

ALL FOR ONE

Régime Diabolique

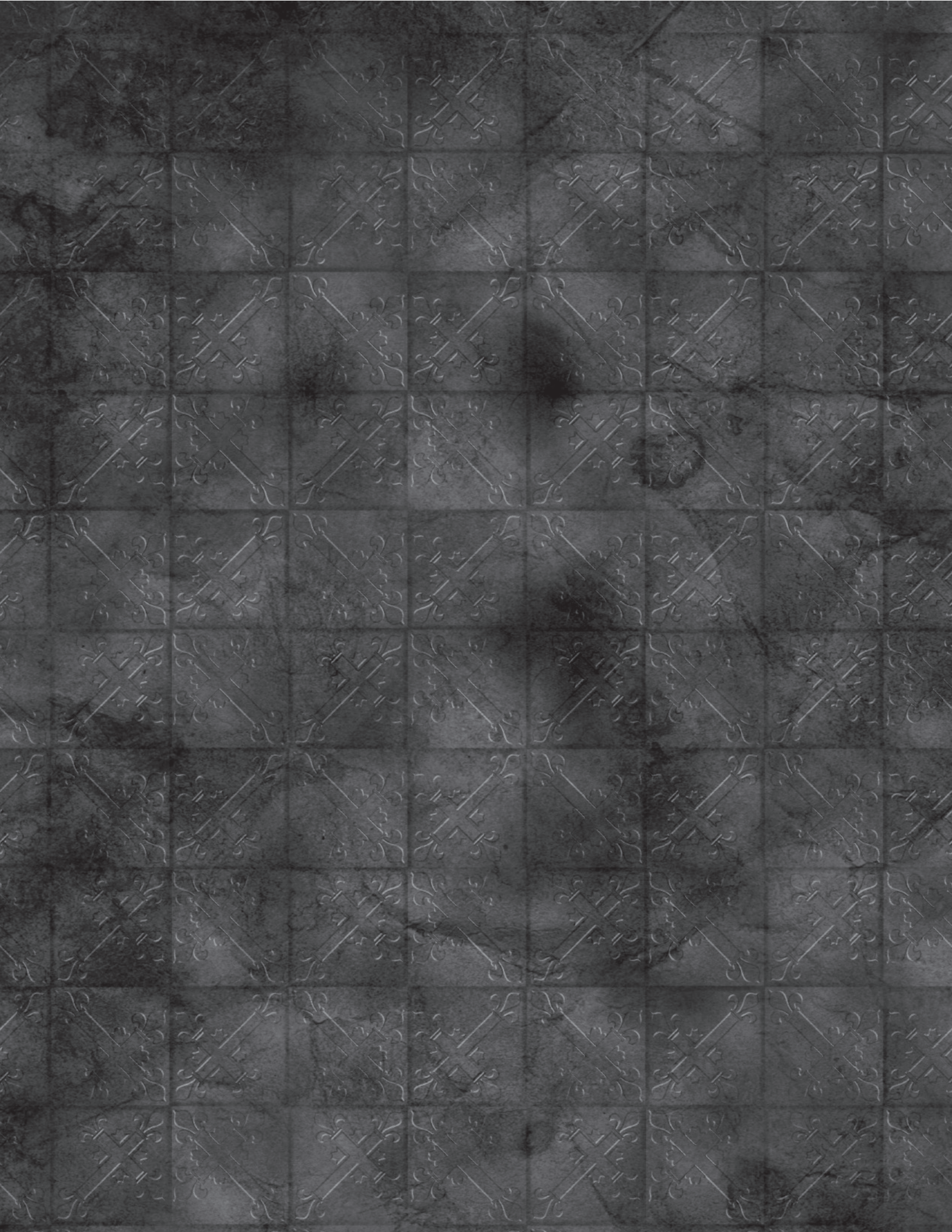
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Richelieu's Guide

Compendium One



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Richelieu's Guide Compendium One

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Expanded Characters



❧ Introduction ❧

The basic premise of *All for One* is that every character is a Musketeer, sworn to support France and serve the King. Having everyone serve with the Musketeers gives the characters an immediate common bond and, more importantly in a campaign, a firm reason to work together adventure after adventure. Intraparty arguments may ensue, for every character is an individual with his own goals, ambitions, and opinions, but they are bound by common cause. Playing Musketeers does not limit the characters from undertaking personal missions or following private goals—when not on active duty, Musketeers are permitted to seek other sources of revenue (the pay is notoriously lousy).

However, the core rules of *All for One* permit only male Musketeers, though women who adopt male guise may also enlist. This chapter greatly expands the role of female characters, allowing not only female Musketeers, but also allowing non-Musketeer player characters in general. There are also sidebars containing new rules additions, along with five female sample characters.

While much of the chapter is intended for players, there are two new secret societies which are for the Gamemaster's eyes only.

Restrictions

While female player characters are now able to join the King's Musketeers and newly formed Queen's Musketeers, there are still certain roles prohibited to them. For instance, they cannot be regular soldiers, nor can they be priests.

Whether or not they may take other roles traditionally forbidden to women, or ones at least heavily frowned upon, until more recent times, such as academics or scientists, is left in the hands of the individual Gamemaster and the desires of her players.

❧ The Queen's Musketeers ❧

Founded in 1635, the Queen's Musketeers are an all-female company. Like their male counterparts, they serve to protect the Queen from physical and political threats.

History

Queen Anne of Austria, daughter of King Philip III of Spain and Margaret of Austria, was born in Benavente Palace, Spain, in the year of Our Lord 1601. Anne is a member of the House of Habsburg, whose holdings include Spain and Austria. At the tender age of 11 she was betrothed to the Louis XIII, the young King of France. The wedding was very much political, intended to join the House of Habsburg, Anne's family, to the House of Bourbon, to which Louis belonged. The future queen's dowry was an impressive 500,000 crowns.

On 24th November 1615 the pair, then aged 14, were joined in marriage, though they were married by proxy—that is, the couple were not present in the same place, yet took their vows as if the other was present.

While pressure was applied for Louis to quickly consummate the marriage so as to avoid an annulment at a future date, Louis lacked interest in his bride. This lack of romantic, even sexual interest, would haunt the couple through much of their married life.

Despite Anne being queen by dint of marriage, Louis' mother, the manipulative Marie de' Medici, continued in her role as Queen of France, ignoring her daughter-in-law's position. Isolated from court and shunned by her husband, Anne continued to live according to Spanish customs, an act which did not endear her to the people she ruled in name only, especially since she spoke very little French. Despite their common ground as devoutly Catholic nations, Spain and France had little love for each other, and Anne as queen did little to improve that relationship—neither did Louis, for that matter.

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In 1617, following the weakening of Queen Marie's steely grip on Louis and the court, Charles d'Albert, duc de Luynes, one of Louis' most senior advisors, replaced Anne's Spanish ladies-in-waiting with French ones, in a bid to heal the rift between king and queen, as well as make Anne more French and thus more appealing to the citizens of France.

The plan worked, for two years later, four years after their marriage, Louis finally began to pay Anne some much-desired attention. Unfortunately, the romance, such as it was, was extremely short lived: Anne had a number of miscarriages, which Louis unfairly blamed on his wife and her advisors. By 1621 the pair were again estranged, engaged in their own affairs, both politically and romantically, barely speaking to each other.

Concerned with the continued presence of the hostile House of Habsburg on two of his borders, Louis turned to Cardinal Richelieu, who had risen to the position of first minister in 1624, his advice indispensable to the king in nearly every matter.

Despite being a Catholic, Anne had no love for the

cardinal, and quickly became embroiled in plots to weaken his authority, relax his hold over her husband, and discredit his policies. While gossip spread through the court that Anne was a traitor to France, Richelieu publicly denounced such claims, treating Anne as if she was his staunchest ally. This move perplexed the queen, for she knew all too well that Richelieu despised her just as much as she did him.

In 1635, France entered the war raging in Europe and declared war on Spain. As the sister of the Spanish king Philip IV (who ascended in 1621), Anne found herself trapped between her loyalty to France, her adopted homeland and over which she ruled, and Spain, her true homeland and where her heart lay.

Fearing that misguided French patriots or zealous Spanish fanatics would seek to assassinate the queen, Cardinal Richelieu proposed a bold new venture—the formation of the Queen's Musketeers, a company of female Musketeers sworn to protect the Queen at any cost. Within three months Louis had ratified the idea, bringing into being the only all-female fighting force in Europe.



Expanded Characters

Organisation

The Queen's Royal Company of Musketeers, to give the outfit its formal title, follows much the same organizational structure and training as the King's Musketeers.

M. de Tréville is technically head of the organization, since all soldiers are ultimately answerable to the King as master of France, but the day-to-day running is left to Captain Eloise Desmarais, his female counterpart. It should be noted that while M. de Tréville is the supreme commander of the Queen's Musketeers, members of the King's Musketeers have no authority over their female comrades.

Since the Queen does not visit the battlefield, her Musketeers are unlikely to ever be sent to the frontline in large numbers. Instead, they serve primarily in Paris, guarding the Queen, either openly or disguised as ladies-in-waiting, carrying out errands as she desires. Given the Queen's ties to Spain, French Musketeers may well find themselves asked to deliver messages to Spanish envoys or nobility, despite the ongoing war, an act which some may see as an act of treason.

Members

Aside from their sex and uniform, there is little to distinguish the Queen's Musketeers from those of the King. They are equally flamboyant (and raucous when they so desire), just as proud and loyal, given the same privileges and responsibilities (save for fighting with the main army), carry the same weapons, and must often take on extra work to meet their expenses.

Only female Catholics are permitted to join the Queen's Musketeers. While there is a strong bias toward unmarried candidates, no law prevents married women joining their esteemed ranks. So far, no mothers have joined their ranks, but again, no law specifically prohibits their enlistment.

Although a new company, the Queen's Musketeers have won plenty of recognition and quickly achieved celebrity status, at least in Paris, where their presence is most common. Women want to be them, for the Musketeers represent a slight loosening of the shackles of centuries of male domination. Men want to woo them, for they cut a dashing figure in their white tabards emblazoned with a golden fleur-de-lys.

The Queen's Musketeers are stationed just outside the Louvre due to a shortage of space inside the palace.

Female King's Musketeers

In 1635, Cardinal Richelieu persuaded King Louis to accept female candidates into the King's Musketeers. Within weeks the first candidates were accepted and inducted into the prestigious company. At first their male counterparts thought the new recruits a joke, a passing whim of the King, but having proved their loyalty and spirit, the bond between brother and sister-in-arms quickly grew.

New Archetypes

The following new Archetypes are open to all player characters. Note that Patrons and Outcasts are best suited as non-Musketeers.

Guardian

Guardians are devoted protectors of persons, places, or objects. They might be protective for reasons of greed, ideological conviction, or unexamined subconscious need, but all Guardians share the will to supplant their immediate desires with constant preparation and eternal vigilance. Whether the threat is physical, political, or otherwise, Guardians train their minds and bodies for the moment of crisis, passing their free time contemplating every scenario that might present a threat to what they hold dear.

Guardians who have lost their charge sometimes feel that they owe their own lives as penance, but most will seek redemption by attaching themselves to something or someone else in need of protection.

Patron

Despite serving the King and Queen, Musketeers are rarely wealthy individuals. When not serving the monarch, they are given great leeway in earning a living—and here enters the Patron.

