

ALL FOR ONE

Régime Diabolique

• PLAYER'S GUIDE •



PAUL "WIGGY" WADE-WILLIAMS

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All For One: Règime Diabolique

BY PAUL "WIGGY" WADE-WILLIAMS

CONTRIBUTORS: JEFF COMBOS, DANIEL POTTER

UBIQUITY RULES SYSTEM DESIGN: JEFF COMBOS

LEAD EDITOR: RON BLESSING

EDITORS: TOM CADORETTE, DANIEL POTTER

COVER, CARTOGRAPHY, GRAPHIC DESIGN & TYPESETTING: ROBIN ELLIOTT

ILLUSTRATIONS: CHRIS KUHLMANN

CHARACTER SHEET CONCEPT DESIGN: MIKE SMITH

PLAYTESTERS: ELIZABETH BAUMAN, KENNON BAUMAN, TIM BENTLEY, BOB BRETZ, BRIAN W. BROOKBANK, TOM CADORETTE, CHRISTINA HILTON, S. D. HILTON, JIM IVENS, PAM IVENS, ANDREW MCCOLL, DANIEL POTTER, NESTOR RODRIGUEZ, MAGGIE WADE-WILLIAMS, STEVE WINTER

SPECIAL THANKS: DR. J. M. "THIJS" KRIJGER, STEVE WINTER

DEDICATION: TO JEFF COMBOS OF EXILE GAME STUDIO, MY WIFE MAGGIE, AND DANIEL POTTER, WITHOUT ANY OF WHOM THIS BOOK WOULD NOT HAVE BEEN POSSIBLE.



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A Sick Land



The year is 1636 and France is sick. Like an ancient elm, its core is being devoured from within. Yet from outside it appears strong and vibrant.

Louis XIII sits on the throne, but his rule is that of a puppet monarch. While France rots, Louis spends his time throwing extravagant balls (the cost of which places a heavy tax burden on the already burdened peasantry), hunting all manner of beasts (including, some say, Protestants dressed up as animals), sponsoring artists to produce works of art for his private adoration, and ignoring the pleas of the downtrodden citizens who clamor for justice and clemency.

Pulling Louis' strings is Armand Jean du Plessis, Cardinal-Duc de Richelieu, better known simply as Cardinal Richelieu. He serves both as Cardinal of Paris and as Louis' chief adviser, both positions of great power. His grip on the political and military machinery of France is firm and unyielding.

Religious persecution is rife, and has been for over a century. France's Catholics have engaged in many cruel massacres of the country's Protestants, including the infamous St. Bartholomew's Day massacre in 1572.

Richelieu has entered France, a Catholic country, into the Thirty Years' War (a name it has yet to acquire in the current age) but on the side of the Protestants. Richelieu's aim was to break the power of Spain and the Hapsburg Empire, against whom the Protestants were fighting, but his views were not shared by all. France's nobles and ministers reacted angrily to this act, many seeing it as treachery against the Papacy, but Louis ratified the Cardinal's order, and few dissenters had the stomach to argue with the King.

France's armies have not fared well. After a disastrous campaign beyond their eastern border, France's army is in retreat. Soldiers from Spain and the Holy Roman Empire are marauding throughout the French countryside, making their way toward the gates of Paris.

In order to bolster France's demoralized army, Richelieu has raised taxes and introduced conscription, though it is the poorer members of society who suffer

the most from these measures. Famine wracks the land, forcing the already overtaxed peasants into increased hardship. Resentment and anger are bubbling beneath the scum of corruption which floats atop French society, threatening to break the surface and drag the country into civil war.

The nobility of France has grown corrupt, though some would hasten to add they are simply *more* corrupt than their ancestors, who were already a decadent bunch. Richelieu's taxation policies are a mere inconvenience to the aristocracy, and while they dine and dance, their peasants starve and succumb to disease. Many speak of devilry among the nobility, of midnight ceremonies honoring their unholy counterparts in Hell, of young girls taken by force never to be seen again, and of terrible bargains sealed with blood and souls. But such talk is commonplace when times are bad.

An Alternate History

This roleplaying game is set in France. The year is 1636, but history isn't quite like you may have been taught in school. We've taken a few liberties with the facts, preferring to tell exciting stories rather than publish history books. Here are some of the basic historical facts, along with those of a more fantastical nature.

King Louis XIII rules France with his wife, Anne of Austria (a Spanish Hapsburg), and is guided by the devious Cardinal Richelieu. Charles I (whose wife, Henriette-Marie de France, is King Louis' sister) governs England, Scotland, and Ireland. Philip IV (Queen Anne's brother) rules Spain and the Spanish Netherlands. Ferdinand II is Holy Roman Emperor (his control includes Italy), Urban VIII sits on the Papal throne, and the 10-year old Queen Kristina Augusta rules Sweden.

The King of France is served by his Musketeers of the Guard, while Richelieu has his own Cardinal's Guard. Athos, Porthos, Aramis, and D'Artagnan swagger around Paris, and the mysterious Man in the Iron Mask has begun

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his life sentence. The Thirty Years' War is in full swing, spreading destruction across much of the Holy Roman Empire, with Protestants and Catholics at each other's throats (literally). Johann Heinrich Alsted has just published his *Encyclopedia*, while Galileo is under house arrest for publishing his views on the solar system.

The Renaissance has been going for two centuries, revolutionizing art, literature, philosophy, and science. Yet not everyone tolerates this new age of learned thinking. The Inquisition hounds critics of the Church and its views of the natural order mercilessly, aided in France by Cardinal Richelieu and his lapdogs. Magick exists, though its practitioners must be careful, lest they be branded as witches or heretics and burned at the stake for their sins. God, however, does not grant his priests miracles.

Secret societies are commonplace. Some are little more than clubs for bored nobles who wish to engage in activities their social status would not otherwise allow. The major societies, in the sense of those the characters are likely to want to join, are dedicated to cleansing

France of the sickness at its heart, and whose members are, if discovered, destined for the gallows as traitors and enemies of the King (and therefore France). There are also more sinister societies, dedicated, it is said, to assassination and the accumulation of power at *any* cost, even that of their immortal soul.

The bloody and brutal Thirty Years' War involves Sweden, Bohemia, Denmark-Norway, the Dutch Republic, France (a Catholic nation), Saxony, the Electoral Palatinate, England, Transylvania, and Hungarian rebels on the Protestant side, with the Catholic League, Austria, Bavaria, the Kingdom of Hungary, Croatia, and the Spanish Empire on the Catholic side. The Germanic lands have borne the brunt of the fighting, but France's borders have been breached and enemy forces are marching on the capital. France may be siding with the Protestants in the War, but she has no love for her allies. The Protestants are still France's enemies, and her alliances with them are purely political.

For all the evil deeds men are capable of performing, their dark desires are naught beside those of Satan and his abominable legions. France may be suffering political and social strife, but rumors of witchcraft, devilry, and the legions of Hell, once believed to be merely the superstitions of the Medieval Age, are now widespread across Europe. Peasants speak of werewolves and worse haunting the woods, and of Satanic cults ruled over by vile spellcasters of immense infernal power.

What this Book Isn't

All for One is not a history book and makes no pretense to be one—it is a game book. While we have tried to maintain historical accuracy as far as possible, the nature of the game required us to make certain changes. For instance, in the Renaissance period, certain types of magick were (generally) accepted by the Church. In *All for One*, virtually all magick is considered a tool of Satan. Likewise, certain historical facts have been altered to better fit the setting's premise. We hope you will forgive us for these "errors" and not allow them to spoil your enjoyment of the game.

Countless words have been written on this era, both as works of history and fiction. It has been depicted in numerous films, including *The Three Musketeers* trilogy in the 1970s and the 1993 movie, *The Man in the Iron Mask* (the 1977 and 1998 versions perhaps being the most well known), and *Cyrano de Bergerac* (starring Gerard Depardieu). Players and Gamemasters are strongly encouraged to watch these movies in order to capture the flavor of the setting.

That said, this roleplaying game does provide a little insight into the period through text contained in Historical Note sidebars. You won't find an in-depth study of the French justice system, a full list of foodstuffs, styles of clothing, or other such details, though. For the most part, these are background details easily added by the GM.



How to Use this Book

All for One is conveniently divided into chapters to allow the reader to reference specific parts of the game. The first five chapters are intended to be read by the Gamemaster and players alike. The final two chapters contain material intended for the Gamemaster's eyes only. If you intend to play this game, reading these chapters will spoil your enjoyment of the setting.

Chapter 1: Character Generation gives step-by-step guidance for creating a variety of Musketeer characters. Follow the steps and you'll have a Musketeer ready to defend the honor of France and the King in no time at all.

Chapter 2: General Rules explains how to resolve actions and challenges.

Chapter 3: Combat and Hazards provides all the rules needed to be a swashbuckler! Whether you want to slay your foes or perform acrobatic tricks, this chapter is one of the most important.

Chapter 4: Artes Magicae details the magick of the era. Unlike some other games, there is no defined spell list to peruse. Each spell is molded as the caster desires, though the more powerful the desired result, the longer it takes to weave the words of power.

Chapter 5: Gear describes weapons, paraphernalia, and vehicles of the era.

Chapter 6: Adventures includes basic advice on the types of adventures you can run and notes on the swashbuckling genre. By selecting the action and horror levels, you can run adventures that are dark and gritty, where every shadow might fold a terrible evil, or pit heroic swashbucklers against an army of fiends.

Chapter 7: Friends and Enemies lists some of the people and organizations that will help or hinder your expedition, as well as providing statistics for a variety of supernatural creatures, humans, and mundane beasts.

And now, without further ado, we invite you to explore the dangerous world of *All for One*. There's a wide and fantastic world of swashbuckling that awaits you inside...

Historical Note: A Brief Timeline of the Thirty Years' War

1610

Louis XIII becomes King of France at the age of nine. His scheming mother, Maria de' Medici, is named Queen Regent.

1618

Bohemia revolts against Austria in a backlash of Austrian attempts to eradicate Protestantism. Rampant nepotism and family infighting between the nobles of the Holy Roman Empire underlie the religious intolerance.

Ferdinand of Styria, King of Bohemia, is ousted by the Bohemians, and the crown given (by the Bohemians) to the Protestant Elector Count Frederick V of the Palatinate.

Bohemia acquires support from the Duke of Savoy (through the mercenary force of Mansfeld) and Bethlen Tabor, a Transylvanian rebel.

Tabor besieges Vienna, the Austrian capital.

Richelieu is exiled by the King for plotting with the Queen Regent.

1619

Ferdinand of Styria is elected Holy Roman Emperor and rules as Ferdinand II.

1620

The Spanish invade the Palatinate to protect the "Spanish Road," Spain's route of march to the Netherlands. A treaty with the Dutch was set to expire in 1621, and Spain expected the war to resume.

Lutheran states promise not to assist Bohemia or the Palatinate, and thus secure their own safety.

The rebels are defeated in Bohemia. The Bohemian crown reverts to Ferdinand II. Frederick's Elector-Prince status is revoked and given to the Duke of Bavaria.

1621

Catholics turn on the Calvinist Palatinate as punishment for Frederick's support of Bohemia in defiance of the Holy Roman Empire, and to clear the Spanish Road.

1622

The states of Baden and Brunswick attempt to aid the Palatinate, but their armies are defeated.

Catholic forces reach the Palatinate capital, Heidelberg. Frederick flees to the Dutch Republic.

The first rounds of fighting between Spain and France begin, as France tries to cut the Spanish Road at the Valtelline, a crucial pass through the Alps.

1624

Richelieu becomes First Minister of France.

1625

The Danish, threatened by the chiefly Spanish Catholics, secure support from England, France, and the Dutch Republic.

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1626

Mansfield and the Danes are defeated, leaving Catholic forces free to ravage Denmark. Denmark withdraws from the war.

Bethlen Tabor finally agrees to peace terms with the Holy Roman Empire.

In France, killing someone in a duel becomes a capital crime.

1627

French forces, led by Cardinal Richelieu, besiege the fortified Huguenot (French Protestants) city of La Rochelle. The siege lasts 14 months, resulting in the unconditional surrender of the Huguenots.

1628

General Wallenstein is appointed "General of the Oceanic and Baltic States" by Emperor Ferdinand.

Lord Buckingham (of *Three Musketeers*' fame—the queen's lover who is involved in the diamonds escapade, and who historically supported the Huguenots besieged at La Rochelle) is assassinated.

1629

The Edict of Restitution seeks to restore Catholic authority over the Holy Roman Empire by erasing Protestantism from central Europe and crushing the primary source of power of the many princes. This bold power play by the Emperor leads to fear and resentment, fanned by the subordinate rulers of Europe and the Empire.

Parts of the Edict of Nantes (signed 1598), which granted Huguenots almost equal rights with Catholics and ended the French Wars of Religion, are withdrawn, though the persecution ends.

The Holy Roman Emperor makes Wallenstein Duke of Mecklenburg. Wallenstein is also the primary enforcer of the Edict of Restitution, becoming one of the most powerful (and resented) men in Europe.

1630

At the Diet of Regensburg, French envoys agree to a peace treaty with Spain. Cardinal Richelieu refuses to ratify the treaty. The Electors of the Empire, fearful of Wallenstein's power and influence, force Ferdinand to dismiss him as general of the Imperial army.

Sweden enters the war and invades northern Germany.

The Day of Dupes: Richelieu's enemies believe they have convinced the King to remove Richelieu from office. Richelieu wins out and the King's mother, Marie de' Medici, is exiled.

1631

France supports Sweden with funds and supplies.

Magdeburg is sacked by the Imperial army as punishment for allying with Sweden. 25,000 citizens out of the population of 30,000 are slaughtered.

The states of Saxony and Brandenburg ally with Sweden.

The Swedish army led by King Gustavus Adolphus, a military genius who ushered in the modern age of warfare, utterly crushes the Imperial army at Breitenfeld. The Emperor's power in northern Germany is wiped away, and Protestant hopes soar. Protestant German states flock to Gustavus' banner. Seeking a savior, the Emperor reinstates Wallenstein over the army.

1632

The Swedish army rampages through Germany, winning a crucial victory against Wallenstein at Lutzen, although Gustavus Adolphus is killed in the battle.

1634

With Gustavus dead, the Emperor again dismisses Wallenstein. This time, the general's enemies assassinate him to prevent another return to power.

Spanish, Imperial, and Bavarian troops smash the army of the Swedes and their Germanic allies—Sweden's military might is exhausted, and its Germanic allies drop out of the war.

1635

France enters the war on the side of Sweden, but its first campaign is an unmitigated disaster.

Richelieu declares war on Spain.

At this point, the war is no longer focused on religion, but rather on nationality. For perhaps the first time in history, nationality determines on which side men fight.

1636: Present Day

Cardinal Richelieu preaches against the Huguenots, rekindling the old hatred and stirring fires of intolerance whose ashes have never been extinguished.

Spanish and Imperialist troops turn west and enter France. They begin a long march toward Paris, ravaging the countryside as they go. [Historically they get to within 100 miles of Paris, but this is your game and anything could happen!]

French peasants, angry at the recent tax increases, rebel openly. Cardinal Richelieu begins a ruthless campaign to crush them.

Character Generation



The heart of this setting isn't the rules or background, but the player characters. It is these individuals, with their unique goals and motivations, which drive the stories the GM will tell. Players have the duty to create interesting characters who will interact with the game world and play an active role in adventures. Each time you play, you'll be assuming your character's role, much like an actor in a play. As the game progresses, the character will grow and develop. Given some luck and a dash of bravado, your hero will rise from novice to great hero, renowned among the citizenry and respected by his peers.

While you can easily create a character on your own, it's best for the players to sit down together under the GM's supervision and make their heroes. This way, the GM can answer any questions relating to the style of game he is going to run and guide you through the character creation process.

Creating a character involves several steps. Take each one in turn and work through it slowly, thinking about the sort of character you want to play while you do. By the time you've finished, you should have a fully fleshed out character, not just in terms of numbers and game mechanics, but also his persona, desires, and goals.

Character Generation Overview

Step One: Archetype (p. 8)

Choose an Archetype or make up one of your own. Your Archetype represents your character's role and is used as a guide for character creation.

Step Two: Motivation (p. 10)

Choose a Motivation or make up one of your own. Your Motivation represents your character's driving goal and gives him a reason to be in the game.

Step Three: Primary Attributes (p. 13)

Choose Attributes. You have 15 Attribute points to buy Primary Attributes ratings, which are purchased on a one-for-one basis. You must put at least one point, but no more than five points, in each of the six Attributes.

Step Four: Secondary Attributes (p. 15)

Calculate Secondary Attributes. Your Secondary Attribute ratings are calculated based on your Primary Attributes:

- Size** = 0 (Average Human)
- Move** = Strength + Dexterity
- Perception** = Intelligence + Willpower
- Initiative** = Dexterity + Intelligence
- Defense** = Body + Dexterity - Size
- Stun** = Body
- Health** = Body + Willpower + Size

Step Five: Skills (p. 17)

Choose Skills. You have 15 Skill points to purchase Skill Levels, which are purchased on a one-for-one basis. You may purchase up to five Levels in any one Skill at character creation.

Zero-Level Skills: Musketeers begin with Firearms, Melee, Ride, and one other Skill of their choice at Level 0.

Skill Specializations (Optional): You may want to have your character specialize in a particular aspect of a Skill. Every time your Specialization applies to an action, you receive a +1 bonus to your Skill roll. Skill Specializations cost a half-point each, and you must have at least one Skill Level in a Skill to purchase a Specialization for it. You may only have one Specialization in any one Skill at character creation. Advanced Skill Specializations may be purchased with Experience points during play.

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Sample French Names

Male: Alphonse, André, Antoine, Claude, Émile, François, Gaston, Gérard, Jacques, Jean, Julien, Marcel, Maurice, Michel, Olivier, Philippe, Pierre, Rémy, René, Serge, Xavier

Female: Amélie, Antoinette, Audrey, Brigitte, Collette, Constance, Corinne, Danielle, Dominique, Élise, Gabrielle, Geneviève, Jacqueline, Jean, Joséphine, Marguerite, Marie, Michèle, Renée, Thérèse

Family Names: Bernard, Bertrand, Blanc, Bonnet, David, Dubois, Durand, Fournier, Girard, Lambert, Laurent, Martin, Michel, Moreau, Morel, Petit, Rousseau, Roux, Simon, Thomas

Step Six: Talents & Resources (p. 27)

Choose one Talent or one Resource. Talents represent your character's special abilities while Resources represent your character's power, wealth, and influence. Talents are never lost, but Resources may be gained or lost during play.

Zero-Level Resources: Musketeers begin with Followers and Rank at Level 0.

Step Seven: Flaws (Optional) (p. 52)

Choose a Flaw. Flaws represent your character's physical, mental, or social shortcomings. If your character is hurt or hindered by his Flaw during play, you earn Style points that may later be spent for bonus dice on a roll. Taking a Flaw at character creation gives your character one starting Style point.

Step Eight: Experience (p. 55)

Spend starting Experience points. Your character starts play with a certain amount of life experience. You have 15 Experience points to spend on Primary Attributes, Skill Levels, Skill Specializations, or additional Talents and Resources. Unspent Experience points may be carried into play with Gamemaster approval.

Trait	Experience Point Cost
Primary Attribute	New Attribute Level x 5 points
Skill	New Skill Level x 2 points
Skill Specialization	3 points
Talent	15 points
Resource	15 points

Note: The Gamemaster may vary the amount of starting Experience points depending on the power level of the game he is running. If a player is creating a new character to join an existing party, he may be given additional starting Experience points so as not to lag behind the other characters.

Step Nine: Finishing Touches (p. 55)

Now that you have determined your character's skills and abilities, it's time to fill in the rest of the details. Name your character and write a physical description. Make up a character background and pick out his gear. Your character is almost ready to play!

Step Ten: Style (p. 56)

Calculate starting Style points. If you took a Flaw during character creation, you start play with one Style point. The Gamemaster may award additional Style points for writing a character background, creating props or costumes, or other activities.

Archetypes

The first step in character creation is choosing an Archetype to play. Archetypes represent classic roles and iconic character types for you to portray. Think of them as concepts and stereotypes for you to build upon, not as templates of skills and abilities.

Unlike many other roleplaying games, characters in *All for One* begin as members of the same organization. In this instance, every hero must be a member of the King's Musketeers. Correct, every single party member is a Musketeer.

At first this may seem a rather limited choice, but the Musketeers still allows for an almost unlimited variety when it comes to building a hero. D'Artagnan, for instance, was a feisty, naive adventurer, Athos a nobleman running from his dark past, Porthos a carouser extraordinaire, and Aramis a master swordsman who aspired to become a priest. There is nothing to prevent a Musketeer being a duelist, gambler, explorer, hunter, horse trainer, "reformed" thief, messenger, academic, or scientific visionary as well as a soldier. There's really no such thing as a standard Musketeer.

The only limit being a Musketeer puts on characters is that all must be male. Of course, such a limitation can be waived by the GM. A woman could conceivably masquerade as a Musketeer, though she would need to be careful to conceal her true identity. Such a disguise could make for some very fun roleplaying.

As you'll see later, all Musketeers are accompanied by a faithful lackey. There is no restriction on the lackey being female provided their occupation permits it (no female soldiers or priests, for example).

Choose the Archetype that most appeals to you (or that will fit best with the other characters) and put your own spin on it. There are many different Archetypes; the ones most common to *All for One* are listed below. Feel free to come up with one of your own if none of these suit you, but make sure to get your Gamemaster's approval first.

Academic

In an age where the majority of the population is

Character Generation

uneducated, academics are a rarity. They may be part-time students or university magisters (professors) who spend their time researching or teaching a particular subject matter (e.g., history, philosophy, or linguistics) when not on active duty, or have graduated university and are continuing their research while serving France. Not all Academics are confined to the library. Many of them thrive and even excel in the field.

Adventurer

Adventurers are always on the move in an endless quest for danger and excitement. They are typically well traveled and often have a useful skill, such as survival training or skill with a blade, which makes them an asset to the Musketeers. They are experienced at getting into and out of tight spots and can fight when the situation calls for it. Adventurers are fiercely independent and tend to do things for their own reasons.

Criminal

The Musketeers are not a penal unit, and thus only rarely accept known criminals into their ranks. Still, they are called upon to perform a variety of actions, and sometimes covertly breaking into a property is required. This is where the criminal comes into his own. They bring useful things to the Musketeers, such as connections, but may be a liability if their crimes follow them.

Doctor

Doctors are highly educated medical professionals who bandage wounds, treat diseases, and dispense medicine. They fill a vital role in the Musketeers, as having a skilled doctor along can make the difference between life and death when operating away from the bulk of the army. Unfortunately, finding qualified doctors willing to take up arms is difficult, so the Musketeers make do with undertrained or unlicensed doctors.

Hunter

Hunters are expert scouts and trackers. While initially trained in hunting animals for food and/or sport, their skills make them very useful scouts for the Musketeers. They are often deadly with ranged weapons, but they may seek to challenge themselves by using less effective weapons. With their ability to protect and provide for other people, they are a huge benefit to the Musketeers. Note that hunter is often synonymous with poacher.

Luminary

Luminaries are famous for their talent, their looks, their wealth, or for performing an amazing or outrageous action. They often have some useful skill or ability and can bring attention (for good or ill) to the Musketeers.

Building a Party

Talk to the other players about the Archetypes each of you will be playing. Just like in a real military outfit, everyone should know what role their character fills in the party. In addition, make sure to define each character's area of expertise. You don't want to end up far from home without a critical skill or ability! The game will be smoother and more fun if everyone knows how his or her character contributes to the group.

By the same token, it's a good idea to talk about character Motivations with the other players. You don't have to be explicit about your character's Motivation if you don't want to, but it helps to know which ones are incompatible with the rest of the party. Even if everyone knows their character's role, the game could dissolve into infighting if characters have conflicting goals. Discussing Motivations ahead of time lets the group set the level of interpersonal conflict they'd like to have in the game.

Check with the Gamemaster if there are any questions about which Archetypes or Motivations are best suited for the game.

Some Luminaries have tired of the spotlight and join the Musketeers to get away from the pressures of life, while others see the Musketeers as a way to further their quest for fame. These individuals will go to any lengths to either find inspiration or simply to get away from it all.

Natural Philosopher

Europe stands on the brink of the Enlightenment, an age of scientific wonder and exploration. Yet there still lurks the specter of medieval Europe and its superstitious practices. Natural Philosophers are committed to understanding the natural world. They tend to focus on life sciences such as botany or zoology, or hard sciences such as geology or astronomy.

Noble

Nobles are those with titles, wealth, and land, or those who aspire to such things. Military service is a fitting way for a younger son to spend his time, and in a unit such as the Musketeers one may actually win great favor with the King. Nobles can be arrogant and pompous by nature, a result of their being elevated above the unwashed masses, but their experiences in the Musketeers can also open their eyes to the suffering that wracks France.

Occultist

Occultists are fascinated by the arcane and unknown in the world. They have an ear for strange rumors and

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they live to investigate mysteries. They have unique philosophical and religious views that can make them seem unbalanced or insane. Some occultists are little more than academics, but others know how to invoke spirits and create alchemical concoctions. Magick is prohibited by law, so any occultist with a working knowledge of the magickal arts must work his charms in secret.

Soldier

Soldiers are professional warriors trained to fight in a variety of environments and situations. Many Musketeers are recruited from the ranks of the army, be they cavalrymen, sharpshooters, infantrymen, or artillerymen. They tend to think that any problem can be solved with the judicious use of force.

Spy

Spies are secret agents charged with discovering (and possibly thwarting) the plans of their enemies. Everyone has spies—the King and Queen, Richelieu, nobles, and secret societies. Some agents may even play one group against another for their own personal gain. Spies are masters of deception and subterfuge, capable of lurking undetected in the shadows, or working in the open, using an alias. They have a variety of tools at their disposal including seduction, sabotage, and assassination, and will do whatever it takes to get the job done.

Survivor

Survivors have escaped some kind of disaster or personal catastrophe. They may be victims of a famine or plague, or they may be fleeing religious or ethnic persecution. The Musketeers has provided a refuge, but the character's background may catch up with him in unexpected ways.

Swordsman

While all Musketeers are trained to use a blade, the swordsman is a master. Some swordsmen are duelists, specialists in one-on-one fighting. Others may be masters of Florentine or experts in fending off multiple foes. They may also be hired blades—hire a swordsman to insult someone you want removed, force a duel, and then kill the victim. Swordsmen may be gruff killers or dashing, carefree heroes. The Musketeers needs all sorts!

❧ Motivations ❧

After selecting an Archetype, the next step is to choose your character's Motivation. Motivation represents your character's driving goal or greatest desire. Characters are complex, like real people, but there is

one thing they want above all else, and it drives their actions.

Identifying your character's primary Motivation is particularly important in *All for One* because very few people are invited to serve the King through membership in his elite Musketeers. Understanding why your character is serving with the Musketeers gives your character a real, solid reason to be there and invests him in the events of the game.

Motivation not only helps you roleplay your character, it also directly impacts play. In game terms, pursuing your character's Motivation earns you Style points that can be exchanged for bonus dice whenever you need them. Roleplaying your character's Motivation is not only fun, it makes him stronger and more versatile, too!

Check with the Gamemaster to see which Motivations are best suited for the game, as he may have selected certain Motivations as the central themes. These represent conflicts and issues that will crop up again and again, over the course of the story. Taking a theme as your character's Motivation will get him more involved in the game, and give you more opportunities to earn Style points.

Choose a Motivation that appeals to you and works well with the other characters. Heroes and villains with differing motivations create conflict and drama, but player characters with mismatched Motivations can be problematic. Work with your fellow players to choose Motivations that work for everyone.

There are many different Motivations to consider for your character, but the ones most common to *All for One* are listed below. Feel free to make up new Motivations or create your own interpretations of those listed here, but be sure to get your Gamemaster's approval first.

Duty

Your character has a strong sense of duty and obligation. He always does what's right and always keeps his word, even if it puts him on the wrong side of the law. He might be serving with the Musketeers to fulfill a promise to his ailing father, to follow in a relative's footsteps, or because he is devoted to the King. Whatever the reason, he'll do whatever is required to fulfill his responsibilities.

You earn Style points when your character acts responsibly or convinces someone to keep their word.

Escape

Your character may have ended up in the Musketeers by accident, having been offered a position on false information or because of a lucky event. On the other hand, he may be fleeing from something in his past life. Perhaps it's something so horrible that he'll march to war to get away from it. It could be a painful memory, or he might be on the run from the law. He's

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desperate to escape his circumstances, whatever they may be.

You earn Style points when your character escapes from danger or helps someone run from his past.

Faith

Your character is a true believer. He is devoted to a higher power, or motivated by other strongly held beliefs. He may have seen—or may possess—evidence that demons are real. Or perhaps he truly believes the King is divinely appointed, and that it is his sworn duty to protect *Le Roi* from harm. His faith may extend to the belief that France truly is the center of the civilized world.

You earn Style points when your character's viewpoint is supported or he converts someone to his beliefs.

Fame

Your character craves attention and loves the spotlight. He may be famous for being talented and handsome, or for performing some great deed. He may still be waiting for his big break. Regardless, he wants everyone to know his name. Grand adventures like fighting with the Musketeers are a great way to get noticed—and he'll do anything to hear his name spoken.

You earn Style points whenever your character does something noteworthy or increases his reputation.

Greed

Your character is always looking for a quick *livre* or dreaming of the next big score. Musketeers aren't well paid, but the battlefield gives a man the opportunity to plunder. All he cares about is money, and he's willing to do whatever it takes to get it. Alternatively, maybe your character is after knowledge, not for altruistic reasons but because knowledge can bring financial reward, as well as other benefits.

You earn Style points when your character gets his hands on something particularly valuable or makes a lot of money.

Honor

Your character prides himself on his honesty and integrity. He always keeps his word and never lies. He is dignified, noble, and magnanimous. Living virtuously is not enough, however, so he constantly seeks glory and recognition for his deeds. He will not tolerate being slandered or ridiculed and will go to great lengths to safeguard his good name and reputation. Fulfilling his responsibilities and protecting his honor are more important than his life; he would rather die than dishonor himself.

You earn Style points when your character protects his precious reputation or even inspires someone to act honorably.

Hope

Your character is eternally optimistic and believes that everything will work out for the best. He is friendly, compassionate, and always tries to see the best in people. He won't give up on something (or someone) while there is even the slightest chance of success, and refuses to let those around him despair. He is not naïve and won't ignore the reality of a situation; he just doesn't see the point in dwelling on unpleasantness.

You earn some Style points when your character's optimism is justified or he convinces someone not to give up.

Justice

Your character has a strong sense of right and wrong and believes in fairness above all things. He will champion the underdog and protect the underprivileged. He will not sit idly by when injustices are committed, and will fight for what's right, whether that means taking legal action, distributing a scathing leaflet, or covertly taking up arms against an aggressor. He is capable of picking his battles and strives to ensure the punishment always fits the crime.

You earn some Style points when your character rights a wrong doing or convinces someone to do the right thing.

Love

Your character will do anything for love, even volunteer for the Musketeers to prove his devotion, or vow to find a loved one who has gone missing. His feelings may or may not be returned by the other person, but that hardly matters; he is pursuing his heart's desire and will follow wherever it leads.

You earn Style points whenever your character does something romantic or persuades someone to follow his heart.

Mystery

Your character believes in privacy, security, and the inscrutable nature of the universe. He generally takes things at face value and doesn't like it when others snoop into his business. He doesn't promote ignorance, but he understands that knowledge and power can be dangerous in the wrong hands and therefore should be closely guarded. Some secrets should be kept until the world is ready for them, and no one should delve too deeply into things man was not meant to know....

You earn some Style points when your character protects a secret or convinces someone not to go looking for the truth.

Power

Your character craves power above all else. Whether it

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Historical Note: A Hard Life

France's population numbers 26 million souls, over 80% of whom are peasants. Some 5% are nobles, though not all hold a title. With the recent famines and France's willingness to enter the religious war wracking the Holy Roman Empire, life expectancy is set to drop sharply. Child mortality is 30%, with many dying in their first few years. Still, if you can reach double digits, you might be looking at 50 or 60 years, depending on social status.

takes the form of immortality, controlling others, or defeating his enemies, it's all he ever thinks about. He will go to any lengths—even against the forces of Hell—to get what he's after. It's his destiny, and he will destroy anything or anyone that gets in his way.

You earn Style points whenever your character acts selfishly or persuades someone to use their power for personal gain.

Redemption

Your character has committed a terrible crime or made a tragic mistake, and cannot forgive himself. Perhaps he betrayed his family or caused the death of someone close to him. He may or may not actually be responsible, but blames himself anyway. He hasn't given up hope that he can set things right, and will do whatever it takes to make up for his misdeed.

You earn a Style point when your character rights a wrong that he committed or convinces someone to seek forgiveness for what they have done.

Revenge

Your character has been wronged and cannot rest until he gets revenge on his enemies. He might want vigilante justice, or just to make the offender stand trial for his crimes (perhaps to clear his own name). On the other hand, he may have been ridiculed for his belief in demons and has sworn to prove his tormentors wrong.

You earn Style points when your character settles a score or encourages someone to seek vengeance.

Survival

Your character will do anything to stay alive: eat insects, tree bark, or his dead companions if it comes to that. His only desire is to get through life unscathed and live to a ripe old age. Faced with supernatural threats, a survivor might be inclined to run for safety, leaving his comrades to fend for themselves, or perhaps he is intent on saving others from the horrors of war or demonic influence.

You earn Style points when your character defies death or saves someone's life.

Truth

Your character is obsessed with knowledge, discovery, and truth. He feels a sense of joy when he unravels a mystery or discovers something new. He wants to share what he knows with the world. People have a right to know what is going on and he's going to make sure they get all the facts.

You earn Style points whenever your character makes a discovery or persuades someone to share a secret.

Attributes

Human beings have the natural ability to think, move, and act. Everyone possesses these abilities to different degrees. Some people are just tougher, smarter, or more persuasive than others. We may not think about it much, but our natural abilities affect how we interact with the world around us.

Your character is no different. Each character has Attributes that represent his natural abilities. In game terms, Attributes are the basis for all of your character's Skills and special abilities. Virtually every die roll that you make in the game will involve one of your character's Attributes.

Attributes are separated into two categories: Primary Attributes and Secondary Attributes. Primary Attributes represent your character's inherent physical, mental, and social prowess. Primary Attributes are also used to calculate Secondary Attributes, which represent your character's size, movement speed, perception, and combat abilities.

Primary Attributes are rated from one to five, but exceptional characters may have higher ratings. Secondary Attributes are typically rated between one and ten. Player characters may not have zero Attribute ratings (except for Size), as that indicates a complete lack of ability in an area. However, non-player characters and animals may have zero Attribute ratings.

Primary Attribute Rating	Ability	Secondary Attribute Rating
0	Abysmal	0 – 1
1	Poor	2 – 3
2	Average	4 – 5
3	Good	6 – 7
4	Great	8 – 9
5	Excellent	10 – 11
6 or more	Amazing	12 or more

Attribute Rolls

An Attribute is rolled if there isn't a Skill applicable to a given situation, such as when a character is trying to recall

a bit of information, keep his balance, or lift something with brute strength. In these cases, the dice pool is equal to double the appropriate Attribute rating. Examples of Attribute rolls are given with each Attribute description.

Primary Attributes

Body

Body represents your character's constitution and toughness. It determines how much damage your character can take and how resistant he is to injury. It also determines how long he can go without food and water. Characters with high Body ratings are rugged and tough, while characters with low Body ratings are frail and sickly.

Note: Your character's Size rating modifies his maximum Body Attribute. A Size 1 character has a maximum Body rating of 6; a Size -1 character has a maximum Body rating of 4.

Body Rolls

Body is rolled when your character attempts to fight off a disease, resist the effects of a drug or poison, and to determine how long your character can hold his breath.

Resistance

Dice Pool: Body x 2

Type: Reflexive Action

Make a Body roll when your character is poisoned or exposed to a contagious disease. The Difficulty of the roll depends on the potency of the toxin or disease. Failing the roll means that your character is poisoned, or has contracted the illness and will suffer its effects.

See Diseases, p. 110 and Poisons and Drugs, p. 113.

Disease/Toxin	Difficulty
Mild food poisoning	1
Common cold	2
Malaria	3
Snake venom	4
Cyanide	5

Dexterity

Dexterity represents your character's speed, coordination, and agility. It determines your character's ability to avoid damage, and how quickly he reacts to danger. It

Historical Note: One God, Many Faiths

Until 1517, the Catholic Church was the dominant religious force in Western Europe. In 1636, Christians are nominally divided between Catholicism and Protestantism, though the latter comprises many separate branches. Religion is, by its very nature, a complex thing. As such, the brief descriptions below merely scratch the surface of the various faiths and highlight major differences.

Anglicanism: The English church separated from Rome during the reign of Henry VIII, on political rather than theological grounds. Anglicans do not practice confession or put much faith in the Virgin Mary as an important spiritual figure, but otherwise are quite similar to Catholics. Indeed, Anglicanism sits somewhere between Catholicism and the more dour Protestantism.

Calvinism: Calvinism preaches that all mortals are sinful, and that man cannot redeem himself of his sins. Only God can grant salvation. Calvinism also says that while men must live a clean life, God has already determined who will be saved and who sent to Hell. Calvinists are true fire-and-brimstone types, whose sects flare up under charismatic leaders but wither when they die. Also called Anabaptists.

Catholicism: Catholicism holds that the Catholic faith stems directly from Jesus, through the apostle Peter, that man can lighten his spiritual load through confession of sins, that the Virgin Mary and saints should be venerated (but not worshipped), and that only priests can correctly interpret the Bible for the laity. The Catholic Church is headed by the Pope, Christ's Vicar on Earth. This leadership is a chief bone of contention between Catholics and Protestants.

Huguenots: A French Protestant creed, Huguenots believe the Catholic Church has an unhealthy obsession with death and that its rituals and beliefs do not aid redemption. In essence, they seek a pure faith, free from the trappings of the Catholics' saints, pilgrimages, and rituals. Despite Cardinal Richelieu's best attempts, France is still home to many Huguenots. Unlike other Protestants, except those openly at war with Catholic nations, Huguenots are accused of attacking priests and burning churches. To the Catholic French, they are the Church's second-worst enemy (Satan comes first by a narrow margin).

Lutheranism: Although Lutheranism shares some doctrine with Calvinism, it teaches that salvation can be achieved by man through faith alone—confession does not rid a mortal of sin, for no man has that authority. The faith also preaches that good works stem not from man, for man is sinful, but from God. Thus, good deeds cannot be performed as atonement for sin. Lutherans also deny the authority of the Pope.

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is also the base for ranged combat, stealth, and larceny skills. Characters with high Dexterity ratings are quick and graceful, while characters with low Dexterity ratings are slow and clumsy.

Dexterity Rolls

Dexterity is rolled when your character tries to catch something before it falls or snatch something before someone else does. It also determines how well your character keeps his balance under hazardous conditions.

Balance

Dice Pool: Dexterity x 2*

Type: Reflexive Action

Make a Dexterity roll when your character is in danger of losing his balance. The number of successes you roll must equal or exceed the Difficulty of the task being attempted in order for your character to keep his footing. Failing to roll enough successes means that your character loses his balance and falls (see Falling, p. 112).

Balance	Difficulty
Walking on uneven ground	1
Walking across a log	2
Hopping from stone to stone	3
Walking along a narrow ledge	4
Walking a tightrope	5

* Characters with the Athletics or Acrobatics Skill may substitute either Skill rating for this roll.

Strength

Strength represents your character's vigor and muscle power. It determines how much damage your character does in close combat, and how much weight he can carry. It is the base for close combat and athletic skills. Characters with high Strength ratings are strong and powerful, while characters with low Strength ratings are weak and lethargic.

Note: Your character's Size rating modifies his Strength Attribute. A Size 1 character has a maximum Strength rating of 6; a Size -1 character has a maximum Strength rating of 4.

Strength Rolls

Strength is rolled any time your character tries to lift or break an object through brute force. It also includes shoving another character, or taking an item away from someone.

Feats of Strength

Dice Pool: Strength x 2*

Type: Standard Action

Make a Strength roll when your character attempts to pick up an item. The Difficulty of the task depends upon the weight of the object. Failing to roll enough successes means that your character did not pick up the item, or only partially lifted it.

Weight	Difficulty
50 lbs.	1
100 lbs.	2
250 lbs.	3
500 lbs.	4
750 lbs.	5

* Characters with the Athletics Skill may substitute that Skill rating for this roll.

Charisma

Charisma represents your character's confidence and personality. It also determines how persuasive and attractive your character is to others. It is the base for interpersonal and performance skills. Characters with high Charisma ratings are charming and magnetic, while characters with low Charisma ratings are rude and unattractive.

Charisma Rolls

Charisma is rolled whenever your character tries to charm or ingratiate himself to someone else. It also represents your character's ability to befriend animals.

Influence

Dice Pool: Charisma x 2*

Type: Standard Action

Make a Charisma roll whenever your character tries to influence a non-player character (NPC). The Difficulty of the task is equal to the NPC's Willpower rating. Allies loyal to you are easier to sway, so you receive a +2 bonus to your Charisma roll. Conversely, sworn enemies are harder to influence, so you suffer a -2 penalty to your Charisma roll.

The Gamemaster determines the NPC's initial attitude toward your character, and each success rolled in excess of their Willpower rating improves their attitude by one step. Failing to roll enough successes degrades the NPC's opinion of your character by one step for each success fewer than the required number.

Attitude
Loyal (+2 bonus)
Helpful
Friendly
Neutral

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Unfriendly
Hostile
Enemy (-2 penalty)

* Characters with the Diplomacy Skill may substitute that Skill rating for this roll.

Intelligence

Intelligence represents your character's reason and intellect. It determines how well your character senses the world around him and how quickly he reacts to danger. It is the base for all knowledge and craft skills. Characters with high Intelligence ratings are clever and observant, while characters with low Intelligence ratings are dim-witted and inattentive.

Intelligence Rolls

Intelligence is rolled whenever your character tries to recall a piece of information or commit something to memory. It also determines how proficient your character is at recognizing patterns and putting information together.

Reason

Dice Pool: Intelligence x 2*

Type: Reflexive Action

Make an Intelligence roll when your character tries to make sense of a piece of information or understand the reasons behind a series of events. The Difficulty of the roll depends on the complexity of the information or situation. Failing this roll means that your character is unable to figure it out, or only figures out part of what is going on.

Reason	Difficulty
Clear directions	1
Complex instructions	2
Bizarre situations	3
Esoteric information	4
Arcane mysteries	5

* Characters with the Investigation Skill may substitute that Skill rating for this roll.

Willpower

Willpower represents your character's courage and resolve. It determines how hard it is for others to manipulate your character. It also represents your character's will to live and determines how much damage he can take in combat. Characters with high Willpower ratings are courageous and determined, while characters with low Willpower ratings are craven and gullible.

Willpower Rolls

Willpower is rolled when someone tries to manipulate your character or when his life is in danger. It also represents his resistance to pain and torture.

Courage

Dice Pool: Willpower x 2

Type: Reflexive Action

Make a Willpower roll whenever your character is in a life-threatening situation. The Difficulty of the roll depends on how threatening the situation is. Failing this roll means that your character is shaken and will try to remove himself from the situation as soon as possible.

Courage	Difficulty
Facing danger	1
Being hurt or wounded	2
Being maimed or disfigured	3
Facing certain death	4
Facing a slow and agonizing death	5

Secondary Attributes

Size

Size represents your character's height, weight, and bulk. Unlike other Secondary Attributes, Size is not calculated: it is set at zero for average human characters. Larger and smaller Sizes are generally for children, animals, and non-human characters.

Your character's Size rating modifies his Defense, Health, and maximum Body and Strength ratings. It is also subtracted from his Stealth and attack rolls. Larger characters are easier to hit, but they're stronger and take more damage to kill. Conversely, smaller characters are harder to hit, but are weaker and take less damage to kill. For example, a Size 1 character, being both bigger and stronger than average, may have maximum Body and Strength ratings of 6. He also receives a +1 bonus to his Health rating. Unfortunately, his size makes him a larger target and makes it more difficult for him to hit smaller creatures. Therefore, he suffers a -1 penalty to his attack and Defense rolls. See p. 104 for more information on how Size affects combat.

Move

Move represents how fast your character moves during combat and while walking or running. Your character's Move rating is calculated as follows:

Move = Strength + Dexterity*

* Characters with the Athletics Skill may substitute that Skill rating for their Move rating.

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Characters with high Move ratings are strong and fast, while characters with low Move ratings are slow and easily tired. A character's Move rating is used to calculate how fast he can walk, run, swim, climb, and jump. See the chart below to convert Move ratings to distance.

Perception

Perception represents your character's ability to notice and interpret his surroundings. It also represents his ability to focus his attention and remain vigilant over long periods of time. The more successes you roll, the more observant your character will be. In some cases, your roll will be opposed by another character's Stealth roll. Failing to roll enough successes means that your character misses something or overlooks a vital piece of information.

Perception = Intelligence + Willpower

Characters with high Perception ratings are insightful and observant, while characters with low Perception ratings are oblivious and unaware.

Initiative

Initiative represents how quickly your character reacts to danger. It also determines when he acts during a combat round. The more successes you roll for Initiative, the earlier your character acts during combat. Your character's Initiative rating is calculated as follows:

Initiative = Dexterity + Intelligence

Characters with high Initiative ratings are quick and vigilant; characters with low Initiative ratings are slow and often surprised.

Defense

Defense represents your character's toughness and ability to evade attacks. This includes avoiding an attack and protecting vulnerable areas. If an attacker rolls more successes than those resulting from your Defense roll, your character takes the difference in damage, otherwise the attack misses. See p. 104 for more details on Defense and damage.

Size Table

Size	Attack/Defense	Health	Max. Body/Strength	Height/Length	Weight	Example
8	-8	+8	14	50-100 ft.	50-100 tons	Blue Whale
4	-4	+4	10	25-50 ft.	10-50 tons	Giant squid
2	-2	+2	8	15-25 ft.	1-10 tons	Elephant
1	-1	+1	6	7-15 ft.	500 lbs.-1 ton	Bear
0	0	0	5	5-7 ft.	100-500 lbs.	Human
-1	+1	-1	4	2-5 ft.	10-100 lbs.	Dog
-2	+2	-2	3	1-2 ft.	1-10 lbs.	Monkey
-4	+4	-4	1	6 in.-1 ft.	½-1 lb.	Toad
-8	+8	-8	0	6 in. or less	½ lb. or less	Insect

Move Table

Move	Combat (turn)	Swimming (turn)	Climbing (turn)	Horizontal Jump*	Vertical Jump*	Walk (hour)	Run (hour)
1	5 ft.	2.5 ft.	2.5 ft.	2.5 ft.	1 ft.	½ mile	1 mile
2	10 ft.	5 ft.	5 ft.	5 ft.	2 ft.	1 mile	2 miles
3	15 ft.	5 ft.	5 ft.	5 ft.	3 ft.	1.5 miles	3 miles
4	20 ft.	10 ft.	10 ft.	10 ft.	4 ft.	2 miles	4 miles
5	25 ft.	10 ft.	10 ft.	10 ft.	5 ft.	2.5 miles	5 miles
6	30 ft.	15 ft.	15 ft.	15 ft.	6 ft.	3 miles	6 miles
7	35 ft.	15 ft.	15 ft.	15 ft.	7 ft.	3.5 miles	7 miles
8	40 ft.	20 ft.	20 ft.	20 ft.	8 ft.	4 miles	8 miles
9	45 ft.	20 ft.	20 ft.	20 ft.	9 ft.	4.5 miles	9 miles
10	50 ft.	25 ft.	25 ft.	25 ft.	10 ft.	5 miles	10 miles

*If your character does not have a running start, his jumping distance is halved.

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Your character's Defense ratings are calculated as follows:

Defense = Passive Defense + Active Defense - Size

Passive Defense = Body

Active Defense = Dexterity

Characters with a high Defense rating are tough and hard to wound, while characters with low Defense ratings are weak and easily hurt.

Sometimes your character will only get to use his Active or Passive Defense rating. This normally occurs when your character is unable to evade an attack or when his attacker is only trying to touch him. Some bonuses and penalties will only apply to your Active or Passive Defense ratings; these bonuses and penalties are ignored when the character is unable to use the relevant aspect of Defense.

Stun

Stun represents your character's ability to shrug off damage and keep fighting. If your character takes more damage than his Stun rating in a single blow, he is stunned and loses his next action. If your character takes more damage than twice his Stun rating in a single blow, he is knocked out for a number of minutes equal to the amount of excess damage he took.

Your character's Stun rating is calculated as follows:

Stun = Body

Characters with high Stun ratings are resilient and determined fighters, while characters with low Stun ratings are weak and easily dispatched.

Health

Health represents your character's vitality and capacity to take damage. This covers both Lethal and Nonlethal damage. Your character can take up to his Health rating in damage without suffering any ill effects. When your character's current Health rating drops below zero, he falls unconscious. When he reaches -5 Health, he dies. See p. 109 for more information about healing and damage.

Your character's Health rating is calculated as follows:

Health = Body + Willpower + Size

Characters with high Health ratings are robust and resistant to wounds; characters with low Health ratings are weak and fragile.

Skills

Skills represent your character's training and education over the course of his life. They cover a wide variety of topics and activities—everything from translating an ancient manuscript to performing acrobatic stunts on the back of a horse.

The specific Skills you choose for your character will reflect his personality and background. Scholars and soldiers, for example, will have very different areas of ex-

Negative Health

Small characters tend to be weak and fragile creatures. As such, they receive a penalty to their Health and maximum Body ratings. This may result in a small character starting with a negative Health rating, which is ignored until the character is injured. When the character takes his first wound, the new Health rating takes effect. This usually results in the character falling unconscious; however, a character with a starting Health of -4 or lower will die as soon as he takes his first wound.

Use your character's Archetype as a guide when selecting Skills.

Base Attribute

Each Skill is based on a Primary Attribute that represents your character's natural ability with a particular Skill. Even if your character has no training, he may still have some proficiency. To be a real expert, however, he needs to invest time and energy into mastering a Skill.

Skill Levels

Skill Levels represent the amount of effort your character has put into learning a Skill, either through formal education or hands-on experience. Your character's Skill rating is calculated by adding a number of Skill Levels to the appropriate Base Attribute rating.

Skill Level	Skill Rating
None	Base Attribute -2
0	Base Attribute
1	Base Attribute +1
2	Base Attribute +2
3	Base Attribute +3
4	Base Attribute +4
5	Base Attribute +5

You may not purchase more than five Skill Levels in any one Skill during character creation, but additional Skill Levels may be purchased with Experience points during play.

Skill Ratings

Skill ratings represent your character's overall expertise with a particular topic or activity. More importantly, they determine the number of dice you use when making a Skill roll. Typical Skill ratings are between zero and ten, though exceptional characters may have higher ratings.

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Skill Rating	Ability
0 – 1	Abysmal
2 – 3	Poor
4 – 5	Average
6 – 7	Good
8 – 9	Great
10 – 11	Excellent
12 or more	Amazing

Zero-Level Skills

Musketeers are expected to meet certain minimum standards when it comes to martial skills. Thus, all Musketeer characters begin the game with Level 0 in Fencing or Melee, Firearms, and Ride.

In addition, a hero may pick one additional Level 0 Skill fitting their background. For instance, a country lad may take Survival, whereas a man educated at university might elect to take an Academics or Natural Philosophy Discipline to represent his higher education. The GM has the final word on whether a Skill is suitable, given the character's backstory. When using these Skills, characters are able to roll their base Attribute rating without the usual -2 penalty.

Improving a Skill from 0 to 1 during character generation costs half a point. Improving it during play costs 1 Experience point. After the first Skill Level is acquired, Experience cost reverts to normal.

Skill Specializations

Skills cover a broad range of topics and activities, but you may choose to have your character specialize in a specific aspect of a Skill. A Skill Specialization represents a specific topic, activity, or item that your character is particularly familiar with. For example, your character may be better with pistols or muskets than with other firearms. Whenever your character's Specialization applies to the action being taken, you receive a bonus die to your Skill roll. You must have at least one Skill Level in a Skill to specialize in it, and you may not purchase more than one Specialization in a particular Skill during character creation.

There are countless different Skill Specializations for each Skill; the ones most common to *All for One* are listed below. Feel free to come up with your own Specializations, but be sure to get Gamemaster approval first.

Advanced Skill Specializations

You may use your Experience points during play to purchase additional Specializations in a Skill. In fact, you may even choose to purchase the same Skill Specializa-

tion more than once, giving your character even greater expertise in the specified area. If your character has an advanced Skill Specialization, you will receive additional bonus dice (up to a maximum of five) each time that Specialization is called into play.

For example, if your character already has a Skill Specialization in Muskets, purchasing Muskets again would give your character Muskets +2; every time he uses a musket in combat, he will get two bonus dice to his Firearms roll.

Specialized Skills

Some Skills are so broad or complex that you are required to focus on a single Discipline. Each Discipline is treated as a separate Skill, and must be purchased individually at the normal cost for Skill Levels. Specializations for these Disciplines may be purchased at normal cost with the Gamemaster's approval.

Example: *Claude is selecting Skills for his Academic character and wants to buy three general Skill Levels in Natural Philosophy. The Gamemaster explains that Claude cannot do this because Natural Philosophy is a Specialized Skill, so he must choose a specific Discipline to purchase instead. After thinking it over, Claude decides to purchase three Skill Levels in the Alchemy Discipline. If Claude wanted to purchase the Chymistry Discipline as well, he would have to buy it as its own Skill.*

Untrained Skill Rolls

You may normally make a Skill roll even if your character has no Skill Levels in a particular Skill. Your character's untrained Skill rating is equal to the associated Base Attribute with a -2 penalty, plus or minus any conditional modifiers. If this lowers your dice pool to zero or less, you'll automatically fail the roll unless you get some help, take more time, or spend Style points on the roll.

Because of their broad scope, Disciplines within a Specialized Skill cannot be rolled untrained unless you have at least one Skill Level in a related Discipline. If your character has one or more Skill Levels in Masonry, for example, he could make an untrained Carpentry roll using his Mechanics rating with a -2 penalty.

Skill Synergy

Whenever your character has one or more Skills applicable to a given situation, you may receive bonus dice to your Skill roll. Always use the highest appropriate Skill rating for the roll, but gain +2 bonus dice for each applicable Skill with a rating of 4 or higher (maximum of +10 bonus dice). Skill ratings lower than 4 do not provide any bonus. For example, if your character is try-

ing to calculate the trajectory of a cannonball, and your character has Gunnery 6 and Mathematics 4, you would roll 8 dice for your Skill roll (6 dice for your character's Gunnery rating with +2 bonus dice for his Mathematics rating).

Teamwork

In some situations, characters may work together to complete a project. Each character must have an applicable Skill rating of 4 or higher. The character with the highest Skill rating makes the roll with +2 bonus dice for each person assisting him (maximum of +10 bonus dice). If three characters are trying to fix a damaged mast, and your character has Carpentry 5 and the other two characters have Carpentry 4, you would roll 9 dice for your Skill roll (5 dice for your Carpentry rating with +4 dice for your two assistants).

Skill Descriptions

Academics

Specialized Skill

Base Attribute: Intelligence

Academics represents general knowledge of the humanities and liberal arts, acquired through formal education or intensive self-study. Your character has spent time studying a particular subject (such as history, philosophy, or religion) and can discuss this topic at length.

Your character must focus on a specific Discipline:

- * History: The study of human history from pre-historic to modern times
- * Law: The study of law and the understanding of various legal practices
- * Literature: The study of literature, and familiarity with writers and their works
- * Philosophy: The study of logic, thought and the meaning of life
- * Religion: The study of theology, and familiarity with various religious beliefs

Acrobatics

Base Attribute: Dexterity

Acrobatics represents experience and training in performing highly demanding physical feats such as contortion, juggling, and tumbling. This skill is often performed before an audience but has more practical uses as well, such as balancing on a narrow ledge or breaking a fall. Characters with this Skill may substitute their Acrobatics rating for Dexterity rolls.

Your character may specialize in the following activities:

- * Balance: The ability to keep balance in risky and dangerous situations

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- * Breakfall: The ability to break a fall and take less damage
- * Contortion: Your character's ability to contort his body into unusual shapes
- * Juggling: The ability to juggle multiple objects simultaneously
- * Tumbling: The ability to roll, flip, and jump with grace and style

Animal Handling

Base Attribute: Charisma

Animal Handling represents the ability to train and care for animals. This covers befriending or domesticating an animal, working with it, and teaching it basic commands. Not all animals are capable of learning tricks, and wild animals are unlikely to obey commands until your character has earned their trust.

Your character may specialize in the following animals:

- * Cats: The ability to work with cats, tigers, and other large felines
- * Dogs: The ability to work with dogs, wolves, and other canines
- * Horses: The ability to work with horses, mules, and donkeys
- * Birds: The ability to work with carrier pigeons, falcons, and other birds
- * Rodents: The ability to work with mice, rats, and other rodents

Archery

Base Attribute: Dexterity

Archery represents proficiency with primitive ranged weapons, including bows, crossbows, and slings. It also covers the use of more exotic weapons found among the world's more savage tribesmen, such as blowguns, nets, and bolas.

Your character may specialize in the following weapons:

- * Bows: Proficiency with short bows, longbows, and various arrows types
- * Crossbows: Proficiency with different crossbows and bolt types
- * Nets: Proficiency with nets and other ranged entanglement weapons
- * Slings: Proficiency with slings and various projectile types

Art

Specialized Skill

Base Attribute: Intelligence

Art represents experience and training in a specific art form. It covers a wide range of artistic disciplines such as painting, sculpting, and writing. Characters with this Skill are able to create, design, or critique art within their chosen field.

