roman or Frank then it'll want vengeance against the current occupants of the city, no matter what their heritage. In all cases, the revenant will also want to kill those that disturbed its rest.

An awakened revenant continues to kill until it dies. Fortunately, it can't hunt during the day and usually returns to its resting place. A revenant is particularly vulnerable; it cannot move nor defend itself until nightfall. The only way to completely kill a revenant is to decapitate it and burn its heart.

Revenants and vampires are often confused with each other and many of the revenant's attributes, such as being a corpse, inactive during the day, and requiring decapitation and a burning, are often attributed to vampires. Similarly, those hunting a revenant often mistake it as a living creature and believe that "killing" it is enough. In both cases, error on the part of the hunter can be fatal.

Ally 2

Archetype <i>Demon</i>	Motivation <i>Revenge</i>
Style: 0	Health: 6*

Primary Attributes

Body: 3	Charisma: 1
Dexterity: 3	Intelligence: 2
Strength: 3	Willpower: 3

Secondary Attributes

Size: 0	Initiative: 7
Move: 6	Defense: 6
Perception: 5	Stun: N/A**

Skills	Base	Levels	Rating	(Average)
Athletics	3	1	4	(2)
Brawl	3	3	6	(3)

Intimidation	1	3	4	(2)
Melee	3	3	6	(3)
Stealth	3	3	6	(3)
Survival	2	2	4	(2)

Talents

Fearsome (the revenant can scare opponents as an attack action)

Quick Reflexes (+2 to Initiative rating)

Resources

None

Flaw

Obsession (Revenge, +1 Style point when the desire for revenge makes the revenant do something dangerous)

Weapons	Rating	Size	Attack	(Average)
Claws	0L	0	6L	(3)L
Knife	1L	0	7L	(3+)L
Sword Rapier	3L	0	9L	(4+)L

* *Revenants heal lethal wounds at a rate of 1 every 2 turns.*

** *Revenants are immune to non-lethal damage and can't be stunned.*

Nocturnal: Revenants are completely helpless from sunrise to sunset. They cannot defend themselves during this period.

Hard to Kill: A Revenant always regenerates damage unless it is decapitated. The head and body must be burned before the next sundown or the Revenant completely regenerates.

Tunnel Rat

While relatively rare, the large tunnel rat is the most common of the strange creatures that a relic hunter or undercity dweller might meet while exploring the tunnels beneath Paris. Tunnel rats are the size of small dogs and have a taste for human flesh. Luckily, they're somewhat cannibalistic and turn on each other if they can't find enough humans, rats, or other animals to eat. As such tunnel rats travel in packs of a half-dozen or less.

Tunnel rats aren't as tasty as their smaller kin but the Devil in the Caves and starving undercity dwellers regularly make meals out of them. The tunnel rat's aggressive nature also makes them the subject of hunts once they've been discovered. Thus, the tunnels of the

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undercity aren't overrun with them, and they're difficult to find near the most populated areas of the undercity.

Follower 1	
Archetype <i>Animal</i>	Motivation <i>Survival</i>
Style: 0	Health: 1

Primary Attributes	
Body: 1	Charisma: 0
Dexterity: 5	Intelligence: 1
Strength: 2	Willpower: 1

Secondary Attributes	
Size: -1	Initiative: 6
Move: 7	Defense: 7
Perception: 2	Stun: 1

Skills	Base	Levels	Rating	(Average)
Athletics	2	1	3	(1+)
Brawl	5	4	9	(4+)
Empathy	1	1	2	(1)
Stealth	5	3	8	(4)
Survival	1	1	2	(1)

Talents
Finesse Attack (uses Dexterity instead of Strength for Brawl attacks)
Keen Senses (+4 to smell-based Perception tests)

Resources
None

Flaw
None

Weapons	Rating	Size	Attack	(Average)
Bite	2L	-1	10L	(5)L
Claws	2L	-1	10L	(5)L

War Dog

War dogs are the infernal mechanical creations of Les Ingénieurs Diabolique. Without magick, a war dog is nothing more than a doll with articulated joints and sharp claws and teeth. The addition of a bound demon gives them life. Like a trained dog, a war dog is completely devoted to his master, or at least seemingly so.