Patrons are wealthy and influential persons who can easily afford to finance pet projects or invest in wild schemes. They almost always want something in return for their patronage, usually more wealth, power, or prestige. Some Patrons will choose to sponsor Musketeers simply to be associated with the prestigious outfit, while others know of the dark dangers troubling France and use their money and influence in quietly aiding the King's champions in combating the spreading evil.

Outcast

Outcasts are rejected, scorned, and shunned by their people. Some chose this path as a sacrifice for their ideals or their loved ones, but most have the role of Outcast thrust upon them as the result of a crime, a plague, or a lowly birth. Many live on the outskirts of the society that rejects them, but more were ejected from their homes and doomed to wander—forever seeking a place to settle but never fitting in anywhere. Although the stigma is often unpleasant, many come to value their position, finding it liberating to be free of the societal expectations that most cultures place upon their members.

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New Motivations

Glory

Your character seeks to become the stuff of legend. Through her deeds, she hopes to inspire songs and stories that will be repeated for years—if not for generations. Often, those who seek glory do not look for immediate recognition, but rather hope to achieve immortality as their names become heaped with honor, praise, and admiration. You earn Style points when your character enhances her reputation or encourages a friend or adversary to enhance her reputation.

Preservation

Your character strives to preserve a threatened way of life or a fading body of knowledge. He is unlikely to receive any reward or recognition for his efforts, but failure means the loss of something more precious than his own life. Perhaps the object of protection is threatened by an outside force, or perhaps the people have simply turned their back on it. Either way, your character will need to embark on a lifelong quest to protect his traditions and his people. You earn a Style point when your character preserves something for posterity or encourages someone else to do so.

Wisdom

Your character is searching for answers to a dilemma. She may be driven to find peace over a personal quandary or she may be attempting to unravel the mystery of the human condition. To gain wisdom, she may study at the feet of a master or seek out the discoveries and experiences that will help her put everything into perspective. You earn a Style point when your character gains insight into life's mysteries or helps someone else to do so.

New Talent: Sweep

Prerequisites: Brawl 4, Fencing 4, or Melee 4

Your character is adept at making wide, swinging attacks that can hit multiple enemies in one blow.

Benefit: Your character can ignore up to a -2 penalty for sweeping (see opposite sidebar). If your character sweeps over a greater distance, reduce the sweep penalty by 2.

Normal: When performing a sweep, your character suffers a -2 attack penalty per target or each five-foot distance between targets.

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

New Maneuver: Sweep

A sweep is a type of total attack in which your character swings a long weapon in a broad circle with the intent of hitting multiple targets. Make a Brawl, Fencing, or Melee attack at a -2 for each target and each empty five-foot space between targets. All targets must be within the normal reach of your weapon and must form an uninterrupted line; therefore, if an ally is between two enemies then you may not strike both enemies unless you include your ally as a target. Longer reach is an advantage when performing this maneuver, so a character can reduce his total penalty by an amount equal to his Size. When making a sweep attack, your character loses his Active Defense.

Not everyone sees the allowing of women to serve in the Musketeers as a good thing. French society was in uproar when the decree was first announced, and it was only the calming words of Richelieu, who stated their creation was to ensure the queen remained safe, that prevented bloody riots. Even so, tensions remain high in many regions, and many citizens (mostly men) still consider the idea of a woman serving France as a soldier as both ungodly and an affront to common decency.

Many joke that King Louis allowed this act to pass in order to sate his own pleasures and fantasies, rather than for any legitimate purpose. Those brave enough to make such insinuations to the face of a female Musketeer may quickly find themselves staring at the point of a deftly wielded rapier, or lying on the floor clutching a bleeding nose. Those who make the same mistake twice rank among the most foolish of men.

God save the Queen!

Expanded Characters

New Skill: Bomb Making

Base Attribute: Intelligence

Bombs are the preferred weapon of violent radicals, though the military has use for them as well. The character is well versed in the manufacture and placement of explosive devices. With the Gamemaster's permission, this skill can also be used to manufacture rockets (see the *Wondrous Device* chapter).

- * **Casing:** The ability to manufacture a casing designed to fragment.
- * **Fuses:** The ability to judge fuse burning times and cut them to the right length.
- * **Gunpowder:** The ability to grind gunpowder to the correct consistency to cause explosions.
- * **Placement:** Knowledge of where best to set an explosion to cause maximum damage to buildings.
- * **Trigger:** The ability to use tripwires, weighted bags, and even clockwork to detonate explosives.

Making a Bomb

While any idiot can stick a fuse in a barrel of gunpowder, creating a proper grenade or a bomb requires special knowledge, patience, and a steady hand. Bombs comprise three main components—casing, charge, and trigger.

Casing: Creating a basic casing requires a Craft: Blacksmithing or Craft: Carpentry roll, depending on the material being used, at Difficulty 3. Alternately, the bomber can buy a cask or hollow cannonball to save himself the effort. A casing specifically designed to fragment requires a Bomb Making roll at Difficulty 4.

Success with the latter increases the damage by 1L. A failure while manufacturing a casing means the shell is inadequate—it might let in water, leak gunpowder, fail to shatter properly, or shatter before the powder has reached its full explosive potential, resulting in a fizzle. Either way, the final damage of the bomb is halved. As an optional rule, the GM makes the roll so the bomber does not know if his bomb will work before it is used—after all, he cannot be sure it will explode until he actually tests it.

Charge: Outside of alchemy, gunpowder is the only explosive known in this era. A bomb with 0.25 lbs of explosive (such as a grenade) inflicts 4L damage. Each time the amount of gunpowder is doubled (and thus the weight of the final bomb), the damage is increased by 1L. Large bombs are bulkier and harder to throw. Each doubling reduces the throwing range increment by 5 feet.

Correctly setting the charge and tamping it correctly so it explodes rather than merely fizzes requires a Bomb Making roll at Difficulty 3. Failure means the charge is too small or burns before it explodes, resulting in less explosive power. Decrease the damage by 2L.

Trigger: The standard trigger is a fuse (which takes an attack action to light). While grenades use short fuses, larger explosion require longer fuses—unless the bomber intends to be a victim of the explosion. Other mechanisms include trip wires, burning candles, weights, and even clockwork mechanisms.

Selecting the right length of fuse requires a Bomb Making roll at Difficulty 2. Setting a different trigger ranges from Difficulty 3 (for a tripwire) to Difficulty 5 (for clockwork).

Time: Creating a bomb takes one hour per die roll.

Making Poisons

While the *Wondrous Devices* chapter of this volume gives prices for poisons, it presents no rules for manufacturing them. While such behavior is beneath a Musketeer, it is more than acceptable for a radical.

Poisons can be distilled from plants, animal venom, or minerals. Creating a toxin requires a Natural Philosophy: Chymistry roll with a Difficulty equal to the poison's Toxin rating. The number of successes required is equal to the twice the poison's Damage rating. Each roll takes one hour. Each additional dose of poison created at the same time increases the number of successes by two.

Chymistry is a highly experimental subject, and mistakes are easy to make. Any failure to score a single success results in poison's final Toxin rating being lowered by one. This does not affect the Difficulty rating to create the toxin. Should it be reduced to zero, the poison is harmless. A critical failure results in the chemist accidentally poisoning himself.

The cost of raw ingredients is equal to half the cost of a pre-manufactured poison.

Example: A Daughter of Medea wishes to create a batch of poison. She wants a Toxin rating of 3 and 3L damage. Her Natural Philosophy: Chymistry roll has Difficulty 3 and she requires six successes. If she was intent on creating four doses, she would require an additional 8 successes, for 14 in total.

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Bodyguard

"Shall we dance?"

Archetype: *Guardian*

Motivation: *Duty*

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
Brawl	3	2	5	(2+)
<i>Punch</i>			6	(3)
Diplomacy	3	2	5	(2+)
Fencing: Danse	3	3	6	(3)
Firearms	3	2	5	(2+)
Investigation	2	3	5	(2+)
Performance	3	2	5	(2+)
<i>Dance</i>			6	(3)
Ride	3	2	5	(2+)

Talents

Guardian (As an attack action, your character may grant a +2 Defense bonus to all allies within 10 feet of him)

Mobile Attack (Your character may attack without stopping her movement (up to her total Move rating))

Resources

Followers 0 (Lackey)

Rank 0 (Queen's Musketeers; +1 Social bonus)

Flaw

Aloof (+1 Style point whenever your character's business-like attitude causes her trouble)

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

Character Background

Even before Cardinal Richelieu "suggested" the Queen form her own Musketeer company, I served her as a bodyguard. Everyone else in the Court thought I was just another maid, polite, attentive to my mistress' needs, just another nameless, faceless lackey.

That deception served me well, allowing me to uncover several plots against the Queen before they could gather pace. Though they never knew it, I played an important role in d'Artagnan and his friends' escapades regarding the Queen's necklace and the missing gems.

I started life as the daughter of a merchant, but my father wanted more for me than a humdrum marriage and endless children. So it was I was taken to the Court, there to serve as a lady-in-waiting until such time as a rich and deserving suitor asked for my hand. I studied hard, learned how to be diplomatic and courteous, but most of all how to dance, for the Queen insisted all her maids be gracious.

My role as bodyguard began late one winter's eve, when a man approached Her Majesty as she walked in the palace garden. At first I thought him a drunkard, a nobleman whose taste for wine was larger than his capacity to hold his drink. Then I saw the glint of moonlight on steel. How I managed to disarm him, and break his arm and nose still remains something of a mystery to me, for all I remember is dancing and whirling, letting my instincts take control of my body.

Within the week a private tutor, learned in the Danse fencing style, arrived to teach me how to fence—a request from the Queen I could not refuse, though weapons were something I abhorred. Perhaps one day I shall join the L'École de Danse Academy, but for now I am content to master the blade and the complex steps of my style.

For several years I served as an unofficial bodyguard, but when the Queen's Musketeers were formed, Her Majesty was gracious enough to nominate me as a candidate. Since then I have served with honor, proudly wearing my tabard and rapier despite the unrelenting opposition to female soldiers. Many a man has thought himself better than I... yet it is they who skulk away, nursing their wounds, cursing their "bad luck."

Roleplaying

You are a proud and loyal member of the newly formed Queen's Musketeers, interested only in protecting your mistress from any and all threats. When not directly protecting the Queen, you are a guardian of your sisters-in-arms, always ready to protect them from danger. Your business-like attitude has made you few true friends, even among your comrades, but it cannot be said you are not well respected.

Archetype: *Occultist*

Motivation: *Mystery*

Style: 3

Health: 6

Primary Attributes

Body: 2

Charisma: 1

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 4

Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 4

Perception: 8

Stun: 2

Skill	Base	Levels	Rating	Average
Academics: Occult	4	3	7	(3+)
Empathy	4	1	5	(2+)
Larceny	2	1	3	(1+)
Linguistics	4	2	6	(3)
Magick: Benignus	4	3	7	(3+)
Magick: Divination	4	3	7	(3+)
Magick: Enchant	4	2	6	(3)
Medicine	4	1	5	(2+)
Performance	4	1	5	(2+)

Talents

Magickal Aptitude (Ceremonial Magick)

Magickal Sensitivity

Resources

Contacts 0 (Gypsy families; +1 Social bonus)

Lackey 0 (Gypsy dancing girl)

Flaw

Elderly (–2 penalty to any roll where strength, speed, or endurance is a factor; +1 Style point whenever your character's age slows her down or she is taken advantage of because of it)

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

Expanded Characters "Read your future?"