Your character must focus on a specific Discipline:

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- * Music: The ability to write and compose songs and musical scores
- * Painting: The ability to draw, illustrate, and paint images
- * Sculpture: The ability to carve and sculpt both busts and statues
- * Writing: The ability to write poetry, novels, and short stories Improved healing ability

Athletics

Base Attribute: Strength

Athletics represents a talent for performing common physical activities such as running, jumping, and swimming. It also covers climbing and throwing—including throwing weapons in combat. Characters with this Skill may substitute their Athletics rating for their Move rating, Strength rolls, and Dexterity rolls.

Your character may specialize in the following abilities:

- * Climbing: The ability to scale trees, walls, and other obstacles
- * Jumping: The ability to leap horizontally or vertically into the air
- * Running: The ability to run over short and long distances
- * Swimming: The ability to swim across rivers, lakes, and other bodies of water
- * Throwing: The ability to throw objects accurately and over a great distance

Brawl

Base Attribute: Strength

Brawl represents your character's ability to fight with his bare hands. It covers everything from disciplined martial arts maneuvers to clawing and biting. Characters with this Skill are not only adept at hand-to-hand combat, they are able to easily knock down, incapacitate, or throw their opponents.

Your character may specialize in the following attacks:

- * Dirty Tricks: The ability to do whatever it takes to hurt an opponent
- * Grappling: The ability to grapple and immobilize an opponent
- * Kicking: The ability to use knees and feet to hurt an opponent
- * Punching: The ability to use hands and elbows to hurt an opponent
- * Throws: The ability to flip an opponent or knock him to the ground

Note: Animals, Demons, and Monsters may specialize in their natural weaponry (e.g., claw, bite, and tail attacks).

Bureaucracy

Base Attribute: Intelligence

Bureaucracy represents knowledge and understand-

ing of administration and organization. It also includes familiarity with different kinds of power structures such as business enterprises, academic institutions, and various levels of government. Characters with this Skill know how to manipulate the system to get what they want.

Your character may specialize in the following organizations:

- * Academia: Knowledge and understanding of university policies
- * Church: Knowledge and understanding of Church regulations
- * Government: Knowledge and understanding of governmental regulations
- * Legal: The ability to understand and navigate the legal system
- * Military: Knowledge and understanding of military protocol

Con

Base Attribute: Charisma

Con represents a talent for lies and deception. It covers bluffing, fast-talking, seduction, and tricking others. Characters with this Skill may get what they want, but they are mistrusted and may have to quickly move on before the marks realize they've been duped.

Your character may specialize in the following deceptions:

- * Bluff: Your character's ability to appear stronger or weaker than he really is
- * Fast Talk: Your character's ability to get what he wants by fast-talking someone
- * Lying: The ability to lie convincingly and with apparent sincerity
- * Tricks: Your character's ability to trick someone into doing what he wants
- * Seduction: The ability to seduce someone with charm and wit

Craft

Specialized Skill

Base Attribute: Intelligence

Craft represents experience and training in a specific profession or trade. It covers a wide range of technical skills and crafts, such as carpentry, masonry, and smithing of all sorts. Characters with this Skill are able to build, repair, or modify items in their chosen craft.

Your character must focus on a specific Discipline:

- * Blacksmithing: The ability to prepare and create various non-weapon metal goods
- * Carpentry: The ability to build and repair wooden structures and furniture
- * Masonry: The ability to build and repair stone structures
- * Medicines: The ability to prepare and create various tonics and medicines
- * Weaponsmithing: The ability to prepare and create metal armor and weapons

Character Generation

Diplomacy

Base Attribute: Charisma

Diplomacy represents experience and training in handling various social situations. This covers leadership, etiquette, and politics. It also covers negotiation and swaying others to a particular point of view. Your character is inspiring and has the ability to motivate others. Characters with this Skill may substitute their Diplomacy rating for Charisma rolls.

Your character may specialize in the following fields:

- * Etiquette: The ability to act appropriately in a variety of situations
- * Leadership: The ability to motivate and inspire others
- * Negotiation: The ability to bargain with someone and make a deal
- * Persuasion: The ability to sway others to a particular point of view
- * Politics: The ability to obtain and hold on to political power

Empathy

Base Attribute: Intelligence

Empathy represents the ability to read people and understand their feelings and motivations. This includes interpreting body language and detecting lies, as well as general intuition and gut feelings about a situation. Characters with this Skill have very good instincts and are hard to fool.

Your character may specialize in the following areas:

- * Body Language: The ability to accurately read another's body language
- * Emotions: The ability to correctly identify someone's emotional state
- * Intuition: The ability to get the feel of an ambiguous situation
- * Lies: The ability to detect when someone is lying
- * Motives: The ability to figure out someone's true motivation

Fencing

Specialized Skill

Base Attribute: Strength

Fencing represents your character's proficiency with different styles of swordsmanship and armed combat. It includes a variety of philosophies and fighting styles, each with their own strengths and weaknesses. Characters with this Skill have spent time studying a particular style (e.g., Del Rio, Scarlotti, or Spanish) and can use its various techniques to defeat opponents. The various fencing schools are described on page 44.

Your character must specialize in a specific fencing style:

- * Anatomie: Fencing style emphasizing precision strikes to weak points
- * Cavalerie: French fencing style focused on fighting from horseback
- * Danse: Fencing style emphasizing grace and finesse
- * Dardi: Italian fencing style focusing on using a cloak for defense
- * Del Rio: Italian fencing style emphasizing deception and dirty tricks
- * Position de Fer: Fencing style focused on holding your ground
- * Renoir: Fencing style focused on speed and effectiveness
- * Scarlotti: Fencing style emphasizing patience and defense
- * Spanish: Fencing style focused on offense over defense

Note: Characters with proficiency in more than one fencing style (including those with the Well-Educated Talent) may switch fencing styles as a reflexive action on their turn. The character immediately gains the benefits of the new fencing style, but also suffers the associated penalties until their next turn.

Firearms

Base Attribute: Dexterity

Firearms represents proficiency with handheld

Fencing Style Bonuses Table

Style	Disarm	Feint	Parry	Thrust	Slash
Anatomie	-1	0	+1	+1	-1
Cavalerie		+1 when fighting from horseback			
Danse	-1	0	+1	-1	+1
Dardi	0	+1	+1	-1	-1
Del Rio	+1	+1	0	-1	-1
Position de Fer	0	-1	+1	+1	-1
Renoir	-1	-1	+1	0	+1
Scarlotti	+1	0	+1	-1	-1
Spanish	-1	-1	0	+1	+1

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firearms. This most commonly includes pistols and muskets. Characters with this Skill are able to shoot and maintain all manner of firearms with skill and accuracy.

Your character may specialize in the following weapons:

- * Arquebus: Proficiency with all types of arquebuses
- * Blunderbuss: Proficiency with all types of blunderbuss
- * Musket: Proficiency with all types of muskets
- * Pistol: Proficiency with all types of pistols

Gambling

Base Attribute: Intelligence

Gambling represents expertise at games of skill and chance. It includes everything from chess to tennis, as well as more exotic games.

Characters with this Skill have better than average

luck and usually walk away from the gaming table with more money than they started with.

Your character may specialize in the following games:

- * Active Games: Skill at betting on active sports, such as tennis, and knowledge of variant rules
- * Board Games: Skill at playing games like backgammon and chess and knowledge of variant rules
- * Card Games: Skill at playing a variety of card games, such as Bone-Ace and La Bete, and knowledge of variant rules
- * Cheating: The ability to cheat at a variety of games of chance
- * Dice Games: Skill at various dice games, and knowledge of variant rules

Gunnery

Base Attribute: Intelligence



Character Generation

Gunnery represents skill and accuracy with emplaced and vehicle-mounted weapons. It covers artillery, bombs, cannons, and more exotic weapons such as rockets and torpedoes. Characters with this Skill are able to destroy enemies with various types of heavy weapons.

Your character may specialize in the following weapons:

- * Falconet: Skill in the logistics and firing of falconets
- * Falcon: Skill in the logistics and firing of falcons
- * Legitimate Culverin: Skill in the logistics and firing of legitimate culverins
- * Bastard Culverin: Skill in the logistics and firing of bastard culverins
- * Great Culverin: Skill in the logistics and firing of great culverins
- * Cannon: Skill in the logistics and firing of cannons

Intimidation

Base Attribute: Charisma

Intimidation represents the ability to browbeat and frighten people. It includes making threats, barking orders, and interrogation. If the situation calls for it, your character can even torture someone to get what he wants. Characters with this Skill are imposing, and generally given a wide berth.

Your character may specialize in the following activities:

- * Interrogation: The ability to get information out of someone verbally
- * Orders: The ability to get someone to obey direct orders
- * Stare-down: The ability to get someone to back down by staring at them
- * Threats: Your character's ability to scare someone into giving him what he wants
- * Torture: Your character's ability to physically or psychologically torture someone to get what he wants

Investigation

Base Attribute: Intelligence

Investigation represents the ability to search for clues and uncover evidence. It also includes researching information and piecing together the clues that your character discovers. Your character is able to interview someone to get their story or get his questions answered. Characters with this Skill are able to unravel virtually any mystery. Characters with this Skill may substitute their Investigation rating for Intelligence rolls.

Your character may specialize in the following activities:

- * Crimes: The ability to investigate crime scenes and look for clues
- * Enigmas: The ability to unravel mysteries and solve enigmas and riddles
- * Interview: The ability to interview someone and get answers to questions
- * Research: The ability to do legwork and research to find answers
- * Search: The ability to search an area for clues and hiding places

Historical Note: Medicine

While mankind has made great steps forward in many areas of science, he seems reluctant to let go of his medieval approach to medicine.

The advent of the microscope (1595) has allowed man to study things in more detail than ever thought possible, dissection of human corpses has led to the discovery of the circulatory system (1628), Sanctorius published his study of metabolism in 1615 (in *De Medicina Statica*), an effective treatment for malaria exists, ligatures are used instead of cauterization during amputations, and rudimentary prosthetic limbs are available.

Yet for all these steps forward, doctors still believe in the existence of the four humours—blood, phlegm, yellow bile, and black bile—the imbalance of which causes diseases and maladies. Leeches are used to draw away excesses of one or more humours, thus bringing the body back into balance. Even in these more enlightened times, physicians regularly consult astronomical charts when treating patients. Doctors understand the need to keep wounds clean, though the existence of germs is yet unknown. Infection remains a common killer.

To further combat illness, patients can visit an apothecary. While some progress is being made in the use of chemicals and compounds, much of an apothecary's stock comprises ingredients with little practical medicinal value (mercury remains a common ingredient). Indeed, many are but one step away from dispensing eye-of-newt and wing-of-bat style remedies.

Larceny

Base Attribute: Dexterity

Larceny represents an aptitude for stealing and robbing. It covers everything from petty theft such as picking someone's pocket, to disabling the locks on a duke's vault. Characters with this Skill are able to steal anything that catches their eye, no matter how tricky the security.

Your character may specialize in the following activities:

- * Alarms: The ability to set up or bypass alarms
- * Lockpicking: The ability to pick a lock using any available tools
- * Pickpocketing: The ability to pick someone's pocket without anyone noticing
- * Sleight of Hand: The ability to palm small items and perform magic tricks
- * Strong Boxes: The ability to crack a strong box using a variety of methods

Linguistics

Base Attribute: Intelligence

Linguistics represents knowledge and understanding of language structure. It covers encrypting written mes-

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Historical Note: Natural Philosophy

After centuries of accepting phenomena out of hand, man is finally beginning to study the universe with a methodical, scientific approach. Whether or not this is truly a good thing is yet to be seen. The invention of the refracting telescope in 1608 allowed mankind to gaze into the infinite heavens, whereupon he discovered several of Jupiter's moons (by Galileo) and the Orion Nebula (by Nicholas de Peiresc).

Copernicus published his theory of the solar system in 1543, the year of his death, in which he proposed the planets and stars orbited the Sun in circular fashion. Tycho Brahe and Johannes Kepler later went on to refine this by proving the planets moved in elliptical orbits. Kepler continued advancing the field of astronomy through *Astronomia Nova* (1609), detailing how the planets move at varying speeds, and *Harmonice Mundi* in 1619, in which he propagated a relationship between music and astronomy.

Galileo publicly stated his support for the Copernican system in 1597, something Giordano Bruno repeated three years later. Galileo, for his crime, is under house arrest. Bruno paid the price for his enlightenment by being burned at the stake. Dozens more mathematicians and scientists are suffering similar fates.

Algebra and trigonometry have been made easier by the advent of letter symbols, replacing the full words previously used. The decimal point has been invented (1585), thus allowing fractions to be expressed in a different form. Logarithms were introduced in 1614. Mathematicians produced a slide rule in 1632.

Magnetism was discovered around 1600, as was the principal of electricity, though as yet mankind has found no practical applications for these new fields of science.

sages, translating spoken languages, reading lips, and understanding gestures. It also represents the number of additional languages your character speaks. Characters with this Skill are proficient translators and usually fluent in many different languages. Note that only around one in six French citizens are literate in this period, and of those, most know only basic grammar.

Your character may specialize in the following areas:

- * Codes: The ability to encrypt languages and break secret codes
- * Deciphering: The ability to decipher texts, carvings, or tablets
- * Gestures: The ability to communicate through the use of expressive gestures
- * Lip Reading: The ability to understand someone by

reading their lips

- * Translation: The ability to translate spoken words from one language to another

Magick

Specialized Skill

Base Attribute: Willpower

A character must have the Magickal Aptitude Talent before he can choose this Skill.

Magick represents experience and training in a specific aspect of magick. It covers a variety of specialized areas, such as geomancy (earth magick), homomancy (human magick), and pyromancy (fire magick). Characters with this art are able to invoke spells within their area of expertise.

Your character must focus on a specific Discipline. Each Discipline is referred to as a magickal Art. See Arts (p. 116) for a fuller description. When your character takes the Magickal Aptitude Talent he gains one Level in a chosen Art for free. Your character may learn other Disciplines as normal, subject to any restrictions.

Note that Alchemy is an Art as well as a Tradition. An alchemist player character *must* have Tradition: Alchemy and Magick: Alchemy in order to work magick. (See Traditions and Arts, p. 116.)

- * Aeromancy: Knowledge of spirits of air, vapor, and wind.
- * Alchemy: The knowledge of powders, oils, and unguents. Only characters with Magickal Aptitude (Alchemy) can pick this Discipline, and they may not then take other Disciplines.
- * Benignus: The ability to summon beneficial spirits for healing and fighting demons.
- * Cryomancy: Knowledge of spirits of ice and cold.
- * Divination: The ability to see the past and future.
- * Enchantment: The ability to imbue physical items with magickal powers.
- * Faunamancy: The ability to control and summon animals.
- * Floramancy: The ability to control plant life.
- Geomancy: Knowledge of spirits of the earth.
- * Homomancy: The ability to manipulate the human mind and body.
- * Hydromancy: Knowledge of spirits of water.
- * Necromancy: The ability to summon evil spirits and raise the dead.
- * Pyromancy: Knowledge of spirits of fire and heat.
- * Transmutation: The ability to alter the nature of materials.
- * Transportation: The ability to move great speeds or teleport.

Medicine

Base Attribute: Intelligence

Medicine represents medical training and experience. It covers the diagnosis and treatment of diseases for both humans and animals. It also includes bandaging wounds and performing surgery. Characters with this Skill are able to treat illnesses, tend to wounds, and save people's lives.

Character Generation

Your character may specialize in the following fields:

- * **Diagnosis:** The ability to diagnose an illness by observing the patient's symptoms
- * **Diseases:** The ability to prevent and treat a disease with the proper medication
- * **First Aid:** The ability to bandage wounds, stop bleeding, and revive a patient
- * **Surgery:** The ability to perform necessary surgery to correct a medical condition
- * **Veterinary:** The ability to examine and treat animal maladies

Melee

Base Attribute: Strength

Melee represents proficiency with a variety of hand-held weapons. It includes common weapons such as clubs and knives, as well as axes, swords, and spears. Characters with this Skill are deadly with virtually any hand-held weapon.

Your character may specialize in the following weapons:

- * **Axes:** Proficiency with axes, polearms, and other chopping weapons
- * **Clubs:** Proficiency with maces, clubs, and other blunt weapons
- * **Knives:** Proficiency with knives and other small bladed weapons
- * **Spears:** Proficiency with spears, lances, and other extended weapons
- * **Swords:** Proficiency with swords, rapiers, and other bladed weapons

Natural Philosophy

Specialized Skill

Base Attribute: Intelligence

Natural Philosophy represents your character's education and training in the physical or life sciences. It covers biology, chemistry, geology, engineering, and physics. It also covers mathematics and experimental methods for these Disciplines.

Characters with this Skill are trained in a specific science and can experiment in their chosen field.

Your character must focus on a specific Discipline:

- * **Biology:** Knowledge of botany, zoology, and experimental methodology
- * **Chemistry:** Knowledge of mundane chemical compounds and experimental methodology
- * **Engineering:** Knowledge of engineering principles and design methodology
- * **Geology:** Knowledge of minerals and natural resources, and their composition
- * **Physics:** Knowledge of forces, motion, and experimental methodology

Performance

Base Attribute: Charisma

Performance represents the talent for entertaining

Mounts in Combat

When a character is mounted, the mount shares the character's Initiative, and the character uses his move action to control the mount. The character uses the mount's Move and Active Defense ratings. When attacking, your attack Skill is limited to the rating of your Ride Skill (e.g., if you have Firearms 6, but Ride 4, you would attack with Firearms 4).

people through performance arts such as acting, dancing or singing. It also covers playing musical instruments and delivering a rousing speech. Characters with this Skill are fun and interesting, entertaining, and can often move their audience to laughter or tears.

Your character may specialize in the following performance arts:

- * **Acting:** The ability to play the part of a character or impersonate a specific person
- * **Dancing:** The ability to jump and dance with style and grace
- * **Musical Instrument:** The ability to play a musical instrument with precision and flair
- * **Oratory:** The ability to deliver a persuasive and motivational speech
- * **Singing:** The ability to sing with power and subtlety, with or without music

Ride

Base Attribute: Dexterity

Riding represents your character's aptitude for riding all different kinds of mounts, including horses, mules, camels, and more exotic animals. Characters with this Skill are able to ride expertly and control their mounts in combat.

Your character may specialize in the following:

- * **Dismount/Mount:** The ability to mount and dismount horses and mules
- * **Galloping:** The ability to control mounts at the gallop
- * **Jumping:** The ability to control mounts while jumping obstacles
- * **Remaining Seated:** The ability to stay in the saddle
- * **Vehicles:** The ability to steer carts, wagons, and carriages

Stealth

Base Attribute: Dexterity

Stealth represents the ability to avoid detection in a variety of circumstances. It covers shadowing someone, hiding, and sneaking about. It also includes your character's affinity for disguising himself and others. Characters with this Skill leave no trace of where they have been and are hard to detect.

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Historical Note: Entertainment

Among their many other traits, the French like to be entertained. Rich or poor, there is something to be found for everyone.

Blood sports are generally the domain of the lower classes, though rakish nobles with a taste for peasant entertainment, or who enjoy the sight of blood, can be found skulking at such events. Cock fights, dog fights, and bare-knuckle boxing are the most popular blood sports in France. Bear-baiting, where dogs are used to attack a chained bear, is a purely English "sport," and one looked down upon by the more civilized French.

Nobles have the option of hunting game, either for pleasure or for the cooking pot. Some say the King hunts Protestants forced to dress as animals, but many things are said about the King. Commoners do hunt, of course, but poaching is illegal, and the noose awaits any man caught stealing a noble's animals.

Gambling, despite being illegal, is endemic—everyone gambles. As well as placing wagers on sporting events, citizens engage in games of chance using dice and cards. Stakes vary from a few copper *sous* up to thousands of gold coins, and fortunes have been won and lost on the flip of a card or roll of a die (often by the same people).

Theater is one form of entertainment enjoyed across the social strata. However, actors fill a dubious position in society. While the major stars of the age are celebrities, adored by the masses and popular guests at social functions, actors of lower ability are reviled. Indeed, non-celebrities are denied a Christian burial because of their chosen profession. Females are prohibited from acting, which has resulted in men playing female roles. This in turn has led to unsubstantiated claims that actors engage in forbidden sexual practices, and more than one case of mistaken identity.

The most popular form of theater is *Commedia dell'Arte*, an improvisational play with recurring characters and themes the audience can associate with easily. Actors would often lampoon or satirize local personages and tailor their lines to regional tastes for the amusement of the crowd. Among the recurring characters are Harlequin (Arlecchino), an acrobatic clown instantly recognizable by the diamond-shaped pattern of his costume, Scaramouche, a masked rogue clad entirely in black, and Pantalone, an elderly miser often dressed only in pajamas.

Opera, another Italian invention, has yet to find a home in France. When it does, the French will no doubt take it to heart.

Note: Your character's Size rating modifies your Stealth rolls. It is harder for larger characters to go unnoticed, while smaller characters are more difficult to spot.

Your character may specialize in the following activities:

- * Camouflage: The ability to hide objects or people by blending them into the surroundings
- * Disguise: Your character's ability to disguise himself
- * Hiding: The ability to hide by blending into the surroundings
- * Shadowing: The ability to follow someone without being spotted
- * Sneaking: The ability to move without being seen or heard

Streetwise

Base Attribute: Charisma

Streetwise represents the ability to get information and items from the criminal underworld. It includes buying and selling items on the black market, haggling over prices, and scrounging for used items.

It also covers carousing, gathering information, and rumor-mongering. Characters with this Skill are well informed and able to get their hands on virtually any item.

Your character may specialize in the following areas:

- * Black Market: A talent for buying and selling items on the black market
- * Carousing: A talent for getting into nightclubs and having a good time
- * Haggling: A talent for getting items and services for lower prices
- * Rumors: A talent for gathering information and spreading rumors
- * Scrounging: A talent for tracking down used or discarded items

Survival

Base Attribute: Intelligence

Survival represents your character's ability to find food and shelter in the wild. It also covers navigation, as well as hunting and tracking game. Characters with this Skill are at home in the wilderness and can not only take care of themselves; they can also feed and guide others.

Your character may specialize in the following activities:

- * Foraging: The ability to gather edible plants and find sources of fresh water
- * Hunting: The ability to find, trap, and kill animals for food or clothing
- * Navigation: The ability to determine general location and direction of travel
- * Shelter: The ability to build or locate suitable shelter from the elements
- * Tracking: The ability to follow the tracks of people and animals

Character Generation

Warfare

Base Attribute: Intelligence

Warfare represents knowledge and skill in the art of war, whether acquired through classroom education or direct combat experience. It covers everything from large scale campaign strategy and logistics to small unit tactics and organization. Characters with this Skill are able to outwit, outmaneuver, and outlast their enemies on the battlefield.

Your character may specialize in the following areas:

- * **Logistics:** Ability to move and maintain a military force
- * **Organization:** Knowledge of military organization and chain of command
- * **Strategy:** Ability to plan an overall military campaign
- * **Tactics:** Ability to employ military units in combat
- * **Terrain:** Select one from Forest, Plains, Mountains, Naval, or Urban

Talents

Talents reflect your character's aptitudes and special abilities. They cover a wide range of activities and give your character a new ability or improve one he already has. Talents also let you "break the rules" by ignoring certain penalties, or by doing something normally not allowed.

There are two types of Talents: standard and unique. Unique Talents can only be taken once, while standard Talents may be taken multiple times. A Talent is available to any character that meets the prerequisites (if any). While most Talents can be purchased anytime, some are only available during character creation.

Where a Talent lists a Skill as the prerequisite, the number is the Skill rating, not the Skill Level.

Advanced Talents

Standard Talents may be purchased more than once—representing an even greater expertise or ability—to provide your character with an increased benefit. Advanced Talents may be purchased a specified number of times, limiting their maximum benefit. See the individual Talent descriptions for more information.

Talent Descriptions

Accuracy

Prerequisites: None

Your character can attack with pinpoint accuracy, picking targets out of a crowd, hitting them behind cover, and aiming for their vulnerable spots.

Benefit: Your character makes Called Shots at a reduced penalty. He may ignore up to a -2 penalty for targeting a specific location—such as when an opponent is

Entertainment Cont...

Gentlemen who like to partake of physical sports can enjoy a game of real tennis. Real tennis is scored in fifteens, six games win a set regardless of how many games your opponent has won, and a match comprises the best of five sets. The game is played within a walled precinct, though it can be open to the elements or enclosed. Sloping roofs ("pent-houses") dotted with apertures on three sides are included as part of the playing area. Points can be instantly won by playing the ball through one of these openings.

Nobles demanding less strenuous exercise can enjoy a game of croquet on the lawns of their estates. It is even suitable for ladies. The aim is to hit wooden balls through hoops, using a long mallet.

For those whose preferred stimulus is mental, chess and backgammon are available. It is widely known that King Louis and Cardinal Richelieu engage in regular chess matches while discussing affairs of state. For this reason alone, many aristocrats play the game. They are also opportunities for gambling.

Dancing is another form of entertainment which is enjoyed by all social classes, though as with virtually everything else in France, clear class differences exist. Peasants may enjoy a lively jig to the beat of a drum, but nobles move gracefully in very carefully choreographed steps to the melodies of a string quartet or small chamber group. A gentleman who does not know how to dance properly is liable to become a social pariah, or perhaps be invited to dances and balls simply so he can provide amusement for other guests (Musketeers, take note!).

wearing armor, or hiding behind cover. This Talent also reduces penalties for attacking opponents smaller than your character.

Normal: When making a Called Shot to hit a specific target, your character suffers a penalty between -1 and -8, depending on the size of the target area, the amount of cover the opponent has, and other factors.

Advanced: You may buy this Talent up to four times. Your character may ignore an additional -2 Called Shot penalty per Level (e.g., the first purchase allows him to ignore up to a -2 penalty, the second allows up to a -4, and so on).

Agile

Unique; only available during character creation

Prerequisites: None

Your character is exceptionally graceful, limber, and coordinated. His speed and agility far exceed that of the average person.

Benefit: Your character gains a +1 Dexterity rating.

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This bonus affects his Dexterity rolls and all Dexterity-based Skills. It also factors into his Secondary Attributes and raises his maximum Dexterity rating by one point.

Normal: Your character's Dexterity rating is unmodified.

Alertness

Prerequisites: None

Your character is remarkably attentive to his surroundings. He is vigilant and rarely lets his guard down.

Benefit: Your character gains a +2 Perception rating.

Normal: Your character's Perception rating is unmodified.

Advanced: You may purchase this Talent twice, gaining your character an additional +2 Perception rating.

Animal Affinity

Prerequisites: None

Your character has a way with animals and intuitively knows how to handle them. As a result, animals like him and tend to react more positively when he is around.

Benefit: Your character gains a +1 Charisma rating when dealing with animals. This bonus affects his Charisma rolls and all Charisma-based Skills.

Normal: Your character's Charisma rating is unmodified when dealing with animals.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +1 Charisma rating per Level.

Attractive

Prerequisites: None

Your character is more attractive and seductive than the average person. People tend to like him, and are more easily influenced when he is around.

Benefit: Your character gains a +1 Charisma rating when dealing with people. This bonus affects his Charisma rolls and all Charisma-based Skills.

Normal: Your character's Charisma rating is unmodified when dealing with people.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +1 Charisma rating per Level.

Barbed Tongue

Prerequisites: Charisma 3

Armed with an astute wit, a cutting tongue, and a knack for striking raw nerves, your character can tarnish the reputation of France's great and good with a few, well-chosen words.

Benefit: The character adds +2 to his rolls in a social duel (p. 109).

Normal: You have no modifiers in a social duel.

Advanced: You may buy this Talent up to three times. Your character gains an additional +2 bonus per Level.

Blind Fight

Prerequisites: None

Your character can target opponents without having to see them. He might hear them breathing, catch their scent, or feel their presence, but he always seems to know where they are.

Benefit: Your character makes blind attacks at a reduced penalty. He may ignore up to a -2 penalty due to poor visibility (e.g., fighting in partial darkness or with blurred vision).

Normal: You suffer a -4 penalty when your character makes a blind attack against an opponent, if he knows the opponent's general location. Making a blind attack against an opponent whose location is unknown results in a -8 penalty.

Advanced: You may buy this Talent up to four times. Your character may ignore an additional -2 visibility penalty per Level.

Block

Prerequisites: Brawl 4

Your character is adept at defending himself in hand-to-hand combat. He instinctively blocks blows and deflects strikes without having to go on the defensive.

Benefit: Your character performs the Block maneuver as a Reflexive Action (See Block, p. 28). Any Defense bonuses provide a bonus to the Block maneuver as well. If your character loses his Active Defense, he loses his Block ability as well.

Normal: Your character performs the Block maneuver as an attack action.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +2 Active Defense bonus against Brawl attacks with each purchase after the first.

Blunt Strike

Prerequisites: Melee 4

Your character knows how to use weapons to incapacitate opponents without killing them, pummeling them into submission with the flat of a blade or the haft of an axe.

Benefit: Your character may do nonlethal damage with lethal weapons at no penalty. If wielding a nonlethal weapon, such as a club or staff, your character gains a +2 Melee bonus to his attack.

Normal: You suffer a -2 penalty to your attack roll whenever your character tries to do nonlethal (instead of lethal) damage with a melee weapon.

Advanced: You may purchase this Talent twice, gaining your character an additional +2 Melee bonus.

Bold Attack

Prerequisites: Charisma 3

Your character is daring and courageous, and knows

Character Generation

how to use his grace as a weapon. He unnerves opponents with his unshakable confidence.

Benefit: Your character uses his Charisma rating as the Base Attribute for a specific combat Skill, such as Athletics, Brawl, Firearms, or Melee (designate one when you take this Talent).

Normal: Your character uses the standard Base Attributes for his combat Skills.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Bold Defense

Unique

Prerequisites: Charisma 3

Your character is fearless and confident, using the strength of his presence to defend himself. He scares his opponents into making feeble attacks.

Benefit: Your character uses his Charisma instead of Dexterity when calculating his Active Defense and Defense ratings.

Normal: Your character uses his Dexterity when calculating his Defense ratings.

Special: You may not buy this Talent if your character already has the Calculated Defense Talent.

Calculated Attack

Prerequisites: Intelligence 3

Your character is wily and clever, able to use his intellect as a weapon. He knows how to take advantage of an opponent's mistakes and exploit weaknesses in defenses.

Benefit: Your character uses his Intelligence rating as the Base Attribute for a specific combat Skill, such as Athletics, Brawl, Firearms, or Melee (designate one when you take this Talent).

Normal: Your character uses the standard Base Attributes for his combat Skills.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Calculated Defense

Unique

Prerequisites: Intelligence 3

Your character is shrewd and smart, anticipating his opponent's attacks and expertly defending against them.

Benefit: Your character uses his Intelligence instead of Dexterity when calculating his Active Defense and Defense ratings.

Normal: Your character uses his Dexterity when calculating his Defense ratings.

Special: You may not buy this Talent if your character already has the Bold Defense Talent.

Callous Rider

Prerequisites: Ride 4

Although cruel, your character can coerce and force her mount to perform well beyond its natural abilities.

Benefit: Your character can force her mount to exert itself (taking one nonlethal wound). Following this exertion, the character gains a +2 Ride bonus until the end of the scene.

Normal: Your character's mount will not exert itself.

Advanced: You may buy this Talent up to three times. Your character gains a +4 Ride bonus at second level and a +8 Ride bonus at third level.

Captivate

Prerequisites: Performance 4

Your character is a magnetic and attractive performer. He is able to capture attention with his performance abilities and the sheer force of his personality.

Benefit: As an attack action, your character can attempt to entrance his opponents during combat. Make a single Performance roll against all opponents within 10 feet of your character. If you roll more successes than



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an opponent's Willpower rating, he is beguiled by your character and unable to attack for a number of turns equal to the number of extra successes you rolled. An entranced opponent may defend himself normally, but the spell is broken if he is attacked during this time.

If you roll more than twice an opponent's Willpower rating, he is completely enthralled and loses his Active Defense rating for a number of turns equal to the total number of extra successes you rolled.

Normal: Your character may only attempt to entrance his audience outside of combat. They automatically lose interest in him if the situation turns violent.

Advanced: You may buy this Talent up to three times, gaining your character a +2 Performance bonus for each additional Level purchased.

Charismatic

Unique; only available during character creation

Prerequisites: None

Your character is exceptionally charming and persuasive. His ability to influence people far exceeds that of the average person.

Benefit: Your character gains a +1 Charisma rating. This bonus affects his Charisma rolls and all Charisma-based Skills. It also factors into his Secondary Attributes and raises his maximum Charisma rating by one point.

Normal: Your character's Charisma rating is unmodified.

Climb

Unique

Prerequisites: None

Your character is naturally skilled at climbing trees and scaling walls. He can climb with surprising speed and agility.

Benefit: Your character's climbing speed is doubled (see Move, p. 15).

Normal: Your character climbs at normal speed.

Combat Aptitude

Unique

Prerequisites: Intelligence 3

Your character has a gift for combat; he knows how to use his expertise for both offense and defense.

Benefit: As a reflexive action on your character's turn, you may take up to a -4 penalty on his Defense rating to add an equal amount of bonus dice to his attack rating, or vice versa. You may not reduce either rating to zero in this manner. These modifiers remain in effect until your character's next action, when you may reallocate dice once again.

Normal: You may suffer a -4 penalty to your attack roll to gain a +2 bonus to your Defense when your character fights defensively.

Combat Skill

Prerequisites: Non-combat Skill 4

Your character is adept at keeping himself out of harm's way when using a non-combat Skill (such as Medicine, Larceny, or Diplomacy) during combat.

Benefit: Your character gains a +2 Active Defense bonus whenever he uses a specific non-combat Skill in combat (designate one when you take this Talent).

Normal: Your Defense rating is unmodified when using non-combat Skills in combat.

Advanced: You may buy this Talent twice for any one Skill, gaining your character an additional +2 Active Defense bonus when using that Skill in combat.

Counterstrike

Prerequisites: Brawl 4

Your character may counterattack after blocking a blow, shifting immediately from defense to offense.

Benefit: Your character may reflexively attack as part of the Block maneuver (p. 28). Resolve the Block normally, but your character inflicts damage if you roll more successes than the attacker. Any Defense modifiers that apply to the Block maneuver apply to the Counterstrike ability. If your character loses his Active Defense, he loses his Counterstrike ability as well.

Normal: Your character Blocks normally.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Active Defense bonus when blocking against Brawl at second Level and a +4 bonus at third Level.

Danger Sense

Unique

Prerequisites: None

Your character can sense unseen threats, such as sneak attacks and ambushes. Because he is constantly alert to danger, he's never caught with his guard down.

Benefit: Your character retains his full Defense rating when surprised or ambushed. This includes attacks he cannot see coming, such as backstabbing and sniper attacks. Sometimes the Gamemaster will make an Empathy roll on your behalf to see if your character gets an unbidden premonition or a bad feeling about a situation.

Normal: Your character loses his Active Defense rating when surprised or ambushed.

Diehard

Prerequisites: None

Your character is hard to kill! He can continue fighting even after taking enough damage to kill an ordinary person.

Benefit: Your character does not fall unconscious, and automatically stabilizes, when reduced to negative Health. He may continue to act, but will suffer wound penalties on all actions equal to his current Health.

Character Generation

In addition, his death threshold is increased to -7 Health.

Normal: Your character falls unconscious when reduced to negative Health, and will continue to lose Health unless he stabilizes.

Advanced: You may purchase this Talent up to three times. Each additional Level increases your character's death threshold by two points (up to -11 Health).

Direction Sense

Unique

Prerequisites: None

Your character does not need a compass. He has an innate sense of direction and rarely gets lost. He knows which way is north even when he can't see the sun or stars.

Benefit: Even in adverse conditions, your character automatically knows which direction he is heading without having to make a roll. This Talent also gives you a +2 bonus to all navigation rolls.

Normal: When lost, you must make a Survival: Navigation roll (Difficulty 2) for your character to determine his direction of travel.

Dodge

Prerequisites: Athletics 4

Your character has an innate ability to avoid ranged combat attacks. He expertly ducks and weaves, making himself harder to hit.

Benefit: Your character performs the Dodge maneuver as a Reflexive Action (see Dodge, p. 31). Any Defense bonuses provide a bonus to the Dodge maneuver as well. If your character loses his Active Defense, he loses his Dodge ability as well.

Normal: Your character performs the Dodge maneuver as an attack action.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +2 Active Defense bonus against ranged combat attacks.

Evasive Riding

Prerequisites: Ride 4

You can direct your mount to weave and dodge in an unpredictable pattern, thereby making you much harder to hit.

Benefit: Whenever your character is mounted on a cooperative animal, you may substitute your Ride rating for your character's or his mount's Defense rating. All Defense modifiers apply to the new Defense, including the penalty for Size. Your character can not use Evasive Riding if either he or his mount is prevented from using Active Defense.

Normal: Your character and the mount must roll Defense as normal.

Advanced: You may purchase this Talent up to three

Crime and Punishment

Under the auspices of Cardinal Richelieu, France's courts are handing down harsher and harsher punishments. This does not please the already downtrodden peasantry, especially since the law applies far more to them than to the nobility or to churchmen.

Minor crimes are now few and far between. Theft of an object with a value of 0.10 *livre* or less is a minor crime. Even for such a petty offense, one may be branded or disfigured. The lucky ones escape with flogging, pillorying, or a fine far in excess of the value of the stolen goods.

Moderate crimes include theft of an object with a value of 0.15 to 0.45 *livre*, poaching, adultery, debt, dueling, forgery, and fraud. In addition to the above punishments, which are imposed more harshly, imprisonment, hard labor, and enslavement are added.

Major crimes include high treason, blasphemy, sedition, spying, rebellion, speaking out against the King, murder, witchcraft, false alchemy (faking the transmutation of lead into gold), dueling to the death, and theft involving goods with a value of 0.50 *livre* or higher. The standard punishment for these crimes is death (commonly by: hanging; hanging, drawing, and quartering; beheading; burning at the stake).

In addition, any citizen of France can be held indefinitely in prison without any rights to legal representation, trial, or chance of parole.

times. Your character gains a +2 Defense bonus at second level and a +4 bonus at third level.

Fearsome

Prerequisites: Intimidate 4

Your character knows how to use fear and intimidation as a weapon. He can unnerve his enemies and even cause them to turn tail and run.

Benefit: As an attack action, your character may attempt to scare his opponents. Make an Intimidation roll against all opponents within 10 feet of your character. If you roll more successes than an opponent's Willpower rating, he suffers a -2 penalty to his attack and Skill rolls for a number of turns equal to the number of extra successes you rolled. If you roll more successes than twice your opponent's Willpower, he flees in terror for a number of turns equal to the total number of extra successes you rolled.

Normal: You may make an Intimidation roll against a single opponent in an attempt to scare him.

Advanced: You may buy this Talent up to three times, gaining your character a +2 Intimidation bonus per Level.

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Historical Note: Geography of France

Northern France is relatively flat, with deep coastal plains along the coast. In the south, France is more mountainous. The Pyrenees dominate the southwest, while the Alps rise in the southeast. The southern central lands comprise the Massif Central, an elevated realm of mountains and plateaus lying between the Pyrenees and Alps. In between these regions are flat plains, low hills, dark forests, and river valleys.

France has four major river networks. The Loire, the longest river, begins in the southeast of the Massif Central, runs north toward Orleans, and then turns west-southwest, entering the Atlantic near Saint Nazaire.

The Seine, perhaps France's most famous river, is navigable by oceangoing ships for almost 75 miles and is a major highway for smaller craft. It rises near Dijon, flows northwest through Paris, and enters the English Channel in the La Havre estuary.

The Rhône rises in Switzerland, is joined by the southward flowing river Saône near Lyons, and then turns south toward the Mediterranean and the port of Marseille. At Arles it branches into two separate rivers—Grand Rhône and Petite Rhône. For much of its course through France, it divides the Massif Central from the Alps.

The Garonne enters France along a subterranean channel in the Pyrenees and flows northwest toward Bordeaux, whereupon it merges with the Dordogne to form the 60-mile long Gironde estuary.

The north enjoys a temperate climate. Along the Atlantic Coast, the rainfall is higher but the temperature more stable, with warm summers and cool winters. While the Pyrenees and Alps suffer heavy snow and freezing temperatures in the winter, the coastline between these ranges enjoys a warm summer, thanks to hot winds blowing across the Mediterranean from Africa. Central France suffers heavy thunderstorms in the hot summer months, and icy winters with frequent snowfall.

Finesse Attack

Prerequisites: Dexterity 3

Your character is quick and agile and knows how to use speed as a weapon, slipping his attacks past an opponent's defenses.

Benefit: Your character uses his Dexterity rating as the Base Attribute for a specific combat Skill, such as Athletics, Brawl, or Melee (designate one when you take this Talent).

Normal: Your character uses the standard Base Attributes for his combat Skills.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Florentine

Prerequisites: Dexterity 3

Your character can wield a weapon in each hand, doubling the amount of damage he can inflict on his enemies.

Benefit: Your character may attack without penalty when using a weapon in his off-hand. Alternately, he may attack two times (using one weapon in each hand) by making a Total Attack with a -4 penalty on each attack roll. These attacks may be made at different targets.

Normal: Attacking with a weapon in your character's off-hand results in a -2 penalty. Alternately, your character may attack twice by making a Total Attack with a -4 penalty to his primary attack and a -6 penalty to his off-hand attack (see Total Attack, p. 101).

Advanced: You may buy this Talent up to three times. Each additional Level reduces the Total Attack penalty by 2.

Flurry

Prerequisites: Dexterity 3

Your character can attack the same opponent twice in quick succession, doubling the amount of damage he inflicts on enemies in close combat.

Benefit: Your character may attack the same opponent twice by making a Total Attack with a -2 penalty on each attack roll. Both attacks must be made with the same weapon, a weapon and an unarmed attack, or two unarmed attacks.

Normal: Your character may attack the same opponent twice by making a Total Attack with a -4 penalty on each attack roll (see Total Attack, p. 101).

Advanced: You may buy this Talent two times, allowing your character to attack the same opponent twice without penalty.

Focused Attack

Prerequisites: Willpower 3

Your character is dogged and relentless, able to use his discipline as a weapon. He focuses his attacks to wear down an opponent's defenses.

Benefit: Your character uses his Willpower rating as the Base Attribute for a specific combat Skill, such as Athletics, Brawl, Firearms, or Melee (designate one when you take this Talent).

Normal: Your character uses the standard Base Attributes for his combat Skills.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Character Generation

Focused Defense

Unique

Prerequisites: Willpower 3

Your character is stubborn and unyielding. He focuses his will to defend himself, shrugging off blows and never letting his guard down.

Benefit: Your character uses his Willpower instead of Body when calculating his Passive Defense and Defense ratings.

Normal: Your character uses his Body when calculating Defense ratings.

Special: You may not buy this Talent if your character already has the Strong Defense Talent.

Giant

Unique; only available during character creation

Prerequisites: None

Your character is over seven feet tall and weighs more than five hundred pounds. He towers over normal people and is bigger, stronger, and tougher than they are. Finding clothing is a constant challenge!

Benefit: Your character is Size 1. In addition, he gains a +1 Body and +1 Strength rating. Your character's maximum Body and Strength ratings are increased and the Damage rating of all natural weapons is increased by one (i.e., kicks and punches are increased to 1 N).

Normal: Your character is Size 0.

Special: Your character's Size will also penalize attack, Defense, and Stealth ratings (see Size on p. 15). Additionally, your character must eat at least twice as much as an average human adult or suffer from the effects of deprivation (see p. 110).

Guardian

Prerequisites: Intelligence 3

Your character is gifted at looking out for others and protecting them from injury. He shouts warnings, deflects blows, and pulls people out of harm's way.

Benefit: As an attack action, your character may grant a +2 Defense bonus to all allies within 10 feet of him. He must be able to see and speak to his allies in order to grant this bonus.

Normal: Your character cannot grant Defense bonuses to allies.

Advanced: You may buy this Talent twice, allowing your character to provide an additional +2 Defense bonus to his allies.

Headstrong

Unique

Prerequisites: Willpower 3

Your character is steadfast and unshakable, and uses his indomitable will to shake off even the most powerful blows. He can literally will himself to keep fighting, even when his body aches to collapse.

Benefit: Your character uses his Willpower instead of his Body when calculating his Stun rating.

Normal: Your character uses his Body when calculating his Stun rating.

Herb Lore

Prerequisites: Medicine 4

Science may be taking great leaps forward in the medical arts, but there was healing long before the study of anatomy. Your character has knowledge of the old ways, of herbs and minerals. Such lore may be considered witchcraft by some, but to those in need it can be a life saver.

Benefit: When in the wilderness and there is a reasonable amount of time to search for proper ingredients, your character is always considered to have supplies when making Medicine rolls.

Normal: Without medical supplies, characters must make Medicine rolls at a -2 penalty.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Medicine bonus at second level and a +4 bonus at third level.

High Pain Tolerance

Prerequisites: None

Your character can ignore grievous, nasty wounds. He still feels pain, but it doesn't slow him down the way it would others.

Benefit: Your character doesn't automatically fall unconscious when reduced to negative Health. (You still have to make a stabilization roll or your character will continue to lose Health each turn.) He remains conscious and ignores wound penalties until reaching -3 Health, at which point he falls unconscious as normal.

Normal: Your character automatically falls unconscious when reduced to negative Health, and must make a stabilization roll or continue to lose Health each turn.

Advanced: You may buy this Talent twice, allowing your character to remain conscious and ignore wound penalties until he reaches -5 Health (at which point he falls over dead). If your character also has the Diehard Talent, you may take the High Pain Tolerance Talent one additional time for each Level of Diehard that he possesses. Each Level increase allows your character to ignore two additional wound penalties.

Inspire

Prerequisites: Diplomacy 4

Your character is skilled at motivating others. He can infect people with his confidence and enthusiasm, and drive them to perform better than they thought possible.

Benefit: As an attack action, your character may grant a +2 Skill bonus to all allies within 10 feet of him. He must be able to see and speak to his allies in order to grant this bonus.

Normal: Your character does not grant any Skill bonuses to his allies.

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Advanced: You may buy this Talent twice, allowing your character to provide an additional +2 Skill bonus to allies.

Intelligent

Unique; only available during character creation

Prerequisites: None

Your character is exceptionally bright and clever. His intellect far exceeds that of the average person.

Benefit: Your character gains a +1 Intelligence rating. This bonus affects his Intelligence rolls and all Intelligence-based Skills. It also factors into his Secondary Attributes and raises his maximum Intelligence rating by one point.

Normal: Your character's Intelligence rating is unmodified.

Iron Jaw

Prerequisites: None

Your character is exceptionally sturdy and solid. He is extremely hard to daze and can take quite a beating before losing consciousness.

Benefit: Your character gains a +1 Stun rating.

Normal: Your character's Stun rating is unmodified.

Advanced: You may purchase this Talent up to four times. Each additional Level grants your character an extra +1 Stun rating.

Iron Will

Unique; only available during character creation

Prerequisites: None

Your character is exceptionally courageous and driven. His resolve and determination far exceed that of the average person.

Benefit: Your character gains a +1 Willpower rating. This bonus affects his Willpower rolls and all Willpower-based Skills. It also factors into his Secondary Attributes and raises his maximum Willpower rating by one point.

Normal: Your character's Willpower rating is unmodified.

Jack of All Trades

Prerequisites: Intelligence 3

Your character has broad familiarity with a variety of different tasks. He may be a handyman, drifter, or Renaissance man, but he can perform tasks without any formal training.

Benefit: Your character may ignore the untrained Skill penalty when using any general Skill (see "Untrained Skill Rolls," p. 18). In addition, he may make an untrained Specialized Skill roll at a -2 penalty.

Normal: Your character makes untrained Skill rolls with a -2 penalty and may not make untrained Specialized Skill rolls at all.

Advanced: You may buy this Talent up to three times. Your character gains a +1 Skill bonus to untrained Skill rolls at second Level and a +2 bonus at third Level. This bonus also applies to untrained Specialized Skills.

Jump

Unique

Prerequisites: None

Your character is naturally gifted at jumping and leaping. He is capable of jumping surprisingly large distances, both vertically and horizontally.

Benefit: Your character's jumping distance is doubled (see Move, p. 15).

Normal: Your character's jumping distance is unmodified.

Keen Sense

Only available during character creation

Prerequisites: None

Your character has a particularly acute sense, such as vision, hearing, or smell. He has amazing sensitivity and rarely misses anything.



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Benefit: Your character gains a +4 Perception bonus when using a particular sense, such as vision, hearing, touch, taste, or smell (designate one when you take this Talent).

Normal: Your character's Perception rating is unmodified.

Advanced: You may purchase this Talent multiple times, but the benefit will be applied to a different sense each time.

Knockout Blow

Prerequisites: Brawl 4

Your character is a master of nonlethal combat. He knows exactly where to hit an opponent to daze him without hurting him very much.

Benefit: Your character gains a +1 bonus to stun his opponent. This bonus is only applied to the damage total for purposes of the stun check after you've determined whether or not the blow hit. No additional damage is done, but this bonus makes it possible for your character to stun or knockout an opponent without doing much damage to him.

Normal: Your character's unmodified damage is compared to your opponent's Stun rating.

Advanced: You may buy this Talent up to four times. Each Level grants your character an additional +1 bonus to stun his opponent.

Lethal Blow

Prerequisites: Brawl 4

Your character's hands are deadly weapons. He knows exactly how and where to hit an opponent to do the most damage. He's not trying to incapacitate his opponent—he's going for the kill.

Benefit: Your character's Brawl attacks do lethal damage. Every two points of nonlethal damage inflicted does one point of lethal damage instead. Leftover points do nonlethal damage, as normal.

Normal: Your Brawl attacks do nonlethal damage.

Advanced: You may buy this Talent up to three times. Each Level grants your character an additional +2 Brawl bonus when making a lethal attack.

Lifesaver

Unique

Prerequisites: Medicine 4

Your character is a gifted healer. His touch is soothing and he has an amazing ability to treat wounds. People under his care heal much quicker and cleaner than normal.

Benefit: Your character heals one lethal or two nonlethal wounds per one success rolled on your Medicine roll.

Normal: Your character heals one lethal or two nonlethal wounds per two successes rolled on your Medicine roll (see Healing p. 108)

Long Shot

Unique

Prerequisites: None

Your character is skilled at attacking distant targets. He intuitively adjusts for the range, and can hit his target accurately over very long distances.

Benefit: Your character's weapon ranges are doubled, allowing him to shoot or throw at distant targets with a reduced penalty.

Normal: Your character's weapon ranges are unmodified.

Lucky

Prerequisites: None

Your character is exceptionally lucky and somehow manages to get out of dangerous situations and pull off tricky maneuvers.

Benefit: Once per game session you receive a +2 luck bonus to any dice roll.

Normal: Your dice rolls are unmodified.

Advanced: You may purchase this Talent up to five times. Each additional Level grants your character an extra +2 luck bonus per game session. These bonuses may either be used separately or added to the same roll multiple times.

Magickal Aptitude

Unique

Prerequisites: None

Your character has the innate ability to channel magickal energy and conjure spirits, and use them to cast spells and perform rituals.

Benefit: Your character may perform rituals and cast spells (p. 115). Your character must pick one Tradition when he takes this Talent. He also gains one Level in a single Discipline of the Magick Skill (p. 35).

Normal: You character cannot use magick.

Magickal Sensitivity

Unique; only available during character creation

Prerequisites: None

Your character is able to sense magickal energy in his surroundings. He does not display any specific powers, but occasionally gets flashes of insight, has prophetic dreams, or senses power in a person, object, or specific area.

Benefit: You make an Empathy roll whenever your character tries to sense magickal energy around him. The more successes you roll the more sensitive your character is to the strength and source of the magickal energy. Sometimes the Gamemaster will make this roll on your behalf to see if your character gets an unbidden flash of insight, or senses an unseen power at work.

Normal: You are unaware of any magickal phenomena.

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Mobile Attack

Prerequisites: Dexterity 3

Your character excels at fancy footwork, and can make accurate and powerful attacks, even while moving.

Benefit: Your character may attack without stopping his movement (up to his total Move rating).

Normal: Your character may move and attack, or attack and then move, but he may not attack while moving.

Advanced: You may buy this Talent twice, granting your character the ability to simultaneously run and attack.

Moneywise

Unique

Prerequisites: Intelligence 3

Your character is financially savvy and knows how to turn a quick *livre*. He has no trouble getting a loan or making extra money on quick trade deals.

Benefit: You may boost your character's Wealth Resource as if it were a Talent, but he does not need to have this Resource to boost it (see "Boosting Talents," p. 94).

Your character benefits from his increased cash flow for the remainder of the scene, at which point his Wealth Resource reverts back to its normal Level, and any bonus investments must be withdrawn (see Wealth, p. 50).

Normal: Your character is unable to boost his income.

Mounted Attack

Unique

Prerequisite: Ride 4

In combat, your character moves so closely with his mount that he can use the animal's momentum to power and guide his own attacks.

Benefit: When mounted on a cooperative animal, your character can use Ride in place of Brawl or Melee rolls.

Normal: Your character uses his normal Brawl or Melee rating for attack rolls.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 Ride bonus at second level and a +4 bonus at third level.

Mounted Charge

Prerequisites: Ride 4

Your character may spur her mount into a charge directed at the enemy and use the full force of the animal's momentum in the strike.

Benefit: When mounted on a cooperative animal, your character's mount will perform the charge maneuver upon command. Your character and her mount gain the +2 charge bonus to the attack roll without losing their Active Defense.

Normal: Your character can command her mount to charge, but both character and mount lose their Active Defense rating.

Advanced: You may buy this Talent up to three times. Both your character and her mount gain a +4 charge bonus to attack rolls at second level and a +8 bonus at third level.

Musketeer

Unique

Prerequisites: None

Your character can reload weapons with amazing speed. He is so fast it seems as though he never runs out of ammunition.

Benefit: Your character may reload a blackpowder firearm in half the normal time.

Normal: Reloading a firearm takes several attack actions (see Gear, p. 129). Your character must wait until his next turn to fire a weapon after reloading it.

Natural Leader

Unique

Prerequisites: Charisma 3

Your character makes friends easily and inspires people to help him achieve his goals. When necessary, he can call up old friends or recruit new people to join his cause.

Benefit: Your character may recruit a temporary Ally. The cost of the new Resource is equivalent to boosting a Talent (see "Boosting Talents," p. 94). Your character gains a new Ally equal to the number of boosted Levels (see Ally, p. 43). The boosted Resource lasts for the remainder of the scene, at which point the new companion departs.

Normal: Your character is unable to recruit temporary allies.

Pack Mule

Unique

Prerequisites: None

Your character is able to carry greater weight than most people of his stature.

Benefit: Your character treats his encumbrance level as one less than the weight he carries would normally impose. The character's Maximum Load is not increased. For example, a character with Strength 3 carrying 200 pounds would only be carrying a Medium Load rather than a Heavy Load.

Normal: Your character is encumbered per normal rules.

Parry

Prerequisites: Fencing School or Melee 8

Your character is adept at parrying armed combat attacks. He automatically deflects cuts and thrusts without having to go on the defensive.

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Benefit: Your character performs the Parry maneuver as a reflexive action (see Parry, p. 100). Any Defense bonuses provide a bonus to the Parry maneuver as well. If your character loses his Active Defense, he loses his Parry ability as well.

Normal: Your character performs the Parry maneuver as an attack action.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +2 Active Defense bonus against melee attacks.

Provoke

Prerequisites: Con 4

Your character is gifted at taunts and insults. He can draw attention to himself, and away from his friends and allies.

Benefit: As an attack action, your character may attempt to provoke his opponents into attacking him. Make a Con roll against all opponents within 10 feet of your character.

If you roll more successes than an opponent's Willpower rating, he will attempt to attack your character for a number of turns equal to the number of excess successes rolled, or until he is attacked by someone else. If you roll more successes than twice an opponent's Willpower, he will continue to attack your character even if someone else attacks him.

Normal: You may make a Con roll to taunt one enemy into attacking your character.

Advanced: You may buy this Talent up to three times, gaining your character an additional +2 Con bonus per Level.

Quick Draw

Unique

Prerequisites: None

Your character is able to draw weapons with amazing speed. He is so fast that his weapons seem to just suddenly appear in his hands.

Benefit: Your character draws weapons as a reflexive action, allowing him to ready a weapon and attack in the same turn. Weapons that normally take longer than a turn to ready only take an attack action to draw.

Normal: Drawing a weapon takes an attack action, but some weapons take longer to ready depending on how they are carried. Your character must wait until his next turn to fire a weapon after drawing it.

Quick Healer

Unique; only available during character creation

Prerequisites: Body 3

Your character heals at a remarkable rate. Even life threatening wounds don't keep him down for long. He's back on his feet again in no time!

Benefit: Your character heals at twice the nor-

mal rate. He heals two nonlethal wounds per day, or one lethal wound per three days of rest. Exerting himself during this time makes him heal twice as slowly.

Normal: Your character heals one nonlethal wound per day, or one lethal wound per seven days of rest. Exerting himself during this time makes him heal twice as slowly.

Quick Reflexes

Prerequisites: None

Your character reacts to danger much faster than the average person, allowing him to take action well before they do.

Benefit: Your character gains a +2 Initiative rating.

Normal: Your character's Initiative rating is unmodified.