A war dog can deviate from its orders when its ultimate demonic master deems it so. This makes war dogs dangerously unpredictable at times and thus best kept at arm's length. This is the primary reason why war dogs are usually used as guard dogs rather than a constant companion.

Follower 2	
Archetype <i>Construct</i>	Motivation <i>Duty</i>
Style: 0	Health: 5

Primary Attributes	
Body: 3	Charisma: 0
Dexterity: 3	Intelligence: 1
Strength: 4	Willpower: 3

Secondary Attributes	
Size: -1	Initiative: 4
Move: 7	Defense: 10*
Perception: 4	Stun: 3

* +4 armor rating due to armored shell

Skills	Base	Levels	Rating	(Average)
Athletics	4	2	6	(3)
Brawl	4	2	6	(3)
Empathy	1	2	3	(1+)
Stealth	3	2	5	(2+)
Survival	1	2	3	(1+)

Talents
Keen Senses (+4 smell-based Perception rating)
Skill Aptitude (+2 Survival rating)

Resources
None

Flaw
Clumsy (-2 penalty to any roll where grace and coordination are a factor)

Weapons	Rating	Size	Attack	(Average)
Bite	3L	0	9L	(4+)L
Claw	2L	0	8L	(4)L

Wererat

There are urban legends about the poorest members of Parisian society; the forgotten souls huddled in the

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corners of alleys as the bourgeoisie and aristocracy barely note their existence. These souls are forced to live on the scraps of the city and oftentimes that just isn't enough. Their eyes burn green with envy at those who have warm fires, fresh clothes, and all the food they can eat. Some of these poor souls become possessed by envy demons and become wererats.

Like werewolves, wererats only transform during the night of a full moon. Occult scholars believe that there is a connection between the moon and the spirits responsible for lycanthropy (werewolves) and arourethrope (wererats) in spite of the fact that they require different types of demons. Some scholars postulate that there must be other types of were-creatures, such as the Scandinavian berserkers (werebears), and lump them together in the category of "zoothropy." A wererat can transfer its affliction to others. When it bites a victim, the demon can detach a small portion of its essence and pass it on into the victim. Over a period of 28 days, the demonic fragment grows into a full envy demon.

Primarily being a creature of the city, a wererat does not take pains to hide itself as most "respectable" Parisians wouldn't give it a second glance anyway. Envious creatures tend to observe from afar and don't draw attention. Unlike werewolves, wererats are social creatures amongst themselves, congregating together in small nests. Wererats prefer the catacombs but any rarely used basement or ship's hull will do (there is a rumor that one of the riverboats has a wererat crew that wreak havoc on other boats or riverside villages during the night of a full moon). As wererats are scavengers, their human sides may be surprised to wake up with extra goodies in their nest stolen or ripped from wealthy pedestrians, carriages, and homes.

Wererats physically transform into a semi-bipedal rat-man form on the first rising of the full moon each month. This transformation takes one round, during which the beast can take no other actions. The process is reversed at dawn. The host cannot prevent the transformation into the envious beast, and the demon cannot elect to remain in beast form once the sun breaks the horizon. Wererats don't need to see the moon or be struck by sunlight for these changes to occur – the very nature of the demon is to be tied to the movements of the celestial orbs.

Unlike werewolves, a wererat does not assume a fully bipedal form, as the stooped semi-bipedal form is more conducive to moving around tunnels, catacombs, and other small spaces. As such, the wererat relies more on its bite than its claws when fighting.

Wererats share the werewolf aversion to silver. Since the alchemically pure silver is supposed to have a calming influence (and therefore less of an issue for envy demons), occult scholars continue to debate whether the supposed lunar property of silver is more of a factor. In either case, a wererat only takes lethal damage from either an intricately crafted piece of silver (such as a dagger) or a silver utensil that has been used on a bourgeois or noble's table. Wererats can be cured of

their affliction through exorcism, but only while in beast form.

