



ALL FOR ONE

*Régime Diabolique*





## Attributes & Skills

### 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

## Experience Points

### SPENDING EXPERIENCE POINTS

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

### SKILL RATINGS

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

### SKILL LEVELS

Skill Lvl	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

### RESISTANCE

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

### BALANCE

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

## Attribute Rolls

### FEATS OF STRENGTH

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

### INFLUENCE

Attitude
Loyal (+2 bonus)
Helpful
Friendly
Neutral
Unfriendly
Hostile
Enemy (-2 penalty)

### REASON

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

### COURAGE

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

## Movement

### 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.

## Size Modifiers

### 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

## Actions, Difficulty, & Modifiers

DIFFICULTY		TIME	
Difficulty	Rating	Time	Dice Pool
Easy	1	Ten times slower	+8
Average	2	Five times slower	+4
Tough	3	Two times slower	+2
Hard	4	Normal speed	0
Very Hard	5	Two times as fast	-4
Nigh Impossible	6+	Three times as fast	-8

### MODIFIERS

Modifier	Example	Dice Pool
A superior bonus	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

### DEGREE OF SUCCESS

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	Abysmal Failure

## Social Duelling

### SOCIAL DUELLING

Example	Modifier
Delivering a crude insult	-1
Relying on an existing bad reputation	-2
Roleplayed witty quip	-4
Rebuke based on dark secret	-4
Rebuke based on dark secret with hard evidence to back it up	-8

## General Combat Modifiers

### TRICKS

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

### 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

### SIZE

Size	Attack/Defense	Size	Attack/Defense
8	-8	-1	+1
4	-4	-2	+2
2	-2	-4	+4
1	-1	-8	+8
0	0		

## Attack Modifiers

### RANGE

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 +1; Longarms -1; Blunderbusses ±0*

### VISIBILITY

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

## Defense Modifiers

### CALLED SHOTS

Target Area	Modifier
Torso	-1
Limb	-2
Hand	-4
Head	-4
Eye	-8

### COVER

Cover	Modifier
Full cover	+8
Major cover	+4
Half cover	+2
Minor cover	+1
No cover	0

## Damage & Environment

### EXPOSURE

Temperature (Fahrenheit)	Damage
Over 120 degrees	4N
110 – 120 degrees	3N
100 – 110 degrees	2N
90 – 100 degrees	1N
50 – 90 degrees	0
40 – 50 degrees	1N
30 – 40 degrees	2N
0 – 30 degrees	3N
Below 0 degrees	4N

### FIRE

Fire Intensity	Damage
Molten rock or metal	4L
Chemical fire (third-degree burn)	3L
Campfire (second-degree burn)	2L
Torch (first-degree burn)	1L

### TOXIN

Toxin	Damage
Deadly toxin (cyanide)	4L
Dangerous toxin (snake venom)	3L
Strong toxin (toxic spores)	2L
Weak toxin (food poisoning)	1L

### ENCUMBRANCE

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.

## Attacking Objects

### MATERIAL

Material	Defense
Glass	2
Wood	4
Stone	6
Metal	8

### STRUCTURE

Size	Structure
+8	+8
+4	+4
+2	+2
+1	+1
0	0
-1	-1
-2	-2
-4	-4
-8	-8

## Artes Magicae

### COMMON MODIFIERS

Event	Modifier
Caster channels extra magical energy	+2*
Caster consults a grimoire matching his Tradition or 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

\* Per +2 bonus

### RANGE

Complications	Range
+0	Touch
+1	Up to 100 feet
+2	Up to 500 feet
+4	Up to 1 mile
+6	Up to 10 miles

### AREA/PERIOD OF EFFECT

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

### DURATION

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

### EFFECT

Complications	Primary	Secondary/ Skill	Dmg	Opposed	Size
+0	—	+/-2	4N/2L	4	0
+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+



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