Advanced: You may purchase this Talent twice, gaining your character an additional +2 Initiative rating per Level.

Ricochet Shot

Prerequisites: Firearms 4

Your character is skilled at hitting targets with indirect shots—ricocheting bullets or throwing axes off nearby objects to hit opponents hiding behind cover or standing around corners.

Benefit: Your character may make a Called Shot to hit a target hiding behind cover with a reduced penalty. He may ignore up to a -2 penalty due to cover (see "Cover," p. 104). To benefit from this ability, there must be an appropriate object to ricochet off, such as a rock or metal plate.

Normal: When making a Called Shot to hit an opponent hiding behind cover, your character suffers a penalty equal to the amount of cover his target has.

Advanced: You may buy this Talent up to three times. Your character may ignore up to a -4 penalty at second Level and up to a -8 penalty at third Level.

Ride by Attack

Prerequisite: Ride 4

Your character is deft when attacking with a mount, and can attack at the most opportune moments, even when the mount is moving erratically.

Benefit: When mounted on a cooperative animal, your character can attack without stopping his mount's movement (up to the mount's total Move rating). Alternatively, while your character is riding, your mount can attack without stopping its movement.

Normal: Your character and the mount can move and then attack, or attack and then move, but cannot move both before and after the attack.

Advanced: You may purchase this Talent twice, granting your character or the mount the ability to simultaneously run and attack.

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Riposte

Prerequisites: Fencing School or Melee 8

Your character may immediately attack after parrying with a melee weapon, turning his opponent's attack to his advantage.

Benefit: Your character may reflexively attack as part of the Parry maneuver (see Parry, p. 100). Resolve the Parry normally, but your character inflicts damage if you roll more successes than his attacker.

Any Defense modifiers that apply to the Parry maneuver apply to the Riposte ability equally. If your character loses his Active Defense, he loses his Riposte ability as well.

Normal: Your character Parries normally.

Advanced: You may purchase this Talent up to three times, gaining your character a +2 Active Defense bonus against Melee attacks for each additional Level.

Rising Handspring

Unique

Prerequisites: None

Your character can get back on his feet with amazing speed and grace. When knocked to the ground, he immediately bounces up again.

Benefit: Your character stands up as a reflexive action, allowing him to get up and attack in the same turn.

Normal: Standing up takes an attack action.

Robust

Prerequisites: None

Your character is exceptionally hale and hearty. His physical fitness is far superior to the average person. As a result, he is able to soak up a lot more damage before losing consciousness.

Benefit: Your character gains a +2 Health rating.

Normal: Your character's Health rating is unmodified.

Advanced: You may purchase this Talent twice, gaining your character an additional +2 Health rating per Level.

Run

Unique

Prerequisites: None

Your character is swift and fleet of foot. He runs much faster than the average person and can even keep up his amazing speed over long distances.

Benefit: Your character's running speed is doubled. (see Move, p. 15).

Normal: Your character runs at normal speed.

Savvy Fighter

Unique

Prerequisites: Dexterity 3

Your character is adept at defending himself and never lets his guard down. He can defend himself even while making an aggressive, reckless assault.

Benefit: Your character always retains his full Defense rating.

Normal: Under certain circumstances, your character may only use his Active or Passive Defense rating when defending himself.

Advanced: You may purchase this Talent up to three times, gaining your character an additional +2 Defense bonus per Level. This bonus also stacks with all other Defense modifiers and increases the benefit of the Total Defense maneuver (see Total Defense, p. 101).

Skill Aptitude

Prerequisites: None

Your character has a natural affinity for a particular activity or subject matter and is considered a prodigy or expert in his field.

Benefit: Your character gains +2 Skill rating to a specific Skill (designate one when you take this Talent). This is a general bonus and does not give your character any free Skill Levels.

Normal: Your Skill ratings are unmodified.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Skilled Assistant

Prerequisites: None

Your character has a knack for helping people, even if he knows nothing about the task they are performing. He expertly gathers materials, organizes tools, and performs other minor duties in order to maximize efficiency.

Benefit: When assisting another character, as long as your character has even one Level in the applicable Skill, your character may provide a +2 teamwork bonus, even if his rating is not 4 or greater (see "Teamwork," p. 19).

Normal: Your character only provides a teamwork bonus if he has an applicable Skill rating of 4 or higher.

Advanced: You may buy this Talent up to three times. Your character grants a +4 teamwork bonus at second Level and a +8 bonus at third Level.

Special: Regardless of the potential bonus provided by this Talent, the actual bonus cannot exceed the Skill rating possessed by the assisting character. For example, if you possess Skilled Assistant at Level 2 (+4 bonus), but your Skill rating is only 3, then you can provide a maximum +3 bonus.

Staggering Blow

Prerequisites: Brawl 4

Your character's unarmed blows are extremely powerful; he can stagger an opponent or even knock him off his feet.

Benefit: Your character gains a +1 bonus to

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knockback his opponent. This bonus is only applied to the damage total for purposes of the knockback check after you've determined whether or not the blow hit.

No additional damage is done but the bonus makes it possible for your character to stagger or knockdown his opponent.

Normal: Your character's unmodified damage is compared to his opponent's Strength rating.

Advanced: You may buy this Talent up to four times. Each Level grants your character an additional +1 bonus to knockback your opponent.

Strong

Unique; only available during character creation

Prerequisites: None

Your character is exceptionally muscular and well built. His might and vigor far exceed that of the average person.

Benefit: Your character gains a +1 Strength rating. This bonus affects his Strength rolls and all Strength-based Skills. It also factors into his Secondary Attributes and raises his maximum Strength rating by one point.

Normal: Your character's Strength rating is unmodified.

Strong Defense

Unique

Prerequisites: Strength 3

Your character is stalwart and vigorous. He uses his powerful build to defend himself and resist damage.

Benefit: Your character uses his Strength rating instead of Body when calculating his Passive Defense and Defense ratings.

Normal: Your character uses his Body rating when calculating his Defense ratings.

Special: You may not buy this Talent if your character already has the Focused Defense Talent.



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Subtle Strike

Prerequisites: Stealth 4

Your character is a master assassin, capable of disguising himself or sneaking up on prey and striking with lethal accuracy.

Benefit: Your character may use his Stealth rating when making an unarmed or melee attack against an opponent who is unaware of his presence. Make a Stealth roll (including weapon modifiers) against your opponent's Passive Defense (plus armor modifiers). If you roll more successes than your opponent, you inflict one point of damage per extra success. If you roll fewer successes than your opponent, your attack has failed. Once your character attacks his target, he automatically loses the element of surprise and cannot use this Talent again on the same opponent (unless he gets away and finds a way to surprise him again).

Normal: Your character may not use his stealth offensively.

Advanced: You may buy this Talent up to three times. Your character gains a +2 attack bonus at second Level and a +4 bonus at third Level.

Swift

Prerequisites: None

Your character is exceptionally fast. His speed far exceeds that of the average person.

Benefit: Your character gains a +2 Move rating.

Normal: Your character's Move rating is unmodified.

Advanced: You may purchase this Talent twice, gaining your character an additional +2 Move rating per Level.

Swift Mount

Prerequisites: Ride 4

With a little tenderness, the right tone of voice and the occasional spur in the side, your character can get surprising speed out of his mount.

Benefit: When your character is riding a cooperative animal, that animal gains a +2 Move rating.

Normal: Your character's mount moves at its normal Move rating.

Advanced: You may buy this Talent twice, gaining your character's mount an additional +2 Move rating.

Swim

Unique

Prerequisites: None

Your character swims with surprising speed. He is a natural in water, and it hardly slows him down at all.

Benefit: Your character's swimming speed is doubled (see Move, p. 15).

Normal: Your character swims at normal speed.

Time Sense

Unique

Prerequisites: None

Your character does not need a watch. He has a highly accurate internal clock and always knows what time it is or how much time has passed.

Benefit: Your character always knows what time it is without having to make a roll. He can even tell how much time has passed while sleeping, and wake up at a predetermined time.

Normal: You must make an Intelligence or Survival roll (Difficulty 2) to determine the approximate time of day.

Timber

Prerequisites: Craft (Any) 4

Your character is never without the right tools. He can improvise almost any tool he needs, using everyday items around him.

Benefit: Your character may ignore the penalty for using improvised tools.

Normal: Your character suffers a -2 penalty for using improvised tools.

Advanced: You may buy this Talent up to three times. Your character gains a +2 tool bonus at second Level and a +4 bonus at third Level.

Total Recall

Unique; only available during character creation

Prerequisites: None

Your character never forgets anything. He has an eidetic memory, remembering each detail of everything he's ever seen, heard, or read.

Benefit: Your character always remembers details without having to make an Intelligence roll. (Taking notes during play is a good aid for roleplaying this ability.)

Normal: You must make a successful Intelligence roll (with a Difficulty determined by the Gamemaster) to recall a particular piece of information.

Tough

Unique; only available during character creation

Prerequisites: None

Your character is exceptionally hardy and robust. His stamina and endurance far exceed that of the average person.

Benefit: Your character gains a +1 Body rating. This bonus affects his Body rolls and any Body-based Skills. It also factors into his Secondary Attributes and raises his maximum Body rating by one point.

Normal: Your character's Body rating is unmodified.

Tough Attack

Prerequisites: Body 3

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Your character is tough and resilient and can use his fortitude as a weapon, shrugging off lesser blows and plowing through his opponent's defenses.

Benefit: Your character uses his Body rating as the Base Attribute for a specific combat Skill, such as Athletics, Brawl, Firearms, or Melee (designate one when you take this Talent).

Normal: Your character uses the standard Base Attributes for his combat Skills.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Skill each time.

Tricky Fighter

Prerequisites: Intelligence 3

Some prefer to fight with swords, others prefer firearms. Your preferred weapon is your ingenuity and quick wits.

Benefit: You gain a +2 bonus to your roll when you perform a Trick.

Normal: You do not gain a bonus when performing a Trick.

Advanced: You may purchase this Talent twice. The second time you purchase this Talent you gain an additional +2 to your roll when performing a Trick.

Unarmed Parry

Prerequisites: Brawl 4

Your character is capable of using his bare hands defending himself against weapons, catching blades and deflecting strikes without injuring himself.

Benefit: Your character can block Melee attacks with his bare hands at no penalty (see Block, p. 99). If your character loses his Active Defense, he loses his Unarmed Parry ability as well.

Normal: Your character suffers a -2 penalty when attempting to block a Melee attack with his bare hands.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Active Defense bonus against Melee attacks at second Level and a +4 bonus at third Level.

Vigorous Defense

Prerequisites: Dexterity 3

Your character keeps up an active defense—always moving and turning to keep his opponents at bay. Even multiple opponents have difficulty wearing him down!

Benefit: Your character may be attacked twice in the same combat turn without penalty. Additional attacks penalize his Defense rating as normal.

Normal: If your character is attacked more than once during the same combat turn, he suffers a -2 penalty to his Active Defense rating for each additional attack.

Advanced: You may buy this Talent up to four times. Your character can defend against an extra attack per combat turn without penalty for each additional Level

(i.e., the initial purchase lets your character defend against one additional attack without penalty, the second allows two additional attacks, and so on).

Well-Connected

Unique

Prerequisites: Charisma 3

Your character has good rapport with people, and a large network of friends and acquaintances. When he needs something, he either knows someone who will help him or is able to find someone who can.

Benefit: You may boost your character's Contacts Resource as if it were a Talent, but he does not need to have this Resource in order to boost it (see Boosting Talents, p. 94). Your character benefits from his increased sphere of influence for the remainder of the scene, after which his Contacts reverts back to its normal Level, and any bonus Resources must be returned (see Contacts, p. 43).

Normal: Your character is unable to boost his contact network.

Well-Educated

Prerequisites: Intelligence 3

Your character is a genius in a particular field, with expertise in all its various disciplines. He may be a master craftsman, general scientific expert, or schooled in a variety of academic subjects.

Benefit: Your character may take one Specialized Skill—Academics, Art, Craft, or Natural Philosophy (designate one when you take this Talent)—as a general Skill, granting him general expertise in all its Disciplines (which are now treated as Specializations).

Normal: Each Discipline under a Specialized Skill must be taken as a separate Skill.

Advanced: You may buy this Talent multiple times, but the benefit is applied to a different Specialized Skill each time.

Resources

Resources represent the various contacts, friends, influence, and wealth at your character's disposal. Characters without any Resources are neither destitute nor outcasts. They have enough to get by on but when the going gets tough, which it inevitably will, they have to fend for themselves. Characters with Resources get to call on contacts and allies for favors and information. They have followers to help them and enough personal clout to get things done. They may even be in possession of items with unusual properties.

Advanced Resources

Just as with Talents, you may purchase the same Re-

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source more than once and provide your character with an even greater benefit. Don't rely too heavily on an advanced Resource, however, as it can still be lost, killed, or stolen. Still, advanced Resources can be incredibly useful not only to your character, but to fellow adventurers as well.

To that end, player characters may wish to pool their Resources together to create a more powerful, shared Resource. As always, the Gamemaster is the final authority on which Resources may be pooled together.

Zero-Level Resources

In real life, friendships, influence, and wealth grow and develop over time. They are rarely all-or-nothing propositions. To reflect this, each Resource has a zero Level that represents fledgling Resources providing a lesser benefit for a lesser cost.

Players may choose two Resources during character creation at Level 0 instead of one Resource at Level 1. Buying a new Resource at Level 0 during play costs 7 Experience points; upgrading it later to Level 1 costs 8 Experience points.

Bonus Resources

Many of the Resources listed below grant bonus Resources at certain Levels. This represents how fluid and interconnected Resources can be. A character with a lot of Contacts may be able to call upon them to borrow an important Talisman, recruit a temporary Ally, or find a safe house to hole up in for a while.

A character may use a bonus Resource to buy a temporary Level in any other Resource (or two Resources at Level 0). It may even be used to improve the Resource that provided the bonus, granting an increased benefit. The temporary Resource remains until it is lost during play or is used to purchase another Resource.

Free Resources

Since all Musketeers are employed soldiers, they receive the Rank Resource at 0 for free during character generation. In addition, a Musketeer is a gentleman, and all gentlemen have servants, better known as lackeys. Thus, heroes also start with Followers at Level 0.

Ideally, the lackey should not be a combatant, unless the main hero is sorely lacking in suitable Skills. Lackeys present the heroes with a chance to purchase one or two more useful Skills to help round out the party, or take Skills the main character might find uncouth, such as Larceny, because of his social status.

One handy tip is to try and ensure a lackey has a rating of 4 in his or her key skill(s). This way, the can use Teamwork (p. 19) to aid the party.

A lackey who dies is not automatically replaced—the

character must take the Followers Resource to earn a new lackey. Fortunately, most villains ignore lackeys who do not attack them.

The lackey's basic salary (a pittance normally) is assumed covered by whatever income his master has. Any bonus rewards must come from the Musketeer's pocket.

Because lackeys are an integral part of the setting, it is suggested a player does not create his own lackey. Instead, another player character builds the lackey *and* plays him during the game. This allows for the Musketeer to interact with his servant in play without the player having to talk to himself for extended periods. Whether or not the Musketeer has any say in the character generation is up to the individual players—some may ask for a servant with a specific Skill set, while others may be happy to take pot luck.

A lackey does not earn Experience points. If a player wants to increase his lackey's abilities, he must do so by increasing his Followers Resource (p. 46). However, lackeys do have Style points of their own. Lackeys don't really need a backstory or plot hook, but should have a Flaw. Hence, lackeys typically have just a single Style point to start.

A player character who elects to take two Level 0 Resources during character generation may use one or both of these to increase his Rank and/or Followers to Level 1.

Gaining & Losing Resources

Resources are not permanent abilities, so they can be easily gained or lost during play. Your character should not abuse his Resources or use them carelessly, or he might lose them. On the other hand, your character should not be too conservative with his Resources. Calling upon the right one at the right time could literally save the day.

Resources are interconnected, and characters with friends and influence always seem to land on their feet. If your character loses a Resource during play through no fault of his own, or through good roleplaying, the Gamemaster may allow you to replace the lost Resource or swap it out with one of an equivalent Level.

For example, if the Daughters of Medea murder your character's beloved uncle (Patron 2) because he was attempting to foil their schemes, the Gamemaster might allow your character to inherit his stately mansion (Refuge 2).

Resource Descriptions

Ally

Ally represents a close friend or family member that your character can count on in times of trouble. He has

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Skills, Talents, and Resources of his own, and will go out of his way to help your character, even if it puts him in danger. However, he will not throw his life away, so his assistance only goes so far.

An Ally starts out loyal to your character, making him easier for your character to charm and harder for your character's enemies to sway (see Influence, p. 14). While you get to define the nature of your character's relationship with his Ally, the Gamemaster ultimately controls this character, and determines what he will or will not do. Abusing or taking advantage of an Ally will negatively affect his attitude toward your character, possibly causing him to abandon him when he needs him most.

Purchasing additional Levels of this Resource grants your character a new Ally, or improves an existing one.

Ally	Example	Attributes	Skills	Talents/ Resources
0	Weak	9 pts.	5 pts.	0
1	Average	12 pts.	10 pts.	1
2	Talented	15 pts.	15 pts.	2
3	Influential	18 pts.	20 pts.	3
4	Powerful	21 pts.	25 pts.	4
5	Very Powerful	24 pts.	30 pts.	5

Example: Robert le Beau has Ally 1, representing Jacques, a childhood friend and royal envoy who helps him out from time to time. Robert likes having friends around to bail him out of trouble and decides to buy another Level of Ally. He could improve Jacques, making him Ally 2 and increasing his skills and abilities, but instead decides to purchase a new Ally 1, Louis, a skilled magician who can get him out of trouble in a variety of novel ways.

Contacts

Contacts represent your character's network of friends and associates. They are not particularly loyal and will only help if it is worth their while or in their own best interest. Nonetheless, having a network of contacts enables your character to track down useful items and information whenever he needs it.

Taking this Resource gives your character contacts in a particular area such as academia, the criminal underworld, or the constabulary. Any time your character seeks equipment or information from someone within his sphere of influence, you gain a bonus to the appropriate Skill roll. Additionally, for each two Levels of Contacts your character has, he may call upon his network of contacts and temporarily acquire a bonus Resource.

Purchasing additional Levels of this Resource gives your character a new set of Contacts or increases his influence with existing ones.

Contacts	Example	Benefit
0	Dean	+1 bonus
1	Priest	+2 bonus
2	Bishop	Bonus Resource
3	Archbishop	+4 bonus
4	Cardinal	Bonus Resource
5	Pope	+8 bonus

Example: Pierre is investigating the theft of an important holy relic. He has Contacts 2, representing his influence with the Catholic Church. He gains a +2 bonus when dealing with churchmen, and he may use his network of contacts to acquire a temporary Resource. He talks it over with the Gamemaster and decides to gain Ally 1. Pierre calls in a favor and convinces a scholarly priest named Father Vincenzo to help track down the missing relic.

Fame

Fame is a measure of your character's popularity and notoriety. It also represents how well known his name and face are. Being recognized as a luminary has its benefits: people will often do special favors for your character just because he's famous. On the other hand, being famous can have its downside—it's hard to keep a low profile when your profile is easily recognizable.

Your character may be a renowned duelist, knowledgeable academic who has published numerous manuscripts, famous artist, or daredevil hero. When someone recognizes your character, you gain a bonus to all social rolls related to that person. Additionally, for each two Levels of Fame your character has, he may use his popularity to gain a temporary Resource from his adoring fans.

Purchasing additional Levels of this Resource increases your character's popularity and renown.

Fame	Example	Benefit
0	Local Celebrity	+1 bonus
1	City Councilmember	+2 bonus
2	Wanted Criminal	Bonus Resource
3	National Hero	+4 bonus
4	Dashing Swordsman	Bonus Resource
5	International Luminary	+8 bonus

Example: Henri is an up and coming swordsman, famous across Paris. He wants to increase his renown, so he purchases Fame 2. His reputation increases and now people are coming from all over to see him fence. When recognized, he gains a +2 bonus in dealings with that person and can use his Fame to gain a temporary Resource. Henri immediately decides to gain Patron

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Historical Note: Hôtel

An *hôtel*, more fully an *hôtel particulier*, is not a commercial establishment catering to travelers, but rather an elegant house in a large town or city. Most houses are built adjoining their neighbors and fronting a street, but not an *hôtel*. It is a form of mini-chateau, isolated from its neighbors by a wall and complete with an ornamental garden (a rarity in a city).

Like a chateau, an *hôtel* contains a grand ball room, numerous bedrooms and sitting rooms, a library, a games room, a music room, a dining hall, and a solarium (and maybe more than one of each) for the entertainment of guests. Some sport a gallery, where portraits of ancestors are hung for all to admire, and where ladies can walk and gossip during bad weather, and for those of athletic nature, a tennis court. There are also servants' quarters, a kitchen, pantries, boot room, and so on. Large houses may boast a private garrison, complete with barracks and armory.

Outside, one finds stable blocks and a coach house, as well as the garden (possibly with a hedge maze), which typically contains statues imported from Rome or Greece.

Hôtels are at the center of Paris' social life, for these estates are the demesnes of the nobility and other powerful individuals within French society. Extravagant feasts, elaborate balls, masques, scientific showcases, and literary readings take place in these residences on an almost nightly basis.

As Musketeers, the player characters are likely to spend time at the *hôtel* of M. de Tréville, Captain of the King's Musketeers and therefore their superior officer. Captain de Tréville's *hôtel* is located in the Rue du Vieux-Colombier in Paris, and serves both as his residence and his office. A large number of Musketeers are garrisoned here as protection, heavily armed and always ready for action.

1—after years of self-training, a fencing master has decided to teach him some special moves!

Fencing School

Fencing School represents your character's membership in an particular school, lessons learned from his teacher, and relationship with his fellow students. It is often an exclusive organization, full of like-minded individuals that look out for each other. Each school has a prerequisite that must be fulfilled before membership is extended to an individual (see below).

Additionally, Fencing Schools are run by a skilled and influential teacher to whom your character defers. Although there is a lot a teacher can do for your character, his loyalty is not a given; your character will occasionally

have to complete tasks to stay in his good graces. Teachers generally stay at the school and expect your character to take all the risks, though. Still, they can be extremely helpful—providing advice, training, and Resources. They don't even have to be present to help—they can dispense wisdom through letters, books, riddles, or even dreams and flashbacks.

While you get to define the nature of your character's relationship with his teacher, the GM ultimately controls this NPC and decides exactly what she wants and what she is willing to do for your character. Harassing your teacher or taking fellow students for granted will negatively affect their attitude toward your character, possibly causing him to be ejected from the school.

Fencing Schools may provide a bonus to a particular Skill (as long as the Mentor has the applicable Skill rating at 4 or higher, see "Teamwork", p.19). In addition, for each two levels of Fencing School your character has, he may temporarily borrow one of his school's Talents or Resources. Because of the strong bond between members of a Fencing School, you are not merely limited to the Talents and Resources your teacher possesses.

Purchasing additional levels of this Resource grants your character membership in a new Fencing School, or improves his standing in an existing one.

Teacher	Attributes	Skills	Talents/ Resources	Benefit
0	12 pts.	10 pts.	1	+1 bonus
1	15 pts.	15 pts.	2	+2 bonus
2	18 pts.	20 pts.	3	Bonus Resource
3	21 pts.	25 pts.	4	+4 bonus
4	24 pts.	30 pts.	5	Bonus Resource
5	27 pts.	35 pts.	6	+8 bonus

Example: Andre is surrounded by three footpads seemingly intent on robbing him. His character has Fencing School 2 (Renoir's Academy), representing tutelage under the noted fencing master. Remembering his school's training, Andre gains a +2 Fencing bonus. He also recalls his teacher demonstrating how to instinctively parry blows, and gains the Parry Talent for the duration of this combat.

Accademia degli Spacchi Trucchi

Style: Del Rio

Prerequisites: Con 4

The Academy of Dirty Tricks, properly known as Del Rio's Academy, is an Italian school, recently arrived in France. Its sole office is in Paris. Fencing in this age is not governed by strict rules of etiquette, and Del Rio's concentrates on trickery to secure victories. Its critics call

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it an ungentlemanly style, but its students prefer the adage, "All is fair in love and war."

Dardi School

Style: Dardi

Prerequisites: Willpower 3

Founded in Bologna, Italy in the 16th century, the Dardi School has opened a private salon in Paris. Dardi, who was never seen without a cloak draped over his arm, believed that a gentleman should avoid getting blood on his garments whenever possible. As such, he focused his style on defensive moves using that most common of gentleman's apparel—his cloak. Of course, the school has one major weakness—a gentleman without a cloak loses his advantage (and cloaks held in the hand can be Disarmed).

L'Académie de Cavalerie

Style: Cavalerie

Prerequisites: Riding 4

Founded in the 15th century, the Academy of Cavalry initially trained knights in the lance and in general horsemanship. Times have moved on, and cavalry charges are less prevalent on the modern battlefield than they were two centuries ago. In keeping with its noble origins, the Academy only accepted cavalry officers until a few years ago, when King Louis insisted his Musketeers be granted access. Although many students enroll in the hopes of learning more about fighting from horseback, in truth the school focuses on how to use man and beast in harmony and how to stay alive when in the saddle.

L'Académie de l'Anatomie

Style: Anatomie

Prerequisites: Medicine 4

When one thinks of anatomy, one generally associates the subject with healers rather than swordsmen. The founder of this unusual school was both a fencer and a doctor of medicine. While he advocated peace and good will to all men, he also insisted that if you had to fight, you might as well know how to end it quickly. His teachings favor precision over power, and a working knowledge of the human body is considered essential in knowing where best to deliver hits.

L'Académie de Pugilism

Style: Pugilism

Prerequisites: Brawl 4

When the Academy of Pugilism opened its doors, the fencing masters of Paris went into an uproar. Their art, they claimed, was one of finesse, an ancient combat form dating back to the days of knights in shining armor. The master of the Academy, Gaston du Beck, laid down a challenge. If any fencing master in Paris could beat him

Historical Note: The French Nobility

The nobility of France are titled in one of three ways: those granted title by hereditary means (*nobles d'épee*; "nobles of the sword"), those granted title by dint of holding high office for a length of time (*nobles de robe*; "nobles of the robe"), and those granted title by royal grant (*nobles des lettres*; "nobles of letters").

Titles of baron and higher are attached to land. For instance, one is always a baron of somewhere specific. A noble without land holds the status of *chevalier*, the English equivalent of a knight. Thus, it is possible to be a nobleman and enjoy all the benefits without having a full title.

Regardless of title, the nobility of France have several methods for measuring a noble family's prestige—*l'ancienneté* (how long the family has held title), *les alliances* (with which families it has intermarried), *les dignités* (the offices it holds), and *les illustrations* (its notable deeds). A baron who satisfies all four criteria is viewed as more noble than a duc who meets only one, despite holding lower rank.

Nobles are exempt from paying taxes, have the rights to hunt, wear a sword, and bear a heraldic crest, as well as the right to own land and collect an income from it. They are also required to serve the King in times of war as officers and/or by sending men to fight in the army. Though supposedly sworn to watch over those who live on their lands, many nobles have forgotten this pledge. Any noble who deigns to perform manual labor is destined to suffer a drop in prestige.

in a fight, he would close his Academy without regret. Seven masters tried and seven masters failed.

Although not popular with the upper crust of the French nobility, many young rakes are taking to the art of pugilism. Unlike the other schools, this one also accept lower class students (so long as they can pay), something the nobility finds not only disgusting, but also dangerous. A peasant who knows how to fight is, after all, only one step away from rebelling.

L'École de Danse

Style: Danse

Prerequisites: Performance 4

The Dance School was founded by a renowned Parisian socialite. Some say he created his unique style to spite his competitors and their traditional attitudes. Others insist the socialite was forever getting into trouble with women's husbands and invented his fighting style to play on his strengths. Fops and dandies favor the school, though one should not take this to mean the school has

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an ineffective style. For those who enjoy dancing, the school is very beneficial when it comes to violence.

Students learn not only how to kill with grace and finesse, but how to dance, sing, play instruments, and orate. When fighting, students are encouraged to use dance moves, swirling and sliding to avoid incoming blows and set up a killing blow. Students require a high Charisma, since the first special move they learn takes advantage of this.

L'École de Position de Fer

Style: Position de Fer

Prerequisites: Body 3

The School of Iron Stance teaches that to take a step back in the face of adversity is a sign of weakness, and gives your enemy renewed vigor. During their early tutoring, students are made to stand in a pair of special boots nailed to the salon's wooden floor, thus preventing them from moving. Within a few weeks, most students learn how to defend themselves without having to move their

feet. Those who fail to grasp the art end up with the scars to show their ineptitude.

Renoir's Academy

Style: Renoir

Prerequisites: Dexterity 3

Claude Renoir, a former captain in the French army, looked at the existing fencing schools and realized they all shared the same flaw. While a few schools taught parrying of multiple blades, none truly catered to soldiers, who in battle might be faced with multiple foes they wished to kill simultaneously. Yes, Florentine could enable a fighter to take down two foes, but what if he was surrounded by three, four, or five antagonists?

To that end, Renoir devised a new style, one which involved lightning fast jabs and circular sweeps of the blade.

Scarlotti's Academy

Style: Scarlotti

Prerequisites: Intelligence 3

Named after its late founder, Paolo Scarlotti, this privately run Italian fencing institute has recently opened a salon in Paris. Scarlotti, widely accepted as a rogue by his contemporaries, often found himself in compromising situations. Unwilling to risk life and limb, he developed a style that gave him the opportunity to keep his foes at bay while making good his escape.

The academy is not unusual in that it teaches a solid defense over any form of attack, but its reliance solely on parrying has resulted in the nickname, "The Yellow Academy."

Spanish Style

Style: Spanish

Prerequisites: Strength 3

The Spanish have always favored overpowering and vigorous slashing attacks over finesse or defense. Although Spain is an enemy of France in the present era, there are many students who favor the Spanish style, believing that aggression is the best form of attack. Many older fencers claim the school lacks style, but as members of the school are taught, fencing isn't about looking good, it's about killing quickly and effectively.

Followers

Followers represent your character's faithful friends, retainers, and animal companions. Followers are not always very skilled or influential, but they are fiercely loyal and will accompany your character wherever he goes. Followers are tremendously helpful and will take care of everyday tasks, but your character is responsible for paying their expenses while they are working for him. Followers start out loyal to your character, making them



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easier for him to charm and harder for his enemies to sway (see Influence, p. 14).

With the exception of your lackey (page 42), you get to define the nature of your character's relationship with his Followers, but the Gamemaster ultimately controls these characters and determines what they will or will not do. Abusing or taking advantage of Followers will negatively affect their attitude toward your character, possibly causing them to abandon him when he needs them most.

Purchasing additional Levels of this Resource either increases the number of Followers your character has, or improves his existing ones.

Followers	Number*	Attributes	Skills	Talents/ Resources
0	1	9 pts.	5 pts.	0
1	2	9 pts.	5 pts.	0
2	4	9 pts.	5 pts.	0
3	6	9 pts.	5 pts.	0
4	8	9 pts.	5 pts.	0
5	10	9 pts.	5 pts.	0

* Instead of increasing the number of Followers, you may improve them by +3 Attribute points, +5 Skill points, and +1 Talent or Resource for each additional Level.

Example: Luc has Followers 0, representing his trusted lackey. He's helped Luc out more than once, but he's not very strong or smart, and the Musketeer is afraid something will happen to him. Therefore, he decides to purchase an additional Level of Followers to increase his lackey's abilities, giving him a total of 12 Attribute points, 10 Skill points, and 1 Talent or Resource.

Patron

Patron represents your character's mentor, teacher, or protector. He is often a powerful and influential person, connected to your character in some important way. He may be a distant blood relative, a senior member in your character's organization, or a mysterious stranger who shows up to provide much-needed information. Although there is a lot a Patron can do for your character, loyalty is not a given; your character will occasionally have to complete tasks to stay in his good graces.

Patrons generally stay at home and expect your character to take all the risks. Still, they can be extremely helpful—providing advice, training, and Resources. Patrons don't even have to be present to help; they can dispense wisdom through letters, messengers, riddles, or even dreams and flashbacks. Patrons may provide a bonus to a particular Skill (as long as the Patron has the applicable Skill rating at 4 or higher, see Teamwork, p. 19). In addition, for each two Levels of Patron your character has, he may temporarily borrow one of his Patron's

Historical Note: Dueling

Duels are fought between two parties when honor has been impugned. D'Artagnan challenged all three of his future comrades to duels one after the other, but such an occurrence is rare. The Cardinal, in his wisdom, has declared dueling illegal, but it is still a daily occurrence. Dueling is a pastime for noblemen—never challenge a peasant or a woman unless you want to become the butt of jokes.

A duel begins with a challenge. Normally a challenge is issued after an insult to one's honor has been delivered. Exactly what constitutes an insult is open to interpretation, but an insult delivered in front of witnesses is harder to ignore than one delivered privately.

The insulted party must initiate the duel. Normally he throws down his glove as a sign of his displeasure, but he has the option of a verbal challenge. Once the challenge is made, the other party has no choice but to accept. Refusing to duel is the mark of a coward and a clear sign the insult is fraudulent.

Both parties then nominate a second. Although Musketeers have a lackey to hand, it is best to pick someone with a little more common sense as your assistant. A friend, preferably one skilled in blade and pistol, is preferable, since a second may, in rare instances, be called upon to fight.

Gentlemen do not discuss the details of where they meet. That honor is left to the seconds. Unless the duel is taking place in a remote location, it is best to fight at dawn. This way there is less chance of your illegal activity being discovered and the authorities alerted.

The offended party has the choice when it comes to determining victory conditions. Sword duels can have one of three conditions. A duel to first blood is quite literally what it says. To help detect minute traces, duelists commonly wear white shirts. A grade up from this is a duel to incapacitation. Fighting continues until one man physically cannot, or will not, continue. It is permissible to kill a man in such a duel. Finally, the duel may be to the death.

In pistol duels, the participants stand back to back. On a given signal, they walk a number of paces, turn, and shoot simultaneously. The exact distance walked depends on the severity of the insult. A truly grave slur might result in taking just a few steps, thus all but guaranteeing someone will be injured. For a minor insult, the distance might be as much as 50 feet per man.

Each participant fires one shot. Should both shots miss, the challenger retains the right to end the feud by declaring honor satisfied. He may, of course, demand further satisfaction, in which case both men reload and try again. By tradition, a duel automatically ends with honor satisfied if the duelists have fired three shots and no one has been wounded.

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Historical Note: Currency

France has four coins during the age of the Musketeers—the *Louis* (GL), *pistole* (P), *livre* (L), and *sous* (s). The *Louis* is a gold coin, the *sous* is copper, and the others are silver. The exchange rate is shown below:

1 *Louis* = 2 *pistoles* or 20 *livres* or 400 *sous*

1 *pistole* = 10 *livres* or 200 *sous*

1 *livre* = 20 *sous*

For ease, all monetary values are given in *livre*. Prices involving *sous* are noted in decimal format for ease, with one *sous* equating to 0.05 *livre*. Thus, the player characters need only track one type of coin during play.

No paper money yet exists in France, though banks can provide credit notes. To acquire a credit note, a person deposits a sum of money with a bank. In return, he is given a note detailing the amount deposited and the bearer's name. The credit note can then be handed in at any bank in France in return for hard money equal to the sum deposited. Credit notes are relatively easy to forge and with communication being generally restricted to the speed of horse, it is virtually impossible for banks to check a holder's identity.

Talents or Resources. Unlike other Resources, which allow your character to gain temporary Resources of their choice, you are limited to the Talents and Resources your Patron possesses.

A Patron's reasons for helping your character may be a complete mystery. While you get to define the nature of your character's relationship with his Patron, the Game-master ultimately controls this NPC and decides exactly what he wants and what he is willing to do for your character. Harassing your Patron or taking him for granted will negatively affect his attitude toward your character, possibly causing your Patron to abandon your character when he needs him most.

Purchasing additional Levels of this Resource grants your character a new Patron, or improves an existing one.

Patron	Attributes	Skills	Talents/ Resources	Benefit
0	12 pts.	10 pts.	1	+1 bonus
1	15 pts.	15 pts.	2	+2 bonus
2	18 pts.	20 pts.	3	Bonus Resource
3	21 pts.	25 pts.	4	+4 bonus
4	24 pts.	30 pts.	5	Bonus Resource
5	27 pts.	35 pts.	6	+8 bonus

Example: Michel unwittingly finds himself locked in

a social duel. The Musketeer has Patron 2, representing his old teacher. Remembering his patron's advice on social duels, Michel gains a +2 Diplomacy bonus. He also recalls how his teacher used politeness to hide barbed comments, and gains his Patron's Barbed Tongue Talent for the duration of this social duel.

Rank

Rank represents your character's military rank or membership in an exclusive (or secret) society (e.g., the Musketeers or Rosicrucians). As a result, your character has more authority when dealing with other members of his organization, and may request aid or requisition resources from the group. Depending on the specific organization, he may even be able to give orders to junior members, just as he has to obey the orders of those above him.

Holding a position of authority grants your character respect from other members of his organization. You receive a social bonus anytime your character wields his authority or acts in the name of his organization.

Additionally, for each two Levels of Rank your character has, he can use his authority to acquire a temporary Resource from his organization. This benefit lasts until the requisitioned Resource is returned, at which point a new Resource may be requisitioned. While Rank has its privileges, abusing authority, squandering resources, or breaking rules could result in your character being demoted or discharged from his organization.

Purchasing additional Levels of this Resource grants your character membership in another organization, or a higher rank in his existing one.

Note that there is only one captain in the Musketeers, and that post is currently held by M. de Tréville. Should a hero desire Rank 5, the GM could have M. de Tréville retire or he could forbid the character to advance to that station.

Rank	Example	Benefit
0	Musketeer/Private	+1 bonus
1	Corporal	+2 bonus
2	Sergeant	Bonus Resource
3	Ensign	+4 bonus
4	Lieutenant	Bonus Resource
5	Captain	+8 bonus

Example: Jean-Claude has Rank 1, representing his position as a corporal in the Musketeers. After a few adventures, he decides his character is ready to take the next step and apply for promotion. Jean-Claude purchases Rank 2, representing his new position within the Musketeers. He receives a +2 social bonus when on official Musketeer business, and he can requisition Resources as well. Since his Rank is more senior, he decides his character has invested in a small house in

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Paris. Jean-Claude decides to gain Refuge 1 with his bonus Resource.

Refuge

Refuge represents your character's home, private retreat, or secret laboratory. He either owns it free and clear or shares it with other members of his organization. Whatever the case, this is a place where he feels safe and productive. A Refuge may provide one of three benefits: Equipment, Security, and Size. Select a primary benefit when buying this Resource.

Equipment: This benefit provides a bonus to all rolls related to a particular Skill (selected when you purchase this Resource) for anyone inside your character's retreat.

Security: This benefit inflicts a penalty to all Skill rolls related to investigating or infiltrating your character's secret lair.

Size: This benefit increases the amount of space encompassed by your character's retreat, either referring to the size of the building itself or the land it occupies. A Refuge without any Size benefit is the size of a small apartment or large workshop.

Additionally, for each two Levels of Refuge your character has, he may borrow a temporary Resource from his home, such as having his butler accompany him on an adventure or taking a Talisman out of his workshop. This benefit lasts until the borrowed Resource is returned, at which point a new Resource may be borrowed.

Purchasing additional Levels of this Resource grants your character a new Refuge or improves an existing one. With the Gamemaster's approval, characters can pool their Resources together into a larger and more impressive Refuge. In this case, each character has limited ownership and access to the location.

Refuge	Equipment	Security	Size
0	+1 bonus	-1 penalty	House
1	+2 bonus	-2 penalty	Hôtel
2	Bonus Resource	Bonus Resource	Bonus Resource
3	+4 bonus	-4 penalty	Small Estate
4	Bonus Resource	Bonus Resource	Bonus Resource
5	+8 bonus	-8 penalty	Large Estate

Example: Thierry, an alchemist, has Refuge 1 (Size), representing a large townhouse in Paris. Thanks to a successful sideline business as an apothecary, he owns the townhouse outright and does not need to worry about mortgage or rent payments. Thierry decides he needs a workshop for his alchemical experimentations, so he purchases another Level of Refuge. He now has Refuge 2 (Size), which grants him a bonus Resource. He decides to take Refuge 1 (Equipment) to represent his new laboratory.

Status

Status represents your character's class and social status. This may result from success within a respected profession (e.g., doctors or academics), being a member of a wealthy aristocratic family, or working for an infamous organization like the Inquisition. In any case, your character's position grants him respect that can be used to impress people and get them to do favors.

Any time your character's social status or position applies to a situation, you receive a bonus to any related social rolls. Additionally, for each two Levels of Status your character has, he may use his Status to gain a temporary Resource from his friends and subordinates.

Purchasing additional Levels of this Resource increases your character's position and social standing. Gamemasters may limit the purchase of this Resource after character generation. Typically, characters must be awarded a noble title—they cannot simply claim one. Even those born to high office must often wait until a relative dies before they can secure a higher title unless they attract the king's eye or their family is promoted in status.

Status	Example	Benefit
0	Chevalier	+1 bonus
1	Baron	+2 bonus
2	Vicomte	Bonus Resource
3	Comte	+4 bonus
4	Marquis	Bonus Resource
5	Duc	+8 bonus

Example: Bernard is the eldest son of a duc. He has Status 1, representing his title of baron and granting him a +2 social bonus when using his position to get people to do what he wants. After some years adventuring, he decides to purchase another Level of Status. He suggests to the GM his older brother has been killed in the war. The GM agrees. Because he has Status 2, he also gains a bonus Resource. Bernard likes to live life to the fullest, but money has always been tight, so he decides to take Wealth 1, granting him a modest income from his new lands.

Talisman

Talismans are magical amulets, engraved wands, ritual daggers, calibrated instruments, and other paraphernalia designed to enhance a magician's ability to work magick. Talismans make magick easier to invoke by negating some or all of the extra successes required for Range, Duration, Area, and/or Effect. See page 128 for a full description on how to construct a talisman.

When a magician increases his Talisman Resource he may either pick a new Level 1 talisman or increase an existing one by one Level. When a higher Level of the Talisman Resource is purchased, and the magician decides to augment an existing talisman, the number of bonuses

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he gains is equal to the new maximum total minus the number of existing Enhancements.

Alternately, a magician can take a grimoire instead of gaining a new talisman or improving an existing talisman. See page 121 for details on grimoires.

Talisman	Enhancements
0	1
1	2
2	4
3	6
4	8
5	10

Example: After many adventures Giles has gained enough Experience to increase his Talisman Resource from Level 1 to Level 3. His first option is to augment his existing talisman, thus increasing its Enhancements from 2 to a much more respectable 6. He gains a total

of four Enhancements (the new maximum rating of six less the two already invested).

Giles decides he wants to be able to affect multiple targets more easily. This comes under the Area entry and uses the People column. He decides to offset up to two complications (two Enhancements). His talisman now has Area (People) +2 in addition to its existing effect. For his remaining points he wants to increase the Range at which he can affect targets. Range has no additional columns, so he simply lists its ability as Range +2 (two Enhancements).

Giles' other option was to invest in new talismans. Had he taken two new talismans, each would be treated as a Level 1 device, and thus be limited to +2 Enhancements each. Giles would have achieved exactly the same benefits, but now his character has to safeguard three talismans instead of just one; of course all his eggs aren't in a single basket either.

Wealth

Wealth represents your character's lifestyle, income, and assets. It covers the amount of cash he has on hand and money he has to invest. Having money does not automatically accord a character respect or authority, but a rich character can buy almost anything he wants. Characters without Wealth are not poor; they simply have to work for a living.

Your character starts play with his monthly income in cash. Unless the character has this Resource, his basic food and lodging needs are covered by his Musketeer wages, but that leaves him with nothing to spare each month. For NPCs, the monthly income is after all reasonable routine expenses have been settled. Thus, a powerful noble may not actually have a Wealth Level—he fritters away his vast income on hosting balls, fine food and drinks, extravagant clothing, and expensive gifts. He's immensely rich, but he has no spare cash on hand.

Wealthy characters can invest their money in other Resources. For each two Levels of Wealth your character has, he can sacrifice a Level in order to buy a temporary Resource or grant one to another character (subject to Gamemaster approval).

The extra money makes the character more influential. The temporary Resource lasts until the money is withdrawn or invested in another area.

Purchasing additional Levels of this Resource increases the amount of money your character has at his disposal.

Wealth	Example	Monthly Income
0	Squalid	10 <i>livres</i>
1	Modest	50 <i>livres</i>
2	Comfortable	100 <i>livres</i>
3	Affluent	500 <i>livres</i>
4	Luxuriant	1,000 <i>livres</i>
5	Opulent	2,000 <i>livres</i>



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Example: Mathieu is preparing for an expedition. He has Wealth 2, representing his personal fortune, giving him 100 livres in cash for purchasing starting equipment. Because he has two Levels of Wealth, he may also sacrifice one Level in order to buy a temporary Resource or to boost another character's Resource. He decides to buy an Ally to represent his personal valet.

❧ Flaws ❧

Flaws represent your character's physical, mental, or social shortcomings. Whenever your character is hurt or hindered by his Flaw during play, you earn Style points that may be spent for bonus dice when you need them. Therefore, the more you roleplay your character's Flaw, the stronger and more versatile your character will be.

Don't constantly roleplay your Flaw, however, as it will lose potency if overused. For this reason, Gamemasters may limit the number of Style points earned through Flaws to one per game session.

You get one extra Style point if you take a Flaw during character creation. Characters may start play with only one Flaw but with the Gamemaster's permission, you may add, change, or remove one during play. Following are descriptions of some common Flaws. Feel free to create your own, but be sure to get the Gamemaster's approval first.

Flaws marked with an asterisk are not suitable for Musketeer characters. They may be taken by lackeys or NPCs, however.

Severe Flaws

Not all Flaws are created equally. Some may come up more often than others during play, or be more limiting for different character concepts. For the most part, though, Flaws are self-balancing.

Characters that are hurt more often by a Flaw get rewarded more often than those whose Flaws come up less often in play. For the most part, adjusting a Flaw's reward is not necessary, unless it is severely limiting and comes up rarely during play.

For example, a crippled character will not earn many Style points as long as he is in a wheeled chair. He cannot walk at all if he is thrown out of it, so his Flaw deserves a higher reward. He earns two Style points when his Severe Flaw comes up during play. Some examples of Severe Flaws are detailed below; feel free to come up with your own, but be sure to get your Gamemaster's approval first.

Flaw Descriptions

Entries with an asterisk cannot be taken by Musketeer characters. They are available to Lackeys, however.

Physical Flaws

***Blind:** Your character cannot see and is forced to rely upon his other senses to get around. He may have suffered an accident or been born that way, but he is completely blind. You automatically fail any roll that requires your character to see. You earn a Style point whenever a severe blunder or misunderstanding occurs because of your character's blindness.

Clumsy: Your character is awkward and uncoordinated. He frequently drops things, bumps into walls and tables, and knocks things over. Your character suffers a -2 penalty to any roll where grace and coordination are a factor. You earn a Style point whenever your character suffers harm or causes damage due to his bungling.

***Crippled (Severe):** Your character cannot walk. He may have suffered an accident or illness. However, your character can still get around normally with a wheeled chair. If knocked from his seat, he can crawl but suffers a -4 penalty to his Move rating (minimum rating of 0). You earn two Style points whenever your character is limited by his immobility.

***Deaf:** Your character cannot hear and may have to learn to read lips in order to communicate. He may have suffered an accident or been born that way, but he is completely deaf. You automatically fail any roll that requires your character to hear. You earn a Style point whenever a severe problem or misunderstanding occurs because of your character's deafness.

Dwarf: Your character is Size -1, causing him both physical and social problems. He is often looked down upon for not being as big or strong as others. You earn a Style point when your character's size causes him severe difficulty or when he is rejected because of it. *You cannot take this Flaw if you have the Giant Talent.*

Dying: Your character is terminally ill and will die soon. He may have cancer or some other kind of incurable disease, but he hasn't given up on finding a cure. You suffer a -2 penalty to all rolls whenever your character's disease acts up. You earn a Style point if your character is incapacitated by sickness or forced to confront his mortality.

Elderly: Your character is very advanced in years and not as vigorous as he used to be. He suffers a -2 penalty to any roll where strength, speed, or endurance is a factor. You earn a Style point whenever your character's age slows him down or he is taken advantage of because of it.

Glass Jaw: Your character has a weak constitution and is vulnerable to shocks and blows. As a result, he suffers a -1 penalty to his Stun rating (characters with a Stun rating of 0 are stunned if they take one point of damage, and knocked out if they take two points of damage). You earn a Style point whenever your character's weakness is exploited.

Hard of Hearing: Your character has poor hearing. He may be deaf in one ear or just have trouble hearing normally. Either way, you suffer a -2 penalty on any roll when hearing is a factor. You earn a Style point whenever

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Multiple Flaws

You get one Style point if you take a Flaw during character generation. Characters normally start play with only one Flaw, but with the Gamemaster's permission you may select multiple Flaws at character creation—granting additional Style points. Anytime you roleplay one of your character's Flaws during play, you earn a Style point as normal. The Gamemaster should take care to prevent characters from becoming bundles of neuroses, and stop rewarding players who overplay their character's Flaws.

your character's poor hearing gets him into trouble or causes a critical misunderstanding.

Illness (Severe): Your character has a severe illness that is not life threatening, but may incapacitate him from time to time. He may have epilepsy or suffer from recurring bouts of malaria. Your character suffers a -4 penalty to all rolls when feeling sick. You earn two Style points whenever your character is incapacitated by his illness.

***Lame:** Your character has a bad leg or foot that slows him down. He may have been in an accident or just been born that way. Either way, your character suffers a -2 penalty to his Move rating. You earn a Style point if your character is unable to outrun danger, or if his bad leg gets him into trouble.

Low Pain Tolerance: Your character is extremely sensitive to pain. Bumps and bruises that others shrug off are debilitating to him. Your character suffers a -2 penalty to all rolls when in pain, such as when damaged or attempting to resist torture. You earn a Style point whenever your character suffers because of his sensitivity to pain.

***Mute:** Your character cannot speak and is only able to communicate through hand gestures or writing. He may have a problem with his vocal chords, or had his tongue cut out, but it makes speaking nearly impossible. You automatically fail any roll that requires your character to speak. You earn a Style point whenever a severe problem or misunderstanding occurs because of your character's inability to speak.

Obese: Your character is grossly overweight. He may have an eating disorder or medical condition, but he weighs far more than an average person his age. Your character suffers a -2 penalty to his Move rating, unless he exerts himself (see *Encumbrance*, p. 106). You earn a Style point whenever your character's weight slows him down or causes him difficulty.

***One Arm:** Your character is missing an arm. He cannot wield two-handed weapons and his lifting capacity is halved. If your character attempts to perform an action that normally requires two hands, you suffer a -2 penalty on the roll. You earn a Style point when your character drops something or makes a critical blunder because of his missing arm. *You cannot take the Florentine Talent if you have this Flaw.*

One Eye: Your character is missing an eye, but may

have a fake eye or wear an eye patch to cover it. As a result, your character has poor depth perception and you suffer a -2 penalty on any ranged attack rolls. You earn a Style point if your character critically misjudges distance or is blindsided by someone.

Poor Vision: Your character has bad eyesight. He may be nearsighted, farsighted, or just have dim vision. If your character is not wearing his glasses, you suffer a -2 penalty on any roll where sight is a factor. You earn a Style point when your character's poor vision gets him into trouble or causes him to make a critical mistake.

Sickly: Your character has a minor illness causing him discomfort from time to time, such as migraine headaches, chronic arthritis, or hepatitis. When feeling sick, your character suffers a -2 penalty on all rolls. You earn a Style point whenever your character suffers from his illness.

Skinny: Your character is scrawny and underdeveloped. He may have an eating disorder or a medical condition, but he weighs far less than an average person his age. Your character suffers a -2 penalty to any roll where strength or toughness is a factor. You earn a Style point whenever your character's weak physique causes difficulty.

***Young:** Your character is a child. He is Size -1, causing him both physical and social problems. He is often prohibited from participating in adult activities, and looked down upon for being young.

You earn a Style point when your character's size causes him difficulty or he is patronized because of his young age.

Mental Flaws

Absent-Minded: Your character is forgetful and distracted. Whether he's a daydreamer or just preoccupied with more important things, he tends to be unaware of what is going on around him. As a result, you suffer a -2 penalty on all Perception rolls. You earn a Style point whenever your character overlooks a critical detail or forgets something important.

Addiction: Your character is physically or mentally addicted to a specific substance or activity and will do anything to satisfy his need. If he overindulges or goes too long without getting a fix, you suffer a -2 penalty on all rolls until he sobers up or overcomes his addiction. You earn a Style point whenever your character's addiction hurts him or someone he cares about.

Amnesia: Your character has suffered some sort of trauma that caused him to lose his memory. He may recover part of his memory over time, but it is exceptionally disorienting when it happens, so you suffer a -2 penalty on all rolls until the episode is over.

You earn a Style point when your character suffers a traumatic flashback, or when something from his past comes back to haunt him.

Blasé: Your character is easily bored, rapidly loses interest in anything that he has seen or done before, and is always seeking out new and interesting experiences. Your character suffers a -2 penalty on any repetitive task.

Character Generation

You earn a Style point whenever your character's indifference causes harm.

***Coward:** Your character is afraid of conflict and won't stand up for himself. He will run from a fight, or surrender if unable to flee. You suffer a -2 penalty on all rolls when he is threatened with physical violence. You earn a Style point if your character gives up without a fight or abandons his friends to save his own skin.

Curious: Your character is insatiably curious. The unknown fascinates him and he will leave no stone unturned in his search for answers. He cannot leave well enough alone and often ends up in trouble. You earn a Style point whenever your character's curiosity gets him or his companions into trouble.

Delusion: Your character has a deeply held belief that is completely false. He may see or hear things that aren't there, or believe that he is at the heart of a vast conspiracy. No amount of hard evidence will convince him otherwise. You earn a Style point whenever your character's delusion causes trouble.

Depressed: Your character is perpetually sad and gloomy. He is pessimistic and believes the worst of himself. No matter what happens, he always expects circumstances to conspire against him. You earn a Style point whenever your character's dire predictions come true or something happens to crush his spirits.

Envious: Your character is discontent with his lot in life. Other people always seem to have better fortune than him, and he doesn't like that. He isn't greedy, he just wants to be the same as those he views as his betters. Feelings of envy may be aroused by those with more wealth, higher military rank, better equipment, or higher social status. You earn a Style point when your character's envy causes trouble for him or his companions.

Gluttonous: Your character is continually hungry and whines about the lack of food. No matter how much he eats, he always wants more. You earn a Style point when your character's appetite causes problems for him or his comrades.

Illiterate: Your character is dyslexic, or maybe he just never learned his letters. Either way, he cannot read or write. This includes any additional languages learned through the Linguistics Skill. You automatically fail any task that requires your character to read. You earn a Style point whenever your character's illiteracy causes him severe difficulty or embarrassment.

Impulsive: Your character is impatient and reckless. He detests waiting around and will take action without taking time to plan. As a result, he is often unprepared for trouble and forced to improvise. He will jump into dangerous situations without thinking twice. You earn a Style point whenever your character's impulsiveness gets him or his companions into serious trouble.

Lustful: Your character has powerful urges with regard to members of the opposite sex. He isn't a romantic; he's just insatiable when it comes to female companionship. You earn a Style point whenever your character's overactive libido gets him or his companions into serious trouble.

Megalomania (Severe): Your character fantasizes about having extravagant wealth and power, or performing great deeds. Often this involves taking over the world or unlocking the secrets of the universe. You earn two Style points whenever your character takes a major step toward realizing his destiny or has his plans foiled because he was gloating over his victims.

Obsession: Your character is fixated on a particular activity such as keeping himself clean, organizing his possessions, or wooing the woman of his dreams. If your character cannot indulge his obsession regularly, you suffer a -2 penalty on all rolls until he is able to satisfy his compulsion. You earn a Style point when your character's obsession causes him to do something dangerous or endanger someone else's life.

Overconfident: Your character has a very high opinion of himself—perhaps too high. He believes there is nothing he can't do better than anyone else. His foolhardy attitude can get him into trouble from time to time. You earn a Style point when your character is forced to ask for help or when his bravado gets him in over his head.

Paranoia: Your character is excessively concerned with his well-being. He is wary and distrustful of everyone, including close family and friends. He may even have a persecution complex and believe there is a vast conspiracy against him. You earn a Style point whenever your character pushes a friend away or actually catches someone working against him.

Phobia: Your character is scared of a particular situation, object, or type of person. He will actively avoid the object of his phobia, and flee if confronted with it. If he cannot escape, you suffer a -2 penalty on all rolls until your character is able to get away. You earn a Style point whenever your character's fear gets the better of him.

Short Temper: Your character has a bad temper and is unable to control his anger when frustrated or provoked. When enraged, he may hurt himself, his friends, or valuable equipment. Your character suffers a -2 penalty to Willpower rolls to keep his cool. You earn a Style point whenever your character's short temper causes trouble.

Skeptic: Your character never takes anything at face value. He questions everything and demands to see incontrovertible proof before he will acknowledge the validity of a claim. You earn a Style point whenever your character proves an assertion wrong or convinces someone else to question his beliefs.

Thrill-Seeker: Your character enjoys living at fever pitch. He laughs in the face of danger and revels in putting himself in extreme situations. As a result, he is much more likely to get hurt or killed. You earn a Style point when your character puts himself or his companions in danger just for the fun of it.