Character Background

Ha, you gorgios have mocked us Roma for centuries, accusing us of being superstitious fools and charlatans, among other things. Aye, we have suffered much persecution for our beliefs, but they are not fanciful nonsense and our charms really do hold power... at least those that we sell to the truly deserving. Yes, you mock us "gypsies" for believing in dark spirits and the occult, but we know the truth, and that all too well. We know to never stay put for long—sit still long enough and the Devil will find you as surely as the moon will rise.

I have lived a long time, longer than many who deserved life more, and I have seen much that cannot be explained. Though I will always be Roma at heart, today I work with the gorgios known as the Musketeers. I owe them that much, at least.

Years ago, back when you were just a little boy, I traveled France in my family's vardo, our caravan. I was born with the Second Sight, as was my mother, and her mother before her, and so on back to the beginning. My daughter, your mother, also has the gift. I was taught the secrets of the Tarot, how to read the lines on a man's palm, how to pierce the crystal ball, and how to tell the gorgios what they wanted to hear about the future. So many tall, dark strangers!

One dark night when the moon was fat, a stranger came to our camp seeking the warmth of our fire. My father, the head of our family, offered the man shelter, an act of charity he was soon to regret. As the moon rose higher the stranger showed his true colors, adopting the form of his inner beast, a creature you call a werewolf. I should have died that night, for the beast leapt at me with slaving jaws and evil in its bestial eyes.

Yet I did not die, for shots rang out and the beast fell dead mere inches from me. My saviors were men of the King's Musketeers, men who knew the truth, men who had been hunting the werewolf for many months.

Back then I had little to offer save my thanks, but now, in my twilight years, I have mastered more of the mystic arts. Aye, they are gorgios, little grandson, but they are brave men and women nonetheless, and I owe them my life, and it is a debt I will gladly repay.

Roleplaying

You are a student of the occult, wise in the ways of darkness and light, and able to read the myriad strands of the future. While you have no compulsion about destroying the supernatural, you are quick to cover up the truth, blaming seeming supernatural events and deaths on mundane causes.

The veil of ignorance that covers the eyes of men is there for a reason—to protect them from the mind-numbing truth.

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Manipulator

Archetype: Outcast

Motivation: Revenge

Style: 3

Health: 4

Primary Attributes

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

Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Defense: 4
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Con	5	3	8	(4)
Diplomacy	5	2	7	(3+)
Persuasion			8	(4)
Empathy	3	3	6	(3)
Emotions			7	(3+)
Intimidation	5	2	7	(3+)
Threats			8	(4)
Melee	2	2	4	(2)
Streetwise	5	3	8	(4)
Rumors			9	(4+)

Talents

Barbed Tongue (+2 bonus in social duels)

*Charismatic (+1 Charisma)

Resources

Contacts 0 (Petty nobles; +1 Social bonus)

Lackey 0 (Lovestruck Musketeer)

Flaw

Secret (+1 Style point if your character is confronted with the truth or goes out of her way to protect her secret.)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Dagger	1L	0	5L	(2+)L

"What a wonderful plan you came up with, and all by your self!"

Character Background

O, how the mighty have fallen! My father was a count, a man loved by the people and respected by the nobility. As his only daughter I was destined for a noble marriage and courtly influence. But not now, not since the scandal. I was still a child when the magistrates came calling.

My father was accused of conspiring with the forces of Hell against the King and sentenced to death. Mother pleaded for clemency, but the courts were unusually swift in their justice, and my father was executed like a common criminal. His lands were seized, his title removed from the records, and his family thrown out onto the streets. Suddenly all those nobles who claimed to be friends turned their backs.

My mother, God bless her soul, lasted a mere four months. She was found floating in the river. The magistrate called it an accident, but the local priest refused to bury her in sacred ground, claiming she was a suicide and thus damned by God.

I survived by my wits, concocting story after story to explain my unfortunate circumstances while relying on the good graces of others to ensure I was fed and clothed. At first, tears were my weapon of choice, but as I grew older, I learned more effective ways of manipulating others into doing my bidding.

After years of living in destitution I have finally dragged myself from the gutter and back into polite society. No one knows my past, and I intend to keep it that way as long as possible, for my father's name is still widely cursed by peasants and nobility alike to this day.

Now I am able to devote my energy to avenging my family. While I try to discover who started the malicious lie that led to our downfall, I plan revenge upon the so-called friends who forsook me and my mother in our hour of need. Their fate may be quick, but not so for the cur who had my father executed. Death would be too easy, too quick for that swine. Better to use my charms and sly words to chip away at his reputation and assets, destroying every thing he holds dear little by little, but never by my own hand.

After all, what is the point of being a manipulator if one must do one's own dirty work?

Roleplaying

You are a master manipulator, the secret puppet master who sets things in motion simply by whispering the right words in the right ear. Sometimes you lie, but mostly you just tell others what they want to hear, and let nature takes its course.

Nun

Archetype: Academic

Motivation: Faith

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: 6*

Perception: 7

Stun: 2

Skill	Base	Levels	Rating	Average
Academic: Occult	3	3	6	(3)
Academic: Religion	3	2	5	(2+)
Brawl	2	2	4	(2)
Bureaucracy	3	3	6	(3)
Linguistics	3	3	6	(3)
Translation			7	(3+)
Performance	2	3	5	(2+)
Singing			6	(3)

Talents

*Focused Defense (Use Willpower instead of Body for Defense)

Resources

Contacts 0 (Other nuns; +1 Social bonus)

Lackey 0 (Musketeer bodyguard)

Rank 1 (Sister in the holy order; +2 Social bonus)

Flaw

Delusion (Believes the archangel St. Michael guides her; +1 Style point whenever your character's delusion causes trouble)

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

Expanded Characters

"Now would be a good time to pray."

Character Background

Growing up with four older brothers taught me how to fight for your corner. While other girls may used false tears and manipulation to get their way, I settled arguments with my fists. Just after I turned 14, I began to hear a voice in my head. The voice was powerful, authoritative, yet gentle and kind. It told me it was the Archangel Michael and that I had been chosen for something greater. With glee in my heart I told the local priest of my divine mission, though I was still unsure of the details. Rather than praising me, he informed my parents, who promptly had me packed off to a nunnery.

At first I rebelled against living under strict laws of the convent, and being forced to learn foreign languages, but St. Michael urged caution, saying that all things happen for a reason, even if that reason could not always be clearly discerned at the time. It seems he was right, for within a year of calming my behavior I was tasked with translating and copying volumes from the nunnery's library. There I discovered several ancient volumes, musty and fragile, yet clear enough to read. What I translated shocked me to the core, for the books spoke about demons and fell rites. Then the light dawned upon me: this must be the path that St. Michael chose for me, for was he not the archangel who struck down Lucifer and rid Heaven of the rebellious host?

Secretly I began learning about the occult, studying it ways and rituals, absorbing knowledge on how to combat the dark horrors of the night. My baptism of fire came one stormy night, when a wounded Musketeer rode into the monastery as if the Devil himself was chasing him. In fact, there was indeed a minion of Lucifer abroad, a winged demon given corporeal form. As the Musketeer battled the horror, I quickly grabbed a sack of salt, for I knew its purity was anathema to this particular brood of Satan. All that remained of the demon was the cloying stench of sulfur after I cast the salt upon its ghastly form.

The Musketeer thanked me, and revealed to me that France was beset by darkness. Now I understand why I was chosen, and my goal is clear: to aid the Musketeers in preserving France. Pulling some strings, the Musketeer somehow arranged for me to be given tasks which allowed me to travel beyond the nunnery walls. Now I am free to take battle to Lucifer.

Roleplaying

You may be a scholar, but you're not afraid to get your hands dirty. You know much about the forces of Hell, and backed by understanding and faith, and the wisdom of St. Michael, you've become a champion for good.

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Sniper

"100 yards? Child's play,
mon ami."

Archetype: Hunter

Motivation: Justice

Style: 3

Health: 4

Primary Attributes

Body: 2

Charisma: 2

Dexterity: 4

Intelligence: 2

Strength: 3

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 7

Defense: 6

Perception: 4

Stun: 2

Skill	Base	Levels	Rating	Average
Athletics	3	2	5	(2+)
Brawl	3	2	5	(2+)
Firearms	4	4	8	(4)
Muskets			9	(4+)
Melee	3	2	5	(2+)
Ride	4	1	5	(2+)
Stealth	4	3	7	(3+)
Hiding			8	(4)
Survival	2	2	4	(2)

Talents

Long Shot (Doubles weapon ranges)

Resources

Fame 1 (+2 Social bonus)

Followers 0 (Lackey)

Rank 0 (King's Musketeers; +1 Social bonus)

Flaw

Impulsive (+1 Style point whenever your character's impulsiveness gets her or her companions into serious trouble)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	5N	(2+)N
Rapier	2L	0	7L	(3+)L
Wheellock musket	3L	0	12L	(6)L

Character Background

I spent my youth learning the ways of the hunter from my father. I studied how to move unseen, how to hide my presence from sight and scent, how to distinguish one animal track from another, but most of all, how to kill with a single shot. In the mountains we hunted wolves, but now I hunt wolves of a different sort, for France is beset by dark and terrible enemies, and it is my duty to see they do her no harm.

Until last year I lived a simple life, rising each dawn to spend my days hunting and trapping. My father had long ceased nagging me to find a husband, and in his infirmity he relied on my for food... not that he would admit such a thing openly. I acquired a little gold entering shooting contests, though always disguised as a man, for the villagers were a backward lot and believed women to be lesser creatures.

Alas, nothing good lasts forever, and my identity was revealed when a drunken lass thought me a suitable bed mate. I was run out of town, though whether it was because I was a woman, or because I had shamed the men with my marksmanship, I cannot say.

For three years little changed, until two events came to pass. First, my father died of disease during the harsh winter. Second, word reached even my remote home that the King's Musketeers were opening their ranks to women by royal decree.

I had nothing to lose, so I set off to Paris. After demonstrating my talents with the musket I was awarded my tabard, becoming one of the first female Musketeers. My skill and sex have bought me much fame, as men and women alike are continually astounded by my talents.

Since then I have put my hunting and marksmanship skills to good use. I have taken human lives, but only those who deserved to die, Spanish soldiers and bandits for the most part, but once, on orders, I made sure a traitorous nobleman would trouble France no more.

But now new rumors reach my ears. Frightened villagers talk of demons and witches abroad in France. Perhaps there is truth in these wild tales, perhaps there is not. Either way, whatever troubles France will soon trouble it no more, for I know how to hunt wolves.

Roleplaying

You are a sniper, trained to remove the King's enemies at great range. You are impulsive by nature, quick to act without thought for the consequences. That streak has got you into trouble more than once, especially so when you open fire on a distant enemy beyond the firing range of your comrades' talents—but as a hunter of hungry wolves, you know that hesitation can be fatal.