Ally 2	
Archetype <i>Demon</i>	Motivation <i>Survival</i>
Style: 0	Health: 5

Primary Attributes	
Body: 2	Charisma: 0
Dexterity: 5	Intelligence: 2
Strength: 3	Willpower: 3

Secondary Attributes	
Size: 0	Initiative: 7
Move: 8 (16)*	Defense: 7
Perception: 7	Stun: 2

Skills	Base	Levels	Rating	(Average)
Acrobatics	5	3	8	(4)
Athletics	3	3	6	(3)
Brawl	5	3	8	(4)
Stealth	5	3	8	(4)
Survival	2	3	5	(2+)



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Talents

Alertness (+2 Perception rating)

Finesse Attack (use Dexterity instead of Strength for Brawl)

Run (the wererat's running speed is doubled)

Resources

None

Flaw

Bestial (the creature can't communicate or use tools)

Weapons	Rating	Size	Attack	(Average)
Claws	0L	0	8L	(4)L
Bite	2L	0	10L	(5)L

* A wererat runs on all fours. Creatures with four or more legs double their Move rating when running.

Nocturnal: Wererats can see perfectly in the dark.

Regenerate: Wererats have amazing powers of regeneration. Werewolves treat all damage by non-silver weapons as nonlethal. Only special types of silver (see wererat description) inflict lethal damage.

At the end of each round, a wererat makes a Body roll. Each success heals one point of nonlethal damage. A wererat can never heal lethal damage through this ability—it must heal naturally. Wererats knocked unconscious by damage recover immediately if their regeneration brings them to 0 Health or higher. Note that a wererat that regenerates to exactly 0 Health is Exhausted.

Transference: When a wererat bites a human, the demon can transfer part of its essence into the victim, turning the victim into a wererat. Each time a victim is bitten, he must make a Willpower roll with a Difficulty equal to the number of points of damage taken by the attack. Failure means the victim is possessed, though he manifests no sign of his infliction until the first rising of the next full moon (28 days from when he was bitten).

Becoming a Wererat

First, it must be made clear that a wererat is not a player character option. A wererat is a demonic entity given corporeal form, has only the desire to survive and destroy property, and treats only rats and other wererats as non-enemies. If a player character somehow becomes a wererat, he becomes an NPC under the Gamemaster's control from the time the full moon rises until sunrise.

To make a wererat, take the base human archetype used by the victim and apply the following changes. The Gamemaster may wish to keep two separate sheets, one for the untransformed victim and one for his wererat form.

* Dexterity increases by three points.

- * Body and Strength increase by one point.
- * Charisma is reduced to zero.
- * Intelligence is unchanged (but see below).
- * Gains two levels in Acrobatics, Athletics, Brawl, Stealth, and Survival.
- * Gains the Alertness and Finesse Attack talents if the character doesn't have them already.
- * Gains the Bestial flaw
- * Gains Bite (2L) and Claws (0L) as attack forms.

Wererats have an Intelligence score, but it represents animal cunning, not human smarts. Thus, they cannot use skills like Academics or Natural Philosophy. They cannot speak, and thus cannot use Skills based on speech. Similarly, they cannot use tools, which preclude Craft, Melee and other Skills requiring manual dexterity (although wererats can and do tear and collect "pretty things" to haul back to their nests). The Gamemaster has the final word on what Skills and Talents can or cannot be used.

Mundane Threats

There are certain types of Parisians that characters are likely to get into conflicts or dangerous situations with and thus require full stat blocks rather than the shortened stat blocks given for general characters. As with any stat block, these characters are merely examples of a type. Gamemasters can change them by adding an extra rank or two, or swapping out weapons.

Brute

A brute, as the name implies, is street muscle. They may be day laborers, enforcers, muggers, street fighters or any combination thereof. The main weapon of the thug is intimidation, quickly followed by brute force.