Timid: Your character is nervous and hesitant. He doesn't like trying new things and hates being put into unfamiliar situations. Your character suffers a -2 penalty on any task that he hasn't had adequate time to prepare

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for. You earn a Style point whenever your character's anxiety causes him to miss an opportunity.

Vow (Severe): Your character has made a solemn promise or taken a sacred vow to perform a specific deed, remain loyal to one person or organization, or to maintain a condition such as poverty or chastity. Your character earns two Style points whenever he has to make a major sacrifice in order to keep his vow.

Social Flaws

Aloof: Your character is distant and standoffish, often more focused on the task at hand than on the feelings of those around him. Your character suffers a -2 penalty on social rolls when trying to establish a rapport with other people. You earn a Style point whenever your character's business-like attitude causes him trouble.

Bad Reputation: Whether it is deserved or not, your character has a bad name. You should create the event (or perhaps just a rumor) which led to the bad reputation. He has -2 to social rolls. You earn a Style point when your bad reputation causes problems.

Callous: Your character is selfish, uncaring, and insensitive to the suffering of others. He is hardhearted and will not go out of his way to help anyone. Pleas for mercy fall on deaf ears.

You earn a Style point when your character does something particularly selfish or refuses to help someone in dire need.

Condescending: Your character thinks he is better than everyone else. It doesn't matter if he is actually superior or not—he knows he's always right; anyone that disagrees with him is clearly mistaken and must be put in their place. You earn a Style point whenever your character proves someone else wrong or establishes his own superiority.

Criminal: Your character is believed to have committed a serious crime, regardless of whether he actually did it. He may be a fugitive on the run or he could have done time for his misdeeds. Regardless, people distrust him and may turn him in to the authorities if given the chance. You earn a Style point whenever your character is hurt by his negative reputation.

Disfigured: Your character has a nasty scar, birthmark, or deformity that repulses other people. As a result, he is considered ugly and unattractive. You suffer a -2 penalty on all rolls where your character's appearance is a factor. You earn a Style point whenever your character is rejected because of his appearance.

Fanatical: Your character is passionately devoted to a particular cause, ideal, or organization. He will act in accordance with his beliefs even if it costs him his life. You earn a Style point whenever your character's devotion causes harm or he converts someone else to his way of thinking.

Gullible: Your character is naïve and easily cheated. He takes people at their word, even if they have lied to him in the past. Your character suffers a -2 penalty on rolls to resist deception. You earn a Style point whenever

your character is taken advantage of because of his trusting nature.

Honest: Your character is sincere and straightforward. He always tells the truth and plays by the rules, even if his opponents act dishonestly. Your character suffers a -2 penalty on social rolls whenever he tries to lie or cheat. You earn a Style point whenever your character's honesty causes trouble.

Inscrutable: Your character is mysterious, hard to read, and rarely shares his thoughts. As a result, he is difficult to relate to and often misunderstood. Your character suffers a -2 penalty on social rolls when trying to connect with other people. You earn a Style point whenever your character is misunderstood or his mysterious motives cause trouble.

Intolerant: Your character is prejudiced against certain situations, behaviors, or types of people (i.e., a particular race, sex, or religious group). He may react with disgust or even hostilities when confronted with the object of his dislike. You earn a Style point when your character's intolerance causes trouble, or he convinces someone else to detest the same thing he does.

Liar: Your character embellishes the truth and makes up stories to impress people. His lies are almost always believable, but when confronted with the truth, he will simply make up another lie. You earn a Style point whenever your character's dishonesty causes trouble or his lies catch up with him.

Lovelorn: Your character is unlucky in love. He may have lost his sweetheart or be suffering from unrequited love, but he will go to great lengths to gain attention from the object of his affection. You earn a Style point whenever your character's affections are rejected or he suffers hardship in the name of love.

Merciful: Your character is kind-hearted and sympathetic. He believes that violence is wrong and prefers to live and let live. He will do everything he can to ease the suffering of others. You earn a Style point whenever your character shows compassion to an enemy or refuses to retaliate when wronged.

***Pacifist:** Your character is opposed to violence and war under any circumstances. He believes that aggression and use of force are morally wrong, and he always tries to find peaceful ways of settling disputes. You earn a Style point whenever your character is able to prevent violence or resolve a dispute peaceably.

Secret: Your character has some sort of shameful secret that would be extremely embarrassing if it came to light. As a result, he will do everything possible to keep his secret hidden. You earn a Style point if your character is confronted with the truth or goes out of his way to protect the secret.

Shy: Your character is uncomfortable in social situations and tries to avoid them as much as possible. He dislikes being the center of attention and prefers to let others take center stage. You earn a Style point if your character misses out on getting recognition or a reward for his actions because he won't assert himself.

Speech Impediment: Your character has trouble

Character Generation

Starting Experience Points

speaking clearly. He may have a stutter, lisp, or some sort of disfigurement that makes understanding him difficult. This may cause important information to be misunderstood or delivered too slowly. Your character suffers a -2 penalty to social dueling rolls. You earn a Style point whenever a severe problem or misunderstanding occurs because of your character's speech impediment.

Stubborn: Your character is obstinate and hardheaded. He becomes unreasonably unmoving once his mind is made up. You earn a Style point when your character's inflexibility causes him trouble, or he forces others to go along with his idea.

Superstitious: Your character is extremely superstitious and will go out of his way to follow his unusual beliefs. He will avoid performing any activity that is considered "bad luck" and will never miss an opportunity to do something that will give him good fortune.

You earn a Style point when your character's eccentricities cause him trouble, or if one of his beliefs turns out to be true.

Vain: Your character is arrogant and egocentric. He loves to talk about himself and takes excessive pride in his appearance, talents, and accomplishments. Anyone who doesn't recognize his greatness is simply jealous. You earn a Style point whenever your character steals the spotlight or is forced to confront his shortcomings.

Miscellaneous Flaws

Danger Magnet: Your character attracts trouble and often ends up in dangerous situations. For some reason, he's always the one picked to be the human sacrifice, the sole survivor of the shipwreck, or the one targeted by the tempter demon. You earn a Style point when your character ends up in danger through no fault of his own.

Hunted: A highly motivated individual or organization is pursuing your character. He may have vital information, a rare artifact, or an unusual ability that they are desperate to acquire. You earn a Style point whenever your character is in danger of being caught.

Poor: Your character is perpetually broke and not very good with money. He may be rash and impulsive, or he just doesn't care about worldly goods. You earn a Style point whenever your character spends his money unwisely or is unable to buy a basic resource.

***Primitive:** Your character either comes from a primitive culture or was raised far from civilization. As a result, modern technology is foreign to him. You suffer a -2 penalty on any Skill roll related to modern technology, such as Firearms and Natural Philosophy. You earn a Style point whenever your character's primitive nature hampers him or causes trouble.

Unlucky: Your character is cursed, jinxed, or just has chronic bad luck. Whenever anything is left to chance, circumstances will almost always conspire against him. Once per game session, you suffer a -2 penalty on any one dice roll.

You earn a Style point if this causes your character's action to fail, or if you roll a Critical Failure.

Each Character starts with 15 Experience points, representing all of the experience and training he has accumulated prior to the start of the game. The Gamemaster may vary the amount of starting Experience points, depending on the power level of the game he is running. If a player is creating a new character to join an existing party, he may be given additional starting Experience points. Unspent points may be carried into play, subject to Gamemaster approval.

Starting Experience points may be spent in the following manner:

Trait	Experience Point Cost
Primary Attribute	New Attribute level x 5 points
Skill	New Skill Level x 2 points
Skill Specialization	3 points
Talent	15 points
Resource	15 points

Finishing Touches

Now that you've finished selecting your character's skills and abilities, it's time to fill in the rest of the details.

- * What is your character's name? Your character's name can tell a lot about him and where he comes from. For example, we can tell just by their names that Louis Blanche and Jean-Luc Valois de Gaston are very different characters.
- * Where did your character come from? Your character's background doesn't have to be anything elaborate but there are a few general questions you should answer. What is his general history? Where did he develop his skills and abilities? How did he end up as a Musketeer? Be sure to use your character's Motivation as a guide when developing his background.
- * What does your character look like? You don't have to go into elaborate detail, but you should note your character's defining characteristics. What color hair does he have? Is he tall or short, thin or stocky? Does he have piercing eyes or a winning smile? Use your character's Attribute ratings as a guide for determining his physical description.
- * What gear is your character carrying? It doesn't have to be an exhaustive list, but you should pick out necessary tools and equipment for your character. You don't want him to run out of ammunition while serving the King, or lack the right tools for the job. Use your character's Skills, Talents, and Resources as a guide when picking out equipment.

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Note: All Musketeers begin play with a set of clothing befitting their Status, a matchlock musket (with spare match, full powder horn, and a bag of shot), a rapier, and a horse with full saddle and tack. The Gamemaster may give your character additional weapons or items for free, based on his background, or he may give you a certain amount of money to spend, based on his Resources. In the latter case, characters without any Resources start play with 5 *livres* in cash.

Starting Style Points

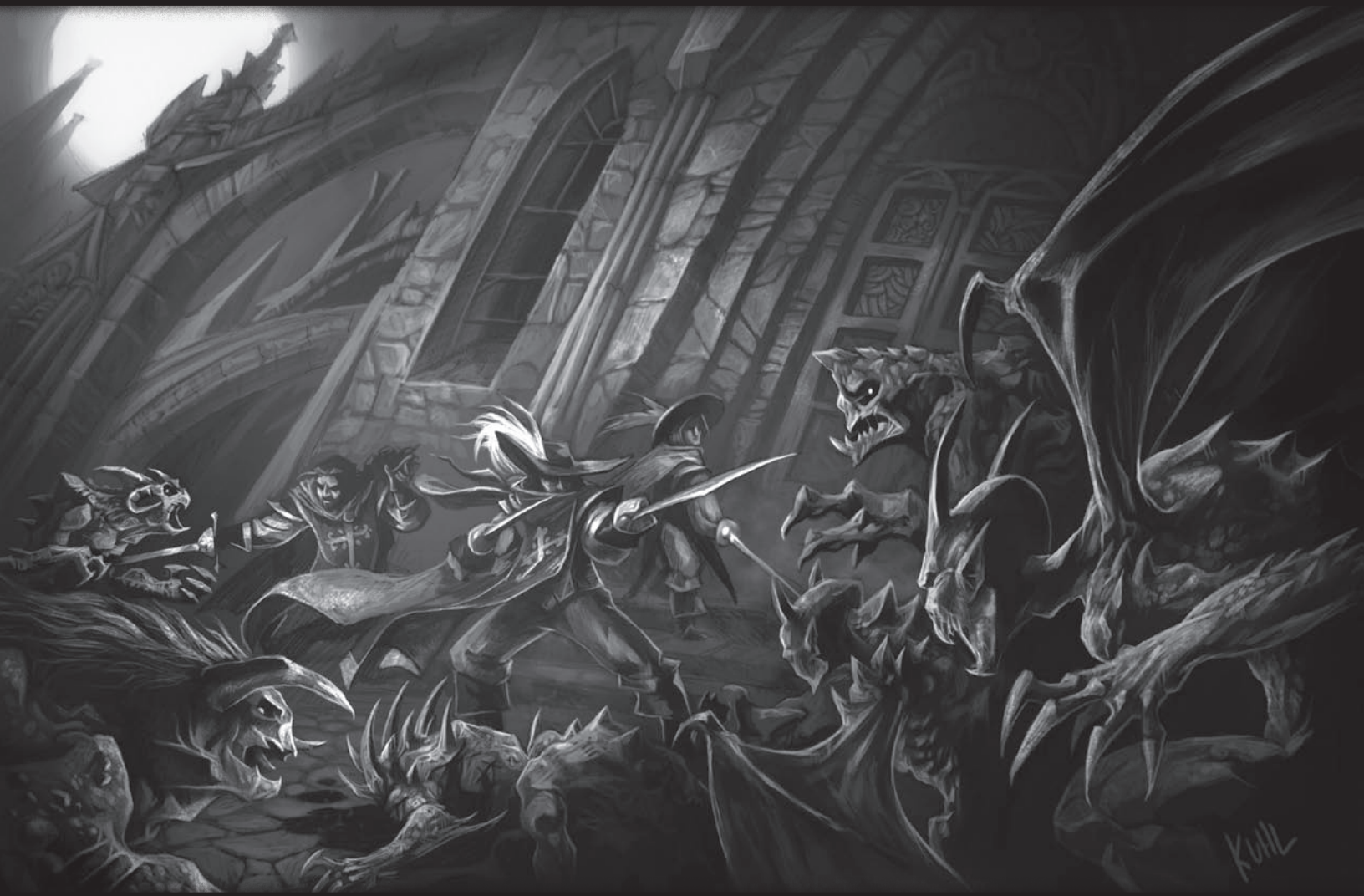
Style points are one of your character's most important (and flexible) resources. They may be spent in a number of ways to help your character achieve his goals. Style points are used to reward players for the kind of

behavior that makes the game more fun for everyone involved. The more things you do to benefit the game, the more effective your character will be, and the more fun it is for everyone involved.

All characters begin their careers with one Style point. You may start play with up to five total Style points. However, you have to do some extra work to earn them. Additional starting Style points may be earned in a variety of ways, always at the discretion of your Gamemaster.

At the end of each adventure, all Style points are lost. At the start of the next adventure, the character begins with Style points as described above. Players should not hoard Style points—they're meant to be used!

- * Taking a Flaw at character generation: 1 pt.
- * Writing a character background: 1–3 pts.
- * Creating a plot hook (e.g., a rival or dependent) for your character: 1 pt. each
- * Using props or costumes for your character: 1 pt.
- * Miscellaneous (e.g., hosting the game): 1 pt.



Character Generation

Skill Summary Table

Skill	Attribute	Specializations and Disciplines
Academics*	Intelligence	History, Law, Literature, Philosophy, Religion
Acrobatics	Dexterity	Balance, Breakfall, Contortion, Juggling, Tumbling
Animal Handling	Charisma	Cats, Dogs, Horses, Birds, Rodents
Archery	Dexterity	Bows, Crossbows, Nets, Slings
Art*	Intelligence	Music, Painting, Sculpture, Writing
Athletics	Strength	Climbing, Jumping, Running, Swimming, Throwing
Brawl	Strength	Dirty Tricks, Grappling, Kicking, Punching, Throws
Bureaucracy	Intelligence	Academia, Church, Government, Legal, Military
Con	Charisma	Bluff, Fast Talk, Lies, Tricks, Seduction
Craft*	Intelligence	Blacksmithing, Carpentry, Masonry, Medicines, Weaponsmithing
Diplomacy	Charisma	Etiquette, Leadership, Negotiation, Persuasion, Politics
Empathy	Intelligence	Body Language, Emotions, Intuition, Lies, Motives
Fencing*	Strength	Anatomie, Cavalerie, Danse, Dardi, Del Rio, Dueling styles, Position de Fer, Renoir, Scarlotti, Spanish
Firearms	Dexterity	Arquebus, Blunderbuss, Musket, Pistol
Gambling	Intelligence	Active Games, Board Games, Card Games, Cheating, Dice Games
Gunnery	Intelligence	Falconet, Falcon, Legitimate Culverin, Bastard Culverin, Great Culverin, Cannon
Intimidation	Charisma	Interrogation, Orders, Stare-down, Threats, Torture
Investigation	Intelligence	Crimes, Enigmas, Interview, Research, Search
Larceny	Dexterity	Lockpicking, Pickpocketing, Security, Sleight of Hand, Strong Boxes
Linguistics	Intelligence	Codes, Deciphering, Gestures, Lip Reading, Translation
Magick*	Willpower	Aeromancy, Alchemy, Benignus, Cryomancy, Divination, Enchantment, Faunamancy, Floramancy, Geomancy, Homomancy, Hydromancy, Necromancy, Pyromancy, Transmutation, Transportation
Medicine	Intelligence	Diagnosis, Diseases, First Aid, Surgery, Veterinary
Melee	Strength	Axes, Clubs, Knives, Spears, Swords
Natural Philosophy*	Intelligence	Biology, Chymistry, Engineering, Geology, Physics
Performance	Charisma	Acting, Dancing, Musical Instrument, Oratory, Singing
Ride	Dexterity	Dismount/Mount, Galloping, Jumping, Remaining Seated, Vehicles
Stealth	Dexterity	Camouflage, Disguise, Hiding, Shadowing, Sneaking
Streetwise	Charisma	Black Market, Carousing, Hagglng, Rumors, Scrounging
Survival	Intelligence	Foraging, Hunting, Navigation, Helter, Tracking
Warfare	Intelligence	Logistics, Organization, Strategy, Tactics, Terrain

* Specialized Skill

Resource Summary Table

Resource	Description
Ally	Close friend or relative who can be counted on for help
Contacts	Network of associates who may be called on for items and/or information
Fame	Reputation, notoriety, and influence, due to your character's popularity
Fencing School	Member of a specific school
Followers	Faithful friends and retainers who accompany your character
Patron	A powerful patron, teacher, or protector who looks out for your character
Rank	Rank and membership in a secret or exclusive organization
Refuge	A safe and comfortable home, private retreat, or secret laboratory
Status	Social status and income, due to your character's profession or birthright
Talisman	Unique and powerful item designed to make magick easier to invoke
Wealth	Income and assets, plus amount of money available to invest

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Talent Summary Table

Talent	Prerequisite	Benefit
Accuracy	—	Reduced Called Shot penalties
Agile*	—	+1 Dexterity rating
Alertness	—	+2 Perception rating
Animal Affinity	—	+1 Charisma bonus dealing with animals
Attractive	—	+1 Charisma bonus dealing with people
Barbed Tongue	Charisma 3	+2 bonus in social duels
Blind Fight	—	Reduced penalty for poor visibility
Block	Brawl 4	Perform Block as a reflexive action
Blunt Strike	Melee 4	Do nonlethal damage with lethal weapons
Bold Attack	Charisma 3	Use Charisma with a specific combat Skill
<i>Bold Defense</i>	Charisma 3	Use Charisma for Defense rating
Calculated Attack	Intelligence 3	Use Intelligence with a specific combat Skill
<i>Calculated Defense</i>	Intelligence 3	Use Intelligence for Defense rating
Callous Rider	Ride 4	Exert your mount to gain Ride bonus
Captivate	Performance 4	Temporarily entrance targets
<i>Charismatic*</i>	—	+1 Charisma rating
<i>Climb</i>	—	Improved climbing speed
<i>Combat Aptitude</i>	Intelligence 3	Exchange attack and Defense dice
Combat Skill	Skill 4	+2 Defense with specific non-combat Skill
Counterstrike	Brawl 4	Damage attacker with a successful Block
<i>Danger Sense</i>	—	Reduced surprise penalty
Diehard	—	Improved death threshold
<i>Direction Sense</i>	—	Always know direction
Dodge	Athletics 4	Perform Dodge as reflexive action
Evasive Riding	Ride 4	Use Ride Skill for Defense roll
Fearsome	Intimidate 4	Temporarily frighten opponents
Finesse Attack	Dexterity 3	Use Dexterity with a specific combat Skill
Florentine	Dexterity 3	Reduced penalty for two-weapon attacks
Flurry	Dexterity 3	Reduced penalty for multiple strikes
Focused Attack	Willpower 3	Use Willpower with a specific combat Skill
<i>Focused Defense</i>	Willpower 3	Use Willpower for Defense rating
Giant*	—	+1 Size rating
Guardian	Intelligence 3	Provide Defense bonus to allies
<i>Headstrong</i>	Willpower 3	Use Willpower for Stun rating
Herb Lore	Medicine 4	Use natural supplies for medicine
High Pain Tolerance	—	Reduced penalty for wounds
Inspire	Diplomacy 4	Provide Skill bonus to allies
<i>Intelligent*</i>	—	+1 Intelligence rating
Iron Jaw	—	+1 Stun rating
<i>Iron Will*</i>	—	+1 Willpower rating
Jack of All Trades	Intelligence 3	Improved untrained Skill rolls
<i>Jump</i>	—	Improved jumping distance
Keen Sense*	—	+4 Perception rating with a specific sense
Knockout Blow	Brawl 4	Improved knockout ability
Lethal Blow	Brawl 4	Do lethal damage with Brawl attacks

Character Generation

Talent	Prerequisite	Benefit
<i>Lifesaver</i>	Medicine 4	Improved healing ability
<i>Long Shot</i>	—	Double weapon ranges
Lucky	—	+2 bonus to any one roll per game session
<i>Magickal Aptitude</i>	—	Ability to channel magickal energy
<i>Magic Sensitivity*</i>	—	Sensitive to magickal phenomena
Mobile Attack	Dexterity 3	Move and attack simultaneously
Moneywise	Intelligence 3	Improved Wealth Resource
<i>Mounted Attack</i>	Ride 4	Use Ride Skill for attack roll
Mounted Charge	Ride 4	May charge without losing Active Defense
<i>Musketeer</i>	—	Reload weapon in half the usual time
<i>Natural Leader</i>	Charisma 3	Recruit temporary allies
Pack Mule	—	Treat encumbrance level as one level less
Parry	Fencing School	Perform Parry as reflexive action
Provoke	Con 4	Temporarily provoke opponents
<i>Quick Draw</i>	—	Draw weapon as reflexive action
<i>Quick Healer*</i>	Body 3	Double the normal healing rate
Quick Reflexes	—	+2 Initiative rating
Ricochet Shot	Firearms 4	Reduced Called Shot penalty for cover
Ride by Attack	Ride 4	Mount may move and attack simultaneously
Riposte	Fencing School	Damage attacker with a successful Parry
<i>Rising Handspring</i>	—	Stand up as reflexive action
Robust	—	+2 Health rating
<i>Run</i>	—	Improved running speed
Savvy Fighter	Dexterity 3	Improved Defense ability
Skill Aptitude	—	+2 Skill rating to a specific Skill
Skilled Assistant	—	Improved teamwork bonus
Staggering Blow	Brawl 4	Improved knockback ability
<i>Strong*</i>	—	+1 Strength rating
Strong Attack	Strength 3	Use Strength with a specific combat Skill
<i>Strong Defense</i>	Strength 3	Use Strength for Defense rating
Subtle Strike	Stealth 4	Can use Stealth for attack roll
Swift	—	+2 Move rating
Swift Mount	Ride 4	Mount gains +2 Move rating
<i>Swim</i>	—	Improved swimming speed
<i>Time Sense</i>	—	Always know time
Tinker	Craft 4	Improved tool bonus
Total Recall*	—	Never forget anything
<i>Tough*</i>	—	+1 Body rating
Tough Attack	Body 3	Use Body with a specific combat Skill
Tricky Fighter	Intelligence 3	+2 bonus when performing Tricks
Unarmed Parry	Brawl 4	Can block melee weapons
Vigorous Defense	Dexterity 3	Reduced penalty for multiple attackers
<i>Well-Connected</i>	Charisma 3	Improved Contacts Resource
Well-Educated	Intelligence 3	General expertise with one Specialized Skill

* Only available in character generation.

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Flaw Summary Table

Flaws	Description
Physical Flaws	
Blind*	Automatically fails sight rolls
Clumsy	Has poor coordination
<i>Crippled*</i>	Cannot walk
Deaf*	Automatically fails hearing rolls
Dwarf	Not as big or strong as others
Dying	Has an incurable disease and may soon die
Elderly	Advanced in age
Glass Jaw	Easily stunned and knocked out
Hard of Hearing	Poor hearing and may misunderstand speech
<i>Illness</i>	May be incapacitated by illness
Lame*	Has a bad leg or foot and moves slower than others
Low Pain Tolerance	Has extreme sensitivity to pain
Mute*	Can't speak and must write or gesture instead
Obese	Larger and slower than normal
One Arm*	Missing an arm and has trouble doing work
One Eye	Missing an eye and has poor depth perception
Poor Vision	Bad eyesight and has trouble identifying things
Sickly	Illness causes major discomfort
Skinny	Has a weak physique
Young*	Child or youth
Mental Flaws	
Absent-Minded	Often forgets or overlooks important details
Addiction	Hooked on a specific substance or activity
Amnesia	Has lost his memory and may have flashbacks
Blasé	Easily jaded and bored
Coward*	Afraid of conflict and may run from a fight
Curious	Fascinated by the unknown
Delusion	Suffers from hallucinations
Depressed	Sad and pessimistic
Envious	Wants what other people have
Gluttonous	Continually eating
Illiterate	Dyslexic or uneducated and cannot read or write
Impulsive	Impatient and reckless and often gets in trouble
Lustful	Has an eye for the ladies and a strong libido
<i>Megalomania</i>	Delusions of grandeur
Obsession	A compulsion to perform a particular activity
Overconfident	Foolhardy and sometimes gets in over his head
Paranoia	Anxious and distrusts everyone around him
Phobia	Scared of a particular thing and will avoid it

Character Generation

Flaws	Description
Short Temper	Has trouble controlling anger
Skeptic	Never takes anything at face value
Thrill-Seeker	Addicted to danger
Timid	Nervous and anxious
Vow	Sworn to an action or organization
Social Flaws	
Aloof	Distant and remote
Bad Reputation	Character has a bad name
Callous	Selfish, uncaring, and insensitive of others
Condescending	He is better than everyone else
Criminal	Believed to have committed a serious crime
Disfigured	Ugly, unattractive, and repulsive to others
Fanatical	Zealous and dedicated
Gullible	Believes almost anything
Honest	Never lies
Inscrutable	Mysterious and hard to read
Intolerant	Biased and prejudiced against a certain thing
Liar	Constantly embellishes the truth
Lovelorn	Lovesick and forlorn
Merciful	Compassionate and forgiving
Pacifist*	Opposed to violence and war for any reason
Secret	Has an embarrassing or shameful secret
Shy	Dislikes social situations and tries to avoid them
Speech Impediment	Trouble speaking and may be misunderstood
Stubborn	Obstinate and hard-headed
Superstitious	Goes out of his way to follow his unusual beliefs
Vain	Egotistical and narcissistic
Misc. Flaws	
Danger Magnet	Attracts trouble through no fault of his own
Hunted	Pursued by an individual or organization
Poor	Destitute and bad with money
Primitive*	Unfamiliar with modern technology
Unlucky	Cursed, jinxed, or otherwise unlucky
Weirdness Magnet	Attracts supernatural occurrences
* Cannot be taken by Musketeers	
Severe Flaws are listed in italics	

All for One: Régime Diabolique

Aspiring Noble

Archetype: *Noble*

Motivation: *Power*

Style: 3

Health: 4



Primary Attributes

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

Secondary Attributes

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

Skill

Skill	Base	Levels	Rating	Average
Bureaucracy	3	2	5	(2+)
Diplomacy	4	4	8	(4)
Empathy	3	3	6	(3)
Firearms	3	2	5	(2+)
Melee	2	2	4	(2)
Performance	4	3	7	(3+)
Ride	3	1	4	(2)

Talents

Charismatic (+1 Charisma)

Resources

Contacts 1 (French court; +2 Social bonus)

Followers 0 (Lackey)

Rank 0 (King's Musketeers; +1 Social bonus)

Flaw

Vain (+1 Style point when your character steals the spotlight)

Weapons

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

Character Generation

"Allow me to show you how it should be done properly."

Character Background

I am not just a Musketeer, I am the ideal Musketeer. I am courteous and proud, an accomplished dancer and musician, a fine judge of character, and a skilled swordsman and sharpshooter. If you want to succeed, you can do no better than to emulate me in all things.

My father is a minor court functionary. As a child, I would sneak into court and watch the nobles dance and dine. By night, I would practice courtly dances in my room and refine my mannerisms and posture in the mirror. My father was, and remains, a good man, but he lacked ambition. He is content to serve the King and his nobles, but I wished to become like them.

One option was to follow my father into service. I could have waited on the King and Queen, or perhaps been a noble's butler or chamberlain, but that is not the road to true nobility—that leads only to becoming a faceless lackey. No, in order to be granted a noble title, I would have to get myself noticed, either by His Majesty or through a suitable marriage. Of course, no lady of means would marry a lowly court servant.

To that end I weighed my options carefully. The best way to be noticed by the King or a wealthy maiden would be to enter the public spotlight. Since courtly service would keep me firmly in my place, I settled on a career in the military. Originally I had intended to rise through the ranks to colonel, whereupon I would undoubtedly receive noble status for my service to France, and so have access to the King, and be sufficiently popular in the public eye to attract a suitable wife. For reasons I cannot fathom, my officers took offense when I pointed out their errors of judgment. Out of jealousy, they held back my promotions in favor of lesser men whose actions would not overshadow theirs.

However, my endeavors and talents soon brought me to the attention of M. de Tréville. He no doubt recognized my exceptional leadership qualities and excellent manners, for he invited me to his office. We spoke at length about my military service and family background. I could tell he was impressed by my recommendations for altering the structure of the Musketeers to be more efficient, though he has yet to implement any. I believe it is a matter of finances, rather than lack of interest.

Eventually, he offered me a position in the Musketeers. He did not use these exact words, but it was obvious that he saw my diplomatic and etiquette skills as important when dealing with the King. I believe he saw in me someone with whom the King could speak to comfortably and who understood how to behave in court without embarrassing himself. I have no doubt he is grooming me for a position of importance in the Musketeers.

I serve to the best of my abilities. I am always ready to undertake missions without hesitation, for I know that my comrades, while skilled to some minor degree, have come to rely on me as a guiding light and source of inspiration. I understand as well now why they do not wish to socialize with me—I would embarrass them by highlighting their own inadequacies. This does not worry me, as my duties have brought me into contact with many courtly officials close to the King and even to the attention of some minor nobles. I attend fine parties and dances while my fellow Musketeers gorge themselves like pigs and dally with females of a less than savory character.

I believe I have acquired a mentor who has seen my potential. M. Louis de Ferrer approached me one day at court and asked quite bluntly what I wanted. At first I was a little confused by his question, but finally I told him—I want to be a nobleman. I must say, he has been most accommodating of my desire, for he has invited me to several grand parties as his personal guest. He is a little strange, but he seems to have my best interests at heart, may God bless him.

Roleplaying

There is nothing more important in your life, probably in most people's lives, than you. You don't *think* you're the best, you *know* you're the best. Others may scoff at your wisdom or mock your fashion sense, but they do so only out of jealousy. Of course, in order to teach others the error of their ways you are forced to confront them with their own inadequacies and your greatness. You never let a mistake by others go unnoticed.

Likewise, your exploits can never be ignored. If others refuse to speak about your deeds, then you must enlighten the world to your magnificence. You always have an excuse prepared for the rare occasions you make a mistake, and very little mockery can penetrate your immense ego. You can do no wrong, at least in your eyes.

All for One: Régime Diabolique

⌘ Duelist ⌘

Archetype: Swordsman

Motivation: Revenge

Style: 3

Health: 4

Primary Attributes

Body: 2 Charisma: 2

Dexterity: 3 Intelligence: 2

Strength: 4 Willpower: 2

Secondary Attributes

Size: 0 Initiative: 5

Move: 7 Defense: 5

Perception: 4 Stun: 2

Skill

Skill	Base	Levels	Rating	Average
Acrobatics	3	2	5	(2+)
Athletics	4	4	8	(4)
Brawl	4	3	7	(3+)
Dirty Tricks			8	(4)
Fencing	4	4	8	(4)
Renoir			9	(4+)
Firearms	3	2	5	(2+)
Ride	3	1	4	(2)

Talents

Florentine (May attack twice at -4)

Riposte (May reflexively attack as part of the Parry maneuver)

Resources

Followers 0 (Lackey)

Rank 0 (King's Musketeers; +1 Social bonus)

Flaw

Disfigured (+1 Style point when your character is rejected because of his looks)

Weapons

Weapons	Rating	Size	Attack	Average
Punch	0N	0	7N	(3+)N
Rapier	2L	0	11L	(5+)L
Main gauche	1L	0	9L	(4+)L
Matchlock musket	3L	0	8L	(4)L

Character Generation

"I am not a man you will cross twice."

Character Background

I am not ashamed of my heritage. My father, may he rest in peace, was a farmer, as was his father before him. I received no formal education, though I was taught my letters by the village priest. Instead of playing with the other children, I worked alongside my father in the fields. It was back-breaking work, but it has served me well in later life.

One winter a nobleman and his retinue came to our village. The noble took up residence in the tavern and demanded food. Not satisfied with our meager fare, he ordered his men to tear our houses apart in search of hidden food stashes. Our pleas for them to stop fell on deaf ears as the soldiers raided our winter stores. The swine dined like a pig, and when he had finished, he threw the leftovers to his dogs, leaving us with nothing for the hard months ahead.

My father, a proud man, tried to wrestle the food from the hounds. The nobleman shoved my father's face into the mud with his boot, laughing aloud as he ordered him to eat like the lowly dog he was. My mother approached the noble and, without flinching, told him that we were human beings, not animals, and we were thus as equal in God's eyes as any noble.

This seemed to amuse our guest, for he laughed out loud and took his boot from my father's face. The collective sigh of relief we breathed was short lived, though. He grabbed my mother by the hair and forced his mouth onto hers. She may as well been beating a stone wall for all the good her fists did her. My father had accepted his earlier humiliation like a man, but this was an insult too far. He rose with a roar and charged the nobleman. But the noble was no mere dandy wearing a sword for show. With a lightning fast move he drew his blade and ran it through my father's chest.

I reacted without thinking. Grabbing the nearest object, a pitchfork, I too tried to assault the noble. He parried my clumsy blow with ease, and for my insult to his honor he slashed me across the face, opening my cheek from my ear to the corner of my mouth. As I lay bleeding atop my father's lifeless body, the villain bent down and stared me in the eyes. "I have killed men for less," he smirked. "You are lucky you are only a boy." My mother's body was found in the derelict church a week later. Her heart had been cut out, and she lay inside a five-pointed star etched into the stone.

On the day my father died I swore revenge. On the day we found my mother I swore I would cut the nobleman to pieces, bit by bit, leaving him alive to endure the agony of a slow and ignominious death.

I left home the next day after burying my mother beside her husband, lied about my age, and enlisted in the army. The army taught everything I needed to know about killing, and I learned quickly. I fought like a man possessed, for every person I slew was, in my mind, the hated noble who had robbed me of my youth and of my beloved parents. Eventually my prowess in battle brought me to the attention of M. de Tréville, and he offered me a place in the King's Musketeers.

I told him my story and of my burning desire for revenge. I knew the reputation of the Musketeers and had no wish to stain their honor by my future actions. He looked at me for a moment and repeated his offer. I accepted, of course, for my duties would allow me access to the royal court and the many nobles who fill it.

I do not know the name of the nobleman who ruined my life, for he was a stranger to our lands, but I would recognize his face in an instant. Five years have passed since that fateful day, but my desire for revenge has not left me. While my friends drink and flirt, I spend my days planning for the final showdown. And when it comes, I will show no mercy.

Roleplaying

The desire for revenge burns hot in your heart and nothing but the death of your hated enemy can quench the fire. You have forgotten how many men you have slain, and you have no memory of their faces. Each corpse had the same face, the same callous smirk.

Your run-in with the nobleman has tainted your view of the nobility as a whole. Once you thought they were your betters, but now you understand they are little better than wild animals, unchecked by their keeper, the King. Worse still, you have learned the meaning of your mother's death and of the pentagram. If Satan really is abroad, as the preachers sermonize from their pulpits, he wears the guise of a nobleman.

All for One: Régime Diabolique

Hero-in-Training

Archetype: Luminary

Motivation: Fame

Style: 3

Health: 4

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 3

Intelligence: 2

Strength: 3

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 5

Move: 6

Defense: 5

Perception: 4

Stun: 2

Skill	Base	Levels	Rating	Average
Athletics	3	3	6	(3)
Brawl	3	2	5	(2+)
Con	3	1	4	(2)
Firearms	3	2	5	(2+)
Melee	3	3	6	(3)
Performance	3	2	5	(2+)
Ride	3	2	5	(2+)
Streetwise	3	2	5	(2+)

Talents

Vigorous Defense (May be attacked twice in the same round without penalty)

Resources

Fame 1 (+2 Social bonus)

Followers 0 (Lackey)

Rank 0 (King's Musketeers; +1 Social bonus)

Flaw

Thrill-Seeker (+1 Style point when your character puts himself in danger just for fun)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	5N	(2+)N
Rapier	2L	0	8L	(4)L
Matchlock musket	3L	0	8L	(4)L



Character Generation

"You have never heard of me? Where have you been living?"

Character Background

I was born nobody. My parents were poor farmers, and I was the youngest of their brood of twelve children. I learned from an early age that in order to garner their attention, I had to compete with my siblings. We were lucky that our village priest was an enlightened man and ran a school, but once old enough to learn my letters, I discovered that I was, again, a face in the crowd.

In order to be noticed I began playing jokes and taking risks. Herding sheep into the schoolroom certainly made me popular with my peers, but not as popular as when I snuck over the wall of the local chateau and stole a handful of fruit for my school friends. The pain from the bites of the guard dogs was quickly overwhelmed by the adulation of my adoring fans. They would dare me to do all manner of crazy things, and I never disappointed them. Not once.

On reaching adulthood, I left home. I was determined to make a name for myself in the bigger world, but I found once again that I vanished into the crowd. My father hoped I would learn a trade, but how would that bring my name to people's lips? I could, perhaps, have become a courtier, but I did not want my name of the lips of the few—I wanted the *people* to know my name.

I quickly learned that Paris is a cesspit of vice and criminality. The guards were ineffective, and for the most part corrupt. So it was I became a vigilante, protecting the poor and weak in return for food and shelter for the night. Believe it or not, I made a difference, at least in certain neighborhoods. Citizens were no longer afraid to walk the streets at night, and the citizens knew my name and would shake me by the hand whenever they had opportunity.

During one of my frequent patrols I stumbled across a group of ruffians manhandling a young woman. Although outnumbered five to one, I set upon them, dispatching two before they had a chance to react to my presence. Another fell quickly, and his friends fled into the night. As I crouched over the woman, who had fainted, the guards arrived on the scene. Far from congratulating me, they arrested me and charged me with assault. The noblewoman never turned up at my trial to give evidence.

The judge gave me two options, which I felt was kind of him—I could serve a lengthy term in prison or I could enlist in the army. I chose the latter, for no one ever became famous breaking rocks. For six years I served my country. At first it was not a matter of choice, but I stayed on even after I was allowed to leave. I was brave and reckless, taking risks to achieve victory, and I was popular with my comrades.

In camp one day I encountered a smartly dressed man. Without introduction he drew his blade and set upon me. Our fight ranged across the entire camp. We fought atop cannon and carts, through tents and pavilions, and even managed to interrupt our colonel's celebratory dinner by skewering his suckling pig. We battled for an hour, pausing only with mutual consent to catch our breath before we locked steel again. At last I was defeated, my rival's sword at my throat, my own blade sundered. I told the victor I would surrender honorably only if he could speak my name. To my surprise, he did.

The swordsman was D'Artagnan, an officer in the King's Musketeers. He told me that he had followed my exploits in Paris and the army closely, and knew of my skills with the blade and my fearless conviction to do the right thing. He offered me a position in the Musketeers and, with a hearty shake of his hand, I accepted. As everyone knows, the Musketeers are the most courageous and famous company in all France's armies. Only a fool would turn them down. And through my loyal service to the King, France, and her people, I have come to realize one thing.

I shall die *somebody*.

Roleplaying

How many people die each day in France? Hundreds, thousands, more? And how many of them can people name? Only those they knew for the most part. Well, that's not going to happen when you die. It's your intention that everyone, rich or poor, French or foreigner, will know your name and speak of it in awe. When you eventually die in the flesh, your name will endure down the ages, like Achilles, Ajax, Charlemagne, Hercules, Jason the Argonaut, Roland, and the other heroes of old.

The only thing that matters to you is getting noticed for your deeds. The more outrageous the event, the more likely folk will take notice of you. Nothing holds fear for you, for without taking risks you will remain one of the faceless masses.

All for One: Régime Diabolique

Impoverished Noble

Archetype: Noble

Motivation: Hope

Style: 3

Health: 5

Primary Attributes

Body: 3

Charisma: 3

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 5

Move: 4

Defense: 5

Perception: 5

Stun: 3

Skill

Skill	Base	Levels	Rating	Average
Diplomacy	3	3	6	(3)
Empathy	3	2	5	(2+)
Firearms	2	2	4	(2)
Gambling	3	1	4	(2)
Melee	2	3	5	(2+)
Performance	3	1	4	(2)
Ride	2	3	5	(2+)
Streetwise	3	2	5	(2+)

Talents

None

Resources

Followers 1 (Lackey)

Rank 0 (King's Musketeers; +1 Social bonus)

Refuge 0 (Townhouse)

Status 1 (Baron; +2 Social bonus)

Flaw

Poor (+1 Style point when your character spends money unwisely)

Weapons

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Rapier	2L	0	7L	(3+)L
Matchlock musket	3L	0	7L	(3+)L



Character Generation

"Yes, we're facing certain death, but things could be worse."

Character Background

Have you ever danced at a royal ball or feasted at the King's table? I have, of course, and on more than one occasion. You see, I was born a nobleman, the only son of a baron. I grew up in Paris, though my father's lands were many leagues away. We hardly visited the country—Paris was the center of my life, not the stinking fields full of unwashed peasants. When my father died, I inherited the title and his lands outright. I visited our estates only once in order to introduce myself to the peasants. After that, I retired to Paris and the numerous pleasures of the royal court.

We nobles are expected to maintain a certain lifestyle. I lived that life to excess and loved every minute of it. I held dances every week, spent a fortune on lavish gifts and the latest fashions, gambled away more in a night than a peasant sees in a year, and ate and drank only the finest France had to offer. My name was synonymous with extravagance, and I was immensely popular.

One stormy night I was staying with a fellow nobleman, one Louis de Ferrer. I had never seen him before, and he claimed to be a country noble new to Paris and eager to make friends. The party was attended by a dozen other nobles, including myself. We played cards long into the night. By morning, I had lost a veritable fortune to M. de Ferrer. The mysterious guest offered me a final wager, the cut of a card deck with the high card taking all. If I won, he would pay me an amount equal to double my losses that evening. But if I lost, he wanted my soul.

I admit to a certain amount of debauchery in my past life, but something in his voice told me he was deadly serious. I hastily made my excuses and fled into the night. Like many nobles, I had relied on lines of credit to fund my lavish lifestyle, believing that my lands generated enough income to feed my extravagant excesses and clear my debts. Unfortunately, it seems I had overestimated their value. Had I paid more attention to my finances instead of constantly spending, I would have realized that a spate of poor harvests had left me all but broke. Were I a duc or comte, I'm sure my creditors would have held back their demands, but I was not, and they hounded me through the courts.

I lost my home, my income, my wardrobe—everything except my virtually meaningless title, a small townhouse in Paris which I maintained under a false name, and my trusty manservant. Oh yes, I retain my title, but all income from my lands is owed to M. de Ferrer. I am essentially penniless. But I had not lost hope. I could perhaps have mooched my way through life, using my title to acquire free room and board among my peers, but I quickly found myself ostracized by my so-called friends. I was down on my luck and needed to rebuild my life.

So it was I marched into M. de Tréville's office, stated my credentials, and demanded to be made a Musketeer. After I dusted off my jacket and picked myself up from the cobbles outside his *bôtel*, I tried again. I cannot say whether it was my perseverance that impressed him (the twenty-seven letters I wrote and the fourteen failed attempts to enter his office in person surely counted for something) or whether he eventually saw beyond my title and circumstances to the man beneath, but finally he relented.

I may be a soldier now, but I still enjoy the good life when my income allows. I have my own house, in which I throw parties for my comrades, and lesser nobles are still eager to attach themselves to my title. I have a few debts again, but I have come to understand that life is too short to worry about such trivial matters. Live for the moment, I say, and don't worry about the future.

Roleplaying

You once lived the good life and wanted for nothing, but now you scrape a meager living as a King's Musketeer. Despite having tumbled down the social ladder, you've never given up hope. Every dark cloud has a silver lining, after all.

The life of a Musketeer is full of hardship, but you are eternally optimistic. You've been in some tight scrapes, but you've always managed to pull through. More than once your comrades have spoken the four words most favored by defeatists—it can't be done—and each time you have proven them wrong.

Your driving goal is to show others that there are no easy escapes from desperate situations, no quick advances to wealth and power. You've felt the temptation of what men will pay to achieve their heart's desires, and it is a price too high for any man. If the peasants are downtrodden, then you must rally them, and show them how to make the best of what they have. It will be a tough journey, but the other alternative is too frightening to contemplate.

All for One: Régime Diabolique



✧ Inspiring Commander ✧

Archetype: *Soldier*

Motivation: *Duty*

Style: 3

Health: 4

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 3

Intelligence: 3

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 5

Defense: 5

Perception: 5

Stun: 2

Skill	Base	Levels	Rating	Average
Bureaucracy	3	3	6	(3)
<i>Military</i>			7	(3+)
Diplomacy	3	1	4	(2)
<i>Leadership</i>			5	(2+)
Firearms	3	2	5	(2+)
Intimidation	3	2	5	(2+)
Melee	2	3	5	(2+)
Ride	3	2	5	(2+)
Warfare	3	3	6	(3)

Talents

Inspire (Can use an attack action to grant allies within 10 feet a +2 Skill bonus)

Resources

Fame 0 (+1 Social bonus)

Followers 0 (Lackey)

Rank 1 (Corporal in the King's Musketeers; +2 Social bonus)

Flaw

Overconfident (+1 Style point when your character's bravado gets him into trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Rapier	2L	0	7L	(3+)L
Matchlock musket	3L	0	8L	(4)L

Character Generation

"Follow me!"

Character Background

By the time I was five I could reel off every major battle France had ever fought. By the age of seven I was conversant with the tactics and victories of Alexander the Great, Julius Caesar, and Joan of Arc, among others. By the time I reached adulthood I was able to outwit my father in tactical scenarios we would dream up beside the fire. I was not a learned child or gifted with some preternatural talent, though. My father was a captain in the King's army, and it was he who schooled me in military matters.

Naturally he wanted me to follow in his footsteps, and I did not disappoint him. My father could have purchased me a lieutenantcy, but I wanted to earn my position through hard work. More importantly, I wanted to earn the respect of the men beneath me. My father understood that desire, for he had begun as a common soldier as well.

I used my mother's maiden name, preferring not to be associated with my father in case it brought me rewards or favors I had not earned. I didn't use my already developed knowledge of tactics to undermine my officers, either. Instead, I acted like a good soldier should and followed my orders to the best of my abilities, even when I disagreed with them.

Our lieutenant was a fool. He had bought his rank and so knew very little of tactics. While engaged against Protestant forces he led a charge straight at the enemy ranks in a futile attempt to break their lines. Through the smoke I could hear the death screams of my comrades, as volley after volley tore through our ranks. It was then I decided to take command. Shouting orders across the battlefield, I rallied the flagging men and performed a daring flanking maneuver. We were heavily outnumbered, but the men were no longer following a fop, they were following a man who knew how to wage war, and, more importantly, who they saw as one of them.

After our victory our captain came to our camp. The lieutenant, who had survived by skulking to the rear of our lines, stood up to accept his superior's congratulations for a stunning victory, but the captain ignored him. Instead, he presented me with a map of the enemy fortifications and asked me my opinion on how to conduct the final assault. I gave it to him straight. I explained how many men would lose their lives, but how we could win a decisive victory. He frowned for a moment, and then offered me a lieutenantcy on the spot if I could lead the men to victory the next morning. By sunset of that next day I was a full lieutenant.

You may find this hard to accept, but I swear on my honor and my immortal soul that it is truth. As I walked past my former commander's tent one night after a long patrol, I heard him speaking to someone. The lieutenant demanded to know why he had not been made a captain as promised. The other man, whose voice gave me goosebumps, informed him the contract had not been met—more lives must be sacrificed for the bargain to be concluded. Inside I fumed silently. Our lieutenant had deliberately thrown away the lives of his men in some sick bargain that would see him rise up the ranks!

The following day my men were due to conduct an assault against the enemy fortification. I asked the captain if my former commander could accompany us. He raised an eyebrow at this, but accepted my request. It was a fierce and bloody engagement, and I lost a handful of good soldiers. Sadly, the lieutenant died on the field of battle. No one questioned my report when I said he had been killed running away. That was, after all, the most logical explanation for the bullet hole in the back of his head.

A month later, M. de Tréville, who was accompanying the King to the La Rochelle siege, asked me to attend him. He had heard of my service record and offered me a place in the King's Musketeers. I would have to give up my rank and start again, as was the Musketeers' way, but I accepted his proposal immediately. Now I'm working my way back up the ranks, just like I always wanted.

Roleplaying

You are a leader of men, and that means taking responsibility for your underlings. While your orders are bold and audacious, you never order your men to go into any situation you would not face personally. More often than not you're at the front, urging the soldiers under your command forward.

Unlike many of your superiors, your first duty is to your men, then the King, then M. de Tréville, and then yourself. You understand the way soldiers think, and you know the fear they feel before any battle from personal experience. Rather than sit apart from them, you prefer to mix with the common Musketeers. You may hold rank, but you're still a soldier, just like them.

All for One: Régime Diabolique

Man-of-Faith

Archetype: Academic

Motivation: Faith

Style: 3

Health: 4

Primary Attributes

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

Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Academics: Occult	3	2	5	(2+)
Academics: Religion	3	3	6	(3)
Firearms	3	2	5	(2+)
Intimidation	3	2	5	(2+)
<i>Staredown</i>			6	(3)
Medicine	3	3	6	(3)
<i>First Aid</i>			7	(3+)
Melee	2	2	4	(2)
Ride	3	2	5	(2+)

Talents

Lifesaver (Heal one lethal or two nonlethal wounds per one success)

Resources

Contacts 1 (The New Templars; +2 social bonus)

Followers 0 (Lackey)

Rank 0 (King's Musketeers; +1 Social bonus)

Flaw

Stubborn (+1 Style point when your character's inflexibility gets him into trouble)

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



Character Generation

"Don't look at his eyes!"

Character Background

You think it strange that a man so devoted to God should be a soldier? Read your history books, my friend, and you will see that there have been many similar figures. Joan of Arc was a prime example, as of course were the Crusaders. Do I see myself as a Crusader? Yes, I do, but not against the Muslims or even Protestants. There is a far more insidious threat endangering France—one not of this earth.

Ever since I first attended church I wanted to be a priest. I suppose you might say it was my calling in life. I went to the seminary when I was old enough and began my Bible studies. I also practiced medicine, for I saw myself as a shepherd tending his flock and desired to tend the needs of my future parishioners. Although the Lord Christ used miracles to heal the sick, he too was a man who cared for his flock.

So how did I end up a Musketeer? It all began one dark night. I was walking home from church, my mind full of the priest's sermon. Distracted as I was, I soon found myself lost in the forest. The dark held no fear for me, though I was concerned about disturbing a wild boar or hungry wolf. As the full moon broke through the clouds I saw *it*. Neither fully man nor beast, it ran along the track with frightening speed, sometimes running on two legs and sometimes on four. My head said to flee, but my limbs were like vast lumps of lead and would not obey my desire to run screaming in terror. It set upon me with terrible claws and teeth. It had many feral traits, but they were not what held me in place despite the mauling I was receiving. It was its eyes—they were the eyes of a man!

I thought my life ended, but God it seems had other plans. I would most definitely have died that night were it not for the stranger. Stepping from the shadow, he impaled the creature with a silver sword. The beast writhed in agony and howled like the Devil himself, but the stranger held tight, driving the blade deeper and deeper. Eventually the beast expired. Before my very eyes it became a man. I was violently sick, for I knew the man. It was Henri the baker, a man of vile temperament with whom I had conversed only the day before.

The stranger bandaged my wounds and told me his name was Michel, a Knight Templar. At first I was highly suspicious, for the Templars were a heretical order long since disbanded by the Pope. He spoke at length about the true motives of the order, and how Satan had tricked man into accusing them of vile crimes against God. Before he left, he told me one more thing, something I shall never forget—"Protect the King," he said, "and you protect France."

I continued my Bible studies, but also began to learn the blade and musket. When I was ready, I joined the Musketeers. Although I am sworn to protect the King and France from mortal enemies, I have made it my duty to protect both from supernatural foes. Muskets and steel are good against many demons, but others require specialist tools. I have forgone my religious studies for now and turned instead to matters occult.

While the reading of dark texts is forbidden, and rightly so, for they endanger a man's very soul, my faith is strong and my cause is just. I am sure my comrades in arms think me mad, but the horrors they have witnessed on the battlefield are naught in comparison to the true evils of this world.

I have kept in regular contact with Michel, and he seems to be following my life. I have, on occasion, acted as agent for the New Templars, combating Satan's minions in their mortal guise and once even leading a hunt to kill a werewolf. My comrades believe we are fighting anarchists or Protestants, but I know the real truth. When the time is right, all shall know the truth.

Roleplaying

You're fighting a holy war against Satan and there is no room for doubt or uncertainty. There are just two ways of doing things—God's way and the wrong way. You know which way you prefer to do things. Those who prefer to try their own way aren't heretics in your eyes, just misguided sheep who must be shown the way. When a gentle nudge fails, a firm response is called for. Others may call you pig-headed, but you act in their best interests, even if you can't tell them the truth.

You have seen the dark fiends which haunt France by night, though few believe your story. Satan is very much abroad in these dark days and only through steel and faith can he be driven back to the depths of Hell. The road to salvation will not be easy, for France has many troubles to distract her from the true cause, but firm will and strong faith will see you through the worst.

All for One: Régime Diabolique

✧ Messenger ✧

Archetype: *Spy*

Motivation: *Duty*

Style: 3

Health: 4

Primary

Body: 2

Charisma: 2

Dexterity: 4

Intelligence: 3

Strength: 2

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 7

Move: 6

Defense: 6

Perception: 5

Stun: 2

Skill

Skill	Base	Levels	Rating	Average
Acrobatics	4	2	6	(2)
Athletics	2	2	4	(2)
<i>Running</i>			5	(2+)
Firearms	4	3	7	(3+)
Linguistics	3	2	5	(2+)
<i>Codes</i>			6	(3)
Melee	2	1	3	(1+)
Ride	4	4	8	(4)
Survival	3	2	5	(2+)

Acrobatics

4

2

6

(2)

Athletics

2

2

4

(2)

Running

5

(2+)

Firearms

4

3

7

(3+)

Linguistics

3

2

5

(2+)

Codes

6

(3)

Melee

2

1

3

(1+)

Ride

4

4

8

(4)

Survival

3

2

5

(2+)

Talents

Run (Running speed is doubled)

Resources

Contacts 1 (tavern owners; +2 Social bonus)

Followers 0 (Lackey)

Rank 0 (King's Musketeers; +1 Social bonus)

Flaw

Hunted (School of Night; +1 Style point when your character is in danger of being caught)

Weapons

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Rapier	2L	0	5L	(2+)L
Matchlock musket	3L	0	10L	(5)L
Wheellock pistol	3L	0	10L	(5)L

Punch

0N

0

0N

(0)N

Rapier

2L

0

5L

(2+)L

Matchlock musket

3L

0

10L

(5)L

Wheellock pistol

3L

0

10L

(5)L

Character Generation

"The river is flooded, the woods are full of bandits, and the horses are lame? I'll get the message through."

Character Background

I was the son of a scribe, and knew my letters at an early age. Indeed, I took to languages like a duck takes to water. It was a skill which would come in handy as an adult. By the time most children learned their basic letters, I knew English, Italian, Latin, and a smattering of others.

My life as a messenger began innocently enough. For three straight days I watched a young gentleman spying on an *hôtel* in Paris. Finally I, a young lad at the time, approached him and asked what he was doing. He admitted, in the manner love struck men do, that he was trying to catch sight of a young lady who had captured his heart. Her father, a brutish pig, would not let the couple meet or even see each other, but he hoped for a brief glimpse so as to pass her a love poem.

Without thinking I asked the gentleman to tell me the message. He did so, albeit with some reluctance. Rather than write it down as dictated, I used a simple substitution code, explaining as I did so that I would give the message to the lady on his behalf and that if I were caught his words would not be readable to others. Passing myself off as a delivery boy, I entered the house, met the lady, and decoded the message for her.

And that, as they say, is that. Once I was old enough, I became a messenger, formulating unique codes for my clients to protect their missives. I began in Paris and its surrounds, running everywhere, but soon I had earned enough to afford a mount. So equipped, I expanded my horizons and began to carry messages and small packages across the whole of France.

One day a nobleman approached me and asked me to deliver a package to a friend of his by a certain night. The journey would be long and arduous to meet his deadline, but I promised his goods would be delivered on time. I must confess now to an indiscretion. Something about the leather wrapped package I carried trouble me. It felt *wrong*, if that makes any sense. Anyway, one night around the campfire I opened the wrapping and glanced at the contents—a book. What I saw sickened me to my very core. Foul images of demons and texts describing awful rites.

I would have preferred to throw away that cursed tome, but I knew my patron would come searching for me if I failed to deliver it. I delivered the book on time as promised and hurriedly made my excuses to leave again. Something in the eyes of the noble to whom I handed the book, one Baron Reims, saw through to my very soul, and I had no wish to remain in his company for a second longer.

I did not return home. Instead, I rode to the nearest town, explained my occupation to the local military commander, and joined the army under an assumed name. I needed to hide, to vanish for a while, and the army seemed the best place. My duties carried me across France, and occasionally to foreign lands. After a while my duties changed. My skill with codes and ciphers had become known to my superiors, and I served for a short while as a colonel's aide, deciphering captured enemy missives and inventing new codes for our army. Eventually I came to the attention of M. de Tréville, who offered me a place in the King's Musketeers.

