



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

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.

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

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
High 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 magickal 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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