Ally 1

Archetype *Everyman*

Motivation *Survival*

Style: 0

Health: 4

Primary Attributes

Body: 3

Charisma: 1

Dexterity: 2

Intelligence: 1

Strength: 4

Willpower: 1

Secondary Attributes

Size: 0

Initiative: 3

Move: 6

Defense: 5

Perception: 2

Stun: 3

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Skills	Base	Levels	Rating	(Average)
Brawl	4	3	7	(3+)
Intimidation	1	2	3	(1+)
Melee	4	3	7	(3+)
Streetwise	1	2	3	(1+)

Talents

Lethal Blow (Every two points of Brawl damage does one point of Lethal damage instead; +4 Brawl bonus when making a lethal attack)

Resources

None

Flaw

Impulsive (+1 Style point when his impulsiveness gets him or a companion into trouble)

Weapons	Rating	Size	Attack	(Average)
Punch	0L	0	7N	(3+)N
Dagger	1L	0	8L	(4)L

Burglar

A burglar is a criminal whose specialty is breaking into houses and absconding with valuables, hopefully before the occupants notice his presence. This is not very difficult in an age where the city goes completely dark within a couple of hours after nightfall and the homes are grouped together. The only thing between a burglar and prized valuables in most households is a locked door or window and perhaps an alert dog. This is why wealthier occupants tend to hide their valuables in secret compartments of desks, fireplaces, and other seemingly innocuous places.

Ally 1

Archetype *Criminal* **Motivation** *Survival*

Style: 0 **Health:** 3

Primary Attributes

Body: 2 **Charisma:** 1

Dexterity: 3 **Intelligence:** 3

Strength: 2 **Willpower:** 1

Secondary Attributes

Size: 0 **Initiative:** 6

Move: 5 **Defense:** 5
Perception: 4 **Stun:** 2

Skills	Base	Levels	Rating	(Average)
Acrobatics	3	2	5	(2+)
Athletics	2	2	4	(2)
Larceny	3	2	7	(3+)
Melee	2	2	4	(2)
Stealth	3	2	5	(2+)

Talents

Skill Aptitude (+2 Skill rating to Larceny)

Resources

None

Flaw

Envious (+1 Style point when his envy causes trouble for him or one of his companions)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Short Sword	2L	0	6L	(3)L

Guardsmen

Guardsmen are swordsmen that protect a person or place, such as a bodyguard or city guardsman. Most are ex-soldiers and bear some scars from a life of battle.

Ally 1

Archetype *Soldier* **Motivation** *Survival*

Style: 0 **Health:** 4

Primary Attributes

Body: 2 **Charisma:** 2

Dexterity: 2 **Intelligence:** 2

Strength: 3 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 4

Move: 5 **Defense:** 7*

Perception: 4 **Stun:** 2

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*Includes buff coat and using main gauche to parry in off-hand.

Skills	Base	Levels	Rating	(Average)
Brawl	3	2	5	(2+)
Intimidation	2	2	4	(2)
Firearms	2	2	4	(2)
Melee	3	2	5	(2+)
Ride	2	2	4	(2)

Talents

Strong (+1 Strength rating)

Resources

None

Flaw

One-Eye (-2 on ranged attack rolls. +1 Style point if he misjudges distance or is blindsided by someone).

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Sword Rapier	3L	0	8L	(4)L
Main Gauche	1L	0	6L	(3)L

Gardes Suisses

The Swiss Guard is an elite force that protects the outer walls of the various royal palaces of the King in Paris, including the Louvre, the Tuleries Palace, and, until recently, the Medici Palace. All members of the unit are Swiss and subject to the harsh discipline of Swiss soldiers. They are better paid than French soldiers. Currently their barracks is between the medieval wall of the Right Bank and the new construction, lest an enemy take advantage of potential weaknesses there.

The Swiss Guard generally shares its duties with the Gardes Francaises, but the French Guard is currently outside Paris. The King's Musketeers have largely replaced the duties of the French Guard and this has caused some friction, as both units believe themselves to be the better of the two.