Ever since I joined the Musketeers I have been a hunted man. On three occasions I have been waylaid on the road. That in itself is not unusual, for highwaymen are a constant menace, but in each case my attackers wore distinctive emblems—a stylized black scroll overlaid by a goat's head. I can guess what my mysterious attackers want—the messages I carry for my King—but these curs, likely foreign agents, will have to pull them from my cold, dead fingers.

Roleplaying

All that matters to you is getting the mail through. Wind, rain, wolves, and bandits are problems you must overcome on a daily basis, but you do so with gritty determination. Your personal code of honor, combined with experiences in your past, stops you reading the messages you carry. Often you don't even create the codes used—an enemy can learn secrets from you if you don't know anything.

France, beset by enemies on all sides, needs your services more than ever before. The King's enemies will stop at nothing to shame him or topple him from the throne, and if that means you must embroil yourself in dangerous quests, then so be it. You wouldn't want things any other way.

All for One: Régime Diabolique

Polymath

Archetype: Academic

Motivation: Truth

Style: 3

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

Skill	Base	Levels	Rating	Average
Academics	4	3	7	(3+)
Art: Writing	4	1	5	(2+)
Firearms	2	2	4	(2+)
Investigation	4	2	6	(3)
Linguistics	4	3	7	(3+)
Melee	2	2	4	(2)
Natural Philosophy	4	3	7	(3+)
Ride	2	1	3	(1+)

Talents

Well-Educated (Treats Academics as a general skill)

Well-Educated (Treats Natural Philosophy as a general skill)

Resources

Followers 0 (Lackey)

Rank 0 (King's Musketeers; +1 Social bonus)

Flaw

Curious (+1 Style point when your character's curiosity gets him into trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Rapier	2L	0	6L	(3)L
Matchlock musket	3L	0	7L	(3+)L

Character Generation

"Only when man stops looking for the eternal truth will he descend into ignorance."

Character Background

As the son of a scribe it was perhaps not unusual that I learned my letters at an early age. Indeed, by the time I had reached the age of three I was conversant in French and Latin. My father saw that I was a gifted child and spent what little spare money we had on books. Within a year I had mastered Greek and Hebrew. But my capacity for learning did not stop there. I have clear memories of discussing philosophy at the age of seven, arguing historical facts with learned men well advanced in years by nine years of age, and mixing together chemical compounds in a makeshift alchemical laboratory a year later.

There was little chance my father could afford to send me to university, but he need not have worried. On receiving his application letter, the university awarded me a full scholarship. Most students study perhaps one or two subjects divided between academics and natural philosophy, but not I. I took six courses at university, and went on to study a half dozen more afterward.

By the time I was 20 I had written papers on matters philosophical, botanical, biological, and historical, and even penned an in-depth study of the merits and flaws of our legal system in contrast with the democratic principals of ancient Athens. My studies were not confined to mere mental disciplines, for I also practiced with sword and musket. I was a true scholar, and the world was my oyster. It was a proud day when, at the age of 23, I was accepted as a magister at the university.

Within a year I was bored. My duties precluded me from traveling in search of more knowledge, and all the while I heard rumors of strange occurrences across France. While I did not believe in the peasants' stories about demons, I admit my curiosity was piqued. The citizens were certainly seeing something, but it must have a mundane cause as yet unexplained. I quit my post that summer and began journeying across the land, gathering information from any source I could find. I uncovered countless stories, but precious little hard evidence.

I came to the attention of the Musketeers through my own curiosity. A farmer had told me of strange lights in the woods at night, so naturally I chose to investigate after dark. I discovered a small group of men and women in black robes dancing around a standing stone. They chanted a debased form of Latin, but I recognized the general intent of their ritual—to summon a demon.

My curiosity aroused, I snuck closer, only to step on a dry twig and alert the dancers to my presence. They turned on me, drawing daggers as they did so. Armed only with my sword and wits I prepared to defend myself. I am no swordsman, but I held my own until help arrived a few minutes later in the form of Musketeers, who had been questing to the same end as myself. Together we were victorious!

After introductions and explanations, they invited me to attend M. de Tréville, their Captain, back in Paris. Despite being only average with sword and musket, he offered me a position as a Musketeer. He told me that France had many enemies, and there were times when a sharp mind was as good as a sharp sword.

Although I have duties to perform, the Musketeers give me plentiful time to conduct my research and to travel far and wide. I have uncovered more evidence of strange goings on, but as yet have been unable to formulate a convincing theory. Perhaps there are demons abroad in France, for those dancers were most definitely engaged in some form of Satanic rite. Through diligence, hard work, and the application of scientific principles and rationale, I shall uncover the truth, even if it kills me.

Roleplaying

You're extremely clever and learned, but you're not a show-off, even if you sometimes come across that way. You can't help the fact you know a lot about everything while everyone else prefers to wallow in ignorance. Although you could simply point out others' errors and tell them how to do things right, your mentoring leads you toward positive reinforcement, not negative criticism. Everyone makes mistakes, but you must show people how to avoid repeating their mistakes.

Your drive to learn isn't simply to fill your head with facts. You believe the universe is the mind of God. Explain the universe and you can understand the Creator. Of course, if things were that simple everyone would be able to converse directly with God. No, for every question about the universe you answer, a dozen more questions take its place. There is a deep secret, a unifying theory of everything, and you intend to discover it.

All for One: Régime Diabolique

Scarred Veteran

Archetype: *Soldier*

Motivation: *Redemption*

Style: 3

Health: 6

Primary Attributes

Body: 2

Charisma: 1

Dexterity: 4

Intelligence: 2

Strength: 4

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 8

Defense: 6

Perception: 4

Stun: 2

Skill

Skill	Base	Levels	Rating	Average
Athletics	4	2	6	(3)
Brawl	4	2	6	(3)
Firearms	4	3	7	(3+)
Gunnery	2	2	4	(2)
Melee	4	3	7	(3+)
Ride	4	3	7	(3+)
Survival	2	2	4	(2)

Athletics

4

2

6

(3)

Brawl

4

2

6

(3)

Firearms

4

3

7

(3+)

Gunnery

2

2

4

(2)

Melee

4

3

7

(3+)

Ride

4

3

7

(3+)

Survival

2

2

4

(2)

Talents

Danger Sense (Retains full Defense rating when surprised or ambushed)

Robust (+2 Health rating)

Resources

Followers 0 (Lackey)

Rank 0 (King's Musketeers; +2 Social bonus; bonus Resource)

Flaw

Impulsive (+1 Style point when your character's impulsiveness gets him into trouble)

Weapons

Weapons	Rating	Size	Attack	Average
Punch	0N	0	6N	(3)N
Rapier	2L	0	9L	(4+)L
Matchlock musket	3L	0	10L	(5)L

Punch

0N

0

6N

(3)N

Rapier

2L

0

9L

(4+)L

Matchlock musket

3L

0

10L

(5)L

Character Generation

"If you want to stay alive, do exactly as I tell you."

Character Background

I was not born on the battlefield, but it is where I have made my home these last ten years. I have bathed in the blood of my enemies, choked on the acrid smoke of muskets and cannon, and marched toward my enemy, shoulder to shoulder with my fellow pikemen. I have held dying comrades in my arms, and watched the life drain from my enemies' eyes. I have killed countless men for my country, and France's enemies have tried to kill me. I have the scars, physical and mental, to prove it.

My combat experience is my greatest strength, and also my greatest weakness. On the battlefield I reign supreme. There is no type of warfare with which I am not familiar. Yet away from the death and killing I am nothing. My education is minimal, my social skills limited to looting, drinking, and wenching, and my manners little better than a wild pig. But I do not care. I live to fight, and I do it well.

I was not always a Musketeer, of course. My last posting before joining the Musketeers was as a master gunner. We were fighting against the Protestants near La Rochelle. The siege had not yet taken place, as we were still in the process of driving the dogs back into their fortress. I arranged our cannon on a hill overlooking the battlefield and set our elevation to bombard the hill across the valley should the enemy try a flanking maneuver.

Sure enough, a host of pikemen appeared from behind the hill. Without waiting for orders I signaled my battery to fire. We unleashed Hell that day, shattering bone and rending flesh without mercy. It was only after several volleys that we received word to cease fire—we were targeting our own men. I learned later that our commanders had sent a flanking force to engage the enemy. Alas, our foes had already abandoned their positions on the far side of the hill, so our pikemen advanced into the valley, and directly into my line of fire.

My court martial was hastily convened and my fate looked sealed. I had fired without orders and without confirming the disposition of the soldiers upon whom I was firing. I could hear the carpenters preparing the gallows as I listened to the charges being read out. I had no response. Of course it was an accident, and accidents happen all the time in war, but I had shown a fundamental lack of judgment and reacted without thinking.

My commander was about to pass sentence when a messenger arrived. He whispered to the colonel, who looked at me, nodded, and called for a recess. I was escorted, in manacles, outside, whereupon two Musketeers led me away to a newly erected tent. Once inside, my bonds were removed, and I was offered wine and hot food by M. de Tréville, Captain of the King's Musketeers. Since every condemned man is allowed a final meal, I assumed this was mine. It was unusual, I thought at the time, for the Musketeers to execute a common soldier, but stranger things have happened.

After I finished the last mouthful I stiffly rose to my feet, smartly saluted the Captain, and informed him without fear in my voice I was ready to die. He called me an idiot and told me to sit down. We spoke of tactics, loyalty, and bravery. Finally, he offered me a choice—I could rejoin my unit, which would mean certain death, or I could accept his offer of a post in the Musketeers. I was, he said, too valuable an asset for France to waste over a mistake.

Despite having served my King well, I still vividly recall every second of my previous life. I can hear the screams of France's dying men as my cannon shot ripped through their ranks. Despite the distance, I can see their faces, accusing me. I wronged those men with my folly, but by God I shall honor their memory by ensuring France remains safe. Perhaps, one day, I shall be able to sleep without the nightmares.

Roleplaying

Impatience runs through your body as readily as blood. You cannot abide waiting patiently for events to unfold, preferring to act first and deal with the consequences later. Some call you reckless, but you're not—you just act on impulse. As a result of that, you've learned to be highly adaptive. There is never one solution to a problem in your eyes, and there is certainly always a way out of a predicament.

Your driving goal now is to somehow right the wrongs you have committed. You cannot bring back the dead, but you can try to ensure those men you killed did not completely die in vain. Your penance will be long and hard, but unless you complete it before you die, you are likely to roast in the fires of Hell for eternity.

All for One: Régime Diabolique



Archetype: *Spy*

Motivation: *Mystery*

Style: 3

Health: 4



Primary Attributes

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

Secondary Attributes

Size: 0	Initiative: 5
Move: 6	Defense: 5
Perception: 4	Stun: 2

Skill	Base	Levels	Rating	Average
Con	3	2	5	(2+)
Diplomacy	3	1	4	(2)
Firearms	3	2	5	(2+)
Larceny	3	2	5	(2+)
Melee	3	2	5	(2+)
Performance	3	2	5	(2+)
<i>Acting</i>			6	(3)
Ride	3	1	4	(2)
Stealth	3	3	6	(3)
<i>Disguise</i>			7	(3+)
Streetwise	3	1	4	(2)

Talents

None

Resources

Contacts 1 (Catholic Church; +2 Social bonus)
 Contacts 1 (Diplomats; +2 Social bonus)
 Followers 0 (Lackey)
 Rank 0 (King's Musketeers; +1 Social bonus)

Flaw

Secret (+1 Style point when your character is confronted by the truth)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	1N	(0+)N
Rapier	2L	0	7L	(3+)L
Matchlock musket	3L	0	8L	(4)L
Concealed pistol	2L	0	7L	(3+)L

Character Generation

"If you knew the things I know, you would not sleep well at night."

Character Background

I am often the butt of jokes from my comrades, but I hold nothing against them for their jovial ribbing. You see, I have a boyish figure and am completely unable to grow facial hair. My friends laugh at my refusal to partake of their wenching, believing I am shy and inexperienced in such matters. The truth is a different matter altogether—I am a woman.

My father, like all men, wanted sons. God, it seemed, had other plans, for he managed to sire only daughters. I was the youngest and my father's last hope for a male heir. I tried to please him by learning how to ride, wield a sword, and shoot as well as any man in our village. Although my father congratulated me, I could tell in his eyes I was never good enough. I took to dressing like a boy and acting like one, but still I could not fulfill his desires.

When God called my father to his side, I left my village and moved to Paris. As much as it would have shamed my father, I could find work only as an actor—I kept my male persona dominant. To be honest, I was good at what I did, being able to play male and female roles equally well, so much so that I eventually quit the company I was working for and set out on my own, playing multiple roles of both sexes. Although popular on the stage, my profession left me a social outcast, at least until one night.

A nobleman approached me after a performance and asked if I would accompany him to a social event. At first I thought it was a joke, but he was deadly serious and offered a handsome payment. There was, however, a twist. I was to enter as a lady, a distant cousin of his whose background I would have to memorize, but during the evening I would change clothing and play the role of a man. If the other guests discovered my deception, I would forfeit my earnings. He was offering almost a year's wages in return for one night of acting. I accepted.

To be honest, I found the deception easy. Although not conversant with noble etiquette, my knowledge of acting carried me through. No one suspected a thing. Afterward, the nobleman introduced himself as an agent of the King. He said my talents would come in useful in the service of France, and asked if I would be interested in becoming a spy. I would, he added, need training in the art of larceny and be required to master basic diplomacy in order to help maintain a variety of disguises.

I served France at home and abroad, gathering information, seeding false information, and ensuring those who claimed loyalty to the King were truly loyal. I have sent men to the gallows, but they were all deserving of their fate, and their deaths do not trouble me.

Two years after beginning my career as a spy I was asked by Cardinal Richelieu to spy on the King's Musketeers. He did not have any specific claims against them, but rather wanted a man (if only he knew) on the inside to ensure no undesirable elements were infiltrating the company. My combat skills and a letter of recommendation were enough to secure a posting. At last I had achieved what my father always wanted for a son, for there is no unit more manly than the Musketeers. I would divide my time between the Musketeers and my other spying duties.

Lately, though, things have not gone so well. The Cardinal has asked me to dig into the lives of my fellow Musketeers, though he will not tell me what he searches for. To be honest, I like my new role, my new life, and I do not intend to disgrace the brave men with whom I serve, purely to satisfy Richelieu's desire to have them replaced as the King's bodyguard by his own men. My comrades are not saints, but they all love the King and would gladly die for him. To that end, I have taken to passing the Cardinal erroneous information.

Roleplaying

You play a very dangerous game. If the Musketeers discover you are a woman, you will be removed from your duties and the Musketeers' good name will be tarnished. If Cardinal Richelieu ever discovers you are feeding him false information, you will be unmasked. And if you are ever caught spying by a foreign power, you will surely hang.

You trust no one completely and reveal little about yourself, for anyone could use personal information you provide against you. As a result you don't make friends easily, and you prefer solitude to the company of your fellow Musketeers. It is not easy maintaining the various roles you play, but through doing so you hope your father will finally be as proud of you as he would have been of a son in similar position.

All for One: Régime Diabolique

Student of Alchemy

Archetype: Occultist

Motivation: Truth

Style: 3

Health: 6



Primary Attributes

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

Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Defense: 4
Perception: 7	Stun: 2

Skill	Base	Levels	Rating	Average
Athletics	2	2	4	(2)
Firearms	2	3	5	(2+)
Investigation	3	2	5	(2+)
Magick: Alchemy	4	4	10*	(5)
Melee	2	2	4	(2)
Natural Philosophy: Chymistry	3	3	6	(3)
Ride	2	1	3	(1+)

Talents

Magickal Aptitude (Alchemy)

*Skill Aptitude (Magick: Alchemy)

Resources

Followers 0 (Lackey)

Rank 0 (King's Musketeers; +1 Social bonus)

Flaw

Aloof (+1 Style point when your character's business-like attitude causes him trouble)

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

"I know it's green, but it really is gold."

Character Background

Why is grass green? Why does wood burn? Why does salt taste like it does? I had many questions like these as a child, and my parents could answer none of them to my satisfaction. So it was I began to take a more in-depth interest in the world around me, and the properties of matter.

Fortunately my parents were wealthy, and so could afford to send me to university to further my education. I chose to study the art of alchemy, not for any base reason, such as transmuting lead into gold, but so I could fully understand the wonders and mysteries of the universe. While studying late into the night at the university library, I fell asleep. I was awoken by a sound, yet on recovering my senses discovered I was quite alone. However, where before me had laid a text on the properties of acids, I saw now an ancient manuscript.

My curiosity about who had placed the book beside me was overridden by my desire to see what the tome contained. Within I discovered not mundane alchemy, such as I had been studying up to that point, but rather a secret alchemy, alchemy which could produce wondrous, near magickal effects. Figuring the book was left as a gift by my mysterious benefactor, I promptly concealed it beneath my robes and departed to the laboratory.

All night I distilled, infused, purified, heated, and sublimated minerals to produce various effects. Noxious gases, fire water could not extinguish, acids capable of dissolving glass, powders that healed the cuts on my fingers in an instant, and yes, I even transmuted lead into gold, though the change was a temporary one and of little practical use, lest I wanted to pay my way through life fraudulently. The possibilities seemed endless.

Thanks to my parents' generosity, I was able to open a small shop in Paris after completing my studies. By day I sold only mundane concoctions, the sort available in any good apothecary or alchemist's shop, but by night I carried on my studies into the secret nature of matter.

And yet I am now a soldier in the King's service. My rise to this position was not intentional, for I was content to study in solitude. When Cardinal Richelieu ordered the Protestants be removed from France, the army came to me. My knowledge of alchemy, and I profess the parlor tricks I performed for the nobility to supplement my lowly income (the ingredients I use can be very expensive), had brought me to the attention of those in power. I was drafted, courteously and for a good wage, to serve the army by making blackpowder, bombs containing noxious fumes, and other weapons of war. That my devices were killing my fellow men caused me no discomfort. There is always a price to pay for knowledge, and they were, in truth, not Catholics.

When the war ended, I was set to return to my business and studies. However, the Captain of the King's Musketeers asked me to attend him with my powders and tinctures. I demonstrated my most potent weapons, but he seemed little pleased. Rather, he asked me about acids, of stimulants and healing balms, of powders which could blind a man or create a smoke cloud. These too I demonstrated.

M. de Tréville, for such was the Captain's name, then made a most unusual offer. In return for my accepting a position in the King's Musketeers, he would allow me to continue my studies and use my knowledge for the good of the King and France. I accepted, for I secretly hoped to acquire royal patronage and a sizeable fee for my wisdom, thus permitting me to delve deeper into the mysteries of matter. Thus you see me now, a poor Musketeer in the art of war, but one who can provide all manner of aid to his comrades in times of dire need.

Roleplaying

You do not have the time to make small talk or while away the hours gossiping or socializing. The universe contains many secrets, and frivolity will not help you unlock them. You do not seek wisdom for material gain or to accumulate power, but because you have a strong desire to understand the nature of reality and discover how and why things interact the way they do.

Perhaps through your studies you will unlock some beneficial secret, such as how to prolong life or cheat death. Of course, such knowledge could be misused, but you believe that knowledge should be shared among mankind equally, not retained for a select few.

All for One: Régime Diabolique

Sample Lackeys

Most of these lackeys are Follower 0 status. A few have been upgraded as examples for characters who spend points on the Follower Resource. Note that Skill totals are the final rating. Each lackey has a single Style point.

Animal Handler

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: Animal Handling 3 (*Horses 4*), Medicine 3 (*Veterinary 4*), Melee 3, Ride 2

Talents/Resources: None

Flaws: Shy (+1 Style point if he misses out on recognition due to his shyness)

Weapons: Club 5N

Apprentice Magician

Follower 1

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

Secondary Attributes: Size 0, Move 3, Perception 6, Initiative 4, Defense 4, Stun 2, Health 6

Skills: Academics: Occult 5, Investigation 4, Linguistics 5, Magick (pick one Art) 6

Talents: Magickal Aptitude (pick one Tradition)

Resources: None

Flaws: Blasé (+1 Style point when his indifference causes harm)

Weapons: Punch 0N

Healer

Follower 0

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

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

Skills: Craft: Medicines 5, Medicine 6

Talents/Resources: None

Flaws: Obsession (Cleanliness; +1 Style point when his obsession causes him to do something dangerous)

Weapons: Punch 0N

Herald

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: Diplomacy 4, Empathy 4, Melee 2, Streetwise 4

Talents/Resources: None

Flaws: Speech Impediment (+1 Style point when his speech impediment causes severe problems)

Weapons: Dagger 3L

Mule

Follower 0

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

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

Skills: Athletics 7, Brawl 4

Talents/Resources: None

Flaws: Stubborn (+1 Style point when his inflexibility causes trouble)

Weapons: Punch 4N

Personal Confessor

Follower 1

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

Secondary Attributes: Size 0, Move 2, Perception 6, Initiative 4, Defense 3, Stun 2, Health 5

Skills: Academics: Religion 5, Bureaucracy 5, Con 4, Empathy 5, Intimidation 4

Talents: None

Resources: Contact 1 (Catholic Church; +2 Social bonus)

Flaws: Merciful (+1 Style point when he shows compassion to an enemy)

Weapons: Punch 0N

Seductress

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 6 (*Seduction 7*), Streetwise 4 (*Rumors 5*)

Talents/Resources: None

Flaws: Vain (+1 Style point when she steals the spotlight)

Weapons: Punch 0N

Thief

Follower 0

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

Secondary Attributes: Size 0, Move 4, Perception 3, Initiative 5, Defense 4, Stun 1, Health 2

Skills: Athletics 4, Larceny 4, Stealth 4

Talents/Resources: None

Flaws: Curious (+1 Style point when his curiosity causes problems)

Weapons: Dagger 5L (thrown)

General Rules



Roleplaying, in essence, is about people getting together and telling stories. Each person takes on a different persona and interacts with the game world through it. Characters' goals and motivations are what drive a story, engage us in what is going on, and compel us to see how it all turns out. But what happens when two characters try to accomplish different things? What happens when their goals and motivations conflict? Who decides who wins and who loses?

This is where the rules come in. Rules are the foundation of all games, and they ensure that everyone is playing fairly. If something is true for one character, then it's true for another. If two characters perform the same action, the only difference between them is how skilled and lucky they are. The Difficulty rating of the action, and the rules for resolving it, remain the same.

With that being said, rules can be as rigid or as flexible as you like. Some players prefer to roleplay the resolution of actions, letting the story dictate the outcome without game mechanics getting in the way. Other players prefer to resolve actions by rolling dice and letting chance and the game mechanics influence the story. Both approaches to roleplaying are equally valid. It's all a matter of personal taste.

Ultimately, most players fall somewhere between these two extremes. The story flows nicely when things happen fast and loose. But when events take a dangerous turn, such as when an angry demon is bearing down upon your character, it's time to pull out the rules and see what your options are.

The Ubiquity roleplaying game system is streamlined for fast, cinematic game play. While speed and simplicity are emphasized over gritty realism, players can still make tactical decisions that will directly impact their character's chance of success. The goal is to spend less time rolling dice and more time telling a story. This does not mean, however, that rolling dice is not an important part of the game. On the contrary, dice play is a critical part of resolving character actions, but unnecessary dice rolls are eliminated—such as when a character is performing a routine task.

The Ubiquity rules are designed to be accessible to all kinds of players. Even someone who has never played a roleplaying game before, or who isn't good at math, will be able to learn the rules quickly. Most of the number crunching has been done for you, and all you have to worry about is rolling dice. And if you like rolling dice, you can always ignore the shortcuts without upsetting the power balance of the game. The Ubiquity rules are flexible and powerful tools that let you tell the kind of story you want to tell without getting in the way.

❧ Dice ❧

The Ubiquity system uses dice to resolve challenges and determine the success or failure of an action. This is done by rolling a number of dice and counting how many of them roll an even number. Each die that rolls an even number is considered a success. The more successes rolled, the better the outcome of the action.

Example: *Laura rolls five 6-sided dice and gets a 1, 3, 4, 4, and 6. Counting only the dice that rolled even numbers, she rolled three successes.*

The Ubiquity system does not require special dice to play. You can use dice that you already own. Each player should have about ten dice on hand to play the game. Standard 6-sided dice work well and are easy to come by, but you can use any dice as long as they have an equal number of even and odd-numbered sides—you can even mix and match polyhedral dice!

Example: *Alex rolls six dice: a 4-sided, a 6-sided, an 8-sided, a 10-sided, a 12-sided, and a 20-sided die. He rolls a 1, 3, 5, 9, 12, and 18. Counting only the dice that rolled even numbers, he rolled two successes.*

Note: For simplicity, Ubiquity assumes that players are counting even-numbered dice as successes. Players could just as easily count odd-numbered dice as successes and the probability would be the same. At the Gamemaster's discretion, players may be allowed to call "even" or "odd" before rolling and count only those dice as successes.

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Ubiquity Dice

While the Ubiquity system does not require special dice to play, Ubiquity dice are recommended to get the most out of the game. These specially designed 8-sided dice dramatically simplify play, allowing you to roll as few as one-third the original number of dice and simply add up the total. Each Ubiquity die has a different value and is color-coded for easy identification. Instead of rolling six regular dice, you could roll two d3s, three d2s, or six d1s. You can mix and match Ubiquity dice any way you want as long as the total value remains the same. The probability of rolling a success remains the same as with regular dice.

Using Ubiquity dice with the Ubiquity system is a powerful combination. Rolling fewer dice, less often, lets you focus on roleplaying without missing out on the gaming aspect. It's the best of both worlds!

Rules Overview

Step One: Declare Action (p. 87)

Describe your character's action and determine its type: standard, extended, opposed, or reflexive action. Also determine the Skill or Attribute roll required to resolve the action and its type: standard roll, extended roll, opposed roll, or reflexive roll.

Step Two: Determine Difficulty (p. 89)

The Gamemaster determines the Difficulty rating of your character's action based on the task being attempted and the Skill or Attribute involved.

Step Three: Calculate Dice Pool (p. 89)

Calculate your dice pool based on the appropriate Skill or Attribute ratings and add or subtract any modifiers.

Step Four: Take the Average (p. 90)

Take the average of your dice pool to see if you need to roll any dice. If your average successes equal or exceed the Difficulty rating of the task, your character succeeds without rolling any dice. Skip to Step Six, below.

Step Five: Roll Dice (p. 91)

Roll your dice pool and count the number of successes rolled.

Step Six: Resolve Action (p. 91)

Compare the number of successes versus the Difficulty rating of the task. If the number of successes equals or exceeds the Difficulty, then the action is successful. If the number of successes is less than the Difficulty, the action fails.

Step Seven: Try Again (p. 93)

If your character's action failed, he may try again with Gamemaster approval. Trying again imposes a -2 penalty on your dice pool. Return to Step Five.

Time

Time is fluid in a roleplaying game, much like in a book or movie. During the course of a game, time will fly, crawl, or even jump around. One thing is certain: game time will rarely—if ever—pass by in real time.

How the Gamemaster controls time affects the pace of the story. He can gloss over unimportant details or slow time down at critical moments. During combat, for example, it may take several minutes to resolve events that occur during just a few seconds of game time. Several weeks of game time, on the other hand, may be covered in just a few real minutes, assuming that nothing noteworthy occurs during that time.

There are six basic units of game time. They represent everything from a few seconds to an entire lifetime (or longer). When put together, they allow the Gamemaster to tell stories in a way that makes sense to everyone involved.

Combat Turn: The shortest increment of time, a combat turn is approximately six seconds long. It represents the amount of time it takes a character to move and perform a single action, called a standard action (see Actions, below). Combat turns are often packed with action, with all characters involved trying to do something in a short timeframe.

Scene: The standard increment of time, a scene generally encompasses a single event in one specific location. A scene may include several combat turns, run in real time, or even jump back and forth between the two. The Gamemaster may even fast-forward through parts of a scene, but moving locations or starting a new event generally signals a new scene. When in doubt, the Gamemaster determines where one scene ends and another begins.

Game Session: A game session runs from the moment players sit down until they pack up to leave. Game sessions are essentially blocks of real-time set aside to tell a story. The Gamemaster should have a plan for each game session, including how to move the story forward and how to provide challenges and rewards for the players. At the end of an ideal game session, players will leave with a sense of accomplishment but still want more.

Story: A story is one complete tale, told from beginning to end. It may take several game sessions to tell or just one, but when it is over, the plot is concluded and the conflict is resolved. The characters' adventures may not be over, however, and more stories may be told about them.

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Downtime: Unimportant events may be skimmed over during play. When this is done in between game sessions, it is called downtime. Normally this occurs between stories, giving characters a chance to grow and develop over a period of time. Since nothing important occurs, there is no need to roleplay it, but characters may gain and spend Experience points during downtime. The next game session resumes the story with the next interesting event.

Campaign: A campaign is a series of stories tied together by a common thread, such as common characters, theme, or overarching plotline. As the game continues, the Gamemaster and players work together, weaving the storylines together into an epic saga.

Actions

There are four basic types of actions. Some of the things characters try to accomplish can be done fairly quickly, while other tasks may take time to accomplish

correctly. Other times, an action can happen in the blink of an eye and take no time at all. However, time is not the only thing that distinguishes different kinds of actions. A character may or may not have someone actively trying to stop him from completing his task. Each type of action is resolved in a slightly different way, and the rules for each are explained below.

Standard Actions

Standard actions are straightforward and can be resolved relatively quickly, without any opposition. Shooting a pistol, jumping across a chasm, and picking a lock are all examples of standard actions. Basically anything that can be resolved with a single dice roll during a combat turn is considered a standard action. Standard actions are resolved with a standard Skill or Attribute roll. If the number of successes rolled meets or exceeds the Difficulty, then the action is successful. If the player rolled fewer successes, then the action fails. It's as simple as that.



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Example: Philippe is trying to pinpoint his location on a hastily drawn map. The Gamemaster determines that because the map is old and incomplete, trying to pinpoint his location requires a Survival roll with a Difficulty rating of 4. Philippe makes a Survival roll and only gets two successes. Philippe can't make heads or tails out of the map.

Extended Actions

Not every action can be accomplished immediately. Some tasks take time to complete, such as deciphering an ancient tome, casting a spell, or climbing a mountain. These are called extended actions. In general, anything that requires more than one dice roll to accomplish or takes more than one combat turn is considered an extended action.

Extended actions are resolved with extended Skill or Attribute rolls. The Gamemaster determines the total number of successes required to complete an extended action—typically between five and ten—depending on the amount of effort required to complete the task. He also determines how much time passes with each dice roll. Just like a standard action, an extended action has a Difficulty rating. Successes in excess of the Difficulty count toward the total needed to complete the task. If fewer successes are rolled than the Difficulty, they are subtracted from the total number of accumulated successes. This illustrates that some tasks are harder and more complex than others, and thus take more time and expertise to complete.

If a player's average number of successes exceed the Difficulty rating of the task (see *Taking the Average*, below), his character will automatically complete the task after a certain amount of time.

Once the player has accumulated the necessary number of successes, the task is complete. Until that time, the player must keep rolling dice until the extended action is complete, or her character abandons the task. Depending on the nature of the task, the Gamemaster may allow the player to keep the number of accumulated successes until her character returns to the task.

Example: Olivier is trying to decipher an ancient text on demons. It is a fairly long book, so it is going to take him a long time to translate it. The Gamemaster determines that deciphering the text requires an extended Linguistics roll with a Difficulty rating of 3 because it's written in a dead language. Each roll represents one hour of work and Olivier will need to accumulate ten successes in order for his character to complete the translation.

Olivier makes an extended Linguistics roll and gets four successes. Subtracting the Difficulty rating of 3, he accumulates one success. On his next roll, Olivier only gets three successes, which means that his character hasn't made any progress during that hour of work, but he still has the one success banked from his first roll. On his third roll, Olivier gets five successes, which accumulates two more successes, for a grand total of three

successes. After three hours of work, Olivier's character has deciphered approximately one-third of the text.

Opposed Actions

Occasionally, two characters will compete with each other to accomplish a task, or one may actively try to prevent the other from completing the task at all. For example, two characters may be trying to grab the same weapon, or one may be trying to punch the other. In these cases, opposed rolls are made to determine who prevails. Both standard and extended actions may be opposed by another character.

Opposed actions are resolved with opposed Skill or Attribute rolls. The player who rolls the most successes wins. If two players roll the same number of successes, neither character is considered the victor. If they were both trying to grab the same weapon, for example, they both end up with a hand on it and must attempt to wrest it away from the other character.

In situations where one character is clearly the defender (e.g., when one character is trying not to get hit), a tied roll means the blow landed, but without enough force to do any damage. These are like the classic near misses from television and film where the bullet or knife passes through a piece of clothing or only nicks the character.

In instances where two or more characters are racing each other to a goal, such as climbing to the top of a mountain, the first player to roll the required number of successes wins. If both players exceed the required number of successes, then the one with the most successes wins. If both players roll the required number of successes simultaneously, their characters reach the goal at the same time.

Example: Jaime is trying to wrest a pistol away from the Cardinal's Guard holding it. Both characters make opposed Strength rolls to see who prevails, and they each roll three successes. As the defender, the soldier barely manages to hang on to the weapon, but the Gamemaster determines that he cannot fire it this round.

Reflexive Actions

Some actions take no time at all to resolve. They happen instantaneously and don't require any thought on behalf of the character. Reflexive actions often happen instinctively, such as trying to grab a handhold before falling, or resisting the effects of a poison. Since reflexive actions don't take any time or attention, they normally do not incur multiple action penalties or count toward a character's actions for the turn.

By their very nature, reflexive actions are variants of opposed actions. Resisting a character who is trying to make your character do something unpleasant is a reflexive action. Reflexive actions are resolved with a reflexive Skill or Attribute roll. If the number of successes rolled meets or exceeds the Difficulty, the action succeeds. If the reflexive roll is opposed, the player with the most successes wins; ties go to the defending character.

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Example: A succubus demon is trying to seduce Stefan. The demon rolls its Con rating and gets three successes. Stefan makes a reflexive Willpower roll and gets four successes. He is not swayed by the demon's advances; he tells her she'll have to find someone else to be her fall guy.

Difficulty

The Difficulty rating of an action represents how hard it is to accomplish. The Gamemaster determines the Difficulty rating of an action based on how hard the task is to perform. The Difficulty rating is the number of successes required to complete the task. Any successes over this number represent a greater degree of success. Difficulty ratings for tasks normally range from one to five, but exceptionally difficult tasks may have higher ratings.

Difficulty	Rating
Easy	1
Average	2
Tough	3
Hard	4
Very Hard	5
Nigh Impossible	6+

Example: Renaud wants to break in a new horse. The horse has a wild streak. The Gamemaster determines training the horse requires an Animal Handling roll with a Difficulty rating of 3. Renaud will have to roll more than three successes to make any progress toward training the beast.

Dice Pools

A dice pool is the number of dice you roll to determine the outcome of your character's action. A dice pool is calculated based on the character's appropriate Skill or Attribute rating for the task being attempted. As a result, the size of the dice pool will vary from character to character and action to action.

Skill and Attribute Ratings

Virtually every dice roll you make in the game will be based on a specific Skill or Attribute rating. The first step in calculating a dice pool is to determine your character's appropriate Skill or Attribute rating.

Skills cover most actions that your character will attempt. If your character possesses the appropriate Skill for the task he is attempting, your dice pool is equal to his Skill rating. If your character does not possess the appropriate Skill for the task, and an untrained Skill roll is allowed, his dice pool is equal to the Skill's Base Attribute minus 2 (see Untrained Skill Rolls, p. 18).

Example: Pierre and Henri are being threatened by Protestant soldiers. Pierre decides to fight his way out. He has a Brawl rating of 4, so his dice pool to attack the soldier is four. Henri does not have the Brawl Skill, so his dice pool is equal to his Strength rating -2, giving him a dice pool of zero. He's not going to be much help in the fight.

Skill Specializations that apply to a particular action increase the Skill rating used to calculate the dice pool.

Example: Simon is being menaced by a bear and he decides to take the creature out using his musket. He has Firearms 7 with a Skill Specialization in muskets, so his Firearms rating when using a musket is 8.

Attribute rolls are made for any action not explicitly covered by a Skill (such as when a character tries to remember a detail he once heard or tries to resist a poison in his system). In these cases, the dice pool is equal to the appropriate Secondary Attribute rating or double the Primary Attribute rating. See the specific Attribute descriptions for examples of Attribute rolls.

Example: Pierre and the Protestant soldier he's been fighting are both trying to grab the same sword. Since this action is based on sheer speed, the Gamemaster has both characters make opposed Dexterity rolls. Pierre has Dexterity 4, so his dice pool to grab the sword is eight.

Example: Henri is being attacked by a different soldier. His Defense rating is 4, so his dice pool to defend himself is four.

Once you've calculated the base dice pool for an action, the next step is to add or subtract dice for equipment and any good or bad situational modifiers.

Modifiers

Characters rarely perform tasks in a vacuum. There are countless situational modifiers that will either help or hinder them. These modifiers translate into bonus and penalty dice on the task being attempted. Bonus dice are added to a dice pool while penalty dice are subtracted from it. A maximum of ten dice may be added or subtracted from a dice pool, not counting equipment bonuses. The task fails automatically if the modified dice pool is reduced to zero or less.

Modifier	Example	Dice Pool
A superior bonus	A team of highly trained assistants	+8
A major bonus	Taking extra time	+4
A moderate bonus	A good set of tools	+2
A minor bonus	Had some practice	+1
No modifier	Normal conditions	0
A minor penalty	Slightly obscured vision	-1
A moderate penalty	Improvised tools	-2

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A major penalty	Crippling wounds	-4
A severe penalty	Total darkness	-8

Equipment

Using the proper tools and equipment for a task gains you bonus dice to your character's dice pool. Using the wrong piece of equipment or having to improvise a tool imposes a penalty to your character's dice pool. In addition, using higher quality tools and equipment will provide additional bonuses, just as lower quality items will have additional penalties.

Example: Louis is using a grappling hook to scale a wall. His Athletics rating is 6, and the grappling hook provides a +2 bonus to climbing rolls, so his dice pool to climb the wall is eight.

The most common type of equipment bonus is a weapon bonus. Each weapon has a damage rating that is added to the Skill rating when determining the dice pool to attack with that weapon.

Example: Simon is firing his musket at a charging bear. He has Firearms 8 with muskets and his weapon's damage rating is 3, so his dice pool to attack the bear is 11.

Note: Weapons and equipment bonuses do not count toward the maximum number of bonus dice that may be added to a dice pool.

Circumstances

There are myriad factors that can affect your character's actions. Your character may be severely wounded, unable to see very well, or have some other sort of disadvantage. Some of these factors will help your character and add to your dice pool; many will not, and will subtract from your dice pool. The Gamemaster decides what circumstances affect your character's actions and how severe the benefit or penalty is.

Example: Francois is badly wounded and trying to pick the lock on a medicine cabinet. His Larceny rating is 5 and the lockpicks provide a +2 lockpicking bonus, giving him a dice pool of seven. Unfortunately, his current Health is -3, giving him a three penalty dice on all his actions and reducing his dice pool to four.

Time

Different actions take different amounts of time to perform. For example, translating an obscure text might take a day, fixing a wagon might take an hour, and shooting a firearm might take a few seconds. Sometimes getting the job done right is more important than how long it takes. On the other hand, sometimes time is of the essence and a job has to be done quickly. In general, taking extra time provides bonus dice while rushing penalizes the dice pool for an action.

Time	Dice Pool
Ten times slower	+8
Five times slower	+4
Two times slower	+2
Normal speed	0
Two times as fast	-4
Three times as fast	-8

Example: Victor is trapped in a room with the walls slowly closing in. He must decipher the inscription on the door in order to figure out how to escape before he is crushed. The Gamemaster tells Victor that deciphering the inscription will take five combat turns (30 seconds), but the walls will close in on him in three combat turns (18 seconds). Victor will have to work twice as fast if he wants to survive.

Victor has Linguistics 6, but suffers a -4 penalty for working twice as fast, giving him a dice pool of two to decipher the inscription. It's not much of a chance, but if he succeeds, he'll escape from the trap just in the nick of time.

Skill Synergy

If your character has more than one skill applicable to the task being attempted, he receives bonus dice to his dice pool (see Skill Synergy, p. 18).

Teamwork

If your character has one or more skilled assistants helping him accomplish a task, he receives bonus dice to his dice pool (see Teamwork, p. 19).

Taking the Average

It is important to keep the story moving and not get bogged down rolling dice unnecessarily. Nothing can slow a game down, or take drama out of a story faster, than rolling a handful of dice to determine if a relatively straightforward task is accomplished.

The Ubiquity rules address this problem in a special way: Taking the Average. The probability that any die will come up a success is 50/50, just like flipping a coin. Because of this, it is possible to calculate the average number of successes you will roll for any given task by simply dividing the number of dice in the dice pool by two. The result is the number of successes you will roll on average. While it is possible to roll more or fewer successes than this number, it represents the degree of skill your character exhibits without really putting any effort into performing the task. For example, a dice pool of six will net you three successes on average, meaning your character can handle relatively tough situations without breaking a sweat.

If the average number of successes for a given dice pool is greater than or equal to the Difficulty of a task,

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your character is assumed to have succeeded with minimal effort—all without rolling the dice. This allows the Gamemaster to move the story along, without slowing down to see if your character succeeds at relatively simple tasks. As a result, you only roll dice in dramatic situations or when the chance of success is uncertain.

Example: *Girard has a Stealth rating of 6. Taking the Average of his dice pool nets him three successes. He won't need to make a Stealth roll for any Stealth task with a Difficulty rating of 3 or less.*

Taking the Average of Odd Numbers

If the number of dice in the dice pool is an odd number, Taking the Average is done a little differently. The dice pool is divided in half, rounded down, and with a "+" sign added to the total to denote the odd die. For example, if your dice pool is seven, Taking the Average nets you "3+" successes. You should roll more than three successes on average, but not always four. In fact, you have about an equal chance of rolling three or four successes on the average. Therefore, each time you Take the Average of the dice pool, roll one die. If it comes up a success, use the higher number. If not, use the lower number. In the example above, if the die rolled is a success, Taking the Average yields four successes, or three successes if the die comes up a failure.

Just like with whole numbers, if the average successes equal or exceed the Difficulty rating of the task being attempted, your character is assumed to have accomplished the task without rolling the dice.

Example: *Fabian has a Survival rating of 5. Taking the Average of his dice pool nets him "2+" successes. Each time he Takes the Average of his Survival dice pool, he rolls one die. If it is a success, he nets three successes for the task. If he does not roll a success, he only nets two successes for the current task.*

Modifiers & Taking the Average

Since Taking the Average is intended to speed up the game, it makes sense to pre-calculate the number of successes for a Skill roll. However, good and bad conditions will add bonus and penalty dice to the roll. In these cases, each bonus die moves the Average up one step. So, if Taking the Average of a dice pool normally gives you "3+" successes and the Gamemaster grants you a bonus die on the task, you net four successes without having to roll any dice. Conversely, if you received a penalty die on the task, you net a flat three successes. By the same logic, if a bonus or penalty die leaves you with a "+", you may roll a die to see if you gain the additional success or not.

For example, if Taking the Average of a dice pool nets you "2+" successes and the Gamemaster grants you two bonus dice to the roll, the first die brings the total to "3"

Historical Note: Addressing the King & Cardinal Richelieu

The Musketeers are fortunate in that they have access to the King, though rarely on a personal basis. As such, every Musketeer must know how to address him correctly to avoid causing offense. All Musketeers, regardless of their Diplomacy rating, are taught these important facts.

When referenced, either in writing or spoken word, the term, "His Most Christian Majesty" is used. His title, Louis XIII, may be added as the referrer desires. When addressing the King personally, one should only use, "Your Most Christian Majesty" or "Monsieur Le Roi."

Cardinal Richelieu is referenced as "His Eminence, Armand Jean du Plessis Cardinal-Duc de Richelieu, First Minister of France." He is addressed as "Your Eminence," or more unofficially as "Cardinal." His nickname, "the Red Eminence," is used only out of his earshot.

successes and the second bumps it up to "3+" successes. Assuming that there were no more modifiers, you would roll one die to determine if your character scores three or four successes.

Example: *Olivier has a Survival rating of 5, which gives him an average of "2+" successes. If he were to gain a bonus die on his action, his average would increase to three successes. On the other hand, if he were to get a penalty die to his roll, he would only net two successes. Additional bonus and penalty dice continue to increase or decrease average successes in this manner.*

Resolving Actions

With a few rare exceptions, characters' actions do not automatically succeed or fail. You do not normally have to worry about whether your character accomplishes ordinary, day-to-day actions like walking across a room, but when there is danger or a chance that the action will fail, there needs to be a method to determine the outcome. Also, the player may need to know the degree of success or failure of his character's action. Did he succeed spectacularly or just squeak by?

Rolling Dice

The success or failure of an action is determined by rolling dice. The number of dice you roll is equal to the dice pool appropriate for the action, plus or minus any applicable modifiers. The modified dice pool is rolled,

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and each die that rolls an even number is counted as a success. The total number of successes rolled determines the outcome of the character's action. In general, the more successes rolled, the better the outcome of the action.

Optional: Rolling Large Dice Pools

Anything over ten dice is considered a large dice pool. Rolling more than ten dice can be problematic, as you may not have enough dice or can't roll them all at once. For simplicity, Take the Average of the first ten dice (five successes) and roll the remainder. The average successes are added to the rolled successes to determine the outcome of the action.

Example: Gaston is shooting his rifle at a large bear. His modified dice pool to attack the wild beast is fourteen. Instead of rolling all the dice, he only rolls four dice and adds five averaged successes to the total.

He rolls three successes, giving him a total of eight successes on his attack!

Degree of Success

Compare the number of successes achieved (gained by rolling dice or Taking the Average) to the Difficulty rating of the action being attempted. The result of the comparison is called the Degree of Success. If the number of successes equals or exceeds the Difficulty, the action is successful and the number of additional successes determines how masterfully the action is accomplished.

On the other hand, if the number of successes achieved is less than the Difficulty, then the action fails and the difference between the two determines how dismally the action fails.

Successes vs. Difficulty	Degree of Success or Failure
+5 or more	Amazing Success
+4	Exceptional Success
+3	Major Success
+2	Complete Success
+1	Simple Success
0	Minor Success
-1	Simple Failure
-2	Complete Failure
-3	Pitiful Failure
-4	Dreadful Failure
-5 or more	Abysmal Failure

The degree of success is usually roleplayed. The character receives more information than he normally would, for example, or his task is completed in less time than usual. Alternately, his failure is even more spectacular, resulting in false information or possibly enough of an error to prevent retrying the action.

In combat, the result is even clearer. Extra successes result in additional damage to the target and insufficient successes result in a clean miss. The difficulty in hitting a target takes into account an opponent's reflexes and toughness. Therefore, not all misses are clean misses. Some attacks hit the target only to slide off armor, catch in clothing, or just not land hard enough to do much damage. This is the case when an attacker rolls exactly the number of successes as his opponent's Defense roll. The blow lands but is only a scratch or a near miss. An attacker must exceed the target's Defense to do actual damage.

See the Combat chapter for details on attacks and damage.

Example: Renaud is trying to train a new horse. The Difficulty to train it is 3. He rolls his modified dice pool and gets two successes—not enough to teach it anything new. Since he only rolled one success less than he needed, it is a Simple Failure. The Game Master decides that Renaud not been able to figure out the horse's personality yet, and may try to train it again.



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Critical Failure

If your character fails to roll even one success on any of his dice, he suffers a critical failure. Whenever this occurs, something bad happens to the character: he falls down, his weapon misfires, or he leaves himself open to attack. In general, the higher the Difficulty rating of the task being attempted, the worse it is for the blundering character. Therefore, a critical failure on an easy task is not as bad as one made while attempting a very hard task, which often has a greater degree of risk associated with it.

Example: Denis is trying to pick the lock on the medicine cabinet. He makes a Larceny roll and gets no successes—a critical failure. Since picking the lock is Difficulty 3, Denis has made a fairly major blunder. The Gamemaster decides that the lockpick gets stuck in the lock and he breaks it trying to get it out. The lock on the medicine cabinet is now jammed. Renaud cannot try to pick the lock again.

Trying Again

If your character fails a task, he may be able to try again depending on the circumstances surrounding the task, and whether the Gamemaster allows it. Whenever your character attempts an action that he initially failed, you suffer -2 penalty dice to your dice pool.

Tasks that can be tried again are normally those where failure doesn't have immediate consequences. For example, throwing a punch, missing, and trying to hit your opponent again does not count as trying again. Each attack is considered a new action. Additionally, extended actions do not count as trying again, as each dice roll is still part of the same action. On the other hand, actions such as climbing a tree or building a shelter will count as trying again if your character fails the first time.

Style Points

Arguably the most important resource in the game, Style points may be spent to give your character a boost and allow him to perform extraordinary feats. You can buy bonus dice, reduce damage, and even boost your character's Talents with Style points. They may also be spent to help your character's friends and allies.

At the end of each *adventure*, all Style points are lost. The character begins the next *adventure* with Style points equal to his Permanent Style point total. At the start of each *session*, a player may also earn Temporary points for real-world actions like hosting the game (see below). There is no advantage to hoarding Style points.

Earning Temporary Style Points

The Gamemaster may award Style points as he sees fit; however, Style points are normally earned through roleplaying and other activities that generally benefit the

Style, Humor, & Roleplaying

Knowing when to award Style points for good roleplaying, humor, and daring stunts can be highly subjective; what one GM sees as worthy, another might not. There is no right or wrong way to award Style points, but for those of you who might be wondering what qualifies, here are some examples we think qualify for a Style point:

- * During a fight in a wine cellar, a wild swing by a thug smashes the neck off a bottle of vintage wine. A character forfeits his attack action to take a mouthful of the liquid before it goes to waste [humor].
- * The heroes chase a group of villains into a church. One of the characters waives his first round of actions so he can kneel and cross himself while facing the altar (as a good Catholic should) [roleplaying].
- * A character asks a thug to hold his sword while he removes his cloak, and then takes his sword back from the stunned villain with a polite thank you [Trick].
- * Caught in his mistress' bedroom, the character has two choices—stand and fight, or run. He opts to run, mentioning to the GM that he's leaping out of the bedroom window butt naked, with his clothes clutched to his chest. He suggests a group of nuns are passing by as he hits the street, his manhood covered only by his leather scabbard [humor].
- * A character reaches for his sword, having forgotten he dropped it earlier. Rather than switch to a Brawl attack, he shouts "Haha!" at his bemused foe [Trick].
- * A foe drops his sword or is disarmed. The character returns it to him before attacking, saying he won't attack an unarmed man [roleplaying].

game. As noted above, Style points not used during an adventure are lost.

You may earn Style points during play for a variety of different reasons:

- * Pursuing your character's Motivation: 1 pt.
- * Succumbing to your character's Flaw: 1 pt.
- * Heroic actions (Cool Tricks, daring stunts, brave acts, etc.): 1 pt.
- * In Character (Roleplaying, humor, etc.): 1 pt.
- * Out of Character (Game report, diary, etc.): 1-3 pts. These points are earned at the start of the session the game report, diary, or whatever is handed to the GM.
- * Miscellaneous (Hosting the game, bringing treats, etc.): 1 pt.

There is no limit to the number of Style points you can earn during play; however, to keep it from getting out of hand, the Gamemasters may limit you to earning five Style points per game session.

Note: Style points may be tracked on paper, just like

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a character's Health. Because Style tends to come and go much more frequently than any other trait, some players will prefer to track Style points with poker chips or some other physical object.

Earning & Losing Permanent Style Points

The amount of Style points a character begins each adventure with can change, though it requires something special from the character. A truly honorable, brave, or notable act can earn the character a Permanent Style point. The most he can ever begin an adventure with is five points, however.

To earn a point of Permanent Style, the character's action must be witnessed by a large number of people (typically 10 or more). It must also be an exceptional action or one which involves serious risk to the character. For instance, saving the life of the King from an assassin at a ball is an exceptional and noteworthy deed. Helping an old lady carry her shopping, while undoubtedly a good deed, isn't worth a Permanent Style point.

Similarly, any deed must involve a very serious risk

of injury or death. Leaping in front of a blade meant for a friend is brave, but not if the player knows the blow likely won't hurt the character due to a high Defense rating. Leaping in front of a cannonball doing 14L damage, however, is a very risky action, and deserves rewarding. Likewise, running into a burning building to rescue a comrade when you know the building is stacked with barrels of gunpowder which could explode at any moment is exceptionally brave.

Conversely, public acts of cowardice or committing a dishonorable or treacherous act causes the character to lose a Permanent Style point, thus reducing the number of Permanent Style points with which he starts each adventure. A character can never have fewer than one Permanent Style point.

The GM is the final arbiter on whether a deed earns or loses a character a Permanent Style point.

Spending Style Points

Style points may be spent during play for a variety of benefits.

Bonus Dice: The most common use of Style points is purchasing bonus dice for a particular action. You receive one bonus die for every Style point spent. These bonus dice are only good for a single dice roll, after which they are gone. Additional Style points have to be spent to get bonus dice on another roll. Bonus dice may also be purchased to improve the average of a dice pool (see *Taking the Average*, above). You may not buy more than ten bonus dice on any one action. Bonus dice may be bought after the initial die roll is made.

Example: Victor is trapped in a room, and the walls are closing in. He must quickly decipher an inscription on the door in order to get out alive. His modified Linguistics dice pool is two. That doesn't give him much of a chance, so he decides to buy some bonus dice. Victor spends four Style points to get four bonus dice, bringing his dice pool to decipher the inscription to six. Taking the Average of his dice pool nets Victor three successes, which is equal to the Difficulty rating of the task. Victor succeeds in deciphering the inscription without rolling any dice. He escapes from the trap just in the nick of time!

Boosting Talents: Talents may be temporarily boosted with Style points. Your character's Talent is improved by one Level for every two Style points spent. The improvement lasts for the duration of an entire combat, or an entire scene if it is a non-combat Talent. After this time, the Talent reverts back to its normal Level. Your character must have a Talent in order to boost it. You cannot boost a unique Talent or improve a standard Talent beyond its maximum Level.

Example: Gaston is in deep trouble. He wandered off alone and now there's an angry bear charging him. If he is going to survive, he has to make every shot count by hitting the beast where it hurts. Called Shots to hit vital areas penalize the attacker's dice pool, but Gaston has the Accuracy Talent, which reduces this penalty by



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two. Gaston wants to reduce this penalty as much as possible, so he decides to boost his Talent. He spends a whopping six Style points to boost his Accuracy to its maximum Level, which allows him to ignore up to -8 Called Shot penalties for the duration of the combat. If he can do enough damage to the bear before it gets to him, he just might have a chance.

Damage Reduction: Damage inflicted on your character may be reduced with Style points. Your character takes one less point of damage for every two Style points spent. This represents your character's special status as a player character. Even an absent-minded professor can blunder through combat with nary a scratch. Major villains may also have Style points, making them just as hard to kill as player characters. Style points may only be spent to reduce damage when it is inflicted. If the Gamemaster allows it, however, you may spend Style points to reduce damage later, representing a less severe wound or faster healing ability.

Example: *Gaston shot and killed the bear that was attacking him. Unfortunately, its mate attacked him from behind while he was preoccupied. It landed a lucky blow and did seven points of lethal damage. This is more than enough to incapacitate Gaston, so he decides to spend some Style points to reduce the damage. Gaston spends all four of his Style points to reduce the damage by two points. He takes five points of lethal damage, which is enough to stun him but not knock him out. It also reduces his Health to 0. He's not dying yet, but if he takes any more damage he's going to be in trouble.*

Other: The Gamemaster may also allow you to spend Style points for other benefits, such as altering a plot point or making a seemingly random event turn out in your character's favor.

Sharing Style Points

Style points always belong to the player character that earned them. They may never be given away or traded to another character. However, you may spend Style points on behalf of another character, such as an Ally or Follower.

Chance Dice

What do you do if you need more dice but you've run out of Style points? Desperate times call for desperate measures. This is where Chance dice come into play.

When the odds are against you, you have to take a bigger risk in order to succeed. If you want some extra dice to roll, you can always ask the Gamemaster for Chance dice. You may do this at any time, not just when you're out of Style points. In fact, you can spend Style points and get Chance dice on the same roll.

Here is how it works: For each two bonus dice you receive, the Difficulty rating of your character's task is increased by one point. You may gain up to ten bonus

Style Point Options

Gamemasters may alter the value of Style points to suit the style of game they wish to run:

- * **Legendary**—Two bonus dice per Style point
- * **High Adventure**—No spending cap
- * **Swashbuckling Adventure**—One bonus die per Style point
- * **Low Adventure**—One bonus die per two Style points
- * **Gritty Realism**—No Style points

In addition, Gamemasters may also wish to limit the sharing of Style points with other characters:

- * **Shared**—One bonus die per Style point
- * **Limited**—One bonus die per two Style points
- * **Individual**—Characters cannot share Style points

dice in this manner, which also increases the Difficulty rating of the task by up to five points.

Chance dice are added to your dice pool just like normal bonus dice. While you get to roll more dice, you also need to roll more successes in order to succeed. Essentially, you're gambling that you'll roll more successes than you added to the Difficulty rating. Increasing the Difficulty rating also increases the severity of the blunder your character makes if you fail to roll enough successes. It's a risky business, but you wouldn't do it unless you were desperate, right?

Note: Make sure you have enough dice in your dice pool to cover the number of successes you'll need in order for your character to succeed in his task. In general, you will want more dice in your dice pool than the Difficulty rating of the action. You may not Take the Average when using Chance dice.