❧ Sample Lackeys ❧

Bar Wench

Follower 0

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

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

Skills: Brawl 3, Empathy 3, Streetwise 4

Talents/Resources: None

Flaws: Short Temper (+1 Style point whenever her short temper causes trouble)

Weapons: Punch 3N

Courtier

Follower 0

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

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

Skills: Bureaucracy 3 (*Government 4*), Diplomacy 4, Linguistics 3, Streetwise 4 (*Rumors 5*)

Talents/Resources: None

Flaws: Gullible (+1 Style point whenever your character is taken advantage of because of his trusting nature)

Weapons: Rapier 2L

Daughter of Medea

Follower 1

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

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

Skills: Con 5 (*Lies 6*), Larceny 5, Melee 5 (*Knives 6*), Stealth 3

Talents: None

Resources: Rank 1 (Daughters of Medea)

Flaws: Skeptic (+1 Style point whenever she proves an assertion wrong)

Weapons: Acid dagger 10L, Dagger 7L, Punch 0N

Gambler

Follower 0

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

Secondary Attributes: Size 0,

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Move 3, Perception 3, Initiative 4, Defense 3, Stun 1, Health 2

Skills: Gambling 5, Larceny 4

Talents/Resources: None

Flaws: Addiction: Gambling (+1 Style point whenever his addiction hurts him or someone he cares about)

Weapons: Punch 0N

Gypsy Dancing Girl

Follower 0

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

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

Skills: Con 4, Larceny 3 (*Pickpocketing 4*), Performance 4 (*Dancing 5*), Stealth 3

Talents/Resources: None

Flaws: Criminal (+1 Style point whenever she is hurt by her negative reputation)

Weapons: Punch 0N, Dagger 1L

Hunter

Follower 0

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

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



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Skills: Firearms 4, Stealth 3, Survival 4
Talents/Resources: None
Flaws: Envious (+1 Style point when your character's envy causes trouble for him or his companions)
Weapons: Punch 0N, Matchlock Musket 8L

Lady of the Night

Follower 0

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

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

Skills: Con 3 (*Seduction* 4), Larceny 3 (*Pickpocketing* 4), Melee 2, Streetwise 3

Talents/Resources: None

Flaws: Lustful (+1 Style point whenever her whenever overactive libido gets her or her companions into serious trouble)

Weapons: Punch 0N, Dagger 2L

Lovelorn Musketeer

Follower 1

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

Secondary Attributes: Size 0, Move 5, Perception 2, Initiative 3, Defense 5, Stun 3, Health 4

Skills: Acrobatics 4, Brawl 5, Firearms 4, Melee 4 (*Swords* 5), Ride 3 (*Dismount/Mount* 4)

Talents: None

Resources: Rank 1 (Corporal in the King's Musketeers)

Flaws: Lovelorn (+1 Style point whenever your character's affections are rejected or he suffers hardship in the name of love.)

Weapons: Punch 5N, Rapier 7L, Matchlock Musket 7L

❧ The Black Blades ❧

Musketeers are brave and honorable men, but even the most honorable soul occasionally slips from grace. Some fade into ignominy and despair, but some continue to serve France, albeit in a secret capacity.

History

M. de Tréville, Captain of the Musketeers, has watched many men fall from grace. Dishonored for their actions, whether intentional or accidental, these Musketeers were discarded by France, regardless of their former service record. Some were criminals, murderers—or worse—and rightly thrown out of the prestigious guard. Others suffered their fate through fog of war, a moment of carelessness, political maneuvering, the idiocy of a noble's playing at officers, or sheer misfortune.

Rather than watch the latter turn into mercenaries or bandits, M. de Tréville put into place a plan to make use of those deemed redeemable. He secretly began siphoning off funds and materiel from the Musketeers into a new outfit—the Black Blades. There are times when France must act to safeguard her security but cannot be seen to act openly. When such needs arise, M. de Tréville calls the Black Blades into action. With no knowledge of who hired them, Black Blades are France's secret, expendable troops. M. de Tréville dislikes sending men to their death at the best of times, but more often than not, the Black Blades are France's only hope of success.

Organization

The Black Blades, officially, do not exist. They are most definitely not on the official register of French soldiers and their names appear on no documents—M. de Tréville keeps this knowledge in his head. When he dies, it is likely the Black Blades will cease to exist, unless he deems his successor worthy of the knowledge.

The Black Blades are organized in a cell structure. At the top is M. de Tréville, the spider at the center of the web. His involvement is unknown to any Black Blade. Any correspondence from him is written in disguised handwriting, bearing only the mark of two crossed swords with downward facing points, the organization's secret emblem.

When a disgraced Musketeer is deemed suitable for the Black Blades, M. de Tréville contacts them through one of his many agents, offering them a chance to continue their service to France, albeit in an unofficial, clandestine capacity. If they refuse, no more is said on the matter. Acceptance leads to the new recruit being assigned to a single cell.

A cell typically comprises three to six members. Unlike the Musketeers, whose barracks are in France, the cells of the Black Blades are stationed throughout the country. In large cities, several cells may operate, each totally independent of the others and likely without knowledge of each other. Through the messenger service and carrier pigeons—and by magick, some claim magick—M. de Tréville passes on orders.

Use

The Black Blades can fulfill several purposes, primarily an alternate to playing Musketeers. The party would form a single cell, free to undertake whatever missions come their way until France calls on their services.

They might also serve as France's elite demon slayers. While the King may scoff at talk of demons, M. de Tréville takes such reports very seriously. Unable to risk tarnishing the Musketeers' good name hunting down demons and witches, or involve the King's name in such matters, M. de Tréville calls upon the Black Blades to venture into the night to rid France of these evils.

Black Blade

Ally 2

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

Style: 1 **Health:** 4

Primary Attributes

Body: 2 **Charisma:** 2

Dexterity: 3 **Intelligence:** 3

Strength: 3 **Willpower:** 2

Secondary Attributes

Size: 0 **Initiative:** 6

Move: 6 **Defense:** 5

Perception: 5 **Stun:** 2

Skills	Base	Levels	Rating	Average
Brawl	3	3	6	(3)
Firearms	3	4	7	(3+)
Larceny	3	2	5	(2+)
Melee	3	4	9*	(4+)
Ride	3	3	6	(3)
Stealth	3	1	4	(2)

Talents

*Skill Aptitude (+2 Melee Rating)

Resources

Contacts 1 (+2 Social bonus)

Follower 1 (Lackey)

Flaw

Overconfident (+1 Style point when he is forced to ask for help or when his bravado gets him in over his head)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	6N	(3)N
Rapier	2L	0	11L	(5+)L
Matchlock musket	3L	0	10L	(5)L

Richelieu's Hounds

Cardinal Richelieu is a powerful man. More precisely, he is a powerful demon in the guise of a man. Little goes on in France, or even in the lands of its neighbors, without his knowledge. While the Cabinet Noir is France's premier intelligence gathering organization, the Hounds are Richelieu's personal agents, their existence unknown even to the King.

Expanded Characters

History

Cardinal Richelieu, the man, already had many spies in place when Belphegor assumed his role. Knowing that his many enemies could conceal themselves from mundane gaze, albeit not forever, the demon set about founding a new organization, one which could operate beyond the ken of mortal understanding.

Richelieu often warns potential enemies that they cannot hide from him, and thanks to the power of his Hounds, his threats are far from idle.

Organization

There is no formal structure to the Hounds. Instead, each agent operates independently, reporting back solely to the cardinal either in person or through coded communiqués. Members never gather together, nor is there any formal method of recognition. This prevents the Hounds from ever working together on an investigation, at least knowingly, but it also means their activities cannot be concealed by their comrades. It also ensures loyalty, for a Hound never knows when another Hound is secretly watching him.

Members are recruited by the cardinal in person, being questioned on where their loyalties lie before being informed as to the true purpose of the interview. Those who the cardinal deems unfit leave his presence none the wiser. Those he deems suitable are inducted in the organization, training directly under the black fiend.

Every member is given *carte blanche* from Richelieu, allowing them to act as they desire in the best interests of France. Those who abuse their position are quickly, quietly, and permanently removed.

The organization exists only to serve the cardinal, gathering intelligence not only on mundane threats, but also in hunting down supernatural threats that oppose the cardinal and troublesome magicians who refuse to cross the line and engage in black magic in his service. They are also employed to locate possible candidates for corruption, though the actual act of turning victims to evil is left to the machinations of other agents.

Members rarely act openly. They may engage in mundane interrogations or interviews, but much of the time they are secluded in secret hideaways, scrying the world through their magical arts. When they uncover something deserving of the cardinal's attention, they either report to their master and leave the matter to him, if time is pressing, use their power of *carte blanche* to have more official agents deal with the problem.

Those who do work openly most often pose as witch hunters. They scour the land for those who dabble in the dark arts, ordering arrests and interrogations when required on the cardinal's authority. Strangely, most of those magicians the Hounds encounter have a habit of disappearing before trial.

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Members

Richelieu's Hounds are his most trusted intelligence agents. While they possess all the mundane skills required to root out traitors (and others that Richelieu needs to be rid of), none outside their ranks know each member is a black magician trained in the ancient art of divination. More than one "traitor" has gone to his death wondering exactly how his hiding place was discovered and who betrayed him to the cardinal.

Hounds are not skilled in the arts of combat. When violence is called for, they summon others in the cardinal's employ.

Hound of Richelieu

Ally 2

Archetype Occultist	Motivation Truth
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Style: 1	Health: 5
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Primary Attributes

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

Size: 0	Initiative: 5
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Move: 4	Defense: 4
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Perception: 6	Stun: 2
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Skills	Base	Levels	Rating	Average
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Academics: Oc- cult	3	2	5	(2+)
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Intimidation	3	2	5	(2+)
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Investigation	3	3	6	(3)
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Interrogation			7	(3+)
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Linguistics	3	2	5	(2+)
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Magick: Divina- tion	3	3	6	(3)
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Streetwise	3	2	5	(2+)
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Rumors			6	(3)
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Talents

Magickal Aptitude (Ceremonial Magick)

Magic Sensitivity

Resources

None

Flaw

Fanatical (+1 Style point when his devotion causes harm)
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Weapons	Rating	Size	Attack	Average
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Punch	0N	0	0N	(0)N
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Wondrous Devices



❧ Introduction ❧

This chapter examines new pieces of gear, including wondrous machines. Few of these items are commonly for sale, and most are better suited as the tools of dastardly villains, but are presented in full for Gamemasters who wish to allow player characters to possess them.

❧ Tools of Deception ❧

Code Cylinder

Information is power—in the wrong hands, it is a death sentence. For those who must transport secrets, the code cylinder is an absolute must.

A code cylinder is a specially crafted device which acts as a miniature safe. The device may be crafted from stone, bone, or metal, as the maker desires. A number of dials (often five, but it can be as many as desired) are set along the outside of the cylinder. Each dial can rotate and is inscribed with numbers, letters, or pictograms. Typically each dial has the 26 letters of the alphabet on it; five dials each with a possible 26 settings means there are over 11 million combinations.

When rotated to spell out the correct password, the internal tumblers allow the cylinder to open. The password is set during construction, and cannot be changed later without a great deal of work; an extended Investigation: Enigmas or Larceny: Lockpicking roll at Difficulty 3, requiring two successes per dial. Each roll takes one day.

To prevent spies from gaining access to the message, a small vial of acid made of fragile glass is attached to the interior. If the device is pried open or smashed, the vial breaks and the acid destroys the hidden message in seconds.

Notes: Cost: 30 *livres*, plus an additional 5 *livres* per dial above five. Weight: 2 lbs.