Ally 2

Archetype	Soldier	Motivation	Duty
Style:	1	Health:	5

Primary Attributes

Body: 3	Charisma: 2
Dexterity: 3	Intelligence: 2
Strength: 3	Willpower: 2

Secondary Attributes

Size: 0	Initiative: 5
Move: 6	Defense: 11*
Perception: 4	Stun: 3

*Includes plate cuirass and main gauche in off-hand.

Skills	Base	Levels	Rating	(Average)
Brawl	3	3	6	(3)
Fencing: Spanish	3	4	7	(3+)
Firearms	3	4	7	(3+)
Intimidation	2	3	5	(2+)
Ride	3	1	4	(2)

Talents

Parry (Parry as a reflexive action)

Resources

Rank 1 (Gardes Swiss; +2 Social bonus)

Flaw

Condescending (+1 Style point whenever he proves someone wrong or establishes his own superiority)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N
Sword-Ra- pier	3L	0	10L	(5)L
Main Gauche	1L	0	8L	(4)L
Wheellock Pistol	3L	0	10L	(5)L

Robber

Robbers go by many names but they all have one thing in common; they snatch items off of victims in busy streets. In some cases this is clandestine, and in others the victim is well aware of the snatching but has difficulty pursuing the robber through the streets. Robbers generally specialize in a particular type of crime. Cutpurses

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slice dangling pouches free, pickpockets steals items from clothes pockets, a prigman steals hanging laundry, purse snatchers grab purses, and wool snatchers steal cloaks off the backs of their victims.

Ally 1

Archetype *Criminal* **Motivation** *Survival*

Style: 0 **Health:** 2

Primary Attributes

Body: 1 **Charisma:** 2

Dexterity: 4 **Intelligence:** 2

Strength: 2 **Willpower:** 1

Secondary Attributes

Size: 0 **Initiative:** 5

Move: 6 **Defense:** 5

Perception: 3 **Stun:** 1

Skills

Skills	Base	Levels	Rating	(Average)
Athletics	2	2	4	(2)
Con	2	2	4	(2)
Larceny	4	2	6	(3)
Melee	2	2	4	(2)
Stealth	4	2	6	(3)

Talents

Run (Moves twice as fast when he runs)

Resources

None

Flaw

Callous (+1 Style point when he does something selfish or refuses to help someone in dire need)

Weapons

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Dagger	1L	0	5L	(2+)L

General Denizens of the Gothic City

This section offers statistics for common types of Parisians that characters may encounter while walking

anywhere in the city; these characters aren't tied to any particular locale. As they are all 0-level Followers, some of these characters would be suitable as lackeys (with Gamemaster permission).

Alchemist

Follower 1

Primary Attributes: Body 1, Dexterity 2, Strength 3, Charisma 1, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 3, Perception 7, Initiative 6, Defense 3, Stun 1, Health 4

Skills: Craft: Medicines 7, Magick: Alchemy 7, Natural Philosophy: Chymistry 7

Talents/Resources: Magical Aptitude (Alchemy)

Flaws: Hard of Hearing (+1 Style point whenever his poor hearing gets him into trouble)

Weapons: Punch 0N

Ballet Performer

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Acrobatics 3, Athletics 3 (*Jumping 4*), Performance 3 (*Ballet 4*)

Talents/Resources: None

Flaws: None

Weapons: Punch 0N

Beggar

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 1, Charisma 2, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 2, Defense 3, Stun 2, Health 4

Skills: Con 4, Melee 2, Streetwise 2, Survival 2

Talents/Resources: None

Flaws: (Choose a physical flaw; +1 Style point when this flaw causes an inconvenience beyond any penalties that the flaw already grants)

Weapons: Punch 0N, Concealed Dagger 2L

Barmaid

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Con 4, Diplomacy 4, Melee 2

Talents/Resources: None

Flaws: Curious (+1 Style point whenever her curiosity gets her or her companions into trouble)

Weapons: Punch 0N, Dagger 3L

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Bouncer

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 2, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 2, Defense 3, Stun 2, Health 3

Skills: Brawl 4, Intimidation 4

Talents/Resources: None

Flaws: Short Temper (-2 penalty to Willpower rolls to keep his cool. +1 Style point when his short temper causes him trouble).