Example: *Renaud is trying to steer a carriage away from a rapidly approaching precipice. He is a trained rider, but the carriage has taken serious damage. He has Ride 4, but suffers a -4 penalty to his dice pool because of the damage to the carriage. This gives him a modified dice pool of zero to steer the carriage. To make matters worse, Renaud is out of Style points. The carriage is going to plummet over the cliff unless he does something drastic!*

Renaud asks the Gamemaster for six Chance dice, which increases the Difficulty rating of steering the carriage. Normally, the Difficulty of turning the carriage at breakneck speed is 2, but it becomes Difficulty 5 because of the Chance dice. This gives him a slim margin of success, but at least he has a chance!

Renaud rolls and gets four successes, which is not enough, but is not as bad as it could be. Renaud ends up with a simple failure instead of something much worse. The Gamemaster decides that the carriage comes to a halt hanging over the edge of the cliff. Getting out requires careful movement, but with any luck the party can reach safety without toppling the carriage into the abyss.

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Awarding Experience Points

The Gamemaster should be careful when awarding Experience points. It can be difficult to strike the right balance between giving out too much Experience and not enough. The Gamemaster can unbalance the game by giving away too many and, conversely, can cause just as many problems by giving away too few. In practice, awarding three Experience points (give or take a point) per game session sets a good pace for character advancement.

In addition, the Gamemaster is encouraged to give the same amount of Experience points to each character. Giving more Experience to only some of the characters may look like playing favorites, and runs the risk of unbalancing the game.

Characters who put forth extra effort and get involved with the story do not go unrewarded, however. Style points are there to compensate individual player characters without upsetting game balance or the speed of character advancement.

Experience Points

Just like real people, characters learn and grow over time: honing their skills, developing their talents, and improving their natural abilities. Most of what characters learn, however, is beyond the scope of the game. People learn from their mistakes, but learning not to make mistakes in the first place requires common sense, which is not a skill that can be bought. Growing older and wiser should be roleplayed, not purchased.

In game terms, characters change in more tangible ways. During play, characters earn Experience points that represent all the things they learn over time. Players spend Experience points to improve their character's Attributes, Skills, and Talents—making their character more powerful.

Gaining Experience Points

The Gamemaster awards Experience points to each character at the end of a game session. Players write down how many Experience points their character has earned and may spend them during downtime to improve their character's Skills and other abilities.

The Gamemaster may award characters between one and five Experience points per game session. On average, characters should earn about three Experience points per game session. Characters may earn more Experience points for highly dramatic or eventful games sessions. No matter what, characters should always earn at least

one Experience point. Even the most dismal failure can be a learning experience.

Characters earn Experience points in a variety of ways:

- * **Automatic:** Characters gain one Experience point just for being a part of a game session.
- * **Danger:** Characters gain one Experience point whenever they face grave danger and manage to survive.
- * **Roleplaying:** Characters gain one Experience point whenever the players portray them exceptionally well.
- * **Success:** Characters gain one Experience point whenever they further the plot or make progress toward their goal.
- * **Wisdom:** Characters gain one Experience point whenever they learn something critically important.

The Gamemaster may decide to award extra Experience points to the characters at the end of a story. Only a couple of extra points should be awarded this way, usually as a bonus for a job well done.

Spending Experience Points

Experience points may be spent to improve your character's Attributes, Skills, and Talents. Resources are normally gained or lost through roleplaying, but may be purchased with Experience points, subject to Gamemaster approval.

Players should endeavor to spend Experience points on traits that reflect what their character has learned during the campaign. As always, the Gamemaster is the final authority on how and where Experience points are spent, and may ask for justification for any Experience point expenditure.

Experience points may be spent in the following manner:

Trait	Experience Point Cost
Primary Attribute	New Attribute level x 5 points
Skill	New Skill Level x 2 points
Skill Specialization	3 points
Talent	15 points
Resource	15 points

Note: No trait may be raised by more than one point at a time. Significant changes in skills and abilities take time and effort to accomplish, and this rule reflects that limitation.

Example: Maggie has been saving Experience points for her character Simon over many game sessions. Simon has been taking a lot of damage, so she raises his Body score from 2 to 3, costing 15 Experience (the new level is 3, multiplied by 5 to make the total cost).

Combat & Hazards



All for One is a game about heroic and swashbuckling endeavors in a corrupt, dangerous, and dark world, where characters will come face to face with fierce demons and deadly foes. As such, combat is virtually guaranteed to occur with great regularity. The rules below are designed to be quick and easy, while still being fun and cinematic.

☞ Combat Overview ☞

Step One: Roll Initiative (p. 97)

Roll Initiative to determine when your character's actions are resolved during the combat turn. The character with the most successes takes the first action, and the character with the fewest successes goes last.

Step Two: Combat Actions (p. 98)

Your character may attack, defend, and move each turn. Declare your character's Attack action and determine the Skill or Attribute roll required to resolve it. Defense actions are reflexive and do not need to be declared. Move actions must be declared but do not require a dice roll to resolve.

Step Three: Attack (p. 102)

The first attacker calculates his attack rating, including appropriate modifiers, then rolls his modified dice pool.

Step Four: Defense (p. 103)

The defender calculates his Defense rating, including any appropriate modifiers. He rolls his modified dice pool and compares the number of successes rolled to his opponent's attack roll.

Step Five: Damage (p. 106)

If the attacker rolls more successes than his opponent, his attack is successful. Each extra success inflicts one point of damage. If the attacker rolls fewer successes than the defender, his attack missed. If both characters roll the same number of successes, the attacker narrowly misses or strikes his foe without causing any damage.

Step Six: Health (p. 107)

If the attack inflicts damage, mark off the appropriate number of Health levels and resolve any additional damage effects, such as stun or knockback. If your character is reduced to negative Health, he falls unconscious. If he is reduced to -5 Health, he dies. After damage is resolved, return to step three and go on to the next character in the Initiative order.

☞ Combat Turns ☞

Combat can be very confusing. There is often a lot going on, and keeping everything straight can be difficult, especially when there are many different characters involved. To simplify things, combat is divided into six-second combat turns, making it easier for the Gamemaster to keep track of all the characters and resolve all their actions in order.

Each combat starts with an Initiative phase that determines when each character acts during the turn. This ensures that each character has a chance to attempt his chosen task during the combat turn.

☞ Initiative ☞

At the beginning of combat, every character involved rolls their Initiative rating to determine when they get to act in each combat turn.

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The number of successes rolled determines the order of Initiative, with the character scoring the most successes taking the first action and the character with the fewest successes going last.

In the case of a tie, the character with the highest Initiative rating goes first. If two characters have the same Initiative rating, the character with the highest Dexterity rating goes first. If there is still a tie, then both characters actions are resolved at the same time.

Once a character's Initiative has been determined, it remains the same for the duration of the entire combat, but there are ways to alter it.

Holding Actions

Sometimes a character will want to hold his action until another character does something in particular. For example, he may want to hold his attack until his opponent goes for his weapon or shows his head from around a corner. In this case, the held action is resolved before the action that triggers it.

Once a character acts, his initiative changes, and he acts at that point in the Initiative order for the remainder of combat, or until he holds his action again.

An action may be held from one turn to another; a character may also stop holding his action, in which case he loses the action he was holding and his initiative remains unchanged.

Surprise

Occasionally, a character may be caught unawares by an attack. Usually this is due to an ambush or an unforeseen accident.

When a character is caught by surprise, he does not get to act in the first turn of combat. He still rolls Initiative, however, and may take reflexive actions and defend himself normally.

Combat Actions

There are three different types of actions your character can take in combat: attack, defense, and move actions. Your character may perform one of each type of action every combat turn without penalty.

For example, your character can move, attack, and defend all in the same combat turn. Your character doesn't have to perform all three types of combat actions if he doesn't want to; however, giving up one action doesn't allow him to perform two of another type.

If he wants to give up his defense action in order to make two attack actions in the same combat turn, he would have to perform the Total Attack maneuver (see Total Attack, p. 101). Each type of combat action is described below.

Attack Action

Attack actions are used to attempt to hurt an op-

ponent. Depending on the type of weapon being used, the most common attack actions are Melee, Brawl, and Ranged attack. Each attack action uses a different combat Skill roll to resolve the action (see Attack, p. 102). Unless otherwise stated, all attacks are general in nature and don't damage a particular part of the target.

In addition to attacking an opponent, your character may also use his attack action to perform a particular combat maneuver (see below).

Defense Action

Defense actions are a special type of reflexive action that are used to prevent damage from an attack. Your character's Defense rating represents his ability to both evade attacks and resist damage.

Your character does not have to bother thinking about defending himself. He does it instinctively. As a result, you do not have to worry about taking a defense action. You simply make a Defense roll in response to an opponent's attack action every time your character is attacked.

Move Action

A move action allows a character to move a certain distance based on his Move rating. Your character may perform a Move action in addition to attacking and defending himself. You do not have to roll any dice to resolve a move action; your character simply moves the appropriate distance based on his Move rating.

Combat Maneuvers

In lieu of taking a standard attack action, your character can perform a variety of different combat maneuvers. Combat maneuvers may provide bonuses and penalties to attack opponents or allow your character to do other useful things.

Aim

Aiming improves your character's accuracy and damage with a ranged weapon. For each full turn that your character spends aiming, you gain a +2 aim bonus on your attack roll, up to a maximum +4 aim bonus.

Special: Aiming takes your character's full attention, and he cannot move or actively defend himself.

If he is attacked, you only get to roll your character's Passive Defense rating (plus any applicable Defense modifiers) for his Defense roll. Your character may continue aiming as long as he doesn't take any damage.

Alternately, your character may choose to stop aiming when attacked (and forfeit his accumulated aim bonus) in order to defend himself, using his full Defense rating.

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Block

Instead of making an attack, your character attempts to block all Brawl attacks made against him during the turn. When a Brawl attack is made against him, substitute your Brawl rating for your Active Defense in your Defense roll. If you lose your Active Defense for any reason, you may not make this substitution.

Normally, only Brawl attacks may be blocked. If your character wants to block Melee attacks, he may, but suffers a -2 penalty on the attempt.

Special: Against attacks which are not being blocked, your character uses his normal Active Defense rather than substituting his Brawl rating.

Called Shot

Sometimes your character will want to strike a specific target location, such as an object held in an opponent's hand, or a weak spot. Conversely, your character may want to avoid hitting something—such as a friend grappling with an opponent.

Both scenarios require a Called Shot, and the attack roll suffers a number of penalty dice equal to the opponent's Defense rating or the Size rating of the object being attacked.

Vital Area: If your character really wants to hurt his opponent, he can make a Called Shot to hit a vital area. He suffers a penalty on his attack roll equal to his opponent's full Defense rating (including armor and other Defense modifiers), but successes rolled automatically inflict damage on the target. If your modified dice pool is zero or less, your character's attack automatically misses.

Held Object: If your character wants to hit a handheld object, you suffer a penalty equal to the object's Size rating (see Attacking Objects, p. 114). If the person holding the item is trying to prevent it from being struck, you use the base Defense rating of the person holding it or the object's Defense rating (whichever is greater). Any successes in excess of the Defense roll do damage as normal.

Shooting into Combat: If your character attempts to shoot around a friend to hit an opponent, he makes a Called Shot with a penalty equal to the amount of cover his target has (see Cover, p. 104). Obviously, a critical failure on this roll would be disastrous for your character's friend.

Specific Location: If your character wants to hit a specific target location on an opponent, refer to the following chart:

Target Area	Attack Modifier
Torso	-1
Limb	-2
Hand	-4
Head	-4
Eye	-8

The result of hitting a specific location is up to the Gamemaster to interpret based on the specific circumstances, but it can be anything from forcing someone to drop a weapon to blinding your opponent. It can also be used to target locations not as well armored. For instance, a breastplate gives a foe +4 Defense, but only to attacks against his torso. By striking a limb, this Defense bonus is negated.

Cautious Attack

Your character may elect to make a Cautious Attack, focusing more on his defense than on harming his opponent. Your character suffers a -4 penalty on his attack roll but gains a +2 bonus on his Defense roll for the remainder of the round.

Charge

When charging an opponent, your character makes



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a reckless, headlong assault using either a Brawl or Melee attack. Charging grants a +2 charge bonus to your attack roll. Your character may move up to his normal move before making the attack, but cannot move again afterward.

Shove: Instead of making a standard Charge attack, your character may attempt to shove his opponent rather than damage him. In this case, he makes a touch attack (see Touch Attacks, p. 105) against his opponent. If successful, he does no damage. Instead, compare the opponent's Strength rating with the amount of damage your character would have done. If you rolled more damage than his Strength rating, he is moved back five feet for each success in excess of his Strength rating.

If the damage you rolled is less than or equal to your opponent's Strength rating, your character's shove attempt failed and he ends his movement standing directly in front of the opponent.

Special: When making a Charge attack, your character cannot actively defend himself. If he is attacked, you only get to roll your character's Passive Defense rating (plus any applicable defense modifiers) for his Defense roll.

Disarm

Your character may attempt to disarm his opponent by knocking the weapon from his hand with a melee weapon, or by stealing it, using a hand-to-hand attack.

Make an opposed Melee (or Brawl) roll against the opponent, but you suffer a -2 penalty for striking at his weapon. In addition, your opponent receives a +2 bonus if he is holding his weapon with both hands. If you roll less than or equal to the number of successes rolled by the opponent, your character fails to disarm him. If you roll more successes than the opponent, your character knocks the weapon from his grasp, flinging it five feet away per extra success rolled. Or, if your character was attempting to steal the weapon with a Brawl attack, he now has the weapon.

Dodge

Instead of making an attack, your character attempts to dodge all ranged attacks made against him during the turn. When a ranged attack is made against him, substitute your Athletics rating for your Active Defense in your Defense roll. If you lose your Active Defense for any reason, you may not make this substitution.

Special: Against attacks which are not being dodged, your character uses his normal Active Defense rather than substituting his Athletics rating.

Note: If your character has the Acrobatics Skill, he may use that Skill in place of Athletics when dodging ranged attacks.

Grapple

Your character attempts to immobilize his opponent without harming him. Make a Brawl touch attack (see

Touch Attacks, p. 105) with a penalty equal to the Size rating of the opponent. If successful, you do no damage. Instead, compare the opponent's Strength rating with the amount of damage your character would have done. If the damage you rolled is less than or equal to your opponent's Strength rating, your character's grapple attempt fails.

If you roll more damage than his Strength rating, your character grabs him. On his next turn, the grappled character cannot attack and must succeed in an opposed Strength roll in order to free himself. If you roll more damage than twice the opponent's Strength rating, your character pins him, and he only gets to use his Passive Defense rating for Defense rolls.

Parry

Instead of making an attack, your character attempts to parry all Melee attacks made against him during the turn. He must have a shield or be holding an appropriate weapon in order to perform this maneuver. When a Melee attack is made against him, substitute your Melee rating for your Active Defense in your Defense roll. If you lose your Active Defense for any reason, you may not make this substitution. Normally, only Melee attacks may be parried. If your character wants to parry Brawl attacks, he may do so, and inflicts damage on his attacker if you roll more successes on your Defense roll.

Special: Against attacks which are not being parried, your character uses his normal Active Defense rather than substituting his Melee rating.

Ready Weapon

Your character draws a weapon and readies it for combat. Most weapons only take a single action to ready, but some weapons may take longer to ready based on how complicated they are and how they are being carried.

Reload Weapon

Your character reloads a firearm or similar ranged weapon. Note that blackpowder firearms are notoriously slow to reload and generally take six or ten combat turns. Carrying multiple loaded weapons, especially pistols, is a wise tactic! Primitive and archaic weapons (e.g. bows and crossbows) already have their reload times factored into their rate of fire and do not have to be reloaded.

Run

Instead of making an attack, your character doubles his Move rating to determine the distance he runs during the combat turn. He may defend himself normally, but is unable to perform any other actions while running.

Sprint

Instead of making an attack, your character quadru-

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ples his Move rating to determine the distance he sprints during the combat turn. He may keep up this speed for a number of turns equal to his Body rating. After this time, he may exert himself—and suffer a nonlethal wound—to continue to sprint for another turn. If he wishes, he may continue sprinting until he collapses from exhaustion. After your character stops sprinting, he must rest for a number of turns equal to his Body rating before he can sprint again.

Stand Up

Falling down is easy; it's getting up that is hard. Your character may fall prone as a reflexive action, but standing up requires him to give up an attack action. Your character may move and defend normally after getting to his feet.

Throw

Your character attempts to throw his opponent to the ground with a Brawl attack. Make a Brawl touch attack against the opponent (see Touch Attacks, p. 105). Your character suffers a penalty equal to the Size rating of the opponent. If successful, your character does no damage. Instead, compare the opponent's Strength rating with the amount of damage your character would have done. If the damage you rolled is less than or equal to the opponent's Strength rating, your character fails to throw his opponent.

If you rolled more damage than the opponent's Strength rating, your character throws him five feet per success in excess of his Strength rating. If this causes the opponent to strike an object and he cannot move further, he suffers a point of nonlethal damage for each five feet he still needs to move. Additional damage may be done depending on where the opponent lands.

Total Attack

When all that matters is taking an opponent down, your character may go entirely on the offensive—disregarding his own safety—and gain a +2 bonus to his attack roll. Instead of making a standard Total Attack, your character may make two attacks in the same combat turn.

Florentine: Your character may make two attacks, using one weapon in each hand. He may make two Melee attacks, two Ranged attacks, or one of each. He doesn't even have to attack the same target. However, attacking with two weapons is difficult: you give up the normal Total Attack bonus and suffer a -4 penalty to attack with the weapon in his primary hand and a -6 penalty to attack with the weapon in his off-hand.

Flurry: Your character attacks the same target twice, in quick succession, using either a melee weapon or his bare hands. You give up the normal Total Attack bonus and suffer a -4 penalty to both attacks when making a flurry attack.

Special: When making a Total Attack, your character cannot actively defend himself. If he is attacked, you only get to roll your character's Passive Defense rating (plus any applicable defense modifiers) for his Defense roll.

Total Defense

In dire circumstances, your character may focus entirely on his defense: blocking blows, parrying strikes, and dodging ranged attacks all at the same time. By giving up his attack action, your character gains a +4 bonus to his Active Defense rating until his next turn.

Trick

A Trick is a non-damaging attack designed to put an opponent in a disadvantageous position. Tricks *never* inflict damage, whether lethal or nonlethal. If a character wants to inflict damage, he must make an attack as normal. Tricks make for great cinema, and thus should be rewarded with a Style point.

As an attack action, your character can attempt to trick his opponent during combat. The character must describe his trick. The GM then decides what Attribute or Skill the character must roll. Tricks involving physically touching your opponent in some manner are typically Touch Attacks (p. xxx). The GM must also decide how the defender resists. Typically this will involve Active Defense only as a trick is nondamaging, though sometimes an Attribute or Skill roll may be better suited.

Some examples are shown below. These are not hard rules—individual Tricks may be affected by circumstances, what the attacker is trying to achieve, and how the defender resists.

Trick	Attacker	Defender
Beer in the face	Athletics	Active Defense
Hat over eyes	Brawl Touch Attack	Active Defense
Yanking a rug	Strength	Acrobatics, modified by Size rating

If you roll more successes than the opponent's Willpower rating, the character is tricked and unable to attack for a number of turns equal to the number of extra successes you rolled. A tricked opponent may defend himself normally, but the spell is broken if he is attacked during this time. If you roll more than twice an opponent's Willpower rating, he is completely baffled and loses his Active Defense rating for a number of turns equal to the total number of extra successes you rolled.

Example: *Xavier wants to carve an "X" into a foe's tunic. Melee is the best Skill for this. Because the rapier only needs to touch clothing, not pierce flesh, the GM rules it is a Touch Attack. The Defender resists with his Active Defense. Xavier rolls 6 successes, while his opponent scores just two, so four successes to Xavier. His opponent's Will is 3, which means the villain is tricked for 1 round. The GM describes the opponent as staring open-mouthed at his slashed tunic.*

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Think Before You Fight

In many roleplaying games the characters expect to slaughter their foes mercilessly, steal their loot, and be congratulated for a job well done. *All for One* is not one of those games. While there are times when the characters must kill, and indeed when they will be ordered to kill, they are not above the laws of France.

Slaying a group of Spanish soldiers raiding a French village may well earn the characters recognition and praise, but killing a group of rowdy thugs in a bar brawl should involve a criminal trial and very likely a one-way trip to the gallows. This is especially true if only the characters are armed with deadly weapons. No one minds if a few teeth are smashed or an arm broken, but murder is a capital crime.

Likewise, a nobleman may be thoroughly evil and have committed heinous crimes, but he is still a noble, and is thus entitled to a trial (no matter how swift and prejudiced). Musketeers are defenders of France, but they are not judge, jury, and executioner. The murder of a noble should have serious repercussions if the characters' involvement is ever discovered.

The GM should inform his players about this in advance. For the first few sessions it is advisable to remind them at the start of each combat. Those who continuously flout the laws of France should face the full wrath of the judicial system. GMs should read the sidebar entitled *M. de Tréville* on page 146 as well.

Trip

Your character attempts to trip his opponent and knock him down. Make a Brawl touch attack against the opponent (see Touch Attacks, p. 105). Your character suffers a -2 penalty to his trip attack if his opponent has four or more legs.

If successful, your character does no damage. Instead, compare the opponent's Strength rating with the amount of damage your character would have done. If you rolled more damage than his Strength rating, your character knocks him down, otherwise your character fails to knock his opponent down.

Use Item

Instead of making an attack, your character may use an item or operate a simple piece of machinery. He may open doors, pull levers, or other similar tasks, as long as it doesn't require a Skill roll to accomplish.

Use Skill

Instead of making an attack, your character performs a Skill in combat, such as Diplomacy, Medicine, or Stealth.

Attack

An attack represents a character's ability to strike and damage an opponent. It not only determines if your character hits his opponent, but more importantly, how much damage he does to him. Because an attack covers both the power and accuracy of a blow, it is resolved with a single dice roll.

Attack Rating

A character's attack rating represents how powerful and damaging an attack is. Very powerful but inaccurate attacks and weaker but highly accurate attacks may end up with the same attack ratings. One attack uses power to blow through an opponent's defenses, while the other targets his weak spots—both are equally damaging to the opponent.

Combat Skills

Your character's base attack rating is equal to his appropriate combat Skill rating:

Ranged Attack: Athletics, Firearms, or Gunnery

Brawl Attack: Brawl

Melee Attack: Fencing or Melee

Attack Modifiers

There are numerous factors that can modify your character's attack rating. The weapon being used, the size of and range to the target, visibility conditions, and any wound penalties your character has, may all affect the outcome of an attack.

Weapon

Each weapon has a damage rating depending on how powerful and accurate it is. Typically, the larger the weapon, the more bonus dice it adds to the attack rating. Because this is an abstract concept, however, lighter, more accurate weapons may do just as much damage as powerful but awkward weapons.

Weapons also determine the type of damage being inflicted, either lethal or nonlethal.

Size

Even though our version of France is filled with rampaging demons, ghastly undead, and wild animals, human-sized characters are the norm. Therefore, everything in *All for One* is scaled for attacking and defending against Size 0 creatures. Average-sized humans receive no Size modifier to their attack rating, but larger and smaller creatures do. Larger creatures receive a penalty to their attack rating, representing how hard it is for them to hit

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humans. Smaller creatures receive a bonus to their attack rating, representing how easy it is for them to hit a relatively larger target. This scaling is detailed on the table immediately below.

Size	Attack Modifier
8	-8
4	-4
2	-2
1	-1
0	0
-1	+1
-2	+2
-4	+4
-8	+8

Note: Human-sized characters do not have any modifiers to attack larger or smaller creatures, as the difficulty of being hit by a Size 0 attacker is already factored into their Defense rating (see Defense, p. 103)

Range

When attacking with a ranged weapon, your character's distance from his target modifies his attack rating. However, different weapons have different ranges where they are most effective. You can hit a distant target more accurately with a musket than with a thrown dagger, for example.

The distance at which a weapon may be used to attack a target is its effective range. Attacking a target farther than this suffers a penalty to the attack rating.

Range	Distance	Modifier
Point Blank	Less than 5 feet	*
Short	Weapon Range	0
Medium	Weapon Range x2	-2
Long	Weapon Range x4	-4
Extreme	More than Weapon Range x4	-8

* Pistols provide an additional bonus die when used at point blank range. Longarms are designed for long distance and suffer a penalty die to use them up close. Blunderbusses have no modifier at point blank range, as their damage rating already takes their effective range into account.

Visibility

It's hard to attack effectively when unable to see clearly. Very dim light, or very bright light shining directly in your character's eyes, can modify his attack rating.

Visibility Example	Modifier
Blinding light Direct sunlight	-8

Bright light Spotlight	-4
Glare Reflected sunlight	-2
Well-lit Diffused light	0
Dim light Candle or torchlight	-2
Near darkness Moonless night	-4
Complete darkness Underground cave	-8

Wound Penalties

When your character is seriously wounded, he suffers wound penalties to his attack rating equal to his negative Health rating. In addition, his ability to act is limited (see Health, p. 107).

Attack Roll

The dice pool for your attack roll is equal to your character's attack rating plus or minus any circumstantial modifiers. If your modified dice pool is 0 or less, your character's attack automatically misses.

Roll your modified dice pool and compare the number of successes to the opponent's Defense roll. If you roll more successes than the opponent, your character has damaged him. Each extra success inflicts one point of damage and may have additional effects (see Damage, p. 106).

If you roll fewer successes than the opponent, your character's attack is a clean miss. If you both roll the same number of successes, your character's attack narrowly misses or strikes his target without enough force to do any damage. This is similar to the close calls in television and movies where bullets and knives get caught in clothing, are barely deflected by armor, or only graze a character.

Defense

While an attack roll represents a character's ability to strike his opponent, his Defense rating represents his ability to both evade an attack and soak up any damage. Because Defense covers both a character's agility and toughness, it is resolved with a single dice roll.

Defense Rating

A character's Defense rating represents how hard he is to hit and how resistant he is to damage. Therefore, frail but agile characters and slow but tough characters may have the same Defense rating. One defender relies on his natural toughness to shrug off blows while the other relies on not getting hit in the first place. Both characters are equally resistant to damage; however, there are situ-

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ations that require a character to use only one aspect of his Defense rating.

Your character's Defense rating is calculated as follows:

Defense = Passive Defense + Active Defense – Size

Passive Defense = Body (+ Armor, if applicable)

Active Defense = Dexterity

Your character may be limited to using only his Active or Passive Defense ratings against certain attacks, such as Touch Attacks and Area Effect attacks (see below).

Defense Modifiers

Several factors can modify your character's Defense rating. Your character's Size and armor (if any) are the most common modifiers. Cover, wound penalties, and even the number of attackers your character faces also affect how effective his defense is.

Size

In *All for One*, combat is scaled around human-sized characters. Average-sized characters receive no modifier to their Defense, but larger and smaller ones do. Larger opponents (like bears) are easier to hit, while smaller creatures are harder to strike. Consequently, larger creatures suffer a penalty to their Defense rating while smaller creatures receive a bonus.

To make up for this, larger and smaller creatures also receive a modifier to their Health rating. Although larger creatures may be easier to hit, they are also harder to kill. Conversely, smaller creatures may be harder to hit, but they are also easier to kill because they can't take as much damage.

Size	Defense Modifier
8	-8
4	-4
2	-2
1	-1
0	0
-1	+1
-2	+2
-4	+4
-8	+8

Armor

Armor, whether natural or worn as clothing, deflects incoming attacks and prevents blows from doing as much damage as they would without the protection. To represent this, bonus dice from shields and armor are applied to a character's Defense rating. Armor is heavy and restrictive, though, and may also impose penalties on the character wearing it. See the Gear chapter for specific stats on shields and armor.

Cover

Taking cover is an excellent way to defend against attacks, especially against ranged attacks. The more cover your character has, the harder it is for attacks to harm him. In game terms, cover provides a bonus to your Defense rating. The more cover your character has, the greater the bonus you receive. Be aware that missed attacks are likely to hit the object being used as cover, so think twice before hiding behind those casks of gunpowder.

Cover	Modifier
Full cover	+8
Major cover	+4
Half cover	+2
Partial cover	+1
No cover	0

Partial cover: Most of your character is visible to the opponent, such as when hiding behind a small box.

Half-cover: Half of your character is visible to the opponent, such as when firing from behind a tree.

Major cover: Very little of your character is visible to the opponent, such as when peering around a corner

Full cover: No part of your character is visible to the opponent, such as when hiding behind a huge boulder.

Multiple Attackers

As in real life, it's hard to defend against multiple attackers. Groups of opponents can easily outmaneuver and overpower your character; defending against one attacker leaves him open to another. Likewise, multiple attacks from a single attacker are similarly challenging to defend against.

Your character may only use his full Defense rating against one attack per combat turn. He suffers a -2 penalty to his Active Defense rating for each additional attack made against him during the same combat turn. While these penalties may reduce the character's Active Defense to zero dice (it can never go negative), his Passive Defense is unaffected.

Example: *Henri has Active Defense 3 and Passive Defense 3, for a total Defense of six dice. He is attacked three times in the same turn. He rolls his full Defense against the first attack. Against the second attacker his Active Defense is reduced by two, giving him just four Defense dice overall. The third attacker reduces his Active Defense by four, which gives him -1 Active Defense. However, the penalties for multiple attackers can never reduce this below zero. Henri ends up defending with just his three Passive Defense dice. Had there been a fourth or fifth attacker, Henri would still roll his Passive Defense.*

Size Bonus: Large creatures are able to handle multiple attackers more easily than smaller ones. For every two levels in Size, a creature may use its full Defense rating against one additional attack per turn. Therefore,

a Size 2 creature does not suffer any penalties for being attacked twice during the same combat turn and a Size 4 creature does not suffer any penalties for being attacked three times. A Size 8 creature may defend itself up to five times per turn using its full Defense rating! This bonus only applies when attacked by human sized (or smaller) creatures. A larger creature will suffer normal penalties for multiple attacks by creatures of its own size.

Wound Penalties

When your character is seriously wounded but remains conscious, he suffers wound penalties to his Defense rating equal to his negative Health rating. In addition, his ability to act is limited (see Health, p. 107).

Touch Attacks

Sometimes you only need to determine if an opponent touches your character, such as when he is trying to Grapple him or burn him with a torch. Because Grapple attacks are not concerned with doing damage to your character, you do not get to use your character's Passive Defense rating for your Defense roll. Likewise, when facing an opponent wielding a torch or some other highly damaging weapon, you only get to use your character's Active Defense rating for your Defense roll.

With touch attacks, your character's size, cover, and wound penalties still factor into your Defense roll. Armor does not normally factor in unless your character is being attacked with a dangerous weapon (or when skin to skin contact is important).

Note: Touch attacks rarely do damage in and of themselves. Often the amount of damage that would have been done is compared to one of your character's Attributes to determine another effect, such as with a Grapple attack. Touch attacks that result in damage (e.g., being attacked with a burning torch) do a specified amount of damage if successful.

Extra successes on the touch attack do not increase the amount of damage inflicted.

Area Effect Attacks

Some attacks, such as explosions, damage everything within a given radius. Because they do widespread damage, there isn't an effective way to dodge such an attack.

Characters caught in the radius of an area effect attack only get to use their Passive Defense rating for their Defense roll. Creature Size and wound penalties (if any) are not factors when defending against area effect attacks,



but any cover your character has or armor he is wearing will grant him some protection.

Area effect attacks made with fire, acid, or some other caustic material (see sidebar, p. 112) ignore your character's Active Defense and Passive Defense. The only modifiers that factor into your Defense roll are armor and cover.

Note: While area effect attacks are very powerful, only the weapon's damage rating is used for the attack roll. An opponent's Skill rating is not a factor, except when it comes to placing or throwing the weapon into a particular location. This does not normally require a roll on his part, except when accuracy is important—such as when tossing a grenade into a Protestant encampment.

Defense Roll

The dice pool for your Defense roll is equal to your character's Defense rating plus or minus any conditional modifiers. If your modified dice pool is 0 or less, then your character is defenseless, and any successful attacks will inflict full damage.

Roll your modified dice pool and compare the number of successes to the opponent's attack roll. If you roll more successes than your opponent, his attack is a clean miss. If you both roll the same number of successes, however, then his attack narrowly misses or strikes your character without enough force to do any damage. The

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Defense & Taking & Average

To speed up combat, the Gamemaster may opt to have each character Take the Average of his Defense rating. The result becomes the threshold number of successes that must be exceeded in order to damage that character. Basically, it turns the opposed attack vs. Defense roll into a simple attack roll with a Difficulty equal to the average Defense of the target. It sounds complicated, but it's really very simple. If you roll more successes than the opponent's average Defense, your character does that much damage to him.

While Taking the Average of Defense ratings greatly reduces the number of dice rolls in combat, most players like rolling dice to defend themselves—even if it means fewer successes than when they Take the Average. Therefore, the Gamemaster may want to use this method only for NPCs and less important characters in order to speed up combat and keep the focus on the player characters.

blow may have been just a graze or was deflected by armor, for example.

If you roll fewer successes than your opponent, your character has been hit and suffers damage. Each extra success your opponent rolled inflicts one point of damage and may also have additional effects (see Damage, p. 106).

Move

Movement does not require a dice roll to resolve. Your character simply moves the distance allowed by his Move rating for the type of movement he is making. Typically, only one sort of movement may be undertaken in a given round, though specific circumstances dictate otherwise.

Move Rating

Your character's Move rating is a combination of his speed and vigor. Strong and agile characters are fast, while weak and clumsy characters are slow. Your character's Move rating is calculated as follows:

Move = Strength + Dexterity*

* Characters with the Athletics Skill may substitute that Skill rating for their Move rating.

How far your character moves per combat turn is based upon your character's Move rating and the type of movement he is making.

Wounds

Wound penalties reduce your character's effective Strength rating for the purposes of determining his

Move rating and the amount of weight he can carry (see Encumbrance, below).

For example, a character with Move 5 and Strength 3 is currently at -2 Health, reducing his Move rating to 3 and his effective Strength rating to 1 for determining how much weight he can carry.

Encumbrance

Carrying too much weight can severely impede your character's movement. While it may be tempting to lug around all your character's gear and ammunition, there are limits. Carrying around more weight will either slow your character down or tire him out fairly quickly. Both cases can be potentially fatal. Of course, a strong lackey is worth his weight in gold when it comes to carrying gear, as is a horse.

The amount of weight your character can carry without penalty is based upon his Strength rating.

Strength	Light Load	Medium Load	Heavy Load
1	0-10 lbs.	11-25 lbs.	26-50 lbs.
2	0-25 lbs.	26-50 lbs.	51-100 lbs.
3	0-50 lbs.	51-100 lbs.	101-250 lbs.
4	0-100 lbs.	101-250 lbs.	251-500 lbs.
5	0-250 lbs.	251-500 lbs.	501-750 lbs.

The total weight your character is carrying determines his encumbrance category and the associated penalty (if any).

Light Load: Your character moves and performs actions without penalty.

Medium Load: Your character is encumbered and suffers a -1 penalty to his Dexterity and Move ratings.

Heavy Load: Your character is heavily encumbered and suffers a -2 penalty to his Dexterity and Move ratings.

Maximum Load: Your character can attempt to carry up to double his Heavy Load weight, but he suffers a -4 penalty to his Dexterity and Move ratings. If this reduces his Move rating to 0 or less, he can pick up the load but not carry it. Each turn your character carries a maximum load he must exert himself.

Exerting: If your character is encumbered, he may exert himself—and suffer a nonlethal wound—to move and act normally for a single combat turn, or one hour of game time if outside of combat.

Damage

There are two types of damage: lethal and nonlethal. Most damage is lethal, which means that you will die if you take enough of this type of damage. Nonlethal damage, on the other hand, will only make you fall unconscious if you take enough of it. Massive amounts of nonlethal damage can become lethal, however, so it is possible to die if you take enough. Basically, all combat can be very dangerous to your health.

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Lethal: Cutting, slashing, stabbing, bludgeoning with heavy objects, burning and other major trauma that is highly damaging and will quickly kill someone. Most weapons do lethal damage.

Nonlethal: Bruising, fatigue, illness, shock, and other such minor traumas that are not immediately life threatening. Only a few weapons do nonlethal damage, but it is often caused by environmental conditions.

Effects of Damage

Stunned: If your character takes more damage in one blow than his Stun rating, he is stunned and loses his next action. However, he may still perform reflexive actions and defend himself normally.

Knocked Out: If your character takes more damage in one blow than double his Stun rating, he is knocked out for one minute per point of damage in excess of his doubled Stun rating. He is defenseless and helpless during this time.

Knockback: If your character takes more damage in one blow than his Strength rating, he is knocked backward five feet per point of damage in excess of his Strength rating. He may take additional damage, fall over, or suffer other unforeseen consequences, depending on what is behind him.

Knockdown: If your character takes more damage in one blow than double his Strength rating, he is knocked down in addition to being knocked back, and must stand up on his next action.

Continuous Damage: Some attacks will continue to inflict damage over time. Both fire and poison damage, for example, often inflict damage each combat turn until the fire is put out or the poison wears off. Starvation or exposure to the elements will inflict damage over a longer period of time.

Killing Blow: Helpless, unconscious, or dying characters could potentially be dispatched with a single killing blow. The attacker ignores the victim's Defense, inflicting damage with every success rolled on his attack roll.

Health

Your character's Health rating represents how much damage he can take before falling unconscious, suffering wound penalties and dying. When your character's Health falls below 0, he suffers penalty dice equal to his negative Health rating to all actions—if he remains conscious at all.

There are two types of damage: lethal and nonlethal. As their names imply, they represent different kinds of wounds and have very different effects on characters. Lethal damage represents wounds that are immediately life threatening, such as broken bones, lacerations, punctures, etc. If your character's Health reaches 0 due to lethal wounds, he is disabled and is only capable of taking limited action. If his Health falls below 0, he falls

Optional Rule: Bladefodder

One simple way to increase the cinematic action in your games is to up the number of foes you throw against the characters but reduce their endurance dramatically.

Rather than using their Health rating, bladefodder characters immediately fall unconscious or die (as appropriate to the type of damage dealt) if they suffer so much as a single point of damage. Using this rule allows the characters to wade through ranks of vile cultists, Spanish soldiers, or bandits with a few flicks of the blade.

Any villainous character can be bladefodder, but it is best used with nameless thugs whose demise does not impact on the story. Named personalities and important villains should always retain their standard Health rating.

unconscious and begins to die. If his Health reaches -5 due to lethal wounds, he dies.

Nonlethal damage represents non life-threatening wounds, such as bruises, fatigue, shock, etc. If your character's Health reaches 0 due to nonlethal wounds, he is exhausted, and is only capable of taking limited action. If his Health falls below 0, he falls unconscious. If his Health reaches -5, any additional damage converts his nonlethal damage to lethal damage on a point-for-point basis.

Whenever a character takes damage, lethal damage is subtracted first from his Health, and nonlethal damage is subtracted second. The remaining Health total is used to determine if the character falls unconscious or suffers any wound penalties.

Example: Claude has a base Health of 4. He suffers two lethal and two nonlethal wounds, making his current Health 0. He is badly beaten and exhausted, but still on his feet. Unfortunately, he suffers two more lethal wounds, making his current Health -2. Instead of falling unconscious and dying, however, he is only unconscious because it is the two nonlethal wounds that reduced his Health to -2. Without them, he'd have a current Health of 0 and be merely disabled. If Claude suffers any more lethal damage, he will start dying. He will be in big trouble unless he receives medical attention soon.

States of Being

Exhausted: If your character takes enough nonlethal damage to reduce his Health to 0, he is exhausted and only capable of taking limited action. Instead of attacking, defending, and moving all in the same combat turn, he may only perform one of these ac-

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tions each turn. If he wishes, he may exert himself and perform all three actions normally, but suffers a nonlethal wound immediately afterward, causing him to fall unconscious.

Disabled: If your character takes enough lethal damage to reduce his Health to 0, he is disabled and only capable of taking limited action. Instead of attacking, defending, and moving all in the same combat turn, he may perform only one of these actions each turn. If he wishes, he may exert himself and perform all three actions normally, but suffers a lethal wound immediately afterward, causing him to fall unconscious and begin dying.

Unconscious: If your character takes enough nonlethal damage to reduce his Health below 0, then he falls unconscious. He will remain unconscious for one minute per point of damage below 0. Even after regaining consciousness, his Health remains negative. If your character takes three points of damage, reducing his Health to -1, he will regain consciousness in one minute.

Dying: If your character takes enough lethal damage to reduce his Health below 0, he falls unconscious and begins dying. He will continue to take one lethal wound per turn until he receives medical attention or stabilizes on his own.

Dead: If your character takes enough lethal damage to reduce his Health to -5, he is dead, but may be resuscitated if he receives immediate medical attention.

Remaining Conscious: If your character takes enough damage to knock him unconscious, he may try to remain conscious through sheer willpower. Make a reflexive Willpower roll with a Difficulty rating of 2. Your character suffers a penalty to his Willpower roll equal to his negative Health rating.

If you roll fewer than two successes, your character falls unconscious as normal. If you roll two or more successes, your character remains conscious but is considered exhausted or disabled as appropriate, and suffers a penalty to all actions equal to his negative Health rating. If he takes any additional damage, he must make another roll to remain conscious using the new penalty.

Example: *Nicolas takes three lethal wounds, reducing his Health to -3. The hero wants to try to remain conscious, but his Willpower rating is 2, giving him a modified dice pool of 1. He automatically falls unconscious because he cannot possibly roll two successes with one die.*

Stabilizing: If your character is dying, he may attempt to stabilize himself each combat turn. Make a reflexive Body roll with a Difficulty rating of 2. Your character suffers a penalty to his Body roll equal to his negative Health rating.

If you roll fewer than two successes, your character continues to die as above, but may attempt to stabilize again next combat turn using the new penalty. If you roll two or more successes, your character stabilizes and does not lose any additional Health. When he wakes up,

he is considered disabled and suffers a penalty to all actions equal to his negative Health rating.

Example: *Nicolas has been reduced to Health -3 and is dying. On his turn, he makes a stabilization roll. His Body rating is 3 and he suffers three penalty dice on the roll, so his final dice pool to stabilize is three. He rolls the dice and scores two successes. He stabilizes before he loses any more Health, but he is still unconscious and will be disabled when he wakes up.*

Note: A skilled doctor may attempt to stabilize a dying character. Make a Medicine roll with a Difficulty rating of 2. The doctor attempting to stabilize the dying character suffers a penalty equal to the injured character's negative Health rating. If he rolls two or more successes, the dying character is stabilized as normal. If he rolls fewer than two successes, the dying character is not stabilized, but he may try again next turn.

Healing

The world of *All for One* is a dangerous place, and characters will get hurt. They might eat something poisonous, run afoul of a demonic entity, or have a fight with highwaymen. Player characters lead dangerous and exciting lives, and that means they are going to need medical attention from time to time if they want to live to tell the tale.

First Aid

First aid can literally be a lifesaver. When properly administered, first aid can reduce the severity of an injury or even bring someone back from the brink of death. The most life threatening aspect of a wound is the shock and trauma that go along with it. Treating an injured person for this can actually reduce the severity of his wound.

Make a Medicine roll to treat a wounded character. Each rolled success heals one point of nonlethal damage, or converts a point of lethal damage into nonlethal. Nonlethal damage is always healed before lethal, representing easing the shock and trauma of the wounded person.

First aid takes one minute to perform and must be administered within one hour after injury to have any benefit. After the hour is up, the damage becomes permanent and the wound must heal naturally. First aid may be administered each time a character is wounded, but it cannot heal more than the most recent damage.

Example: *Pierre is in bad shape. He suffered eight points of lethal damage, reducing his Health to -3. Henri performs first aid on him. Henri makes a Medicine roll and scores three successes. The first success converts a point of lethal damage into nonlethal, and the second success heals the nonlethal wound completely. The remaining success converts another point of lethal damage into nonlethal, leaving Pierre with*

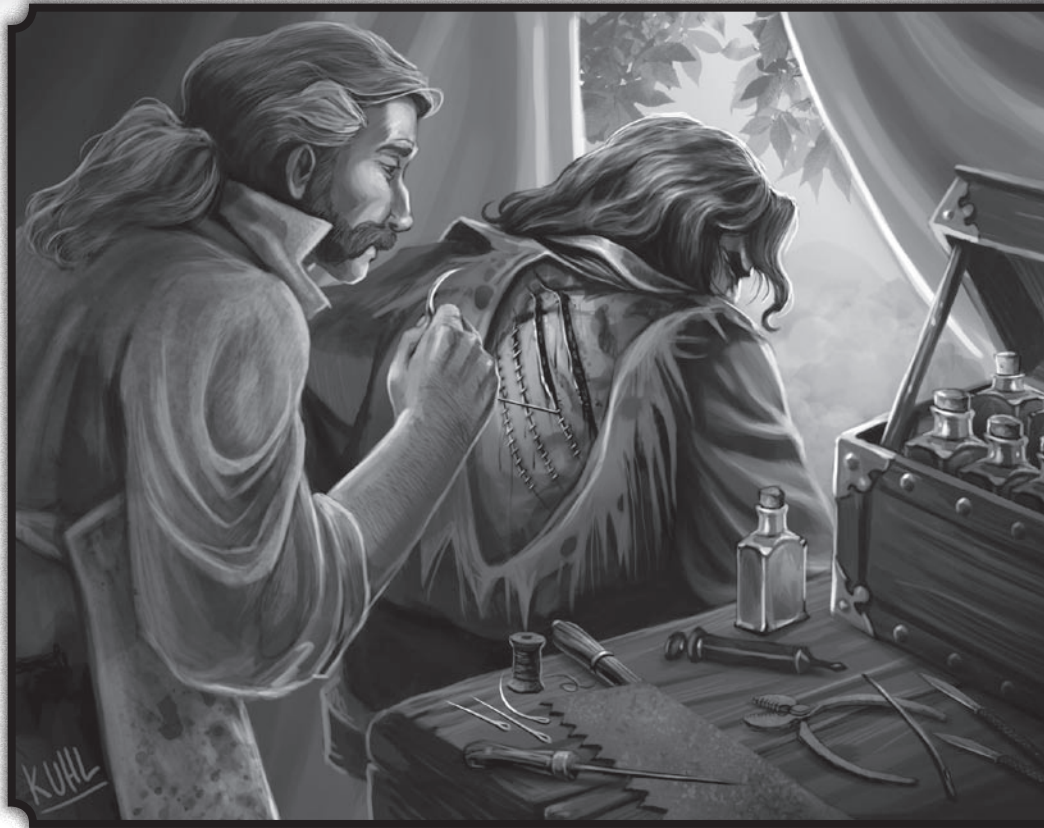
six points of lethal damage and one point of nonlethal. He's still badly hurt, but better off than he was before.

Medical Care

Healing takes time, but can be aided with medical attention. Normally, nonlethal damage heals at the rate of one point per day, and lethal damage heals at the rate of one point per week. Under the care of a skilled medical professional, a character heals much faster.

The number of successes rolled by the character treating the patient proportionally decreases the amount of time it takes to heal a wound.

For example, a character with one lethal and two nonlethal wounds receives medical assistance. The doctor looking after him rolls three successes, meaning that he will heal three times faster. Therefore, the two nonlethal wounds will heal the first day and the lethal wound two days later.



Trying Again

If a character wishes to treat an injured person again, hoping to get a better result, he may do so, but each successive attempt imposes a cumulative -2 penalty on the Medicine roll. The new result, for better or for worse, replaces the previous result.

⌘ Social Duelling ⌘

Social dueling involves using barbed comments, overt insults, witty slander, and backhanded compliments rather than swords and fists.

These rules are designed for social occasions, such as balls and dances, and should never be used during standard combat. Insulting someone properly takes time, requires a crowd of onlookers to witness the comments, and cannot be achieved while dodging bullets and parrying blows.

Be warned, though, before you open your mouth and insult someone. Trying to smear someone with a bad Reputation could easily get turned on you, and you should not go after famous people unless you're pretty sure you can win.

Trading Insults

Social combat uses opposed rolls. The time a roll

takes is variable based on the situation. Two characters standing face to face might require no more than a few seconds per roll. Insulting a rival while waltzing around the dance floor may take a full minute per roll as the characters may only exchange comments each time the dance brings them close. Starting a war of rumors might take days or weeks to produce any effect..

Dice Pools

Both characters make a roll of Con, Diplomacy, Intimidation, or Streetwise (their choice). Con represents lies and slanderous comments, Diplomacy delivers compliments with a hidden barb, and Intimidation is essentially being rude, but with style. Streetwise represents starting malicious rumors, a process which takes much longer than a conventional duel of wit.

Both parties get a bonus based on their Contacts, Fame, Rank, or Status (see the appropriate descriptions). The character only gets to use the highest bonus that applies—modifiers from multiple Resources do not stack. The GM may wish to disallow certain Resources based on the type of duel. For instance, Contacts is ideal for starting and spreading malicious rumors around Paris, but of little use when face to face with your opponent at a social event.

Additional bonus dice can be earned through role-playing—either by the player delivering a witty remark

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or the character revealing information discovered during play. Some examples are included below.

Example	Modifier
Delivering a crude insult	-4
Relying on an existing bad reputation	-2 to -4
Roleplayed witty quip	+1 to +4
Rebuke based on dark secret	+4
Rebuke based on dark secret with hard evidence to back it up	+8

Example: Jean-Claude wishes to confront the Duc about his “unhealthy animal interests.” Jean-Claude decides to use his honor as a Musketeer to back his claims. He has Rank 2 (a corporal) and thus has a +2 bonus. The Duc, by comparison, relies on his noble status as defense against slander. He has Status 5, which nets a whopping +8 bonus! Jean-Claude better have some damning evidence if he wants to avoid his slander backfiring.

The Duel

Only two people can actively participate in a social duel and risk their reputations. Friends can use the Teamwork rules, adding quips and slight insults to help their compatriot.

Whoever begins the duel (the attacker) rolls first and tallies his successes. His rival (the defender) then counters with a defense, a counter insult, or barbed comment.

If the defender fails to beat his attacker’s total but scores equal to or greater than half his opponent’s successes, he loses the duel and suffers a slight tarnish to his reputation. If he rolls less than half his attacker’s successes, his reputation has taken a serious battering.

If the defender scores more successes than his accuser, he has turned the tables, forcing the attacking character to roll again or gain a Bad Reputation himself.

Example: Jean-Claude knows that the Duc has an unnatural obsession with sheep and has proof in the form of a bejeweled collar from his latest favorite. Faced with the Duc’s social status, Jean-Claude elects to confront his adversary with the necklace, giving him a +8 bonus. Jean-Claude’s player comes up with a witty remark, giving him an additional +2 bonus. He rolls his modified Con and gets eight successes.

The Duc’s player rolls his Diplomacy rating plus eight bonus dice for his Status. He scores a measly six successes.

Losing a Duel

The loser of a social duel gains an appropriate Bad Reputation Flaw. If he rolled less than half the victor’s successes, his reputation is sorely tarnished. The Bad Reputation lasts until the character can disprove it through gameplay or by make the person that insulted him apologize and recant it.

Otherwise, the penalty is not so harsh—the Bad Reputation lasts for the rest of the current adventure and the entirety of the next adventure. After this time, the social harpies grow bored and find new scandals to sate their wagging tongues.

Example: The Duc’s retort comes off as weak, and he is tarred with a reputation as “Le Duc de Moutons.” He suffers a -2 penalty to social rolls for the remainder of the adventure and the next adventure. The upshot of this is that the Duc gets a Style point every time he is hurt by his bad Reputation. If the Duc’s player had rolled less than half the number of successes as Jean-Claude’s player, the bad Reputation would last much longer.

Now, if the Duc’s character had rolled more successes than Jean-Claude’s player, he’d have turned the tables and Jean-Claude would have to roll again to avoid getting a Bad Reputation himself. If he chose to use the collar again, he’d still get the bonus, but would get less of a bonus for reusing it (anywhere from -2 to -4 dice). He would also have to think up a brand new quip if he wanted to get the bonus dice again.

Environment

Environmental damage comes in many forms. Your character could have an accident, contract an illness, or suffer from exposure to the elements. Depending on the nature of the situation, environmental damage can be either lethal or nonlethal.

Deprivation

Whether due to an accident, miscalculation, or outright treachery, going without food or water for an extended period of time is bad for your health. A character’s Health rating is the primary factor that determines how long he can withstand deprivation before expiring.

Dehydration: Your character suffers a lethal wound each day he goes without water. He will continue to take lethal damage until he once again has a steady supply of water.

Starvation: Your character suffers one lethal wound each week he goes without food. He will continue to take lethal damage until he gets a steady supply of food.

Note: If your character goes without both food and water, he suffers damage from lacking both. Also—as if effects of deprivation weren’t bad enough—dehydrated or starving characters lack the energy to heal their wounds. All healing stops until the character regains regular access to food and water.

Disease

Different diseases pose different problems. Whether battling the common cold or a more debilitating disease, a character is likely to take damage over time, and

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possibly suffer more serious effects if the malady is left untreated.

Most diseases and illnesses have an Infection rating, which represents how hard it is to avoid contracting the disease or to fight off the illness. Make a Body roll whenever your character is exposed to an illness (see Resistance, p. 13) and compare the number of successes to the Infection rating.

If you roll at least as many successes as the disease's Infection rating, your character avoids contracting the disease; however, he may become infected later if he is exposed to it again.

If you roll fewer successes than the Infection rating, your character contracts the disease and suffers its effects. To recover from a disease, make an extended Body roll against the Infection rating of the disease.

Typically, each roll represents one day of sickness; you will need to accumulate between five to ten successes to fully recover from the disease. If being tended by a doctor, he may substitute his Medicine rating for your character's Body roll.

Sample Disease: Pneumonia

Pneumonia, an infection of the lungs, is a common malady and a leading cause of death. Pneumonia can be caused by bacteria, viruses, fungal spores, and even parasites. For game purposes, all forms of pneumonia are assumed to be identical.

Symptoms: Chest pains, chills, vomiting, clammy skin, a hacking cough delivering up thick sputum, shortness of breath, fatigue, raging fever, and body aches are all symptomatic of pneumonia. Different patients often exhibit different symptoms, which makes diagnosis difficult.

Infection: 2 (3 if in close proximity to a patient). Direct, prolonged, face-to-face contact is typically required to catch pneumonia through airborne particles.

Pneumonia kills in a variety of ways. Blood poisoning, asphyxiation through congested lungs, and secondary infections like pleurisy due to a weakened immune system are the most common, though normally it is the young, elderly, and already sick who succumb. After the first week, the character takes a lethal wound per week until he recovers or succumbs to the disease. Characters infected with pneumonia suffer a -1 penalty to all actions due to lethargy and fatigue.

Recovery: 2 (6 successes are required to recover from the disease). Each Body roll represents one week of illness, starting from the day pneumonia is contracted. Long-term rest also aids in the recovery of pneumonia. A patient who gets suitable bed rest gains a +2 bonus to his Body roll for the purposes of recovery.

Sample Disease: Smallpox

Smallpox is a very serious and sometimes fatal disease that is only transmitted by humans. The name is derived from the Latin word for "spotted" and refers to the raised bumps that appear on an infected person. Infection usu-

ally occurs by inhaling the virus, which can remain on clothing, bedding and other surfaces for up to one week. As such, the disease usually starts in the lungs, invades the bloodstream, and eventually spreads to the rest of the body.

Symptoms: At first, the infected character suffers from a high fever, lack of energy, aches and pains, and sometimes vomiting. Later, sores form in the character's mouth and a rash spreads all over his body, eventually becoming raised bumps. By this point, the character is usually too sick to perform normal activities.

Infection: 2 (3 if in direct contact with bodily fluids). Direct, prolonged, face-to-face contact—or contact with infected bodily fluids—is typically required to catch smallpox.

An infected character usually feels fine for the first week, and displays no symptoms. He gradually begins to suffer symptoms over the second week, at which point the disease has taken hold. After the first week, the character takes a lethal wound per day until he recovers or succumbs to the disease. Characters infected with smallpox suffer a -1 penalty to all actions due to lethargy.

Recovery: 2 (10 successes are required to recover from the disease). Each Body roll represents one day of illness, starting from the day smallpox is contracted. Long-term medical attention has almost no effect on smallpox.

Drowning & Suffocation

Under normal circumstances, your character can hold his breath for one minute per point of Body rating. In combat, your character holds his breath for one turn per success on a reflexive Body roll.

After this time passes, your character will be forced to take a breath and suffer the effects of whatever he breathes in. If he inhales water or thick smoke, for example, he will receive one nonlethal wound per turn until he is able to breathe normally. Your character cannot hold his breath again until he has had a chance to catch his breath.

Exposure

Extremely hot and cold conditions can be detrimental to your character's health. Prolonged exposure can even be fatal. Exposure to extreme temperatures does non-lethal damage every hour that your character is without shelter. The amount of damage your character takes is determined by how extreme the conditions are.

Temperature (Fahrenheit)	Damage
Over 120 degrees	4N
110 – 120 degrees	3N
100 – 110 degrees	2N

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90 – 100 degrees	1N
50 – 90 degrees	0
40 – 50 degrees	1N
30 – 40 degrees	2N
0 – 30 degrees	3N
Below 0 degrees	4N

Having adequate protection, such as warm furs, will keep your character from suffering from exposure. However, the Gamemaster will determine the level to which your character can afford protection. Even the thickest furs won't protect him long when the temperature is -30 degrees Fahrenheit. Also, weather conditions such as rain, wind, or high altitude may intensify the damaging effects of exposure.