Poison

Poison isn't a tool a dashing Musketeer should resort to using, but he may be on the receiving end of an enemy's attempts to end his life (and occasionally he may be required to step outside the bounds of lawful behavior, and engage in a little wine-doctoring himself). Rules for poison are adequately covered in *All for One*.

Cost: A single dose of poison has a cost equal to the poison's Toxin rating times its damage rating. If the poison is intended to work over time, rather than being an instant effect, decide how many successes the victim must accumulate to resist its effects, and multiple the base poison cost by that number.

Example: A Daughter of Medea buys a single dose of poison. She wants something hard to resist, so goes for a Toxin rating of 4. Her poison of choice inflicts 3L damage, giving her a base cost of 12 *livres*. She wants something that will remain in her victim's system, and so selects a drug which requires 8 successes to purge. The final cost of the poison is 12 (the base cost) x 8 (the number of successes), or 96 *livres*. Given the cost, the target is likely someone very important whom she wants very dead.

Poison Ring

While the dagger, sword, and pistol are the murder weapons of choice for the uneducated and unimaginative, those with more brains and subtlety make use of poison. A poison ring (or any other piece of jewelry) contains a tiny compartment, just large enough to hold a single dose of poison. Often the compartment is concealed beneath a gemstone, which is designed to pop open with pressure on the right point. These devices are widely considered illegal, since there is no legitimate reason to possess one.

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New Skill

Spying

Base Attribute: Intelligence

Spying represents your character's talents at creating false identities, operating undercover, and acting without arousing suspicion. It does not include uncovering secrets—Diplomacy, Intimidation, Linguistics, and Streetwise are more appropriate.

Your character may specialize in the following:

- * Alias: The ability to create and maintain one or more false identities.
- * Bribery: The ability to exchange money for favors and influence, and accurately judge a person's price.
- * Forgery: The ability to create false documents.
- * Speed Read: The ability to quickly read a document and discern the salient facts.
- * Unobtrusive: The ability to hide in a crowd by blending in and acting like you belong.

Use: If no one is watching the character slip the poison into a chalice or other vessel then no Skill roll is required. Acting under the watchful gaze of onlookers requires a deft hand, in this case a Larceny roll opposed by the onlookers' Perception. Success means the poison is surreptitiously delivered. Otherwise, the onlookers have detected something untoward, though not necessarily the act of attempted murder. If the onlookers score double the number of success rolled by the poisoner, the act is discovered.

A variation on this ring uses a tiny poison needle, which springs out when the gemstone is twisted. It re-

quires a Melee roll to successfully deliver the toxin. The needle itself causes 0L damage.

Notes: No jeweler would ever openly admit to manufacturing such a device, but with the liberal application of 100 *livres*, they will immediately remember how to make one to the character's specification. The actual poison costs extra (see above).

Tear-away Skirt

Ladies' fashion in 1636 revolves around voluminous skirts, and the higher one's social status, the more voluminous the skirts. While ladies should not be fighting, at least according to most social mores, both the Queen's Musketiers (see *Richelieu's Guide to Expanded Characters*) and the Daughters of Medea are required to fight while appropriately clothed. In order to free up their movement, these ladies make use of special clothing designed to tear away with a quick movement, leaving them immodestly clothed, yet without revealing too much flesh.

Use: Whipping off the extraneous clothing requires an Acrobatics roll (Difficulty 2) as an action. With success, the lady is left scandalously clad but able to move unrestricted. At the Gamemaster's discretion, such an act could be treated as a Trick. Once a garment has been torn away it loses any Charisma bonus until repaired (treat as creating the dress, except the cost is one-tenth).

Normal: When trying to perform athletic maneuvers in a normal, cumbersome dress, the character suffers a -1 penalty to appropriate Skill rolls (such as Athletics, Fencing, and Stealth).

Creation: Creating a tear-away skirt requires a Craft: Dressmaking roll at Difficulty 2. Two successes are required, plus one success for each Size point above zero. Each roll takes one day.

Notes: Such garments are available for purchase,

Ranged Weapons Reference Chart

Ranged Weapon	Dmg	Str	Rng	Rate	Spd	Cost	Wt
Miniature Crossbow	2L	1	25 ft.	1/2	A	100	2 lbs.
Pistol-Dagger	1L/2L*	1	5 ft.	1/6	A	250	2 lbs
Wall Gun	5L	4	100 ft.	1/6	A	600	20 lbs.
Wheellock Musket, 4-barrel	3L	4	75 ft.	1/6**	A	950	16 lbs.
Wheellock Pistol, 4-barrel	3L	2	10 ft.	1/6**	A	205	3.5 lbs.

* Damage is 1L dagger and 2L pistol.

** Reload time is per barrel

Artillery Reference Chart

Weapon*	Dmg	Str	Rng	Cap	Cost	Wt	Notes
Rocket, small	4L	—	100 ft.	1	20	2 lb.	Area effect
Rocket, medium	6L	—	200 ft.	1/2	40	4 lb.	Area effect
Rocket, large	8L	—	300 ft.	1/4	60	10 lb.	Area effect
Rocket, huge	10L	—	600 ft.	1/6	100	25 lb.	Area effect
Tar or oil, boiling	4L caustic	2	0 (poured)	1/20	—	100 lb.	10' x 10'

Wondrous Devices

though never as off-the-peg clothing. The cost is equal to the regular outfit the lady requires, plus a further 10% for the alteration. For example, a Queen's Musketeer wants to buy an altered courtly dress. The base cost is 50 *livres*, with an additional 5 *livres* for the modification, giving a final cost of 55 *livres*.

Trick Jug

A trick jug (a term which also includes bottles, flasks, and pitchers) allows the storage of two liquids in separate containers. By tipping the jug in a certain way or flicking a hidden switch, the user can pour one liquid into one glass and a different liquid into another. While such devices are popular with assassins who favor poison, they can have other uses; a Musketeer who wishes to get a contact drunk while remaining sober can pour two drinks from the same jug, one being strong wine and the other watered-down wine, for example.

Notes: Costs 5 *livres*. Weight is typically 1-2 lbs. when empty, depending on the size of the container.

Weapons

Statistics for these weapons can be found on p. 16.

Miniature Crossbow

Though not as powerful as regular crossbows or pistols, the miniature crossbow is an excellent weapon when one needs to kill someone quietly at range and then quickly conceal it. It is also an excellent way of delivering poison without having to wield a full-size crossbow through town or the royal court.

The miniature crossbow requires the Archery Skill.

Multi-barrel Weapons

Ever ready to help deal death more efficiently, the armors of Europe have been experimenting with wheellock rifles and pistols with multiple barrels. While these instruments of death allow more shots to be fired before reloading, they are cumbersome weapons and take much longer to fully reload. Still, if your enemies are dead, then reload times are rather inconsequential.

Rockets

While the Chinese, Mongols, and Muslims have used rockets in warfare for centuries, they remain something of a novelty in Europe. Conrad Haas (1509–1576), a military engineer serving the Holy Roman Empire, wrote a treatise on the use of rockets in warfare during the 16th century, but the work has, until relatively recently, remained obscure. (The book exists only in German.) His work concerns not just tactics, but also delves into the use of constructing multi-stage rockets and using liquid

propellants. Ironically, Haas was an advocate of peace, viewing war as a waste of both life and money.

Rockets are essentially large fireworks packed with varying amounts of gunpowder. The artillery aligns the trajectory, lights the fuse, and runs for his life.

Use: A successful Gunnery roll means the warhead impacts on the intended target. A failure causes a misfire, which causes the rocket to veer off course and explode harmlessly. On a critical failure, the rocket explodes while being lit. While this is obviously bad for the artillery, it becomes equally so for everyone nearby if the rocket is part of a battery mounted on the same frame.

Rockets may be fired individually or in barrages from the same launch frame. A cumulative –1 penalty occurs for each rocket after the first fired in the same salvo. Note that the rockets can be angled to hit different parts of the battlefield, even if they are fired collectively.

Area Effect: Accurately firing a rocket requires a Gunnery roll, but extra successes do not increase the damage. When a rocket explodes, it damages everything in its area of effect (see **Area Effect** in *All for One*). Roll the listed damage rating once against all opponents in the area, not for each individual target. Damage at the point of impact is doubled. The damage is reduced by one point for each five feet an opponent is from the center of the explosion.

Creation: Creating a single rocket requires a Natural Philosophy: Chymistry roll, Difficulty 3. One success is required for each 1L damage the warhead inflicts. Each roll takes two hours. In addition to some wood and paper (available for free from various sources), a half-pound of gunpowder (costs 3 *livres*) is required for each 2L damage.

Tar, Boiling

While the use of boiling tar, pitch, oil, or lead (due to its low melting point) may seem positively medieval (a byword for barbaric in this enlightened age), it remains in use as a defensive weapon during sieges.

Kept in huge cauldrons high on the battlements, they are poured onto unwary attackers, the scolding liquid penetrating armor and clothing to inflict terrible burns. Pitch, tar, and lead especially stick to flesh, slowly burning through the muscle to the bone beneath.

Unlike other weapons, this deadly brew is not aimed: it is simply tipped up over the side and onto anything directly below. The contents of a typical cauldron spill out in a 10 ft. by 10 ft. square. Defenders who fail a Defense roll against Difficulty 3 are drenched and suffer caustic damage. Unlike regular fire, these caustic substances cannot be put out simply by rolling on the ground. Unless the victim finds water quickly, he will continue to suffer damage.

Wall Gun

With barrels measuring as long as 54" (140 cm), a bore of 1", and weighing 20 lbs., wall guns are the heaviest rifle known in this era. Designed for defensive use, they are intended to be fired from window ledges or

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low walls, with a special hook built into the underside designed to help reduce the immense recoil.

Wheellock Pistol-Dagger

A favorite of assassins and vengeful citizens, the pistol-dagger is a slim blade with a small calibre wheellock pistol attached. The design allows the would-be murderer to plunge the dagger into his victim and squeeze the trigger in a single action, thus delivering a double blow. While the pistol does not pack the same punch as a dedicated pistol, and has a much shorter range, it is still quite capable of inflicting mortal wounds.

To use the weapon in its combination form, the attacker makes a Melee roll as normal. If the attack beats his target's Defense he may fire the pistol as a free action (after dealing with any damage the stabbing inflicts), the barrel being close to the flesh. This requires a standard Firearms roll, but the victim may only use his Passive Defense. If the initial dagger attack missed, the attacker may still use the pistol as a free action, but in this case the defender uses his full Defense, as the pistol is not deemed to be properly placed, and can be knocked aside or dodged.

The dagger inflicts 1L damage, and the pistol 2L. They can be used as separate weapons, though the pistol is good for only one shot before it requires reloading.

❧ Machines ❧

As well as being the infernal ambassador to France, Belphegor is a patron of the sciences, specifically engineering and invention. While he cannot claim the entire Renaissance was his doing, his manipulation and vision sending certainly played its part in the rapid spread of knowledge. Thanks to his influence and interference, both direct and indirect, men like Leonardo da Vinci dreamed of wondrous inventions. But during the early Renaissance, such men could only dream, their plans and constructs were flawed both by their lack of understanding of the new sciences and the inherent flaws present in the materials of the age.

But now Belphegor is present on Earth in physical form, and his influence has spread further. While the demon in human guise speaks out against technology as an affront to God, his mortal agents assist inventors in correcting the errors and flaws in their designs. Rare they may be, and certainly nowhere near perfected, but mankind has taken its first steps toward a new age, an age where death can be delivered on a grander scale than ever before imagined.