Weapons: Punch 4N, Dagger 1L

Boatman

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Melee 4, Ride 4, Survival 2

Talents/Resources: None

Flaws: None

Weapons: Punch 0N, Small Sword 6L

Bourgeois Lady

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 3, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 2, Initiative 3, Defense 3, Stun 1, Health 3

Skills: Bureaucracy 2, Diplomacy, Empathy

Talents/Resources: None

Flaws: Condescending (+1 Style point when she proves someone wrong or establishes her superiority)

Weapons: Punch 0N

Bureaucrat

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Bureaucracy 3, Con 3, Diplomacy 4, Empathy 3

Talents/Resources: None

Flaws: Paranoia (+1 Style point when he pushes a friend away or catches someone working against him)

Weapons: Punch 0N, Sword Rapier 2L

Carriage Driver

Follower 0

Primary Attributes: Body 2, Dexterity 2, Strength 1, Charisma 2, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3

Skills: Animal Handling 3 (Horse 4), Riding 4 (Vehicles 5)

Talents/Resources: None

Flaws: Overconfident (+1 Style point when he is forced to ask for help)

Weapons: Punch 0N

City Priest/Monk

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 3, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Academics: Religion 5, Diplomacy 4, Empathy 3, Intimidation 4

Talents/Resources: None

Flaws: Fanatical (+1 Style point when his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N, Club 1N

Courtier

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 3, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 3, Defense 2, Stun 1, Health 2

Skills: Bureaucracy 3 (Government 4), Diplomacy 4, Linguistics 3, Streetwise 4 (Rumors 5)

Talents/Resources: None

Flaws: Gullible (+1 Style point whenever he is taken advantage of because of his trusting nature)

Weapons: Rapier 2L

Crier

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Bureaucracy 4, Diplomacy 3, Streetwise 3

Talents/Resources: None

Flaws: None

Weapons: Punch 0N, Two-handed Club 2N

Daughter of Charity

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Diplomacy 3, Empathy 3, Medicine 4, Melee 2

Talents/Resources: None

Flaws: Merciful (+1 Style point whenever she shows compassion to an enemy or refuses to retaliate when

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wronged)

Weapons: Punch 0N, Concealed Dagger 2L

Day Laborer

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 2, Charisma 1, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 2, Defense 3, Stun 2, Health 4

Skills: Athletics 4, Brawl 3, Melee 3, Streetwise 2

Talents/Resources: None

Flaws: None

Weapons: Punch 3N, Club 5N

Financier

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Bureaucracy 3, Con 3, Diplomacy 3, Streetwise 4

Talents/Resources: None

Flaws: Envious (+1 Style point when his envy causes trouble for him or one of his companions)

Weapons: Punch 0N, Sword Rapier 1L

Lawyer/Judge

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Academics: Law 4, Bureaucracy 3, Diplomacy 3, Law 3

Talents/Resources: None

Flaws: Fanatical (+1 Style point when his devotion causes harm or he converts someone else to his way of thinking)

Weapons: Punch 0N

Neighborhood Watchman

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Investigation 4, Melee 2, Streetwise 3, Survival 3

Talents/Resources: None

Flaws: Curious (+1 Style point whenever his curiosity gets him or his companions into trouble)

Weapons: Punch 0N, Two-handed club 5N

Noble 1

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 3, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 3, Defense 2, Stun 1, Health 2

Skills: Bureaucracy 3, Con 4, Diplomacy 5, Empathy 3

Talents/Resources: None

Flaws: Envious (+1 Style point when his envy causes trouble for him or one of his companions)

Weapons: Punch 0N, Sword Rapier 1L

Noble 2

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Bureaucracy 3 (Government 4), Diplomacy 4, Linguistics 3, Streetwise 4 (Rumors 5)

Talents/Resources: None

Flaws: Condescending (+1 Style point when she proves someone wrong or establishes her superiority)

Weapons: Punch 0N, Sword Rapier 1L

Nun

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 3, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Academics: Religion 3, Diplomacy 4, Empathy 3, Medicine 5

Talents/Resources: None

Flaws: Merciful (+1 Style point whenever she shows compassion to an enemy or refuses to retaliate when wronged).