Falling

Musketeer service is a dangerous business, and characters need to be on their toes all the time. In particular, they need to watch their handholds and footing or they may slip and fall. Whether they fall a few feet off a ladder or hundreds of feet off a cliff, landing is likely to hurt your character.

Most falling damage is nonlethal, unless your character lands on something sharp and pointed, such as jagged rocks. Your character takes one nonlethal wound per ten feet he falls (rounded up).

Terminal velocity: Your character reaches terminal velocity once he falls 100 feet and will take no additional damage for falling farther. Once he's reached terminal velocity, however, falling damage is lethal.

Breaking a fall: If your character has the Acrobatics Skill, he may try to break his fall by grabbing objects to slow down, or by trying to land in a softer spot. The Difficulty rating to break a fall is 2, but the Gamemaster may adjust it up or down based on circumstances. Make an Acrobatics roll to reduce your character's falling distance. For each success in excess of the Difficulty, the character reduces his effective falling distance by ten feet.

Hard and soft landings: If your character happens to land in a soft spot, such as water or a snow bank, the Gamemaster may reduce the amount of damage for the fall, depending on how soft the landing area is. Conversely, if your character lands on a particularly hard surface, such as jagged rocks, the Gamemaster may increase the amount of damage he takes or convert it to lethal instead of nonlethal damage.

Fatigue

A character can do without rest or sleep for a short time, but he will eventually suffer ill effects. Your character suffers one nonlethal wound for each day he goes without sleep.

Caustic Damage

Caustic Damage—most notably that caused by fire and poison—is scaled for human-sized characters but would prove a greater or lesser threat depending on the victim's size. To account for this, reduce caustic damage by one point for each two Size levels above zero, or increase it by one point for each two Size levels below zero. For Size 1 or -1 creatures, a "+" sign is added to the damage to indicate the possibility of taking an extra point of damage (see Taking the Average of Odd Numbers, p. 91). Larger creatures take no damage from caustic damage that is reduced to zero, but may still feel pain when they come in contact with it.

Example: *Luc is armed only with a torch when he is attacked by a gargoyle. Against an average-sized human, the torch would do 1 point of lethal damage, but the gargoyle is Size -1, so the damage increases to 1+. As with Taking the Average, the "+" indicates a 50% chance of an extra point of damage. In this case, one die is rolled and it comes up a success, so the gargoyle takes two points of fire damage from the torch. Unfortunately, the next opponent Luc encounters is a huge bear, which is Size 2. The torch's damage is reduced to zero against the large ursine. Burning the bear with a flame that size would probably startle and enrage it, but not injure it. If only he could use the torch to make a bigger fire...*

Your character can perform a strenuous activity, such as jogging or heavy manual labor, for a number of hours equal to his Body rating. After this limit, your character suffers a nonlethal wound for each additional increment of time based on his Body rating. The fatigue remains until the character rests or sleeps for eight hours plus the number of wounds he has suffered.

Fire

Fire is crucial to survival, but it can also be an extremely dangerous hazard. Fire consumes nearly everything it touches, and can be an extremely potent weapon. Care should be taken, however, as a fire can easily get out of control and turn on the person who set it.

If burned, your character automatically takes damage based on the intensity of the fire. If an opponent is attacking your character with a flaming weapon, such as swinging a torch, a touch attack is made (see Touch Attacks, p. 105). Your character gets to roll his Active Defense rating against the attack, also including armor bonuses, to avoid taking damage. In general, the hotter the fire, the more damage it does. Note that fire is caustic damage (see sidebar) and will have a reduced affect against larger creatures.

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Fire Intensity	Damage
Molten rock or metal	4L
Chemical fire (third-degree burn)	3L
Campfire (second-degree burn)	2L
Torch (first-degree burn)	1L

If your character is exposed to flame for more than a turn, anything combustible he is wearing catches fire, and he will continue to take damage even if he escapes from the original blaze. Rolling on the ground or jumping into water will normally extinguish a fire and prevent your character from continuing to take damage.

If there is no water available, you must make a Dexterity roll with a Difficulty equal to the fire's damage rating in order to extinguish the fire by rolling on the ground.

If your successes equal or exceed the fire's damage rating, your character puts the fire out and will not continue to take damage. If you roll fewer successes than the damage rating, your character continues to take damage, but may make another attempt to put out the fire on his next turn.

Poisons and Drugs

Poisons and drugs can all be detrimental to your character's mental and physical well-being. They can also have a variety of different side effects, which usually translate into bonus or penalty dice on certain actions. Some poisons and drugs affect your character only once, while others affect him repeatedly over a period of time.

There are several different methods for ingesting a drug or poison. Depending on the specific toxin, your character may have to inhale it, ingest it, inject it, or simply touch it to suffer its effects.

There is little defense against ingesting or inhaling a drug or poison. Your character either has to detect the poison before eating it, or hold his breath to avoid inhaling it.

In the case of an injection or injury, your character defends himself normally. If the poisoned weapon does damage to your character, he also has to resist the effects of the poison.

If an opponent is merely trying to touch your character with a toxin, such as a lethal contact poison, a touch attack is made (see Touch Attacks, p. 105). Your character gets to roll his Active Defense rating against the attack (also including armor bonuses) to avoid skin contact with the poison.

Most drugs and poisons have a Toxin rating, which represents the Difficulty of resisting the effects of the

substance. Make a Body roll whenever your character is dosed (see Resistance, p. 13), and compare the number of successes to the Toxin rating. If you roll at least as many successes as the Toxin rating, your character resists the effects of the poison. However, he may not be so lucky if he gets another dose.

If you roll fewer successes than the Toxin rating, your character suffers from the effects of the poison. If the poison inflicts damage immediately, your character takes an amount of damage based on the poison's potency.

If the poison does damage over time, the Toxin rating simply determines if the poison takes effect. The poison will then do damage over time until your character accumulates enough successes on an extended Body roll to get the poison out of his system. Typically, each roll represents one hour and your character will need to accumulate between five to ten successes to fully clean the poison from his system. If being tended by a doctor, you may substitute the doctor's Medicine rating for your character's Body roll.

Note: Poison is considered caustic damage (see sidebar) and will have a reduced effect against larger creatures.

Toxin	Damage
Deadly toxin (cyanide)	4L
Dangerous toxin (snake venom)	3L
Strong toxin (toxic spores)	2L
Weak toxin (food poisoning)	1L



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Sample Drugs

Alcohol

Your character can safely consume as many alcoholic drinks per hour as his Body rating. For each additional drink beyond that, he suffers a -1 penalty to all actions. However, alcohol can temporarily reduce the effects of pain and cold. Drinking alcohol increases your character's tolerance to cold for the remainder of the hour. The effects of alcohol slowly fade at the rate of one penalty die per hour, until your character is completely sober again. However, if your character has more drinks than twice his Body rating, he will become violently ill and suffer a nonlethal wound. If he continues to drink beyond that, the Gamemaster may impose even harsher penalties.

Hallucinogens

Hallucinogens can be taken in a variety of ways, but whether they are ingested, inhaled, or just touched, they disorient the drugged character and may make him act erratically and possibly see things that aren't there. Depending on the strength of the hallucinogen, the character will suffer a -1 to -4 penalty to all actions. However, depending on the nature of the drug, the character may experience tremendous insights or visions of the future. The effects of a hallucinogen normally last for eight hours minus the character's Body rating.

Sample Poisons

Arsenic

Toxin: 5

Damage: 4L

The effects of arsenic poisoning may include vomiting, convulsions, shortness of breath, loss of consciousness, and death. It is usually administered as a poison through inhalation or ingestion.

Venom

Toxin: 4

Damage: 1 - 4L

France doesn't have any native poisonous beasts of note save for adders, a form of viper, but there are plentiful venomous creatures in the world that villains can import for their nefarious plots. The forests are also home to many species of poisonous fungi and berries. The amount of damage done by a venomous creature is not necessarily determined by its size. Even very tiny creatures can be deadly to humans if their venom is potent enough. In addition, some venom can inflict additional side effects, such as paralysis, that will affect the character for a short time.

Attacking Objects

Sometimes a character will want to break an object, such as smashing in a door or breaking a lock.

Objects take damage much like people do, but the amount of damage they can take depends on the size of the object and its durability. A small object made of metal will be harder to break than a large one made of glass.

The type of material the item is made out of determines its Defense rating. In this case, the Defense rating of the item represents how resistant it is to damage. Attacking an object is subject to the same modifiers for size and range as attacking an opponent. All successes rolled in excess of the object's Defense rating damage the item.

Material	Defense
Glass	2
Wood	4
Stone	6
Metal	8

Structure

The amount of damage that an item can take depends upon the item's size and quality of construction. To calculate an object's Structure, add the Size modifier below to the object's Defense rating. However, the Size modifier cannot drop an object's base Structure below zero. Also, unlike humans, an object will break as soon as its Structure drops below 0. If its Structure reaches -5, it is utterly destroyed and can never be repaired.

Size	Structure
+8	+8
+4	+4
+2	+2
+1	+1
0	0
-1	-1
-2	-2
-4	-4
-8	-8

Attacking a Hand Held Object

When attacking an item held in an opponent's hand, the character must make a Called Shot to hit the object, using the base Defense of the person holding it or the object's Defense (whichever is greater). Any successes in excess of the object's Defense roll do damage as normal.

Artes Magicae



In 1636, most people believe in magick, but unless the viewer is especially enlightened, he sees only witchcraft and devilry, and is likely to alert the authorities to any magick observed. Those found guilty of such acts are universally executed by hanging.

Practitioners of magick are few and far between. Treatises or grimoires describing the art are often written in obscure languages or encoded in allegorical terms so as to prevent their knowledge being misused or understood by outsiders. Most students must spend years practicing the multitudinous hand gestures, pronunciation, words of power, and rhythms required to warp reality. Still, some are more fortunate, and are born with an innate understanding of the art. Why this should be remains a mystery, even to the most erudite scholar of magick.

But regardless of how a magician learns his art, it is not an ability everyone can develop. Magick requires an aptitude. Without this, one could study for a hundred years and be no more capable of creating a tiny flicker of flame than a hawk can fly to the Moon.

Note that ritual and spell mean the same thing—a magickal effect. Alchemists generally refer to their works as formulae, processes, or concoctions.

Magickal Energy

Magicians speak of magickal energy, an invisible force which pervades the universe. Terms used to describe this ethereal energy are always based on water—tide, flow, river, or ocean—a practice which dates back many centuries. While magicians are actually summoning spirits to perform the effects of a spell, they tap into the magickal energy to bring these beings under their command.

Though citizens decry those who practice dark magick, there is, in truth, no such thing, at least in a philosophical sense. Magickal energy has no alignment or flavor. Magick becomes good or evil, light or dark, only when

a magician manipulates it. It is the caster's intent which causes magick to be used for good or ill.

There is no limit to magickal energy. A thousand magicians invoking complex spells simultaneously drain magickal energy from the universe no faster than breathing drains the world's atmosphere. When performing a ritual, a magician channels magickal energy through his body, shaping the flow into the desired effect. Thus, despite the watery allegories, magickal energy is sculpted, not unlike the way a potter molds a lump of formless clay into a pot or vase.

Certain locations and artifacts can help channel magickal energy, but they are rare, and most casters must go without. When a practitioner needs extra power, he must either channel extra magick through himself or perform a sacrifice.

Channeling Extra Magickal Energy

When channeling extra magick, the magician suffers a nonlethal wound for each +2 Magick bonus. For the purposes of calculating stun and knock out, treat magick as a single blow delivered immediately after making the Magick roll. Casters casting a ritual together may share this cost, spreading the damage out among themselves. A magician can use Style points to negate this damage as normal.

When making a sacrifice, the magician gains a boost in magickal energy without taking damage. Unfortunately, sacrifices are less efficient than channeling energy directly through the mage. For each lethal wound inflicted on a human sacrifice, the magician gains a +2 Magick bonus. Animals supply one bonus die per point of lethal damage inflicted. Special knives are often used, and the sacrificial creature is typically immobilized while its blood is collected in a bowl or cauldron. The blood is consumed by the ritual, leaving only a burnt, black residue behind.

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The Devil's Work

Scientific studies and rational thinking may be pushing the boundaries of natural philosophy out of the shadow of superstitious beliefs, but not so with magick.

This is not a fantasy setting. Citizens of France do not see magicians as another part of the scenery. They see them as tools of the devil, sent to plague them with misfortune and ruin. Even alchemists, whose work is based on chemical reactions, must tread warily and be prepared to explain their actions in pseudo-scientific terms to the curious. Magick is a very powerful tool, but it must be wielded carefully.

The typical reaction to witnessing magick is to run screaming in terror, crying out "Witch!" and then alerting the nearest authorities, be that the Cardinal's Guard, the village constable, or the local priest. Every peasant knows strength in numbers is required to handle a witch, and within minutes an angry mob rises and tries to imprison the "evildoer." The Inquisition is called to torture the guilty into making a confession, after which, to save his or her immortal soul, the witch is then burned at the stake.

Gamemasters should not ignore this non game-mechanic part of magick. Characters who take sensible precautions should not be unduly punished (otherwise magick will be all but unusable), but those who strut around launching fiery bolts or transforming their flesh, or worse, take to the air and fly, should feel the icy breath of the Inquisition on their necks.

to visualize the actions his character is taking over successive rounds. Once a magician has picked a Tradition, it cannot be changed.

Ceremonial Magick

Also known as High Magick, this Tradition focuses on summoning and commanding spirits to do the magician's bidding. Words alone are not enough to coax the spirits, whether good, bad, or elemental, from their native realms. The caster must use wands, staves, daggers, incense, fire, bowls of water, and complex diagrams to work his art. Many students of this art make use of grimoires, magickal textbooks which, while not containing actual spells, do include diagrams and instructions for summoning spirits. Talismans, small charms permanently inscribed with mystic symbols and words of power, are very popular, as they make the summoning process much easier, but they are rare items and highly sought after.

Natural Magick

Ceremonial Magick calls upon external spirits, those native to other realms of existence. Natural Magick, on the other hand, calls forth spirits already present in the material universe. Practitioners hold that all matter combines the four elements and that each object also contains an essence, a spiritual counterpart to the physical form. A high magician may summon a fire elemental to scorch his foes, but a natural magician invokes the spirit in his victim's clothing or in the air around them. The difference is more of philosophy than anything else, as natural magicians still use many of the trappings of ceremonial magick in their Arts.

Theurgy

Whereas Ceremonial Magick involves complex rituals to summon spirits, Theurgy involves complex prayers and incantations combined with reflective surfaces such as mirrors or crystal balls. Theurgists call upon angels and demons, ordering them to perform works of magick through the invocation of holy names, typically those of the higher orders of heavenly beings (like the seraphim and cherubim). While the Theurgic Tradition makes use of angels' names, it does not require the practitioner to be a priest or have strong faith—anyone, good or evil, who knows the right incantations can use the Tradition.

Arts

Every magician follows at least one Art. An Art defines a mage's power by what he cannot do as much as by what he can. Each Art sets boundaries from which the caster cannot depart. A mage trained only in Pyromancy, for example, cannot open a portal in a brick wall by commanding the stones to part, though he could blast a hole through a wall or melt the stones. Similarly, without

❧ *Traditions & Arts* ❧

Every magician has a specific methodology for calling magickal power into force, known as a Tradition. The actual effects he can produce are known as Arts.

Traditions

A Tradition is the way in which a magician physically works his magick and the manner in which he believes magickal power is controlled. There are four known Traditions, three of which are detailed in this section. The fourth, Alchemy, is explained further below.

Every magician must pick one Tradition when he takes the Magickal Aptitude Talent, and should list his Tradition in parentheses after the Talent—Magickal Aptitude (Ceremonial Magick), for instance.

His chosen method of casting has no effect on game play, but is rather a roleplaying aid, allowing the player

Artes Magicae

knowledge of the Benignus tradition, no magician can cure ills. Note that an alchemist *must* take the Alchemy Art (and *only* the Alchemy Art).

The Arts are not rigid categories set in stone. Rather, they are general, broad descriptors with a degree of crossover. For instance, an Enchanter could imbue a firearm with the ability to inflict more damage, but so could a Geomancer. One affects the weapon as a whole, while the other imparts power into the lead shot. The overall effect is identical, though the rituals used differ in their words and gestures.

Magick is a Specialized Skill and each Art is a separate Discipline. Once a magician has multiple Arts under his belt, he can combine effects. For example, a student of Aeromancy and Pyromancy could make it rain fire, or create a wind so hot it scorches flesh.

The Arts and their characteristics are detailed below. The examples in each of the Arts' descriptions give ideas as to possible Specializations for each.

Aeromancy

Aeromancy is the elemental power of the air. Aeromancers, as practitioners are known, can bowl over enemies with powerful winds, create choking clouds of noxious fumes, fly over castle walls, levitate foes, breathe underwater by wrapping themselves in a bubble of air, raise fog clouds, still the winds in a ship's sails, cause it to rain, or summon lightning bolts from the heavens.

Benignus

From the Latin for "begetting good," Benignus is beneficial magick. Magicians of this tradition are healers, able to cure diseases and mend wounds. They can bless allies (by granting a skill bonus) or protect them with mystic shields (by imbuing an armor bonus), but have absolutely no power to cause harm or hindrance except to demons and other supernatural evil entities.



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Cryomancy

Those schooled in the art of ice and cold can perform many wonders. With the right words a cryomancer can freeze a river solid enough to hold horses and wagons, freeze a man solid, summon jagged icicles capable of piercing armor, snuff out fires by draining their heat, or cause it to snow in midsummer.

Divination

Arguably the oldest form of magick known, divination is the art of seeing what cannot be seen with mortal eyes. Though many magicians consider it a weak tradition, the power to detect foes hiding in ambush, to witness a murder committed long ago as if you were present, to find missing people or objects, or to determine the best course of action by scanning the future is not to be scoffed at.

Divination is not flawless, especially when the future is being studied. The future is a realm of endless possibilities, continually changing through the actions of others. Information gained is thus never a certainty, only a possibility.

Enchantment

Enchantment imbues inanimate objects with magickal power. A magician wise in this art can enchant a blade to unerringly strike foes (a Melee bonus) or inflict grievous wounds (by adding to damage), imbue a target's boots with speed or cause them to constrict and slow a foe (by altering Speed), harden clothes to the level of the toughest steel (giving them an armor bonus), or animate a weapon and have it fight on its own.

Faunamancy

Students of this art have the power to kill beasts, make them stronger, faster, or more combat effective, dull their senses, calm the wild, and even summon swarms of rats or bees. Their powers are just as effective within an urban environment as in the wilds, and some would argue their spells are more useful in a town or city, due to the number of animals present.

Floramancy

This ancient art is concerned with the living world, and gives practitioners power over plants. It also covers "dead" plants, such as wooden walls or hemp rope. Floramancers can entangle foes in vines or grass, create a wall of razor-sharp thorns, shred linen clothing, cause plants to conceal their presence, shatter wooden walls, cause barrels or wooden floors to explode in a hail of splinters, wither plants, and bless crops.

Geomancy

Geomancers are masters of the earth. This covers not just rock, but brick, mud, gemstones, and all metals.

Through his rituals a geomancer can grow walls from the ground, shatter or bend weapons, force walls to part to allow him access, turn cobblestone roads into quagmires, animate statues, or shower enemies with chunks of rock.

Homomancy

The homomantic ("homo" meaning "man") art is simultaneously one of the most powerful and one of the weakest. Through his art, the magician can make humans faster, stronger, smarter, or more attractive. He can boost their Skills (though an untrained character remains untrained—he just gains bonus dice to help offset his penalty) or lower them, enhance or dampen the five senses, control individuals through the power of his mind, change someone's physical features, and even rend their flesh to cause pain.

What he cannot do is affect the greater world in any manner. He has no power over animals or plants, nor the four elemental forces. As such, magicians of this art must be versatile in the way they use their magick, even if it means having to cast more complex spells than others. For instance, a hydromancer could part water to help cross a river and a Geomancer could raise stepping stones, but a student of this art could only help by boosting the Swimming of *everyone* who wanted to ford the river.

Hydromancy

Hydromancers understand the power of water. They can cause a victim's lungs to fill with water, alter the properties of liquids to cleanse poisons or turn wine into a deadly toxin, speed up and slow running water, or summon water to quench a thirst.

Necromancy

Necromancy is the original black art, and is universally reviled. While there are practitioners who use their power to animate corpses, create disease, wither flesh, summon demons from the fiery pit, and cause foes simply to drop dead, it can also be used to communicate with the dead for noble purposes. Still, it is a brave man who admits to being a necromancer in civilized company.

Pyromancy

Fire is both life-giver and destroyer. It can warm hearths, cook food, and drive away shadows, but it can also burn flesh and devour buildings. Pyromancy is often regarded as the most potent form of magick in terms of damaging effects.

Transmutation

The art of transmutation involves altering the structure of objects, both living and inanimate. While practitioners

can change like to like, they cannot alter an object into a completely different substance unless he knows the appropriate tradition. So while any magician could turn a steel sword into tin or bronze, he could not transmute it to wood unless he also understood Floramancy.

Transportation

This unusual form of magick is concerned solely with travel. Magicians can fly, levitate others, run faster, heighten their reflexes, make their enemies stumble and fall, and leap greater distances. Their most powerful ability is the ritual of teleportation, which enables them to travel instantly to any location they can see, or which they know intimately.

Alchemy—the Fourth Tradition

Magickal Alchemy allows an alchemist to duplicate any of the Arts, making it an extremely flexible Tradition. It does come with a major drawback, though: alchemists cannot produce effects that are obviously against the laws of nature. For instance, an alchemist could blow a hole in a wall by using explosive powders, but he cannot command the stones to part and form a doorway as a geomancer could.

Similarly, an alchemist cannot fly, raise the dead, conjure objects into existence, summon creatures out of thin air, or animate statues. He can, however, boost and lower Skills, blind foes, blow them up or stun them, heal friends, form an ice bridge across a still river, create wardings against demons (using salt crystals and silver filings), control people's minds through special powders, and so forth. If the GM is ever in doubt, he should ask himself whether chemicals could produce the desired effect. If the answer is yes, then Magick: Alchemy can be used to produce the effect.

Alchemists don't perform rituals or invoke spirits. Rather, they use their knowledge of the natural properties of matter to cook up special effects. However, they still follow the basic rules for invoking and creating rituals common to other magicians, albeit with a few changes.

Tradition & Art: Alchemy is both the character's Tradition and Art. Hence, he must have the Magickal Aptitude (Alchemy) Talent and Magick: Alchemy Skill. An alchemist can *never* utilize other Arts.

Philosophy of Rituals: Students of other Traditions chant words of power, wave wands, and/or draw sigils. An alchemist must grind powders, boil or distil liquids, dissolve essential salts, infuse minerals, and mix compounds. Time is still a factor in alchemical preparations, and astute observation, timekeeping, and concentration must be maintained at all times. An alchemist must be able to use his hands and speak, just like any other magician.

Casting: If an alchemist does not use his ritual instantly he does not suffer the -2 penalty to other actions per combat turn as do other magicians (see Casting Rituals below). Rather, his chemical formulae automatically remain potent for a number of combat turns equal to his Natural Philosophy: Chymistry rating before becoming inert.

Range (p. 122): Alchemists produce physical compounds, powders, elixirs, unguents, and tinctures. Those which require the alchemist to touch a subject require a Touch Attack to deliver. Those designed to be used at range beyond this require him to physically throw his chemical brew. This uses Athletics and is an attack action.

Area (p. 123): Other magicians can affect specific disparate targets with a single spell, but alchemists cannot. Their formulae are chemical reactions, and thus must always fill an area unless specifically designed to affect a single target.

Laboratory Work

As well as concocting potions on the fly, alchemists can also create alchemical formulae in advance. Each alchemical formula produced in this manner creates five uses, known as a batch. Instead of taking combat turns to concoct, these formulae always take one day (8 hours) per roll, regardless of the usual Duration being imbued into the batch. Thus, it takes one day per roll, whether it is designed for an instant Duration or to last a month. The main drawback is that the alchemist needs space to work in peace and quiet. Otherwise, the process works as for regular rituals.

The big advantage of laboratory work is that the batch remains potent for a number of weeks equal to the alchemist's Natural Philosophy: Chymistry rating. Increasing one's Natural Philosophy: Chymistry rating after creating a batch does not increase the batch's period of potency—it is based on the Skill rating at the time it was created.

Modifiers: Alchemists can produce more than one batch (five doses) of a particular formula simultaneously, but may only concentrate on one formula at a time. Due to the impurities found in his ingredients, this makes the process more difficult. For each additional batch brewed at the same time, the alchemist suffers a -2 penalty to his Magick: Alchemy roll.

For instance, an alchemist who wants to create two batches (10 doses) of a healing balm at the same time suffers a -2 penalty. The alchemist could not work on a healing balm and another formula simultaneously.

Casting Rituals

In order to work magick, a character must have the Magickal Aptitude Talent. Without this, he can no more cast magick than he could wield a sword if missing both arms, or read a Latin text if unschooled in his letters. Tak-

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ing the Talent allows a magician to also take the Magick Specialized Skill. When he learns the Skill, he must pick a single magickal Art as a Discipline. Only those with Magickal Aptitude (Alchemy) can learn Magick: Alchemy.

Magicians cannot invoke power simply by waving their arms, throwing around a few ingredients, and speaking a few words. It takes time to work magick, and even a small interruption can cause a ritual to fail. All magick rituals are extended actions that require a number of successes to complete (the *ritual total*, see Formulating Rituals, p. 121). The Difficulty for casting any spell is always 2. By default, each roll represents six seconds (1 combat turn). A magician may take more time with his casting to increase his dice pool.

Once a magician has begun invoking a spell, he must devote his attack action to the casting process (using the Use Skill Combat Maneuver) each round until the spell comes into being. Failure to do so automatically disrupts the energy flow or otherwise ruins his ritual (an alchemist's chemicals lose their special properties, for instance)—the ritual is ruined and the caster must begin

from scratch. For this reason, casting in combat poses more problems than quietly sitting in a locked room reciting words of power.

When the magician achieves a number of successes equal to the ritual total, he may delay the spell's release for a maximum number of combat turns equal to his Willpower rating. During this time he suffers a -2 penalty to any other actions as he is concentrating on holding back the unearthly forces he has unleashed. When he finally releases the spell, he does so as a reflexive action. Should he fail to release the spell before reaching his Willpower rating in elapsed combat turns, the magickal energy dissipates.

Rituals are not learned by rote or memorized from texts, nor is there any limit on the number of spells a caster knows. Every caster has the ability to shape the magickal energy of the world into whatever pattern he chooses on a whim, subject to the restrictions of his Art. This means there is no universal spell list. Rather, a system is presented below which allows players and GMs to create a spell as required for a particular situation. The system is not designed to be completely restrictive—imagination and interpretation of the rules plays as much part in formulating a ritual as the strict letter of the rules.

As an art rather than a science, it perhaps comes as no surprise that while there are treatises on the theory of magick (see the sidebar regarding grimoires on page 121), there are no spellbooks. However, magicians throughout the ages have used talismans to aid them in their work. See page 128 for more details on talismans.

Synergy: A magician casting a spell combining two or more Arts uses the Skill Synergy rule (page 18). He rolls the highest Art rating when casting, but gains +2 bonus dice for each applicable Art with a rating of 4 or higher. For example, if your character is trying to conjure a scorching wind, and your character has Magick: Aeromancy 6 and Magick: Pyromancy 4, you would roll 8 dice for your Skill roll (6 dice for your character's Aeromancy rating with +2 bonus dice for his Pyromancy rating).

Teamwork: Magicians may aid each other in the casting of rituals. Any helpers must have the same Tradition as the lead character and have a minimum Magick rating of 4 in the Art being used to create the spell. If the spell combines two or more Arts, the helpers must have Level 4 or higher in *all* the Arts being utilized.

As detailed below, helpers may not Take the Average. They do not suffer nonlethal damage if the lead caster rolls a critical failure.

Drawbacks

Manipulating magick requires immense concentration, as well as the willpower to harness and channel the energy flow and summon and command spirits. There are many drawbacks.

* A magician *cannot* Take the Average when casting spells. Summoning spirits is not just a matter of commanding them, but overcoming their reluctance to serve



mortals. Likewise, the flow of magickal energy is not smooth like a road, but swirls with unpredictable eddies and currents. Alchemists must carefully mix chemicals and counter unexpected reactions. No two batches of chemicals are ever the same, either. A magician can Take the Average regarding the effects of his spell, just never the actual casting.

* Mistakes, while rarely deadly, can have harmful effects on a magician. If the magician suffers a critical failure on a roll while casting, he suffers one point of nonlethal damage automatically in addition to losing successes. Alchemists end up inhaling noxious fumes to the same effect.

* Should his total successes ever drop to zero or lower, the spell is ruined and the magician is automatically stunned. Since he cannot then devote an action to casting, it also means the ritual is ruined.

* Every time the number of casting rolls exceeds the magician's Magick rating he suffers 1N damage. For instance, a magician with Magick 6 suffers a single point of nonlethal damage on making his seventh roll, and another point should his spell extend to a 13th or 19th roll. The damage is suffered after a specific roll – in the previous example, the first point of damage would be dealt after the seventh roll.

Common Modifiers

While the section on formulating spells details the number of successes required to successfully cast individual rituals, there are several blanket modifiers which apply to all casters' rolls.

Event	Modifier
Caster channels extra magickal energy	+2*
Caster consults a grimoire matching his Tradition and Art	+2
Caster has not studied the Art	-2
Caster performs minor hand gestures or hides his paraphernalia	-2
Caster whispers while invoking his ritual	-2
Caster is unable to gesture	-4
Caster is unable to speak	-4
Taking another action while performing ritual	-4

* *Your character suffers a nonlethal wound and gains a +2 bonus. Your character may channel additional magickal energy to gain additional bonus dice at the rate of one nonlethal wound for every +2 bonus. Should the damage taken in a single round exceed his Stun, he is stunned after the dice roll is made.*

Formulating Rituals

Creating a ritual involves four steps, as detailed be-

Grimoires

A grimoire is a text detailing a single Tradition and Art. Consulting a grimoire that matches the magician's Tradition and at least one Art while casting a spell involving the Art provides the magician with +2 bonus dice on his Magick roll, exactly like Teamwork. A magician may use a maximum of one grimoire during a casting.

For instance, your character knows the Ceremonial Magick Tradition and the Geomancy Art. If he acquires a grimoire detailing Ceremonial Geomancy, he can use the bonus when invoking geomantic spells. A grimoire on Theurgic Geomancy would provide no bonus, neither would one on Ceremonial Hydromancy. In the first case the Tradition is wrong, while in the second the Art is different.

Grimoires are rarely found for sale, but can be acquired through the Talisman Resource. Each Level taken in the Resource gains the magician a single grimoire detailing a Tradition and Art of his choice. They can also be discovered during play.

Grimoires found during an adventure are likely to be written in cryptic shorthand. Deciphering the text so it is usable requires an extended Codes or Deciphering roll. Typically, the Difficulty is 3 and five successes are required to decode the grimoire. Grimoires deserve special titles. Calling one a "Ceremonial Geomancy grimoire" is fine for describing to the player what the book does in terms of game mechanics, but for added flavor it really needs a realistic title. Something like *The Art of Conjuring Forth Spirits of the Earth through Matters Most Arcane* conveys the same game information while simultaneously making the grimoire seem more real to the character and the game world in general.

Rumors abound about so-called Grand Grimoires, texts which grant +4 bonus dice. Such rare tomes may never be acquired through taking the Talisman Resource, but may be acquired during the course of an adventure. Any hero possessing such a book is likely to attract attention from other magicians sooner or later. Some may wish to purchase it, but others may prefer to take it by stealth or force.

low. During each step, the caster will have to make some decisions, such as how complex he wants the casting to be, its range, duration, effect, and so on. The number of successes required to complete a ritual is called the *ritual total*. The ritual total is always 2 plus a number determined by the formula, with each step potentially increasing it with *complications*.

The subtlety of working magick, especially in combat situations, is not being able to produce the most powerful spell, but knowing what power level to invoke to make your magick most effective. Crafting a Pyromancy spell capable of incinerating everything within a 100-foot

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radius is all well and good, but it's of little use to your comrades if the fight is over by the time you utter the final syllable.

Designing a ritual is an art, not an exact science. The entries are deliberately left open to interpretation to allow players and GMs to create a wide range of effects with minimum fuss. As always, the GM has the final say on what entries must be used to create specific effects. Should the player disagree, encourage him to accept your ruling for now and discuss it with him after the game—don't interrupt the flow of play quibbling over the rules. There are example rituals at the end of this section to show how the system works.

1. Range

Spells cast upon the caster or someone he is touching are far easier to create than those which are designed to affect distant targets. Thus, healing rituals after combat

are easier to perform than trying to stitch up a friend's wounds when he is dozens of feet away.

When determining the range, it is often better to use a category higher than you need, especially when affecting foes. A villain might well be within 10 feet when the caster begins his enchantment, but if he moves beyond that distance the caster is forced to abandon the spell, move closer to his target (which makes the casting more difficult), or select a new target within range (if one exists). Had the mage picked the "Up to 500 feet" category when sculpting the spell, his foe would have needed to run some distance to avoid being affected.

Note that when teleporting, the Range is that of the final destination. A magician who wants to teleport 10 miles, for example, requires +6 complications. A teleporter need not see his final destination for his spell to work, but he must have a very clear image of the destination. Teleporting into one's own study is quite easy, but it is impossible to appear out of thin air in the lair of the evil villain unless the hero has visited the lair before.

Complications	Range
+0	Touch**
+1	Up to 10 feet
+2	Up to 500 feet
+4	Up to 1 mile
+6	Up to 10 miles

* For range beyond Touch, the caster must be able to see the target, or must possess something personal belonging to the target (like a lock of hair).

** All Alchemy spells have a Range of Touch. Alchemists who design spells designed to be used at greater range must use Athletics to throw vials of acid, explosive powders, and such like. Flasks used to contain these effects have a range of 25 feet.

2. Duration

The Duration of a spell is, in most cases, determined by the effect. Spells designed to take effect in the blink of an eye are quick to cast, whereas those designed to last longer require more effort and preparation.

Instant spells generally inflict damage, heal injuries, or detect hidden objects. Whether a damaging spell can have a longer duration is up to the GM's discretion. If he approves this, damage is taken every round on the caster's initiative. However, allowing a mage to cause even 3L damage round after round to a foe by invoking a single spell may be a game breaker, especially if the caster is allowed to target an individual and extend the duration.

Ideally, this should only be allowed if the spell has a radius effect. An example of such a spell is a writhing mass of sharp thorns, which lacerate all who enter the affected area. By limiting continuing damage to an area, it allows foes to avoid the spell's effect (and creates



tactical choices for the magician's allies, such as whether to forgo an attack and push an opponent into the area of effect). The GM is strongly advised to think long and hard before allowing such spells. And don't forget, what the player characters can do, the villains can as well!

Spells designed to boost an ally's Skills or reduce those of a foe, provide armor, create solid objects (conjuring a sword or brick wall), create holes in solid objects (such as allowing the party to pass through a wall), swathe an area in dense fog, and so on, are normally cast with a longer duration. After all, what good is boosting a warrior's Melee if the effect is over before the target gets a chance to benefit from the magick?

Once a non-instant spell is successfully cast, the caster may end it at any time as a free action. Otherwise, the spell automatically expires when the duration is reached. You cannot extend a spell's Duration once it is cast.

Complications	Standard Duration	Extended Duration*
+0	Instant**	12 hours
+1	30 seconds (5 combat turns)	24 hours
+2	1 minute (10 combat turns)	3 days
+4	1 scene or combat	1 week
+8	1 hour	1 month

* Spells with an extended duration require far greater preparation. Rather than taking one action per Magick roll, the casting time is extended to one hour per die roll. As always, any interruptions cause the spell to fail automatically. The usual rules on Fatigue apply.

** Unless a non-alchemist delays his ritual, it takes effect immediately after the ritual total is met. Alchemical spells have an inbuilt delay (page 119) and take effect when the alchemist touches his target or throws his flask.

3. Area/Period of Effect

A spell's area of effect must fall into one of three categories—people, area, or time.

The People entry is used when directly affecting allies or foes who aren't standing close together, or are intermingled with those the caster does not wish to affect. All intended targets must be within Range of the spell when it is cast. Through this method, a caster can strike down his enemies with crackling lightning while leaving allies unharmed, or aid his comrades with armoring enchantments without accidentally affecting foes.

The Area column is used for spells which blanket an area. Individual targets within the area are affected by the magick, but only for so long as they remain in the area. Examples include fog clouds or a zone of silence. The center of the area of effect need not be determined

until the moment the spell is cast, but once chosen it cannot be altered afterward. The center of the area must be within the chosen Range and the caster's line of sight.

The key difference between this entry and People is that an area effect spell is not selective. If you cause a 50' radius to be filled with flame, everyone and everything in the area is affected equally.

The Time entry is reserved solely for divination, communication with the dead, and other effects which involve the passage of time. No caster, be he mortal or supernatural, can physically travel through time. The best one can do is peer into the past or future.

Complications	People	Area*	Time
+0	Individual	5-foot radius	Days
+2	2-4 people	10-foot radius	Weeks
+4	5-9 people	25-foot radius	Months
+6	10-19 people	50-foot radius	Years
+8	20+ people	100-foot radius	Centuries

* Alchemists who brew potions and formulate magickal compounds must always use this entry when affecting more than a single target. This represents a flask of powder or liquid spilling its contents over a finite area. For instance, an alchemist can use Individual when brewing a healing potion, but an explosive formula must always affect an area.

4. Effect

The effect of a spell is the most important part to determine, but can also be the most complex. Certain spells may not require an effect. For instance, looking into the past to determine who killed the corpse the mage is touching involves no effect not already covered above. In these instances, the spell is always cast with a zero complications from this step.

The Primary column is used only when a magician wishes to modify a target's Primary Attributes.

The Secondary/Skill column applies when modifying a Secondary Attribute or Skill, or when a generic modifier is required (such as enhancing a weapon's existing damage or changing the ambient visibility level).

Note that in the case of Primary, Secondary, and Skill modifiers, only the highest modifier applies when stacking spells of the same type. A Musketeer who has had his Melee 4 magickally enhanced by +4 and who is then subjected to a further +2 Melee spell, regardless of the source, retains his +4 bonus rather than gaining +6. However, if the Musketeer's rapier was also imbued with a +4 bonus as well, he would have a final rating of +14 (base Melee 4 + 2 for his standard rapier + 4 for his Melee enhancement + 4 for the rapier's enhancement)!

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The Damage column is used when inflicting harm. The first entry is for nonlethal damage and the second for lethal damage. The magician must pick which type of damage he wishes to inflict before he begins casting. Enchanting or blessing a weapon to inflict more damage does not use this entry—it uses the Secondary/Skill column as detailed above, as the weapon's existing damage is being augmented by a flat numeric value. When a damaging spell is cast, roll the appropriate damage just once, regardless of how many targets are affected. Victims may use only their Passive Defense to resist.

The Opposed entry is used for effects which mimic ones requiring an opposed roll or the simulation of a Skill made at a range the Skill could not normally be used (i.e. healing someone without touching them). Each entry lists the number of dice granted by the spell. For instance, a spell designed to knock foes down with a blast of wind would be opposed by the target's Strength. Creating a spell to animate a rug to trip up foes works as a regular Trip, with the spell's dice acting as the rug's Brawl. Similarly, binding a foe (perhaps using animated rope) functions as a Grapple. Trying to dominate a member of the Cardinal's Guard into following your every order also falls into this category. When affecting multiple foes, the die pool is rolled only once—every target resists against that value.

It is also used when summoning an animal, demon, or other such entity. The Opposed dice are rolled against the creature's Willpower, with success bringing the entity to the magician's side. Only unearthly entities may be summoned to appear out of thin air. Humans and animals are not teleported to the caster's location in a puff of smoke, but rather receive a telepathic urge to come to his aid. Thus, there must be suitable targets within Range of the spell. They arrive on the scene the instant the spell is finished, having been en route since the ritual was started and they first received the call to the mage's locale.

Size is used when affecting inanimate objects or a creature in a manner not covered in one of the other entries. For instance, a caster who wants to fly would use the Size column, since no other category fits the bill. It is also used if the caster wishes to conjure a creature into existence. When affecting multiple foes, only the highest Size rating is used.

Complications	Primary	Secondary /Skill	Damage	Opposed	Size
+0	—	+/-2	4N/2L	4	0 or lower
+2	—	+/-4	6N/3L	6	1
+4	+/-1	+/-6	8N/4L	8	2+
+6	—	+/-8	10N/5L	10	4+
+8	+/-2	+/-10	12N/6L	12	8+

Example Rituals

Because of the way spells are formulated, there can be no defined spell list. A single spell, say a healing ritual,

can be cast at multiple targets, at varying ranges, and to have different benefits. To help you out, we've included a handful of example spells, showing the entire process of creating a formula. Always remember, there is no right or wrong way to design a formula—so long as the GM is happy with a player's reasoning, the formula is good.

Example # 1: Transmutation of Water to Oil

Gaston, a student of transmutation, is fleeing a squad of the Cardinal's Guard. Ducking into a narrow alley, he spies a puddle of water and an idea forms—he wants to turn it into oil, causing the Guards to slip when they run across it. Since water and oil are both liquids, the GM allows the spell.

Range: Gaston knows time is not on his side, so he elects to stop and touch the water, which leaves the ritual total unchanged.

Duration: He only wants to cause a brief effect, so he elects to have the spell last for a five combat turn (+1 complication).

Area: The GM rules the alley is only five feet across, and needing to cast quickly, Gaston is happy to stick with that for his Area since it doesn't penalize his roll, either.

Effect: Finally, the young magician needs to determine the effect. The GM decides having the Guards slip requires an opposed roll against their Dexterity. Gaston knows the Guards are quite dexterous, likely rolling 6 dice in total, so he decides upon 8 dice (+4 complications).

Casting: Gaston's ritual total is 7 (base 2 + 1 for duration + 4 for effect) at Difficulty 2. He has a Magick: Transmutation skill of 9. In order to help his plight, he decides to channel energy to the value of +4 dice. This causes two points of nonlethal damage, but gives the magician a total of 13 dice. He rolls and scores nine successes. Subtracting the Difficulty of two leaves him with seven successes, just enough to cast the spell in a single action!

As Gaston runs further down the alley, the Guards enter at the other end and run straight into the oil slick. Those who fail an opposed roll of the spell's 8 dice versus their Dexterity will slip and fall, which might cause those behind to stumble and fall on top of them. Gaston might just escape with his life after all.

Alternate: If Gaston had a naked flame to hand, such as a burning torch, he could have made the oil non-slippery but naturally flammable. If this instance, he could have ignored the +4 complications for his chosen Effect, leaving him with a ritual total of 3. It's very unlikely he would have needed to channel energy. The burning oil would inflict damage to anyone jumping through the flames (the GM determines the lethality of the resultant fire). Or, Gaston could have kept the +4 complications for the Effect, arguing that the oil, instead of being slippery, was extremely flammable, thereby inflicting 4L damage on anyone passing through its area of effect. Of

course, he may also have inadvertently become an arsonist!

Example # 2: The Necromancer's Art

Baron Louis the Mad, a servant of darkness, owns a quarry. Rather than pay for laborers to mine stone, the insane nobleman has taken to grave robbing and animating the corpses.

Range: He places all the corpses he has gathered in a pile. Since he cannot touch all of them simultaneously, he must use the "Up to 10 feet" Range entry (+1 complication).

Duration: Since he doesn't want to attract too much attention by regularly plundering the local cemetery, he sets the Duration at one month. Not only does he require +8 complications, but his casting time is increased to one hour per die roll rather than the usual one combat turn.

Area: There are a dozen corpses, so the Effect falls into the 10-19 bracket of the People column (+6 complications). Because the baron wants the corpses to be able to move beyond the confines of his house, using an Area Effect would be of no benefit—the corpses would collapse once they reached the boundary of the magick.

Effect: Finally, he must decide on an effect. Since no other category applies, he takes the Size 0 entry (+0 complications).

Casting: The necromancer must reach a ritual total of 17 to work his magick. With a Magick: Necromancy rating of 8, he calculates that he'll score an average of two extra successes per roll. Note that he cannot actually Take the Average during casting—he can only use it as a guideline. He estimates the ritual will take around 9 hours of continuous chanting.

Lacking any suitable sacrifices to offer up to his dark master, the noble dismisses his servants so he won't be disturbed, dons his black robes, and gets to work. It's going to be a long night!

Example # 3: To Woo a Lady

Pierre du Bois, a less-than-dashing Musketeer, has been invited to a grand ball. Also in attendance will be Lady Florence, a lesser noble's daughter whom Pierre finds attractive. Lacking many social graces, Pierre wants to fit into the social scene by looking like a gentleman. Fortunately, Pierre is an enchanter. He plans to work his magic on an old jacket, but first he takes it to a tailor to add a few ruffs and spruce up the stitching. Pierre doesn't have to take this step—he's using it as an excuse to cover up his magick. If anyone asks, he'll just say it's a new jacket cut in the latest style.

Range: Since the jacket is in Pierre's presence, it can be touched while the ritual is incanted (+0 complications).

Duration: Although the socializing may take several hours, Pierre asks whether it counts as a single scene.

Unfortunately, the GM plans for a fight during the ball, which he is counting as a new scene. He doesn't give Pierre a reason for his decision (so as not to spoil the fun), but merely informs him the ball will comprise several unique scenes.

Pierre increases the duration to 12 hours (+0 complications), more than enough time for a dance and some wooing. As the casting time now increases to an hour per roll, Pierre thanks his lucky stars he has plenty of time.

Note that if the ball was intended as a single, uninterrupted scene, Pierre could validly have chosen the One Scene entry, increased the spell's formula by only +4 complications, and cast the spell in a matter of minutes.

Area: The spell effects only an individual item, so it's extremely simple (+0 complications).

Effect: Pierre wants a Primary Attribute increased. Feeling that a small bonus will do nothing for his chances of courting the lady, he goes for a +2 modifier (+8 complications).

Casting: The ritual total is 10. With his 9 dice in Magick: Enchanter and requiring 10 successes (Difficulty 2), Pierre begins the lengthy ritual. Note that if Pierre removes his jacket for any reason his Charisma bonus will be lost—the magick is in the garment, not Pierre's person. A student of Homomancy could have worked the same spell without this limitation by altering his voice, facial features, and gait to appear more attractive.

Example # 4: The Walls of Jericho

Arnaud, an artilleryman, is also a practicing geomancer. He knows his art will get him burnt alive if he is caught, so he hides his spells behind "superstitious good luck chants" and claims of being a superior cannoneer. Arnaud's unit has been charged with brining down the walls of a Protestant fortress. Arnaud intends to enhance his cannon's damage.

Range: Since Arnaud is planning on affecting the cannon, he touches it while going through the loading procedure with his cannon team (+0 complications).

Duration: Arnaud has two options when it comes to the Duration. He could elect for an Instant spell. In this case, the spell is good for one shot. Because the spell lasts for a mere second, Arnaud would have to delay its release until the cannon was ready to fire—otherwise the magick would fade before it could be used. His second option is to give the spell a greater duration, thus allowing the cannon to be fired repeatedly. Given the Effect he has in mind, he takes the former option (+0 complications). Arnaud weighs up a cannonball and tell his crew to load it, claiming "it feels right."

Area: The Area is a single object—the cannon—which counts as an Individual (+0 complications).

Effect: Arnaud has a simple effect planned—he wants to maximize the cannon's damage. He takes the +10 entry from the Secondary/Skills column, requiring him to gain +8 complications.

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Casting: Arnaud needs to achieve 10 successes to meet his ritual total. His Magick: Geomancy is 7 dice, but he has a Specialization in cannons, giving him a final rating of 8. The cannon is loaded and primed before he is ready, so Arnaud holds up a hand to signal a delay in firing. Once the spell is cast, Arnaud delays its release for a single round as he ignites the powder.

Since Arnaud is making the Gunnery roll and has formulated an Instant spell, he has no choice but to delay casting for a round. Were he to try and finish his spell and fire the cannon simultaneously, his Magick roll would suffer a -4 penalty for performing a second action. Getting the timing exact right for finishing the spell and firing in the same round would be extremely difficult unless he spent Style points.

Arnaud has a Gunnery rating of 8, his cannon is rated 6L, and he gains a +10 bonus to the damage. Because he can release a held spell as a reflexive action, his Gunnery total is not penalized. The total is a massive +22! With any luck, it will smash the wall to pieces on impact.

Example # 5: Guiding Flame

Philip the alchemist is exploring an ancient cave network rumored to be used as a lair by vicious bandits. The first series of chambers are unlit, thus giving the magician and his trusted friends a -8 modifier. Unfortunately, no one remembered to bring any lanterns. Philip sighs heavily and begins rummaging in his pack for some chemicals.

Range: Philip wants to make a light which will follow him around. For that reason, he scrounges a branch from outside and wraps a strip of cloth around the top (+0 complications).

Duration: The exploration of the chambers is likely to be lengthy, and the group may be attacked at any time, thus triggering a new scene. Because Philip doesn't want to sit around for hours mixing chemicals, he takes the One Hour Duration (+8 complications).

Area: In theory, the spell is being cast on a single object (+0 complications). However, its effect is actually an Area, since moving outside the circle of light leaves you in darkness again. Philip opts for a 25-foot radius (+4 complications).

Effect: Since the darkness imposes a dice penalty, the natural Effect is for the magickal light to cancel, or at minimum partially negate, this. In order to completely remove the penalty, Philip would have to take the +8 entry from the Secondary/Skills column. He decides the longer casting is worth it, and thus requires +6 complications.

Casting: Philip's Magick: Alchemy rating is 7 and his ritual total is 20! Assuming a successful casting, his homemade torch glows brightly, negating the darkness penalty completely within 25 feet. Philip can cancel the spell at any time, but he also has the option of shielding his torch should he and his comrades need to extinguish the light.

The light generates no heat. Pierre could have made it

burn hot by taking a second Effect and granting his torch a damage bonus. But that option would make it difficult to hide it without igniting combustible materials.

Example # 6: Instant Access

Arnaud the geomancer finds himself in manacles after being captured in battle. He doesn't much fancy spending time in a Protestant jail, so as the prisoners stop for the night on their route to jail he plans his escape. He lacks the Larceny Skill and suitable tools, so he has no hope of picking the lock on his manacles. Instead, he plans to crack them open with his magick.

While it would be much simpler to escape alone, Arnaud refuses to leave his men behind. Thus, he is going to have to work his will on multiple sets simultaneously. Arnaud knows what he is doing could see him burned as a witch, but he has few other options. Arnaud whispers to his comrades that these particular types of manacles are quite weak—it's a lie, but he hopes it will be a plausible enough cover story. He quietly urges them to test their bonds.

Range: Arnaud is acting as the focal point for his spell, which makes his life much easier (+0 complications).

Duration: The effect Arnaud desires is to open the locks. He argues that once the locks are opened, they will act as if he had used a key, thus making it an Instant duration. The GM agrees, so that's +0 complications again.

Area: There are 30 prisoners, but all are being held within a 25-foot radius of the magician. He checks with the GM and asks whether he can use an Area effect. He explains that while the locks are individual targets, they are all within his chosen Area. He adds that if anyone is still wearing their manacles when they leave the radius the locks will snap shut again.

The GM ponders this, considering for a moment whether Arnaud is trying to misuse the rules. Were Arnaud trying to unlock cell doors, inanimate objects completely incapable of moving outside his Area, he would have refused. However, since the manacles are technically part of each person and move with them, he accepts the argument. Arnaud needs +4 complications.

Effect: The Effect is not as easy to determine as Arnaud would like. He isn't trying to boost the Larceny skill of his comrades, nor is he trying to smash the locks—he just wants to tinker with the mechanism.

The GM proposes a solution to the problem. He suggests Arnaud roll a number of dice from the Opposed column against the manacles' material Defense of 8 minus their Structure (-4) but plus the complexity of the locks (Difficulty 2). Arnaud would be looking at a total of 8-4+2, or 6 successes needed on his Effect roll.

So long as the magician achieves a Degree of Success of at least zero on his Effect roll, his spell works. Arnaud agrees this suits his image of how the spell will work. He decides upon 8 dice. That's another +4 complications required.

Casting: The ritual total is 10. Arnaud's specialty in

Artes Magicae

cannons is of no use, so he has just 7 dice in his Magick: Geomancy. Arnaud achieves the 10 successes required and the spell is cast. Although Arnaud cannot Take the Average when casting, there is no such restriction on the spell's effect. He currently has 8 dice to play with for the Effect, an average of just four, not enough to help here.

He rolls his 8 dice and gets five successes; good, but not good enough. Arnaud decides to spend Style points on the roll. He burns four Style points and gains four dice. Two successes are rolled, enough to push his final tally to 7. In a series of quiet clicks the locks pop open, freeing the prisoners. Whether they can escape their guards or not without incident is another matter!

Example # 7: Controlling the Weak Mind

Henri is a talented magician specializing in Homomancy. He is lurking in bushes a few hundred feet away from a chateau he desperately needs to enter covertly. A pair of guards is standing outside the main gate. Henri decides to make them do the work for him.

Range: Henri is 250 feet from the chateau entrance, so he must pick the "Up to 500 feet" entry (+2 complications).

Duration: Before his spell wears off, the magician has to cross the open ground between his bushes and the gates and get inside. He doesn't feel a minute is long enough to safely achieve his goal, so he takes the "1 scene or combat" entry, hoping the GM is kind enough to consider his breaking and entering as a single scene. That's +4 complications added to the ritual total.

Area: Although the guards are relatively close together, choosing an Area would free the guards from Henri's spell if they walked away. He settles on affecting them both, and in doing taking the 2-4 People entry adds another +2 complications.

Effect: Henri has been considering two options. First, he could control the guards to unlock the gates and then walk away until the spell ends. That gets them out of the way, but it won't help if someone notices their absence and sounds the alarm. His second option is to make the guards think he is their master. He decides the latter option carries less risk, since he knows the master of the chateau is miles away in Paris.

Since he is trying to take control of the guard's minds, he must overcome their Willpower. The GM refuses to tell him the guards' Willpower ratings. Henri takes a guess they are only lowly minions, like to have Willpower 2. Consulting the Opposed column, which is used for this type of effect, he decides 6 dice is enough. That's another +2 complications he needs.

Henri plans to disguise his appearance as that of the guards' master. However, that won't alter his voice or mannerisms, or grant him any special knowledge, and getting caught up in conversation could be disastrous.

Casting: Henri's ritual total is 12. With success, he plans to ride up the path to the gates, hoping the guards

will see their master coming and open the gates without question, thus allowing him to ride through without having to open his mouth.

Example # 8: Stemming the Bloodyflow

Anne-Marie is a lackey, albeit one with a working knowledge of Benignus. Her master Gordon collapses, badly wounded during a skirmish. The sorceress has no intention of getting involved in the melee (still raging, as Gordon was not fighting alone), but wants to at least stop him from bleeding to death. She declares she wishes to stabilize him.

Range: Gordon is 50 feet away, so "Up to 500 feet" entry is used for the spell (+2 complications).

Duration: The effect will be Instant, just as if Anne-Marie were making a Medicine roll (+0 complications).

Area: She's trying to stabilize only her master, so that's an Individual (+0 complications).



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Effect: Gordon is on -2 wounds when Anne-Marie starts casting. Stabilizing someone is covered in the main rules, so the GM uses that as the baseline. Stabilizing has a Difficulty of 2 and there is a penalty equal to the patient's negative wounds (-2 in this case). For this to work, Anne-Marie would need to make an Opposed roll with a -2 penalty against Difficulty 2.

Looking at the Opposed column, we see she only needs to take 6 dice (+2 complications). Her six dice would be reduced to four by the wound penalty, but since she only needs to equal the Difficulty of 2 for Gordon to be stabilized, with four dice she could Take the Average to ensure automatic success. Healing Gordon's wounds fully will have to wait until the fight is over.

Casting: Anne-Marie's ritual total is 6. With a Magick: Benignus Skill of just 6 she will, on average, need to make six rolls against Difficulty 2. With Gordon on -2 wounds, that's not enough time to stop him dying.

Anne-Marie cannot spend Style points (she doesn't have any), but she can channel extra energy. With a Stun rating of just 2, she can afford to channel +4 bonus dice, taking two nonlethal wounds per round (any more and she would be stunned and thus unable to hold the spell together). However, with Health 4 she can boost two rolls safely. (By attempting a third channeling she'll pass out *after* the die roll is made, but then Gordon only has that long to live anyway.) It's going to be touch and go!

Creating Talismans

A talisman is a magical charm. Any nonliving object can be formed into a talisman, though because the user must be touching the device to benefit from its power, they are found worked as rings, brooches, and amulets, rather than chairs or statues. Talismans, despite being imbued with magic, appear as mundane items.

One Tradition, One Art

Every talisman is tied to a specific Tradition and Art, chosen when the talisman is first created. Once determined, this cannot be altered. Only rituals created using the matching Tradition *and* Art benefit from the talisman's power. For instance, a character who takes a Ceremonial Aeromancy talisman gains no benefits whatsoever when wielding a Ceremonial Geomancy ritual.

Why Create a Talisman?

Each of the four steps involved in creating a ritual has several entries. Each of these entries increases the ritual total (the number of successes required to invoke the ritual) by +0 to +8 complications. Each category except Range also has multiple columns, detailing different durations, areas, and effects. Talismans allow spell casters to offset these modifications by predetermining certain aspects of a spell.