Mankind often refers to these devices as "infernal contraptions," although such comments are made from superstition without true knowledge, despite the grain of truth present in their words. While these machines are not powered by any demonic means—indeed, most work by muscle power—the knowledge required to build such technological wonders comes at a heavy price.

Aerial Screw

Man has oft looked upon birds soaring gracefully through the sky, dreaming he could fly among them. While true powered flight is centuries away, a few tentative steps have already been taken. Despite man's dreams, the ability to fly is most definitely viewed as the work of the Devil, at least among the uneducated masses and fervent hounds of the Mother Church.

The aerial screw requires two crew and has two means of propulsion, both powered by pedalling. The first, the screw, provides vertical lift, pulling the craft upward; with no capacity to glide, one crewmember must pedal continuously or the vehicle will plummet like a stone. The second, the propeller, enables horizontal motion. With just one crewmember, the device can only ascend or descend; it cannot move horizontally.

An alternate version of the aerial screw replaces the screw with a pair of wings. These can be powered by pedalling, or by the more strenuous method of inserting one's arms along the struts and flapping like a mad man. It retains the propeller for horizontal flight.

Control of the aerial screw requires an Athletics roll.

Armored War Wagon

Based on a design by the genius da Vinci, the armored war wagon is a large, conical frame (about the same size as a conventional carriage), covered in thick wood with a layer of iron over the top. Power to its four wheels is generated either by a single horse or two men operating a crank mechanism. The carriage has no floor, the horse and men walking on the ground.

The armored wagon can carry eight men inside. They do not ride inside as they would in a carriage, but instead walk at the same slow speed as the war wagon.

Most constructions have multiple firing ports built into the framework, allowing the "passengers" to fire their muskets or crossbows in a full circle. The firing ports open outward and can be locked when not in use to prevent a foe opening them and firing into the vehicle's interior. Other versions dispense with the forward arc ports, replacing them with a single, small cannon, such as a falconet or falcon.

Control of an armored war wagon requires the Riding skill, if the power source is a horse, or an Athletics roll, if men are performing the onerous task.

Automated Scythe Machine

Another tool of war, the automated scythe is a miniature version of the armored war wagon (it is about the size of a small cart) and runs completely autonomously. The armored vehicle has four scythes attached to the front on a revolving gear, creating a veritable whirling wall of death when the machine is operating.

Powered by clockwork and springs, once it is wound and then activated, the device trundles across the battlefield in a straight line, the whirling blades slicing easily

through any fleshy objects in its path. The springs give the device enough power to run for a mere 10 combat turns before it requires rewinding (takes 10 minutes' work).

The automated scythe's frontage is 10 feet wide. Any character struck by the scythes automatically suffers a 10L rating attack. Once the attack is resolved, any surviving character is assumed to have automatically moved out of the vehicle's deadly path. Note that the vehicle can take no actions other than moving and attacking anything adjacent to its frontage.

Automaton

Unlike the other da Vinci machines, the automaton actually requires a demonic presence to function.

A basic automaton is a mannequin, inside which is a clockwork mechanism. Once wound, the automaton follows a set pattern of movements, given the impression of life yet in truth being incapable of independent motion. Such automata are popular around court, but are little more than expensive toys.

However, engineers willing to work alongside Belphégor's agents can produce true automata, clockwork devices capable, it seems, of completely independent movement and rudimentary thought solely through the power of clockwork. Actually this is an illusion, for the clockwork of the age, advanced though it is, is incapable of such wondrous design.

The shell, in most cases a suit of plate armor, is actually controlled by a demonic spirit, which is summoned into the clockwork mechanism during construction by seemingly innocuous incantations and writings. It is this fell spirit that moves the automaton and gives it the ability to follow basic orders.

The demon has no physical form, and is automatically banished back to Hell once the automaton is destroyed. Furthermore, because it is actually part of the machinery, it cannot be exorcised or harmed by holy means, including Benignus magick.

Gamemasters looking to expand automata beyond simple mobile suits of armor can easily devise statistics for an automaton horse. One suggestion is to take the standard horse template, drop the Alertness Talent, and add +4 Defense due to its metal shell. Those looking to go even further could invent a fire-breathing dragon, using a primitive flamethrower to generate flame.

Ally 0

Archetype *Construct*

Motivation *Duty*



Style: 0			Health: 4	
Primary Attributes				
Body: 2			Charisma: 1	
Dexterity: 1			Intelligence: 1	
Strength: 2			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 2	
Move: 3			Defense: 3 [7]*	
Perception: 3			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Athletics	3	1	4	(2)
Brawl	3	2	5	(2+)
Melee	3	2	5	(2+)
Talents/Resources				
None				
Flaw				
Clumsy (−2 penalty to any roll where grace and coordination are a factor)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Sword, long	3L	0	8L	(4)L

* Constructed from plate armor

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Can I Build One?

Although this supplement introduces wondrous mechanical machines to the *All for One* setting, Gamemasters are advised not to suddenly introduce regiments of armored war wagons, squadrons of hot air balloons, or fleets of submarines. *All for One* is a swashbuckling setting, not a steampunk one, and as such items should be extremely rare, and certainly far beyond the purses of all but the wealthiest character.

In most instances they should be kept purely as plot devices, items employed by foul villains to be destroyed by the heroes as part of their adventures, or otherwise removed from the game to ensure they are not misused or become a crutch upon which the players rely.

For similar reasons, no rules are given for the construction of these devices. To set down a rule system serves only to encourage their creation: *All for One* is a game of heroic action, not tinkering in a workshop and depending upon gizmos.

Glider

Unlike the aerial screw, the glider allows for unpowered flight. A complex framework comprised of two main wooden arms, numerous spurs, pulleys, and canvas, the lone operator must physically strap himself into the glider and attach the various cables to his legs and arms (taking five combat turns). Getting airborne requires the brave soul to run off a tall object, such as a roof or hill-top. Once airborne, he can control the glider's wing by moving his arms and legs.

The glider soars at an average speed of 4 miles per hour, though this may be increased or decreased depending on the strength and direction of the wind. With aerodynamics in its infancy, and the non-lightweight nature of the materials, the glider loses 1 foot of height for every 10 feet of horizontal movement.

Controlling the glider uses Athletics.

Hot-Air Balloon

While the Chinese knew of hot-air balloons before the time of the Roman Empire, the theory is still revolutionary in Europe. The rudimentary European hot-air balloon require 30 minutes to prepare for lift-off, and a source of heat, typically a brazier filled with hot coals.

Steering the contraption is next to impossible, for it is at the mercy of the wind (strong winds present a serious hazard). No balloon has yet cleared a height of 100 feet, and landing is fraught with danger. A typical balloon can remain airborne for just an hour, giving it a range of between two and ten miles, depending on the strength of the wind.

Controlling a balloon requires successful Intelligence and Athletics rolls, for one must know when to pull on the ropes, reduce or increase the heat source, etc., as well as being physically strong.

Submersible Boat

First tested in 1620 by Cornelius Jacobszoon Drebbel, a Dutch engineer serving King James I of England, the submersible boat is an enclosed, oar-powered ship capable of reaching depths of just a dozen feet.

The basic version is powered by a single rower and can hold two passengers in very cramped and unbearably hot conditions. A larger version, tested in 1624, has a crew of four and can hold four passengers, though again interior conditions are no different than the basic version.

While inventors of submersibles proudly claim their contraptions will allow men to journey to any land unseen and to ignore the tides (which are currently held to exist no more than a few feet from the surface), these undersea boats have many flaws.

First and foremost is the cramped quarters problem. At best, a submariner can remain in the machine for a number of hours equal to his Body. After this time he needs to stretch his legs or begin suffering severe cramp. Ignoring this exercise period forces the crewman to make a Body roll each additional hour (Difficulty 2, +1 per additional hour after the first to a maximum of Difficulty 5) or suffer a point of Nonlethal damage.

Air supply is maintained by the use of snorkel tubes kept buoyant by cork floats. Unfortunately, even with this mechanism, the submarine can stay submerged for no longer than four hours (plus one hour for each crewman fewer than the full complement), before the craft must surface and vent out the stale air. One story circulating among engineers is that a special chemical has been invented which allows the submersible to remain submerged for much longer. If such is true, the chemical is either the creation of magical alchemy or a tool of the Devil.

Control of a submersible boat requires an Athletics roll.

Vehicle Reference Chart

Vehicle	Size	Def	Strc	Spd	Han	Crew	Pass
Aerial screw	1	4	3	Str*	-2	2	0
Balloon	2	4	5	4-10	-1	1	2
Glider	1	5	2	6	-1	1	0
Scythe	1	4	8	6	—	—	—
Sub, small	2	6	8	Str*	-1	1	2
Sub, large	3	6	12	4	-1	4	4
War wagon	2	8	10	**	-1	2	8

** Strength of the pedaller/rower, as applicable

* Half the Speed of a horse or half the average Speed of two men

Creatures of Sin



❧ Introduction ❧

This chapter introduces new evil for the characters to fight: fell demons, monsters, and mortals who delight in seeing France and its citizens suffer. There is also a new secret society, and discussions of the nature of demons and fallen angels, as well as the ruler of Hell. Although these touch on religious topics, they are intended only as part of a fictional game setting, and should not be taken as representing judgment of or slur upon any religious belief or doctrine.

On Evil

The nature of evil has troubled theologians and laymen since time immemorial. Man was created with free will, able to choose between righteousness or wickedness. While it can justly be argued that the vast majority of mankind is inherently good, if not as pure as the angelic choirs, there lurks in every human the possibility for unbridled evil.

This duality in mankind, a creature who walks between light and darkness, is most readily apparent in the Seven Deadly Sins (Wrath, Greed, Sloth, Pride, Lust, Envy, and Gluttony) and the Seven Cardinal Virtues (Patience, Charity, Diligence, Humility, Chastity, Kindness, and Temperance). Within each soul, these Sins and Virtues battle for supremacy, a microcosm of the great struggle between God and Satan, Heaven and Hell, which ties into the occultists' belief of "As above, so below."

While God is present in all things, He is largely a spectator by choice, allowing His creation to find its own way to His Grace according to the message of His Son, Jesus Christ. By comparison, Satan, the chief of the fallen angels, is an active player, willfully tempting men to turn from the path of righteousness into eternal damnation.

Yet even though he has fallen from grace, Satan's designs are not entirely his own. In the end, all evil is ultimately a part of God's creation, for as it says in Isaiah 45:7 (King James Version), "*I form the light, and create darkness: I make peace, and create evil: I, the Lord, do all these things.*" Why God chose to create and even abide the existence of evil in His creation is totally inscrutable to men, but part of His divine will and plan.

Men who follow the path of righteousness, though they may suffer hardship in this world, will reap the benefits of eternal salvation in Heaven come the Day of Judgment. Those who take Satan's hand and dance on the road to Hell and eternal damnation, will be forever cast from God's sight and grace. Thus, while free will is paramount to the human condition, sooner or later all men must choose which path they will follow.

❧ Supernatural Creatures ❧

Unearthly beings and mortals who serve the dark powers are a danger not just to the flesh of mortals, but to their immortal soul as well. These vile entities have plagued mankind for millennia, and will likely continue to do so well into the future, until the end of time itself.