Weapons: Punch 0N

Prostitute

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 3, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 3, Defense 2, Stun 1, Health 2

Skills: Con 4 (Seduction 5), Larceny 3 (Pickpocketing 4), Melee 2, Streetwise 4 (Rumors 5)

Talents/Resources: None

Flaws: Depressed (+1 Style point whenever her dire predictions come true or something happens to crush her spirits)

Weapons: Punch 0N, Concealed Dagger 2L

Servant

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 2, Charisma 2, Intelligence 2, Willpower 1

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Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 3, Defense 2, Stun 1, Health 2

Skills: Athletics 3, Con 3, Diplomacy 3, Empathy 3, Melee 3

Talents/Resources: None

Flaws: Timid (He suffers a -2 penalty on any task that he hasn't had time to prepare. +1 Style point whenever his anxiety causes him to miss an opportunity)

Weapons: Punch 0N, Dagger 4L

Street Performer

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Acrobatics 3, Con 3, Larceny 4, Melee 3

Talents/Resources: None

Flaws: Overconfident (+1 Style point whenever he is forced to ask for help or when his bravado gets him in over his head)

Weapons: Punch 0N, Dagger 4L

Street Witch

Follower 0

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 2, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 2, Initiative 4, Defense 5, Stun 1, Health 1

Skills: Athletics 2, Larceny 5, Streetwise 4

Talents/Resources: None

Flaws: Young (+1 Style point when his size causes him difficulty or he is patronized because of his age)

Weapons: Punch 0N, Club 1N

Street Vendor

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 3, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 2, Perception 3, Initiative 3, Defense 2, Stun 1, Health 2

Skills: Con 4, Diplomacy 4, Empathy 3, Melee 2, Streetwise 4

Talents/Resources: None

Flaws: None

Weapons: Punch 0N, Club 4N

Student

Follower 1

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 2, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 5, Defense 3, Stun 1, Health 3

Skills: Academics 6, Bureaucracy 5, Diplomacy 4, Linguistics 4, Melee 4

Talents/Resources: Well-Educated (Academics is a generalized skill)

Flaws: Curious (+1 Style point whenever her curiosity gets her or her companions into trouble)

Weapons: Punch 0N, Rapier 6L

Tavern Keeper

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 2, Charisma 2, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 3, Initiative 3, Defense 2, Stun 1, Health 2

Skills: Brawl 3, Diplomacy 4, Streetwise 4

Talents/Resources: None

Flaws: Curious (+1 Style point whenever his curiosity gets him or his companions into trouble)

Weapons: Punch 3N

Theatre Actor

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 3, Intelligence 1, Willpower 1

Secondary Attributes: Size 0, Move 3, Perception 2, Initiative 3, Defense 3, Stun 1, Health 2

Skills: Con 4, Larceny 3, Melee 2, Performance 5

Talents/Resources: None

Flaws: Vain (+1 Style point whenever he steals the spotlight or is forced to confront his shortcomings)

Weapons: Rapier 4L, Concealed Dagger 3L

Undercity Guide

Follower 0

Primary Attributes: Body 1, Dexterity 2, Strength 2, Charisma 1, Intelligence 2, Willpower 1

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Athletics 3, Investigation 3, Melee 3, Survival 4

Talents/Resources: None

Flaws: Thrill-Seeker (+1 Style point when he puts himself or his companions in danger just for the fun of it)

Weapons: Short Sword 5L, Two-handed Club 6N

University Professor

Follower 1

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 3, Intelligence 4, Willpower 2

Secondary Attributes: Size 0, Move 2, Perception 4, Initiative 3, Defense 2, Stun 1, Health 3

Skills: Academics 6, Diplomacy 4, Empathy 5, Linguistics 5

Talents/Resources: Well-Educated (Academics is a generalized skill)

Flaws: Condescending (+1 Style point whenever he proves someone wrong or establishes his own superiority)

Weapons: Punch 0N

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