Offsetting these complications is achieved through

Enhancements (see below). When formulating a ritual, complications which are offset by Enhancements are not added to the ritual total.

Enhancements

First, the magician must take the Talisman Resource (p. 49). This determines the maximum number of Enhancements his talisman may possess. No talisman may ever have more than +10 Enhancements.

As shown on the table below, a given number of Enhancements allows the magician to offset an equal number of the complications required by his rituals. The magician selects one or more category and column combinations from the rules on formulating rituals. He then decides how many complications from each of the chosen combinations he wishes to offset.

The magician may choose multiple combinations, but the total Enhancements can never exceed the talisman's maximum rating. A talisman provides no benefit when creating a ritual that does not use its chosen combination(s), nor can it ever grant bonus dice when casting a ritual.

Enhancements	Complications Offset
+1	1
+2	2
+4	4
+6	6
+8	8
+10	10

Example: Julien wants to invest in a talisman through the Talisman Resource. He takes Level 1 in the Resource and so is limited to 2 Enhancements. Looking at the table, we see he can offset a single +2 complications modifier or two +1 complication modifiers.

As a homomancer, Julien decides to invest both points in Effect (Secondary/Skill). His talisman is listed on his character sheet as Effect (Secondary/Skill) +2. The talisman now has its maximum Enhancements. If he wants to offset more complications or choose a different category or column, he must increase his Talisman Resource Level.

When Julien casts a Homomancy spell to affect a target's Secondary/Skill, he offsets the number of complications required from the Effect by two. If he intended to cast a ritual to increase a comrade's Melee by +6 (+4 complications), for instance, Julien would offset two of these complications, thus only requiring two complications. Had his talisman been rated Secondary/Skill +4, he would have suffered no complications for his particular ritual.

If Julien wanted a lower effect for his ritual, say a +2 bonus (+0 complications,) his talisman would be of no use as there are no complications to offset. Similarly, should Julien decide to invoke a ritual to cause Damage, his talisman does not offset any complications.

Gear



Musketeers are first and foremost soldiers. Having the right piece of equipment to hand can mean the difference between victory and defeat, life and death. Whether fighting on the battlefield or covertly investigating rumors of traitors among the nobility, a Musketeer needs the right tool for the right job. While the Musketeers only provide a man with the basic tools to perform his duties, there is often other equipment a soldier needs.

This chapter provides a list of items commonly available in 1636, and which Musketeers may find of use in the course of their duties to king and country.

Weapons

Damage (Dmg): The number of bonus dice added to your attack roll when using the weapon. It also indicates the type of damage it inflicts: lethal (L) or nonlethal (N).

Strength (Str): The minimum Strength rating needed to wield the weapon effectively. A character with a lower Strength rating suffers a -2 penalty to his attack roll for each point of Strength he is under the minimum. Using a two-handed weapon with one hand increases the minimum Strength required to wield the weapon by one point.

Capacity (Cap): The amount of ammunition the weapon can carry, indicating how many times it can be fired before it has to be reloaded.

Range (Rng): The distance in feet that the weapon is effective before range penalties are incurred; each increment after the first imposes a -2 penalty to the attack roll (e.g., if a weapon's range is 25 feet, a -2 penalty is incurred for targets between 26 and 50 feet away, a -4 penalty for targets between 51 and 75 feet away, and so on.).

Rate: The weapon's rate of fire, indicating how many times it may be fired each combat turn. Weapons with a rate of fire of less than one have to be reloaded after each shot (i.e. 1/6 means the weapon may be fired once every six combat turns).

Cost: The cost of the weapon in *livres*. This number may be adjusted up or down to account for supply and demand.

Weight: The weight of the weapon or item in pounds. Characters that carry too much weight cannot move as fast and tire out sooner.

Melee Weapons

Musketeers may favor the matchlock musket as their weapon of choice, but firearms are slow to reload and thus only of limited use. To that end, a Musketeer must know how to use melee weapons. All Musketeers receive a rapier, but there are times when a heavy weapon is required, or when a Musketeer does not have his rapier to hand. The weapons listed below are those known to France and her neighbors during this era. Truly foreign lands know of a bewildering variety of melee weapons, but it is very unlikely a Musketeer will ever encounter one.

Acid Dagger: Favored by assassins, the slim, fragile blades of these weapons are constructed of thin glass. Contained within is a deadly and powerful acid. Since the glass breaks on impact, each dagger can be used to make but one successful attack. A critical failure means the attacker has broken his blade, perhaps by slamming it into an inanimate object by error, or dropping his weapon. Either way, it is broken and useless.

Axe: Two-handed axes include battle axes and more mundane axes used for chopping wood.

Axe, Hand: Small one-handed axes, such as hatchets and throwing axes.

Chain: Chains make excellent weapons, as they can entangle limbs, strangle opponents, or simply bludgeon the victim. If using a chain as a ranged weapon, it has a range of ten feet. Chains longer than 10 feet in length cannot be used effectively as a weapon.

To entangle an opponent, make a Melee touch attack (p. 105). If your character's attack is successful,

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Other Materials

Cold Iron: Regular weapons are hammered into shape when the iron is glowing hot and malleable. Cold iron weapons are beaten from raw, unheated iron. This leaves them brittle, but makes them more effective against demons (since the metal has never been touched by fire, a substance all too common in Hell).

Cold iron weapons cost twice as much as regular weapons (the process is more labor intensive), break if the attacker rolls a critical failure on his Melee attack, but inflict an extra two points of damage against creatures with the Demon Archetype.

Silver: A solid silver weapon would be extremely expensive and less sturdy than a standard steel one. To that end, silvered weapons are available, though at a cost of three times that of a regular weapon. Silvered weapons are edged or engraved with just enough silver to make them useful against certain forms of demon, but without turning them from tools of war into treasures best kept hanged on a chateau wall.

no damage is done. Instead, compare the amount of damage your character would have done versus the opponent's Strength rating. If you rolled more damage than his Strength rating, the opponent is entangled and must succeed in a Strength roll in order to break free on his next turn. The Difficulty is equal to the number of successes the attacker scored above the bound character's Strength. If you rolled more damage than twice your opponent's Strength rating, he is completely entangled and may either be disarmed or knocked to the ground.

Cleaver: A heavy blade found in most kitchens.

Club: Clubs include anything from chair legs, sturdy wooden branches, and other bludgeoning implements. Because a bat can be fashioned from anything, they have no effective cost.

Club, Two-handed: Includes any large club wielded to hands, whether a strengthened war club or a large tree branch.

Crucifix: A crucifix causes pain to demons if it contacts their flesh.

Dagger: Daggers are small-bladed weapons. An unattached bayonet functions as a dagger. Daggers can be thrown up to 30 feet.

Dagger, Concealed: Shorter and with thinner blades than regular daggers these small blades are easily concealed and thus are favored by assassins. A variety of forms and styles exist, thus enabling users to hide them inside fans or disguise them as long hair pins.

Halberd/Pike: Halberds, pikes, and other polearms



Melee Weapons Reference Chart

Weapon	Dmg	Str	Cost	Wt	Notes
Acid dagger	4L	1	100	0.5 lb.	See notes
Axe	3L	2	20	5 lbs.	Two-handed
Axe, hand	2L	2	15	1.5 lbs.	Range: 10 ft.
Club	2N	2	—	2 lbs.	
Club, two-handed	3N	2	—	8 lbs.	Two-handed
Dagger	1L	1	8	1 lb.	
Dagger, concealed	0L	1	12	0.5 lb.	
Halberd/pike	4L	2	20	8 lbs.	Two-handed
Lance	3L	2	32	10 lbs.	
Main gauche*	1L	2	15	1.5 lbs.	
Rapier	2L	1	22	2.5 lbs.	
Sap	1N	1	1	0.5 lbs.	
Sword, great	5L	2	20	8 lbs.	Two-handed
Sword, long	3L	2	25	3 lbs.	
Sword, saber	2L	2	18	2 lbs.	
Sword, small	2L	2	18	2 lbs.	

* **Main Gauche:** The main gauche is held in the off-hand and used to parry blows. So armed, a character has +1 Active Defense against Brawl or Melee attacks.

Improvised Melee Weapons Reference Chart

Weapon	Dmg	Str	Cost	Wt	Notes
Bottle	1N	1	—	1 lb.	Breaks after one attack
Bottle, broken	1L	1	—	1 lb.	
Buckler	1N	1	20	2 lbs.	See p. 139
Chain	1N	2	2	5 lbs.	
Cleaver	2L	2	2.50	2 lbs.	
Crucifix	0L	1	1	1 lb.	See notes
Hammer	2N	2	2	1 lb.	
Holy water, flask	0L	1	5	1 lb.	See notes
Metal gauntlet	1N	1	15	4 lbs.	Cost and weight are for a pair
Musket butt	2N	2	—	—	
Pickaxe	3L	2	2.50	8 lbs.	
Pistol butt	1N	1	—	—	
Pitch fork	2L	2	1	4 lbs.	
Shovel	2N	2	1	5 lbs.	
Torch, burning	1L	2	0.10	1 lb.	Fire damage*

* **Fire damage:** A torch may be used to club or burn an opponent. To burn an opponent, make a Melee touch attack. If your attack succeeds, he inflicts one point of lethal damage. If his opponent is wearing something combustible—such as loose clothing—or has been doused with a flammable liquid, he is set on fire and continues to take fire damage each round until he fire is extinguished.

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Firearms Reference Chart

Weapon	Dmg	Str	Rng	Cap	Rate	Spd	Cost	Wt
Matchlock								
Arquebus	3L	2	20 ft.	1	1/10	A	70	10 lbs.
Musket	3L	4	50 ft.	1	1/10	A	60	15 lbs.
Wheellock								
Arquebus	3L	2	25 ft.	1	1/6	A	250	9 lbs.
Blunderbuss	4L	2	25 ft.*	1	1/10	A	150	12 lbs.
Musket	3L	4	75 ft.	1	1/6	A	320	12 lbs.
Musket, 2 barrels	3L	4	75 ft.	1	1/6**	A	700	14 lbs.
Pistol	3L	2	10 ft.	1	1/6	A	150	1.5 lbs.
Pistol, concealed	2L	1	5 ft.	1	1/6	A	225	1 lb.
Flintlock								
Musket	4L	3	100 ft.	1	1/6	A	500	10 lbs.
Pistol	3L	2	15 ft.	1	1/6	A	350	1.5 lbs.

* **Cone of Shot:** Fires a cone of shot. Each 25-foot. range increment spreads the cone by 5 feet., allowing the targeting of multiple opponents with one shot (i.e. if your character fires a blunderbuss at a target 25 feet. away, you suffer a -2 attack roll penalty, but will target the opponent and anyone standing next to him.

** Reload time is per barrel.

Firearm Accessories Reference Chart

Accessory	Cost	Weight	Notes
Bandolier	2	2 lbs.	
Blackpowder canister (60 shots)	15	2 lbs.	See p. 136
Flints (10)	0.70	—	
Lead shot (bag of 20)	1	1 lb.	
Match	0.50	—	Length for 10 uses
Musket stand	3	2 lbs.	
Powder flask or horn (holds 60 shots)	2	0.5 lbs.	

comprise large blades attached to the end of a heavy pole. They are used by ceremonial guards, but are most often found in armies, where pikemen fight in densely packed units.

Holy Water: Water blessed by an ordained priest pains demons on contact. A flask covers a 5-foot radius. The cost represents a donation to the church. Buying too much holy water will lead to an Inquisition investigation.

Lance: Lances are not the heavy-set pieces used by medieval knights, but are more akin to long spears. They can be used on foot as well as from horseback.

Improvised Weapon: An improvised weapon can be any item capable of inflicting damage but which is not specifically designed for that purpose. Such items are

often unwieldy and unbalanced. Users of improvised weapons have a -2 penalty to attack rolls.

Main Gauche: A main gauche is similar to a dagger, but has a wide basket handle or horizontal prongs to aid parrying. The purpose of this weapon is more defensive than offensive. Held in the off-hand, the main gauche is used to deflect incoming blows, leaving the dominant hand to wield a rapier or other one-handed weapon. A character using a main gauche in his off-hand has +1 Active Defense against Brawl or Melee attacks.

Rapier: Rapiers have narrower blades than medieval weapons, and are designed for thrusting rather than slashing attacks. The guard of the rapier is often large and ornate, used to catch and deflect an opponent's

blade. Rapiers are often used in conjunction with a dagger or main gauche in the off-hand.

Sap: A sap is a small leather pouch stuffed with lead shot, sand, or other heavy, dense material. Its main use is to strike someone on the head while they are unaware, more than likely knocking them out in the process.

Sword, Great: Two-handed swords include the German *Zweihänder* and Scottish claymore. They are slow to use, but deliver incredible amounts of damage.

Sword, Long: Any sword with a blade in excess of 18 inches that can be wielded one- or two-handed counts as a long sword. They are rarely found in the hands of gentlemen.

Sword, Saber: A slightly curved blade favored by cavalrymen.

Sword, Small: Small swords include large knives and small double-bladed swords. Small swords are light enough that can be wielded in the off-hand, often in conjunction with a larger primary weapon.

Firearms

Firearms have come a long way since their inception, yet they are not the dominant weapons they will become in later centuries. Most are heavy, all are painfully slow to reload, and few have any real accuracy. Yet they are becoming prolific on the battlefields, having replaced the crossbow and bow as the standard ranged weapon.

Arquebus: A short-barreled firearm favored by skirmishers and scouts.

Flintlock: The latest innovation in firearms is the flintlock. Although the firing mechanism has been known for many years, it only enters France in 1636, thus making it extremely rare and expensive. Flintlocks use a flake of flint to create a spark against a frizzen (a small metal block), which ignites the powder in the flashpan.

Matchlock: The matchlock is the most common type of firearm. Matchlocks are named for the slow-burning match (a special piece of cord) used to ignite the pow-



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Primitive Ranged Weapons Reference Chart

Ranged Weapon	Dmg	Str	Rng	Rate	Spd	Cost	Wt
Bow	2L	2	50 ft.	1	A	25	3 lbs.
Crossbow	3L	2	100 ft.	1/2	A	30	7 lbs.
Javelin	1L	2	25 ft.	1	A	0.50	2 lbs.
Longbow	3L	3	100 ft.	1	A	40	3 lbs.
Net	*	2	10 ft.	1	S	5	20 lbs.
Sling	1N	1	50 ft.	1	A	—	0.5 lbs.
Whip	0N*	1	10 ft.	1	A	6	2 lbs.

* See weapon description for special rules.

Primitive Ranged Weapon Accessories Reference Chart

Accessory	Cost	Weight	Notes
Arrows (20)	1	1 lb.	
Bolts (20)	1	1 lb.	
Bowstring	1.5	—	
Quiver	2	1.5 lbs.	Hold 20 arrows/bolts

Artillery Reference Chart

Weapon*	Dmg	Line	Str	Rng	Cap	Cost**	Wt
Falconet (2 lb)	3L	0	—	80 ft.	1/2	1,900	500 lb.
Falcon (4 lb)	4L	5 ft.	—	100 ft.	1/4	3,200	1,000 lb.
Legitimate culverin (8 lb)	6L	10 ft.	—	150 ft.	1/6	3,800	1,500 lb.
Bastard culverin (16 lb)	8L	15 ft.	—	180 ft.	1/6	6,000	2,000 lb.
Great culverin (25 lb)	10L	20 ft.	—	200 ft.	1/8	6,900	3,500 lb.
Cannon (50 lb)	12L	25 ft.	—	220 ft.	1/10	10,000	9,000 lb.

* The name refers to the listed weight of the ball.

** Cost includes carriage. Reduce prices by one-third for artillery without a carriage.

Explosives Reference Chart

Weapon	Dmg	Str	Rng	Cap	Cost	Wt
Blackpowder, cask	10L	2	—	—	45	20 lb.
Blackpowder, canister	6L	2	10 ft.	—	15	1 lb.
Grenade	4L	2	25 ft.	—	4	0.5 lb.
Powder flask or horn	6L	2	10 ft.	—	2	1 lb.

Area Effect: Accurately throwing a grenade requires an Athletics roll, but extra successes do not increase the damage. When a grenade explodes, it damages everything in its area of effect (see Area Effect, p. 105). Roll the listed damage rating once against all opponents in the area, not for each individual target. The damage inflicted is reduced by one point for each five feet an opponent is from the explosion.

der. In order to fire, the shooter pulls back the striker (a serpentine) in which the cord is gripped, aims, and pulls the trigger. The match is then automatically lowered in a flash pan, which holds a small quantity of gunpowder. The powder ignites, setting off the powder in the barrel and launching the ball.

The match is prone to being extinguished in rain, and is totally snuffed out if submerged. Once a match is wet, it requires an hour to dry out. For this reason, shooters should carry spares (ideally in a waterproof pouch). Cutting, installing, and lighting a match requires three full round actions. A character carrying a matchlock musket with a lit match has a -4 penalty to Stealth rolls in darkness due to the orange glow.

Matchlocks are prone to misfires as a result of their simple firing mechanism. Any time the firer rolls a critical failure, his weapon misfires. It must be reloaded in order to fire again.

Wheellock: Wheellocks use a serrated metal wheel, which is wound up with a spanner, and a small piece of iron pyrite. When the trigger is pulled, the wheel rapidly unwinds, striking the iron pyrite and creating sparks. This then ignites the powder in the flash pan, which in turn ignites the powder in the barrel.

Firearm Accessories

Bandolier: Hanging from shoulder diagonally across the body to the waist, a bandolier holds 12 apostles. An apostle is a wooden tube containing a measured amount of blackpowder. The loader simply bites or tears off the end, and pours it into the barrel.

Lead Shot: Blackpowder weapons fire balls of different weights and sizes. For ease of play, we assume all blackpowder firearms use the same size balls.

Match: A length of treated cord designed to blow slowly. A single length is good for creating 10 matches for a matchlock firearm.

Musket Stand: Muskets are long, cumbersome weapons, best fired when resting on something. A musket stand is simply a sturdy rod with an inverted U-shaped end in which a musket can be rested. When using a stand, the Strength rating of a musket is reduced by two points. It also increases the range by an additional 10 feet because the weapon is more stable.

Powder Flash or Horn: Ranging from crude hollowed-out horns with caps to gilded brass flasks decorated in relief.

Primitive Ranged Weapons

Described here are a variety of ranged weapons. Many of these weapons are rapidly falling out of fashion, especially among soldiers. However, hunters still make use of bows, which are much quieter and easier to wield than firearms, and many peasant militias are equipped with crossbows.

Bow: Bows are still used by some hunters and some

Other Materials

Cold Iron: Regular weapons are hammered into shape when the iron is glowing hot and malleable. Cold iron weapons are beaten from raw, unheated iron. This leaves them brittle, but makes them more effective against demons (since the metal has never been touched by fire, a substance all too common in Hell).

Cold iron weapons cost twice as much as regular weapons (the process is more labor intensive), break if the attacker rolls a critical failure on his Melee attack, but inflict an extra two points of damage against creatures with the Demon Archetype.

Silver: A solid silver weapon would be extremely expensive and less sturdy than a standard steel one. To that end, silvered weapons are available, though at a cost of three times that of a regular weapon. Silvered weapons are edged or engraved with just enough silver to make them useful against certain forms of demon, but without turning them from tools of war into treasures best kept hanged on a chateau wall.

militias as the ranged weapon of choice. They can shoot a variety of different arrow types.

Crossbow: Crossbows are rare, but are still sometimes used by hunters or found hanging on the walls of stately homes and castles. Crossbows fire projectiles called bolts, which are shorter than regular arrows. Crossbows take one turn to reload after firing.

Javelin: Javelins are slender, light, throwing weapons. They are ineffective during melee combat.

Longbow: Bigger, thicker, and requiring more strength than a regular bow, longbows have superior range and penetration.

Net: Primarily used for either fishing or trapping game, nets are found in the hands of those wanting to capture their prey alive. A net that can be carried and thrown by a single person is ten-feet-long by ten feet-wide (large enough to catch a Size 0 creature) and includes a trailing rope used to pull the captured victim back. To entangle an opponent, make an Archery touch attack (see Touch Attacks, p. 105). If your character's attack is successful, no damage is done. Instead, compare the amount of damage your character would have done versus opponent's Strength rating. If you rolled more damage than her Strength rating, the opponent is entangled and she must spend a turn to free herself from the net. If you rolled more damage than twice the opponent's Strength rating, she is trapped and cannot escape until someone frees her.

Sling: Slings use either small rocks or lead bullets, and are still utilized as an effective hunting tool. Because slings are crafted from simple, easy-to-find materials, they effectively have no cost.

Whip: Whips can entangle limbs, wrap around

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throats, or safely swing a daring adventurer over pits. Whips do little actual damage, but inflict incredibly painful wounds, and produce a loud crack that can intimidate lesser foes. To entangle an opponent, make a Melee touch attack (see Touch Attacks, p. 126). If your character's attack is successful, no damage is done. Instead, compare the amount of damage your character would have done versus the opponent's Strength rating. If you rolled more damage than his Strength rating, the opponent is entangled and he must succeed in a Strength roll in order to break free on his next turn. If you rolled more damage than twice the opponent's Strength rating, he is entangled and may be either disarmed or knocked to the ground.

Artillery

In 1636 the word cannon (from the Italian meaning "large tube") refers to a gun firing a ball of specific weight, not to all artillery pieces in general. Every type of artillery piece has a specific name, denoting the weight of the round it fires. While the English and Spanish opted for a wide range of artillery in the late 16th century, the French, under Henry II, opted for just six types. His choices remain in use in the age of the Musketeers.

Artillery pieces are not designed to target individuals. This is an age when armies comprise massed ranks of pikemen and musketeers, and artillery is used to smash these formations (and shatter strongholds). Attempting to hit a single person inflicts a -10 penalty on the gunner's Gunnery roll.

Crew: Artillery pieces require a large number of crew, as detailed below. These are usually highly-trained professionals, often mercenaries, rather than regular parts of the army. Operating a gun is equal parts science, ritual, and faith.

Type	Crew
Falconet	1 master gunner & 1 assistant
Falcon	1 master gunner & 2 assistants
Legitimate culverin	1 master gunner & 5 assistants
Bastard culverin	2 master gunners & 8 assistants
Great culverin	2 master gunners & 10 assistants
Cannon	3 master gunners & 15 assistants

Line of Effect: Cannonballs don't explode on impact. When used against troops, rather than fortifications, cannonballs damage everything on a straight line measured from the cannon through the target point. Roll the listed damage rating once against all opponents in the line, not for each individual target. The damage inflicted is reduced by one point for each five feet an opponent is from the initial target.

Example: A bastard culverin fires into a company of pikemen. The ball successfully strikes the first rank and keeps going for a further 15 feet. The first pikeman takes the full rolled damage. The man in a direct line behind him from the cannon takes one point less, the next man

two points fewer, and so on. Anyone standing 16 feet or further from the first target suffers no damage—the ball runs out of momentum before it reaches them.

Mobility: Unlike in previous centuries, cannons are more mobile in the present era. The invention of trunnions, metal protrusions on a cannon which allow it to be placed in a two-wheeled wooden cradle (a carriage) and allow the gunner to alter the elevation, led in turn to the creation of the limber, a horse-drawn gun carriage.

For the first time in history, cannons can be moved around the battlefield during an engagement, thus allowing them to be repositioned as the unfolding action required. Even with a full team of horses, and the larger the gun the more horses are required, artillery moves only at walking pace, and commanders must be able to predict their need long in advance.

Explosives

Explosives in this era are not complex devices. To create an explosion, one simply inserts a fuse in a cask or barrel of blackpowder, lights the fuse, and then runs. Similarly, defusing an explosive device requires only the fuse to be pulled out or extinguished, such as with water or stamping on it.

Grenade: Grenades are iron-spheres packed with a small amount of explosives and ignited by a slow-burning fuse. A typical fuse burns down in just one round, but this can be extended to virtually any length of time simply by inserting a long fuse. Lighting the fuse requires an attack action. Unlike 21st century grenades, these early models are not specifically designed to fragment on detonation.

General Equipment

As well as weapons, Musketeers need armor and general equipment to survive out in the field. Listed below are some of the armor, clothing, equipment, and tools that might come in handy during the course of an adventure.

Defense: The Passive Defense bonus provided by the piece of armor.

Strength: The minimum Strength rating needed to wear the armor. A character with a lower Strength rating suffers a -2 penalty to attack rolls for each point of Strength he falls below the minimum.

Dexterity: The penalty to Dexterity due to the restrictive nature of wearing the armor. This penalty affects all Dexterity-related Skills and abilities.

Cost: The cost of the item in *livres*. This number may be adjusted up or down to account for supply and demand.

Weight: The weight of the item in pounds. Characters that carry too much weight cannot move as fast and tire out sooner.

Locations: The areas covered by armor. Exposed

Armor Reference Chart

Armor	Def	Str	Dex	Cost	Wt	Locations
Boots	+1	1		5	5 lbs.	Legs only
Buff Coat	+2	1		25	8 lbs.	Torso and arms only
Gauntlets, Leather	+1	1		8	2 lbs.	Hands only
Gauntlets, Metal	+3	1		15	4 lbs.	Hands only
Helmet, Faceguard	+3	1		20	8 lbs.	Head only
Helmet, Metal Cap	+2	1		10	4 lbs.	Head only
Helmet, Leather Cap	+1	1		4	2 lbs.	Head only
Leather Jacket	+1	1		18	6 lbs.	Torso and arms only
Plate	+4	3	-1	130	50 lbs.*	Torso, limbs, and hands only
Plate, Cuirass	+4	2		60	20 lbs.	Torso only
Plate, Three-Quarters	+4	3		100	40 lbs.*	Torso, limbs, and hands only (except rear of arms & legs)
Shield, Buckler	+2	1		20	2 lbs.	One hand (usually the off-hand) only

* Includes metal gauntlets in price and weight.

Clothing Reference Chart

Clothing	Cost	Weight
Outfit, Average	8	2 lbs.
Outfit, Courty	50	2 lbs.
Outfit, Crafter	6	2 lbs.
Outfit, Formal	24	2 lbs.
Outfit, Poor	2	2 lbs.
Outfit, Royal	100	2 lbs.
Uniform	10	2 lbs.

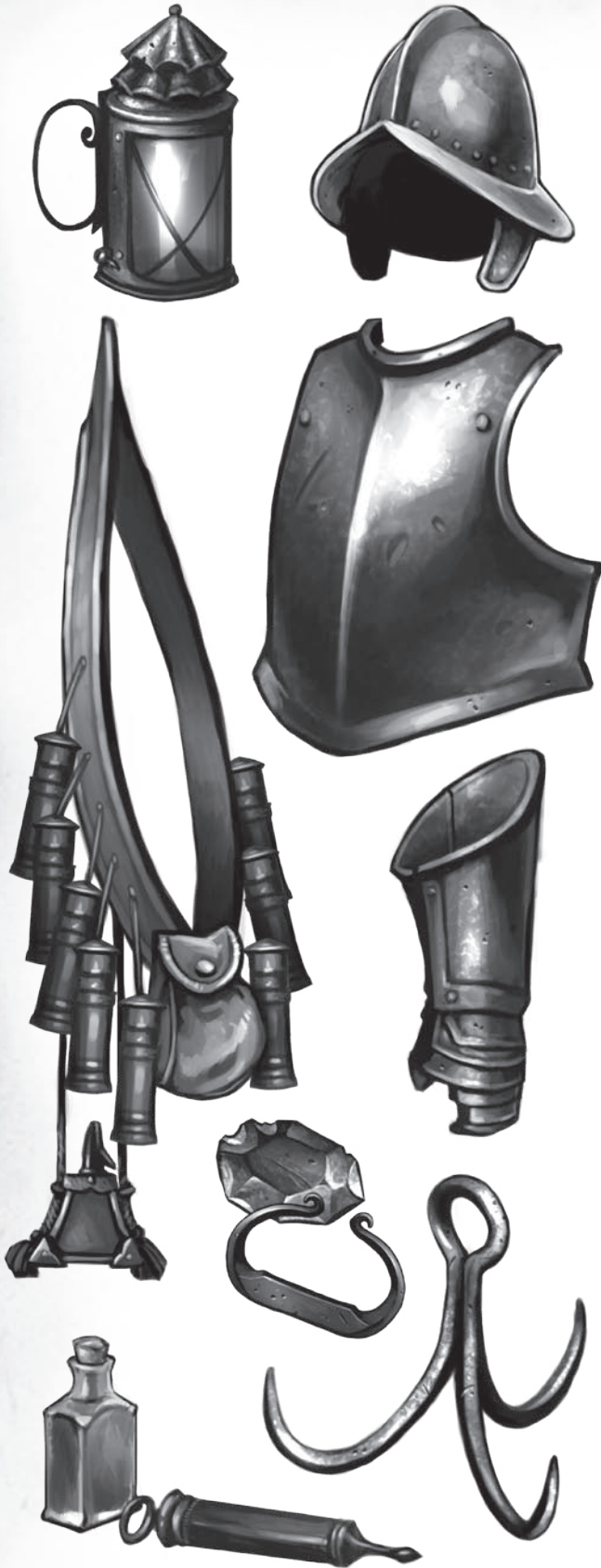
Tools & Kits Reference Chart

Tools & Kits	Cost	Weight
Crowbar	2	1 lb.
Handsaw	5	1 lb.
Kit, Actor	10	4 lbs.
Kit, Alchemist	24	8 lbs.
Kit, Blacksmith	400	100 lbs.
Kit, Carpenter	100	50 lbs.
Kit, Healer's Bag	10	2 lbs.
Kit, Lockpicking	40	1 lb.
Kit, Surgeon	30	3 lbs.
Pickaxe	2.5	6 lbs.
Shovel	1	3 lbs.

Survival Gear Reference Chart

Survival Gear	Cost	Weight
Backpack	2	4 lbs.
Bedroll	0.5	1 lb.
Camp Cot, Portable	10	8 lbs.
Candles (12)	1	1 lb.
Flint & Steel	3	—
Grappling Hook	4	2 lbs.
Kit, Mess	5	2 lbs.
Kit, Personal Basics	10	1 lb.
Lamp Oil, 1-Pint	0.5	1 lb.
Lantern, Oil	6	2 lbs.
Rations, Field (per day)	0.5	1 lb.
Rope, 50-ft.	1	4 lbs.
Satchel	3	1 lb.
Tarpaulin, 20-ft. by 20-ft.	8	5 lbs.
Telescope	500	2 lbs.
Tent, 1-Person	20	10 lbs.
Tent, 4-person	50	25 lbs.
Tent, 10-Person	100	50 lbs.
Waterskin	1	1 lb.

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areas can be targeted with a Called Shot to the specific location. A Called Shot made in this manner denies the defender his armor's Passive Defense bonus. Unless a Called Shot is made, all attacks are deemed to be made against the torso (the largest area).

Armor

The advent of firearms did not lead to the sudden abandonment of armor. During the early days of firearms, armor simply grew thicker to provide more protection. Modern advances in firearms, which have led to increased power behind a musket ball, are in the process of rendering armor ineffectual. Armor is also expensive, and few kings, princes, or generals see the need to waste money equipping easily-replaced soldiers with extra protection.

Boots: Knee- or thigh-high leather boots designed to protect the legs. A pair of boots grants +1 Passive Defense but only against attacks targeting the legs.

Buff Coat: The commonest armor worn by soldiers is a coat made from flexible yet thick leather. It gives a +2 Passive Defense bonus, but can be bypassed by a Called Shot to the legs.

Gauntlets, Leather: Sturdy leather gloves designed to protect the hand and lower part of the arm. They provide +1 Passive Defense, but only against attacks targeting the hand.

Gauntlets, Metal: Flexible metal plates on a leather backing designed to protect the hand and lower part of the arm. They provide +3 Passive Defense, but only against attacks targeting the hand.

Helmets, Faceguard: Helmets serve to protect the head against blows. This one has metal guards to protect the side of the face. It provides a +3 Passive Defense bonus, but only against blows to the head.

Helmets, Metal Cap: A basic pot helm designed to ward blows from above. It provides a +2 Passive Defense bonus, but only against blows to the head.

Helmets, Leather Cap: A basic cap made of stiffened leather. It provides a +1 Passive Defense bonus, but only against blows to the head.

Leather Jacket: Favored by peasants, this armor made of stiff hide or thickened leather provides a +1 Passive Defense bonus without overly affecting mobility. It can be bypassed by a Called Shot to the legs.

Plate: Considered antiquated by most soldiers yet still favored by generals and rich nobles, plate armor grants a +4 Passive Defense bonus, but slightly restricts movement. Characters wearing plate armor suffer a -1 Dexterity penalty.

Plate, Cuirass: A thick breastplate designed to protect the front and rear of the torso. Favored by heavy cavalry and nobles, it offers a +4 Passive Defense bonus without restricting mobility, but can be bypassed by a Called Shot to the head or limbs.

Plate, Three-Quarters: Worn by heavy cavalry, front-rank pikemen, and officers. Essentially a cut-down suit of plate armor, three-quarters plate grants a +4 Passive

Miscellaneous Gear Reference Chart

Miscellaneous	Cost	Weight
Cigars (10)	2	0.5 lbs.
Pipe, Smoking	0.5	—
Tobacco, 10 pipe bowls	1	—
Pack Saddles and Harness	6	25 lbs.
Saddle and Harness	12	20 lbs.
Saddlebags	2	4 lbs.
Manacles	5	1 lb.
Playing Cards	2	—
Writing Equipment	3	0.5 lbs.

Defense bonus without affecting mobility. However, the arms and legs are uncovered at the rear to help reduce weight and cost, thus granting no protection from Called Shots to the limb made in the wearer's rear facing.

Shield, Buckler: A small shield, generally a foot across, worn strapped to the back of the hand. Effective against most melee weapons, but useless against ranged attacks. It provides a +1 Passive Defense bonus against melee attacks, but nothing against firearms or other ranged weapons.

Clothing

France considers itself the center of European fashion. Hence, styles come and go with great regularity. A person who wants to be part of the social scene needs to keep abreast of such changes, and thus have deep pockets.

Any outfit which grants a Charisma bonus remains fashionable for just one year from the time it is purchased. After this, the Charisma bonus drops one point, to a minimum of zero. Royal outfits thus remain partially fashionable until the end of the second year, after which they are passé. Wearing an out of date outfit in the higher echelon social scene can lead to ridicule from one's peers.

Outfit, Average: Average outfits are just that—the sort of clothes worn by regular people during the day.

Outfit, Courtly: Courtly clothes are worn by courtiers and nobles, and by those who wish to emulate them socially. They are always of the latest fashions and cut from the finest cloth. This outfit may result in a +1 Charisma bonus in circumstances where a person's clothing could have a social impact.

Outfit, Crafter: A typical crafter's outfit comprises sturdy pants and shoes, a leather apron, and possible leather gloves. It is the sort of garb worn by blacksmiths and carpenters, rather than scribes and artists.

Outfit, Formal: Formal clothing is worn during the day by wealthy magistrates, merchants, and master craftsmen, as well as university magisters (teachers), well-heeled gents, and military officers. Such an outfit

immediately marks the wearer as a person of some means or status in society.

Outfit, Poor: The typical garb of the peasant class. It is dirty, out of date, patched together, or all of the above.



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Vehicle Reference Chart

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass	Cost
Carriage, Enclosed	2	6	8	Team*	+1	1	4	750
Carriage, Open	2	4	6	Team*	+1	1	4	500
Cart	1	4	4	Team*	-2	1	6	120
Rowboat	1	4	6	Str**	0	1	2	50
Sedan Chair	1	2	4	Str***	0	2	1	25
Wagon	2	4	6	Team*	-1	1	12	200

* See chart in *Land Vehicles*, above

** Strength of the rower.

*** Strength of the weakest bearer (assume 2 in most cases).

This clothing may result in a -1 Charisma penalty in circumstances where a person's clothing could have a social impact.

Outfit, Royal: Extravagant to excess, this is the sort of clothing worn by the king on a daily bases and by nobles attending a major social function. This clothing may result in a +2 Charisma bonus in circumstances where a person's clothing could have a social impact.

Uniform: This is a catchall category covering everything from a soldier's badges or markings to a doorman's outfit. Uniforms can be practical and designed to withstand abuse, or decorative and impractical for anything beyond ceremony.

Outdoor & Survival Gear

Backpack: A basic leather-over-wicker pack designed to be worn over the back. Backpacks can hold up to 30 pounds of equipment.

Bedroll: A woolen blanket large enough may a man to wrap himself in to stay warm and dry.

Camp Cot, Portable: A camp cot has a wooden frame which can be disassembled for easy transportation. Sleeping on a camp cot always makes for a comfortable night's sleep off the ground.

Candles (12): The price and weight are for a dozen tallow candles. Each taper candle burns for eight hours.

Flint & Steel: Sometimes called a tinderbox, this small, metal box holds a piece of flint and steel for generating sparks, and a small amount of tinder for starting fires.

Grappling Hook: A three-tined hook used for climbing, granting a +2 bonus on climbing rolls. If used as an improvised weapon, treat as a club (p. 130).

Kit, Mess: Issued to all soldiers, a mess kit contains a pewter mug, a tin plate, and cutlery.

Kit, Personal Basics: This basic toiletry kit comprises a shaving brush, a small razor, combs, clippers, soap, and other personal hygiene essentials.

Lamp Oil, 1-Pint: A ceramic flask containing one pint of lamp oil.

Lantern, Oil: An oil lantern throws off light is a thirty-

foot cone (five feet wide for every ten feet of distance) if shuttered and a 10-foot radius if unshuttered. A pint of oil lasts for eight hours continuous usage.

Rations, Field (per day): Cured or dried meat, a few slices of hard bread, and a measure of salt are the basic provisions contained in field rations.

Rope: A coil of strong hemp rope.

Satchel: A waterproof leather satchel worn across the shoulder. Typically worn by messengers to protect the letters they carry. A satchel can hold 5 pounds of equipment.

Tarpaulin: A twenty-foot by twenty-foot sheet of oiled canvas with eyelets on the corner and middle edges, making it ideal for protecting an encampment from inclement weather.

Telescope: A rare and expensive item, telescopes are the cutting edge of optical technology. They can be extended to allow a character to see four times further than the unaided eye, and they collapse for easy carrying. Because your character uses only one eye when looking through a telescope, the field of vision is flat and does not grant easy depth perception.

Tent, 1-Person: A canvas, hemp rope, and wooden stake and pole tent small enough to be carried by a single person.

Tent, 4-person: As above, but with enough room to comfortably hold four people and their gear.

Tent, 10-Person: As above, but with enough room to comfortably hold ten people and their gear. These cumbersome items are typically issued to squads of soldiers, and are transported on mules.

Waterskin: A soft bag often made from an animal's bladder for storing liquid. A cork bung prevents spillages. Holds four pints of liquid.

Tools & Kits

The tools described here are typically grouped into "kits" of several types of tools and equipment that are commonly used by a craftsman or artisan. Unique tools, or those commonly used alone, receive their own description.

Crowbar: A crowbar grants a +2 bonus to Strength

rolls when breaking open chests, prying walls apart, or performing other feats of brute strength. It can also be used as a club.

Handsaw: A small saw designed to cut through wood.

Kit, Actor: A portable box that contains basic makeup, fake noses, moustaches, spirit gum, and other material used to create an effective disguise. This kit provides a +2 bonus to disguise rolls, and is good for five uses.

Kit, Alchemist: This small kit contains vials, tweezers, tongs, ceramic flasks, glass tubes, small jars of acids, minerals salts, and powders, and other equipment vital to the alchemist's trade. An alchemist's kit provides a +2 bonus to Natural Philosophy: Chymistry and Magick: Alchemy rolls, and is good for ten uses.

Kit, Blacksmith: Includes small anvil, tongs, hammers, and other implements used to forge tools and weapons.

Kit, Carpenter: Includes hammers, awls, planes, rulers, a saw, and other implement used for carpentry.

Kit, Healer's Bag: This small kit contains basic materials to perform first aid. A healer's bag provides a +2 bonus to first aid rolls, and is good for five uses.

Kit, Lockpicking: A Lockpicking kit contains picks, tongs, tweezers, skeleton keys, and other implements used to open locks. This kit provides a +2 bonus to lockpicking rolls.

Kit, Surgeon: A surgeon's kit has everything necessary to perform surgery. It includes scalpels, forceps, bandages, powders designed to sterilize wounds, and other special medical equipment. This grants a +2 bonus to Medicine rolls, and is good for ten uses.

Pickaxe: In addition to loosening dirt and stone, a pickaxe can also make an effective melee weapon. A mattock is a similar tool, but has a broad-bladed end rather than the narrower one common to pickaxes.

Shovel: An essential wooden tool for peasants working in the fields.

Miscellaneous Equipment

Described below are various pieces of equipment that do not fall into any given category.

Cigars: Ten slim cigars stored in a wooden case to help preserve the tobacco.

Pipe: A long- or short-barreled pipe for smoking tobacco. The bowl (where the tobacco is held) and stem can be plain or intricately carved, depending on the smoker's purse.

Tobacco: A small leather pouch holding enough dried and ground tobacco for ten full pipe bowls.

Pack Saddles and Harness: A wooden frame with carrying hooks, breast collar harness, bridge and reins, halter and hitching straps, etc. Adjustable for horses and mules.

Riding Gear: Comprises a saddle, bit, harness, stirrups, and other equipment necessary when riding a horse.

Saddle and Harness: A leather saddle with coat and stirrup straps, saddle blanket, reins, halter, curb bit, and all the other equipment needed when riding a horse.

Historical Note: Transportation

The main modes of transportation in France have not changed in millennia. Horses are ridden by those who can afford them, while the majority of citizens must use their own legs. As a Musketeer, you will have access to a horse, and will be expected to ride it with some degree of finesse. For a one-way trip, it's not uncommon to buy a horse at your starting point and sell it at your destination.

Bulk cargoes are loaded into horse-drawn carts or wagons. These simple constructions have two (carts) or four (wagon) wheels, and are generally pulled by no more than a pair of horses. Whether in the heart of Paris or the rural hinterlands, the wagon is a ubiquitous sight. A recent advancement on the wagon is the carriage. These four-wheeled vehicles can be open-topped or enclosed to protect passengers from the elements, and have a very rudimentary suspension system for a marginally smoother ride.

While cities and large towns may have cobbled streets, paved roads are a rarity. Roman roads once crisscrossed France, but these have long fallen into disrepair, been lost to nature, or robbed of their brick and stone. Dirt tracks, deeply scored with wheel ruts, are prone to turning into a quagmire when it rains. Journeys between settlements are slow, uncomfortable, and dangerous.

From the Orient, European explorers brought back a new form of transportation in the late 16th century—the sedan chair. Essentially an enclosed seat carried on poles by bearers, the sedan quickly proves popular in big cities, especially among the nobility. Sedans have one great advantage over carriages—a sedan can literally pick up a passenger from his doorway and drop him off right outside the door at his destination. The passenger need never place his feet on the filthy streets, nor interact with the equally filthy citizenry. Being considerably smaller than carriages, sedans can also navigate the winding alleys of cities.

With war raging inside France's eastern territories, starvation and deprivation elsewhere, and the nobility's lack of compassion for the plight of the downtrodden masses, the roads of France are far from safe. While bandits are a fact of life, dark rumors have reached Paris of starving villagers who welcome strangers into their homes, only to drug them and devour their flesh, of wolves growing bold enough to attack armed men, of witches and warlocks calling upon unholy powers, and of unspeakable horrors prowling the foreboding forests and dark streets.

All for One: Régime Diabolique

Saddlebags: A pair of sturdy leather bags for horses or mules. Each saddlebag can hold 5 pounds of equipment.

Manacles: Used to secure either the hands or ankles of prisoners, manacles comprise two metal claps connected by a short length of chain or a rigid iron bar. When used to bind the legs, prisoners have their Speed rating halved and cannot run.

Playing Cards: A set of playing cards suitable for a variety of games. Marked cards cost five times as much and give the owner a +2 bonus to gambling rolls.

Writing Equipment: Quills, paper, and ink, ideal for taking notes, keeping a journal, and sending communiqués. Good for 10 uses.

Transportation

Described below are various vehicles.

Size: The relative size of the vehicle as compared to average humans (Size 0). Vehicle Size modifies its Defense and Structure and factors into how many passengers it can carry.

Defense (Def): How difficult it is to hit and damage the vehicle.

Structure (Strc): The amount of damage a vehicle can take before it is inoperable. Vehicle continue to move until their structure is reduced to zero (or less), at which point the stop functioning.

Speed (Spd): The speed at which a vehicle moves in miles per hour. If driven in combat, a vehicle moves five times its speed rating in feet (e.g. a carriage pulled by a pair of horses moves 75 feet in a single combat turn). The driver may take a double move with a vehicle, as normal (see Move, p. 106).

Handling (Han): How maneuverable a vehicle is and how easy it is to operate. Handling modifies the operator's Ride rolls.

Crew: The number of people required to operate a vehicle.

Passengers (Pass): The number of passengers a vehicle can carry.

Cost: The amount it costs, in *livres*, to purchase a vehicle outright.

Land Vehicles

Horse-drawn (or mule-drawn) conveyances base their Speed on the vehicle type and number of animals (a.k.a., the "team") used. Carts and wagons, lacking any form of suspension, are limited to far slower speeds than carriages. Speeds are average speeds based on not overworking the animal and allowing for rest stops every few hours.

Team	Cart	Carriage
One	3	10
Two	6	15

Four	9	20
------	---	----

Carriage, Enclosed: A four-wheeled wooden box mounted on a chassis. Carriages have primitive suspension, making them a more comfortable ride than a cart or wagon. Although a carriage only requires a crew of one (a coachman), those used by nobility also have a footman, who job it is to open the door and lower the folding steps for the passengers.

Carriage, Open: As above, except the passengers are exposed to the elements (and attacks).

Cart: A two-wheeled horse-drawn vehicle, used for transporting goods or people. They lack suspension, and thus are uncomfortable to ride for long periods.

Sedan Chair: An enclosed wooden box mounted on two poles and carried by a pair of human bearers. Excellent for short trips across town, but of little practical use for long journeys.

Wagon: A four-wheeled horse-drawn vehicle, used for transporting goods or people. They lack suspension, and thus are uncomfortable to ride for long periods.

Water Vehicles

All for One doesn't make much use of large waterborne craft. Should the heroes be aboard an oceangoing vessel attacked by pirates or a foreign nation, the GM should adjudicate any naval combat as he wishes – ideally skipping straight to the boarding action, in which the heroes can be involved.

Rowboat: A small boat powered by oars. Good for crossing rivers and lakes, and taking short voyages on the open sea.

Animals

Although every Musketeer begins with a horse (and tack), there may be time when he wishes to purchase an additional horse, or perhaps a donkey or mule for his lackey or to carry his excess equipment. Additionally, he may desire to own a hunting dog. Statistics for these beasts can be found starting on page 189.

Animal Reference Chart

Mount	Cost
Cat	0.25
Dog	2
Donkey	15
Horse	200
Mule	30
Rat	Free



ALL FOR ONE

Régime Diabolique

Musketeer Roleplaying

NAME: _____
 PLAYER: _____
 ARCHETYPE: _____
 MOTIVATION: _____
 NOTES _____

PRIMARY ATTRIBUTES

BODY		INTELLIGENCE	
CHARISMA		STRENGTH	
DEXTERITY		WILLPOWER	

STYLE REP. X.P.

HEALTH POINTS POINTS

○ ○ ○ ○

LETHAL
 □□□□□□□□□□
 NON-LETHAL
 □□□□□□□□□□

SECONDARY ATTRIBUTES

INITIATIVE		SIZE	
PERCEPTION		DEFENSE	
MOVE		STUN	

TALENTS

RESOURCES

SKILLS BASE + LEV. = RAT. (AV)

_____	+	=	()
_____	+	=	()
_____	+	=	()
_____	+	=	()
_____	+	=	()
_____	+	=	()
_____	+	=	()
_____	+	=	()
_____	+	=	()
_____	+	=	()
_____	+	=	()
_____	+	=	()

FLAWS

LIVRES: _____

NOTES: _____

WEAPON

TYPE: _____

RATING: AV: DMG: _____

STR: RNG: _____

RATE: SPEED: MOD: _____

AMMO: CAP: WT: _____

RELOADS
 □□□□
 □□□□
 □□□□
 □□□□
 □□□□

WEAPON

TYPE: _____

RATING: AV: DMG: _____

STR: RNG: _____

RATE: SPEED: MOD: _____

AMMO: CAP: WT: _____



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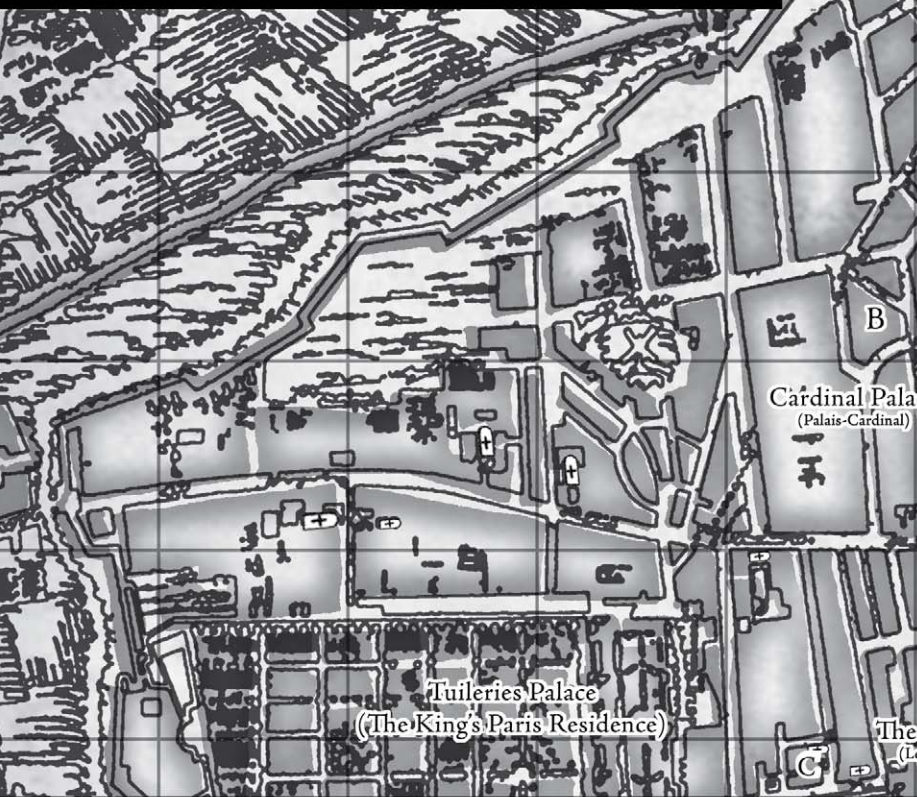
ALL FOR ONE

Régime Diabolique

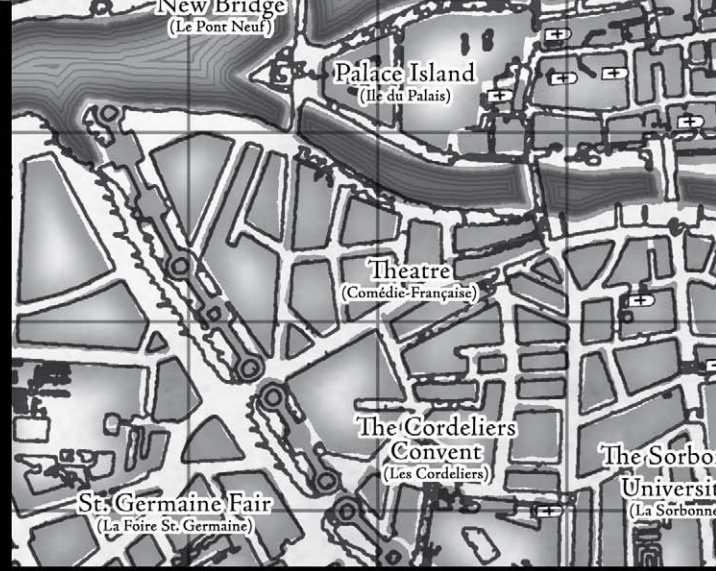
1636 Map of PARIS

INCLUDING THE PROVINCES OF FRANCE

1000 feet



Provinces of France

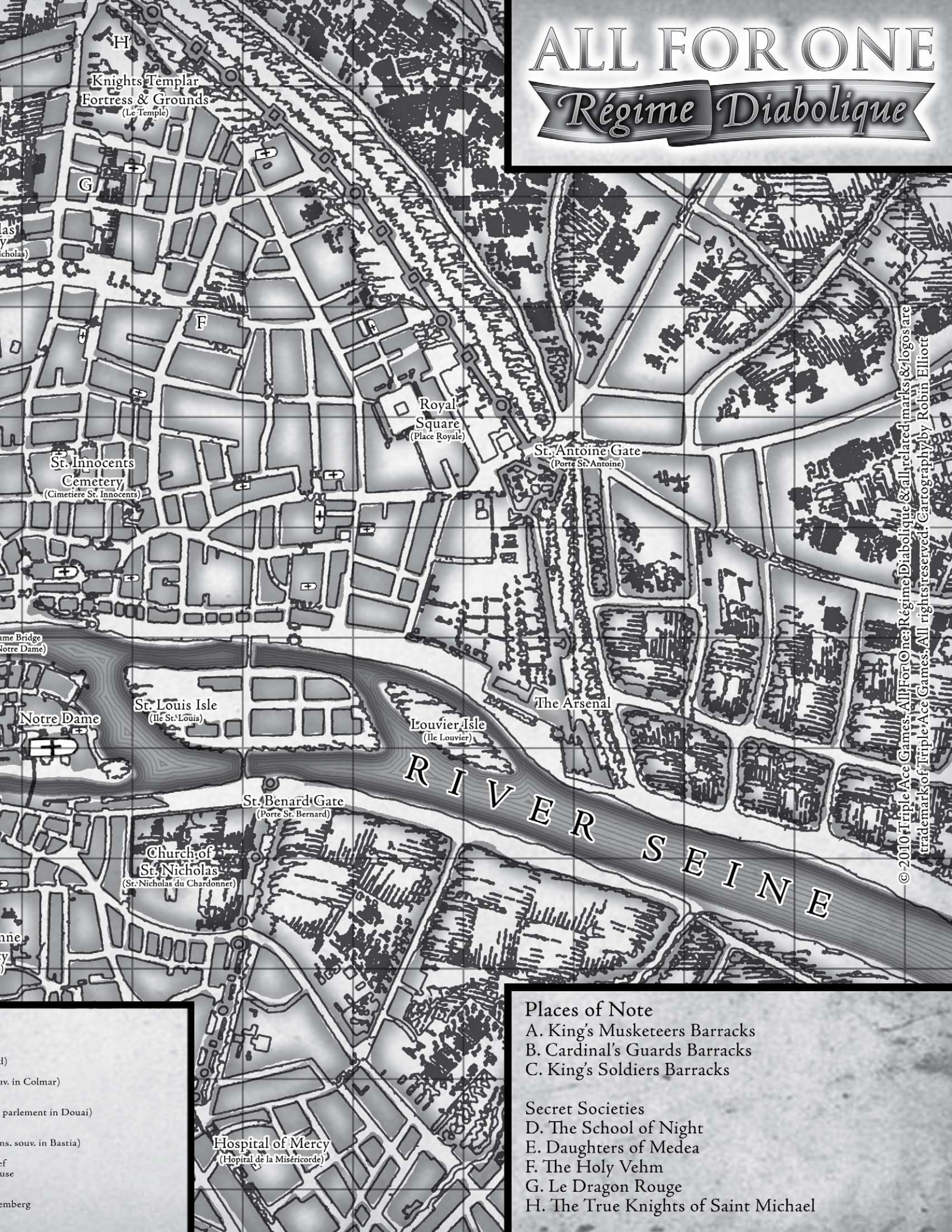


1. Île-de-France (Paris)
2. Berry (Bourges)
3. Orléanais (Orléans)
4. Normandy (Rouen)
5. Languedoc (Toulouse)
6. Lyonnais (Lyon)
7. Dauphiné (Grenoble)
8. Champagne (Troyes)
9. Aunis (La Rochelle)
10. Saintonge (Saintes)
11. Poitou (Poitiers)
12. Guyenne and Gascony (Bordeaux)
13. Burgundy (Dijon)
14. Picardy (Amiens)
15. Anjou (Angers)
16. Provence (Aix-en-Provence)
17. Angoumois (Angoulême)
18. Bourbonnais (Moulins)
19. Marche (Guéret)
20. Brittany (Rennes)

21. Maine (Le Mans)
22. Touraine (Tours)
23. Limousin (Limoges)
24. Foix (Foix)
25. Auvergne (Clermont-Ferrand)
26. Béarn (Pau)
27. Alsace (Strasbourg, cons. so)
28. Artois (Arras)
29. Roussillon (Perpignan)
30. Flanders and Hainaut (Lille)
31. Franche-Comté (Besançon)
32. Lorraine (Nancy)
33. Corsica (off map, Ajaccio, co)
34. Nivernais (Nevers)
35. Comtat Venaissin, a Papal fi
36. Imperial Free City of Mulho
37. Savoy, a Sardinian fief
38. Nice, a Sardinian fief
39. Montbéliard, a fief of Württ

ALL FOR ONE

Régime Diabolique



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Places of Note

- A. King's Musketeers Barracks
- B. Cardinal's Guards Barracks
- C. King's Soldiers Barracks

Secret Societies

- D. The School of Night
- E. Daughters of Medea
- F. The Holy Vehm
- G. Le Dragon Rouge
- H. The True Knights of Saint Michael

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