Ankou, The

When the sound of squeaking cart wheels are heard in the dead of night, righteous citizens shut their windows, lock their doors, and fervently pray for salvation. This innocuous sound signals the imminent arrival of the Ankou, a creature said to be Death's chief lieutenant (or sometimes Satan's henchman).

The Ankou is a skeleton with long, white hair clinging

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Fallen Angels and Demons

When laymen speak of demons, they are most often referring to those angels who rebelled with Satan and were cast from Heaven. Yet the Holy Bible is not the only source of wisdom in these matters, with many other books telling vastly different stories.

In the beginning, before God created the firmament and the earth, He created other heavenly beings. These beings were created with free will, but surrendered it immediately on being formed, having to make the choice of turning toward or away from God. Those who turned toward God became angels, forever fixed in virtue. Those who turned away were condemned to wickedness and became demons. *The Theatrum Diabolorum* (1575) puts their number in the billions, for it is said they beget and increase their numbers like men.

Satan, as the Christian Bible records, was an angel. Other texts describe him as chief of the seraphim, formed on the sixth day of Creation, discernible from others of his ilk by his 12 wings. Satan succumbed to the sin of hubris, or overweening pride, and was cast from Heaven, along with those of the heavenly host who flocked to Satan's banner against God. The Bible proclaims one-third fell from glory, a figure placed at over 100 million by occult scholars. The *Book of Enoch* places the figure at a more lowly 200. These "fallen angels serve" Satan, but have no power to affect the mortal world directly. Demons, the older of the species, may enter the world of men, but not of their own volition.

This, of course, raises the question of how a being forever dedicated to virtue could fall into sin. This, and many other topics concerning demons, are theological matters that have fired the passion of scholars, and will do so for many centuries to come.

Satan's actual relationship with the demons is explored in the sidebar on page 25.

limply to its fleshless skull, its eyes ablaze with unholy fire in a skull that can rotate full circle, allowing the Ankou to spy its victims wherever they hide. A wide-brimmed hat adorns its gleaming skull, a heavy black cloak shrouds its bony body, and clutched tightly in its skeletal grip is a razor-sharp scythe, its heavy blade notched from the countless lives it has claimed.

Some claim he is none other than Cain, the first murderer, who slew his brother Abel, and is now condemned to walk the earth until Judgment Day. In other stories, he is the soul of the last man (the Ankou is always male) to have died the previous year, or the first of the current year. Arguments rage in universities and taverns as to whether there is one Ankou for the whole of France, or whether each region has its own spirit of death. The Ankou, a creature capable of speech, has nothing to say upon the subject.

Any of these origin stories might be correct, for the Ankou cannot be slain, at least not permanently. If slain, he returns to his appointed task on the first day of the next year without fail. If he is Cain and not some unfortunate soul, then God, it seems, has not yet finished punishing his murderous creation.

The Ankou is said to drive either a simple peasant's cart or a luxurious carriage. Whatever his mode of transport, it is pulled by two pale horses, and loaded with the corpses of his victims. Two skeletal servants walk beside the cart, ever ready to drag lifeless corpses into the back.

Unlike Hellequin (see page 26), the Ankou is less picky in who he slays. Sometimes he kills anyone crossing his path. Other times, he toys with them, promising to return in a set number of days. He cares nothing for sinners or saints, leaving it to God and the Devil to claim the souls belonging to them.

Archetype <i>Demon</i>			Motivation <i>Survival</i>	
Style: 1			Health: 8	
Primary Attributes				
Body: 4			Charisma: 1	
Dexterity: 3			Intelligence: 2	
Strength: 4			Willpower: 4	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 8			Defense: 7	
Perception: 6 [10]*			Stun: 4	
Skills	Base	Levels	Rating	(Average)
Athletics	4	4	8	(4)
Empathy	2	5	7	(3+)
Intimidation	1	5	6	(3)
Melee	4	5	9	(4+)
<i>Scythes</i>			10	(5)
Ride	3	5	8	(4)
<i>Vehicles</i>			9	(4+)
Talents				
Danger Sense [Retains his full Defense rating when surprised or ambushed]				
* Keen Sense (Sight; +4 Perception rating)				
** Skill Aptitude (+2 Intimidation rating)				
Resources				
Followers 1 (Two animated corpses)				
Flaw				
Fanatical (+1 Style point whenever his devotion to his cause brings misery for others)				
Weapons	Rating	Size	Attack	(Average)
Scythe	3L	0	13L	(6+)L

Creatures of Sin

Beast of Gévaudan

According to stories, the Beast of Gévaudan is a ferocious man-eating animal which terrorized the region of south-central France in years gone by. The Beast is universally described as having reddish fur with a long tail, a powerful jaw filled with long teeth powerful enough to bite through armor and bone, and exuding a vile stench. Details of its size vary between a large dog and a small horse. Numerous accounts claim it is immune to lead bullets, having been killed only by a silver one, and that it walked upright on two legs. Despite eyewitnesses swearing it possessed four legs, it was quickly labelled a werewolf by those in power.

What has puzzled scholars since the attacks is that no such place as Gévaudan appears to have existed. The reason for their puzzlement becomes readily apparent when one realizes that the name is a corruption of Abaddon, the demon prince associated with war and destruction.

No mortal animal, nor a demon in wolf's clothing, the Beast of Abaddon, as it is properly known, is an infernal war machine, a remorseless hunter than seeks only to kill those its master wishes destroyed. Even in Hell, these creatures are extremely rare. Abaddon permits their presence on Earth every few decades, and then only for a period of four years. During such times, a Beast may be slain, but until the requisite time has passed, another will take its place, always to terrorize the same part of France. This is partly what has given rise to the Beast's seeming indestructible nature.

Though the Beast has high cunning, it is still an animal, incapable of rational thought, advanced problem solving, or verbal communication.



Archetype <i>Demon</i>	Motivation <i>Survival</i>
Style: 1	Health: 8
Primary Attributes	
Body: 4	Charisma: 0
Dexterity: 2	Intelligence: 1
Strength: 4	Willpower: 3
Secondary Attributes	
Size: 1	Initiative: 3
Move: 6 [12]*	Defense: 5
Perception: 4 [8]**	Stun: 4

Skills	Base	Levels	Rating	(Average)
Athletics	4	1	5	(2+)
Brawl	4	4	8	(4)
Stealth	2	3	4***	(2)
Survival	1	2	3	(1+)

Talents

Damage Reduction (Reduce all damage against it by 2 points)

High Pain Tolerance 2 (Ignore wound penalties)

** Keen Sense (Smell; +4 Perception rating)

Resources

None

Flaw

Bestial (Character cannot communicate or use tools)

Weapons	Rating	Size	Attack	(Average)
Bite	2L	-1	9L	(4+)L

* *Creatures with four legs double their Move rating when running.*

*** *The Beast has a -1 Size penalty on Stealth rolls.*

Noisome Stench: The Beast exudes a foul, overpowering stench. Anyone approaching within 10 feet of the

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Beast must make a Body roll (Difficulty 3), or suffer -2 to all Skill rolls until out of the radius of the stench. On a critical failure, the attacker is Stunned.

Brazen Head

Brazen heads were reputedly employed by several medieval occultists. Cast in brass or bronze, the head, which is always depicted as being male and sometimes bearded (an allusion, perhaps, to the bearded head supposedly worshipped by the Knights Templar), is capable of answering questions posed to it, even ones relating to the future. It speaks in a deep, disembodied voice. Some heads could give fairly detailed answers, while others were limited to "yes or no" answers.

A brazen head actually contains a demonic spirit, bound within. While the spirit will answer many questions with veracity, it is also prone to lie, especially if its answers lead to its owner requiring its services again. The spirit is well-versed in many subjects, including divination, but is not omniscient.

The brazen head demands payment in blood. At first, it requires little more than a single drop. As time passes and the owner calls on its wisdom more often, it demands greater sacrifices. The corruption is slow but steady, first calling on the questioner to donate a drop or two or his own blood, increasing to a pint later on. Eventually, the head demands blood from other persons, increasing the amounts until the victim must be sacrificed, their blood used to drench the brazen head. Once murder is committed for the brazen head, the questioner is truly damned.

Archetype Construct/Demon			Motivation Mystery	
Style: 0			Health: 4	
Primary Attributes				
Body: 2			Charisma: 3	
Dexterity: 0			Intelligence: 4	
Strength: 0			Willpower: 4	
Secondary Attributes				
Size: -2			Initiative: 4	
Move: 0			Defense: 4	
Perception: 8			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Academics	4	4	8	(4)
Con	3	3	6	(3)
Lies			7	(3+)
Linguistics	4	4	8	(4)
Codes			9	(4+)
Magick: Divination	4	4	8	(4)

Natural Philosophy	Phi-	4	4	8	(4)
Talents					
Magickal Aptitude (Ceremonial)					
Well-Educated (Treats Academics as a general skill)					
Well-Educated (Treats Natural Philosophy as a general skill)					
Resources					
None					
Flaw					
Inanimate object (Creature cannot move or use tools)					
Weapons	Rating	Size	Attack	(Average)	
Bite	0N	+2	2N	(1)N	

Demonic Steed

A demonic steed is quite simply a mundane horse that is host to an unintelligent demonic spirit. This possession transforms the beast into a black stallion, with eyes that glow like hot coals, and whose nostril exhalations reek of sulfur.

Although incapable of speech, the fell spirit understands simple commands in every human tongue. Demonic horses are never found roaming or wild. Rather, they are gifted to important witches and necromancers, a sign of favor from their master Satan, symbol of their unholy pact with him.

Many owners inflict grievous injuries on their beasts, wrapping barbed wire into their flanks or using the same as reins, and hammering large nails through their hooves, to condition the mount against injury and pain. Such beasts have been known to function unimpaired despite seemingly mortal wounds, giving them a fearsome reputation.

Archetype <i>Demon</i>			Motivation <i>Survival</i>	
Style: 0			Health: 6	
Primary Attributes				
Body: 3			Charisma: 0	
Dexterity: 4			Intelligence: 0	
Strength: 3			Willpower: 2	
Secondary Attributes				
Size: 1			Initiative: 4	
Move: 9 [18]*			Defense: 6	
Perception: 4			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Brawl	3	5	8	(4)
Stealth	4	1	4**	(2)

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Survival	0	4	4	(2)
Talents				
Alertness (+2 Perception rating)				
High Pain Tolerance 2 (Ignore wound penalties)				
Ride by Attack (Can simultaneously move and attack)				
Resources				
None				
Flaw				
Bestial (Character cannot communicate or use tools)				
Weapons	Rating	Size	Attack	(Average)
Kick	0N	-1	7N	(3+)N

* Creatures with four legs double their Move rating when running.

** A demon steed has a -1 Size penalty on Stealth rolls.

Hand of Vengeance

Revenge is a powerful motive, and there are those who will do anything to satisfy it. Among the many dark rituals, there is one that enables a vengeance seeker to create an instrument of death. Invoking fell magick, the caster severs one of his hands (the spell does not work on other people's hands), imbuing it with an unholy semblance of life. Casting the ritual requires the magician to know both the Arts of Homomancy and Necromancy.

Such a powerful invocation comes with a terrible price. Not only must the magician summon a demon to inhabit his severed hand, but the limb can never be reattached; anyone invoking this ritual gains the One Hand Flaw. While possible to cast the ritual twice, such an act has obvious, debilitating consequences.

The disembodied hand is guided through concentration. In order to maintain the link, the owner must remain still and focused in a trance state, leaving him unable to perform other actions. If the link is severed, the magician is allowed a single Magick: Necromancy roll (Difficulty 4) to re-establish it. The roll must be made within one hour of the link being lost. Failure causes the demon to depart and the hand to become a lifeless lump of flesh. The magickal bond betwixt demon and magician allows the owner to see and feel through the hand as if he were present. No other senses are communicated.

Archetype <i>Demon</i>	Motivation <i>Revenge</i>
Style: 0	Health: 2
Primary Attributes	
Body: 2	Charisma: 0
Dexterity: 3	Intelligence: 0
Strength: 3	Willpower: 2

Who Rules Hell?

Ask any layman that question and he will reply "Satan, the Great Dragon cast from Heaven, also known as Lucifer." As always, the truth is far more complex.

First, Lucifer and Satan are not the same being, though early Church fathers labeled considered them one and the same due to a misinterpretation of Isaiah 14:12.

According to the 16th-century occultist Johannes Weyer, Lucifer is the Emperor of Hell, and Beelzebub, also known as "Lord of the Flies," is his chief lieutenant. Peter Binsfeld, in his treatise of 1589, equates the Seven Principal Demons with the Seven Deadly Sins, giving Lucifer and Satan separate entries.

Weyer is clear that Lucifer is not Satan, for he states quite categorically that Beelzebub staged a successful revolt against Satan. It would seem unlikely that Beelzebub, not considered a fallen angel in most occult works, would overthrow his master only to then serve him again. This is alluded to in the Gospel of Nicodemus, where Christ, while in Hell awaiting his Resurrection, grants Beelzebub dominion over the realm in return for allowing Him (over Satan's objections) to take Adam and the "saints in prison" to their rightful place in Heaven.

So who does rule Hell? Well, it is really a trick question, for Hell is more than one place. The confusion comes from the copious translations of the Bible and scribal ignorance. Tartarus is where Satan and the fallen angels ended up, whereas Gehenna is the fiery pit so beloved by the "fire-and-brimstone" preachers and painters.

The Bible lists Satan as "god of the world," and with good reason. Satan is opposed to those who obey God, and thus his enemies are the forces of Heaven beyond his reach, and those mortals of good soul. Satan rules over Tartarus, waging war against Heaven here on Earth—yet he cannot do so alone. In return for bringing corrupted souls to Lucifer to roast in his infernal flames, Lucifer grants Satan dominion over legions of demons for his use in the plaguing and destruction of mortals.

As far as *All for One* is concerned, Satan is the Great Enemy against whom all God-fearing men rail, though he is far from being the only powerful being interested in tormenting mankind.

Secondary Attributes

Size: -2	Initiative: 3
Move: 6	Defense: 7
Perception: 2	Stun: 2

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Occult Grimoires

Below are a number of titles of actual occult grimoires. A few date after the era of *All for One*, but nothing prevents them being editions of earlier tomes. The Gamemaster should determine the Tradition and Art of each volume to suit his campaign. Unless otherwise stated, all the grimoires are written in Latin.

- * Arbatel de magia veterum ("Arbatel of the magic of the ancients")
- * The Book of Abramelin
- * Clavis Salomonis ("Key of Solomon")
- * Calicula Salmonis ("Lesser key of Solomon")
- * De occulta philosophia libre tres ("Three books about occult philosophy")
- * Galdabrok ("Book of magic") [Icelandic]
- * Grimoire of Armadel
- * Grimorium Verum ("True Grimoire")
- * La Poule Moire ("The black pullet")
- * Munich Manual of Demonic Magic
- * Picatrix [Arabic]
- * Pseudomonarchia Daemonum ("False monarchy of demons")
- * Sword of Moses [Hebrew]
- * Sworn Book of Honorius

Skills	Base	Levels	Rating	(Average)
Athletics	3	2	5	(2+)
Climbing			6	(3)
Brawl	3	3	6	(3)
Grappling			7	(3+)
Larceny	3	3	6	(3)
Stealth	3	2	7*	(3+)
Talents				
Lethal Blow (Brawl attacks do lethal damage)				
Resources				
None				
Flaw				
Bestial (Character cannot communicate or use tools)				
Weapons	Rating	Size	Attack	(Average)
Punch	0L	+2	8L	(4)L

* The Hand has a +2 Size bonus on Stealth rolls.

Hellequin

Stories of the Wild Hunt are known across northern and western Europe. All share the common theme of a mounted hunter and his pack of baying hounds, though

the identity of the hunter varies in accord with local legend. In France, the mounted hunter is Hellequin, and the Wild Hunt is known in Old French as the *Mesnée d'Hellequin* ("Household of Hellequin").

An emissary of Satan, Hellequin is charged with hunting down evil souls and dragging them to eternal torment, a task he performs with relish. Most often his quarry is those who have made pacts with Satan, but sometimes he is overzealous, hunting down any sinner unfortunate to cross his path. Since mortals cannot descend to Hell, Hellequin usually sets his pack on them. If he is feeling playful, he will engage in melee using his lance.

When hunting he rides a demonic steed (see page 24), and is accompanied by a pack of six demonic hounds (*All for One*, page 172).

Like all true demons, Hellequin cannot be slain while in the mortal realm. Destruction of his physical body sends him back to the Abyss, where he must remain for six days. During this time, he is berated and whipped by Satan—when Hellequin is not hunting souls, they remain free of Satan's clutches. Needless to say, when the hunter is unleashed again, he is vengeful in the extreme and keen to make up for lost time.

Despite having a set quota, Hellequin is not above conversing with mortals he encounters during his nightly rampages, so long as they are not ultimately destined for his master. Hellequin is not omniscient, sometimes requiring guidance in finding those he is charged to slay. He may, on rare occasions, even enlist a mortal's help in tracking down an evil-door. Such helpers need to be cautious, for despite endeavoring to rid the world of an evil soul, they are still aiding a servant of Satan in his ungodly work.

A small number of theologians argue that Hellequin, while serving Satan, is a force for good, as he removes sinners from God's sight. But most consider him an enemy of God, for while a mortal lives, no matter how black his soul, there is always a chance he might repent. Once that soul is in Satan's grasp, it is forever lost to God.

Black-faced and clad in expensive garments of deep-red, Hellequin's color scheme serves as the inspiration for the Harlequin figure.

Archetype	Demon	Motivation	Duty
Style: 1		Health: 5	
Primary Attributes			
Body: 3		Charisma: 3	
Dexterity: 4		Intelligence: 3	
Strength: 3		Willpower: 2	
Secondary Attributes			
Size: 0		Initiative: 7	
Move: 7		Defense: 7	
Perception: 5		Stun: 3	
Skills	Base	Levels	Rating (Average)
Athletics	3	3	6 (3)

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Diplomacy	3	3	6	(3)
Empathy	3	3	6	(3)
Lies			7	(3+)
Intimidation	3	4	7	(3+)
Melee	3	3	6	(3)
Ride	4	4	8	(4)
Galloping			9	(5+)

Talents

Magickal Sensitivity (Can detect magick cast in his presence)

Resources

Followers 3 (6 demonic hounds)

Flaw

Sadism (+1 Style point when he is needlessly cruel to his friends or enemies)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N
Lance	3L	0	9L	(4+)L

Homme Sauvage

Pride is one of the Seven Deadly Sins, the provenance of Lucifer. While pride can take many forms, the demons responsible for the *homme sauvage* are most interested in those who excess in boastfulness.

The hosts of these foul spirits are transformed from men, made in God's image, to little more than beasts, humanoid in form, but covered in long hair, stripped of their intellect and capacity for speech, and forced to survive by eating raw flesh. Such creatures, which go by a number of names across the world, slink away from civilization to inhabit the remote forests and mountains.

Other tales related to the *homme sauvage* claims that they are men whom lust, and not pride, has driven to acts of bestiality, or that they are the unholy offspring of men and beasts, thus sharing characteristics of both. Regardless of their origins, they are predators, eating rabbits, small birds, and the occasional sheep for the most part, but willing to dine on human flesh when the opportunity arises.

Medieval images show the *homme sauvage* as a noble creature, a wild barbarian, yet one possessed of dignity and who wears leaves to conceal his modesty. Such imagery is false, for the *homme sauvage* is truly savage, a creature who lacks even the basic cleanliness of wild beasts, whose hunched form is more akin to ape than man, and whose nakedness is covered only by his stinking, blood-matted body hair. To even consider them men is to give them virtues they have long surrendered.

Archetype *Demon* **Motivation** *Survival*

Pagan Gods

Not all the witch-cults of France openly worship Satan, though all give him power whether they know it or not. Many claim to worship the old pagan gods, something equally abhorrent to the Church. In truth, these gods are creations of ancient scholars and storytellers, their guise now taken by Satan for his fell purposes. Even so, the cults are adamant in their belief that they follow pagan deities, meaning the characters may face witches who practise strange rituals. The following is a brief description of the more popular pagan gods.

* Aphrodite: A vain, jealous, and proud goddess of sexuality and sexual temptation. Also known as Venus in Greek legends.

* Bacchus: Roman god of wine, women, and song, whose festivals are debauched, orgiastic revels.

* Bastet: Egyptian goddess associated with cats (a common witch's familiar).

* Cybele: An earth goddess. Her male followers would castrate themselves and wear women's clothing. Rituals involved orgies, the clashing of weapons, singing, and shouting.

* Freyja: Norse fertility goddess. Also associated with death, war, love, and gold.

* Hecate: A goddess of the moon, strongly associated with witchcraft, who takes the guise of Maid, Mother, and Crone. She is accompanied by huge hounds.

* Hermes: The winged messenger of the Greek gods. Strongly associated with the Hermetic arts, which are named after him.

* Isis: Egyptian deity associated with magic. In the Roman era she had a widespread mystery cult.

* Pan: A satyr-like deity with an insatiable sexual appetite. One of Satan's least convincing disguises, since the Devil is often shown as having horns and cloven hooves in art.

Style: 0

Health: 5

Primary Attributes

Body: 3

Charisma: 0

Dexterity: 3

Intelligence: 0

Strength: 4

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 3

Move: 7

Defense: 6

Perception: 2 [6]*

Stun: 3

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

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Unholy Nights

"Wherefore take unto you the whole armor of God, that ye may be able to withstand in the evil day, and having done all, to stand." Ephesians 6:13

Across Europe there are four nights in particular when all good folk bolt their doors, and pray for salvation, for it is said that on these nights the forces of darkness hold sway. From midnight until dawn, the armies of Hell revel in chaos and destruction, for in these dark hours they gain great power. These dates are St. George's Day (23rd April), St. Andrew's Day (30th November), Walpurgis Night (1st May) and lastly All Saint's Eve (31st October).

These nights are not equal in magnitude. While many mortals hold All Hallows Eve to be particularly bad, it is in fact the lesser of the four unholy nights. During the appointed hours, all supernatural evil creatures, including mortals who practise black magic, automatically gain a number of Style points, representing their increased abilities. The table below shows the number of Style points the fell creatures gain during each of these unholy nights. Style points unused at the breaking of dawn are instantly lost; the demons has failed to make best use of its temporary boon.

Unholy Night	Style Points
St. George's Day	10
St. Andrew's Day	7
Walpurgis Night	4
All Hallows Eve	2

Stealth	3	2	5	(2+)
Survival	0	4	4	(2)
Talents				
* Keen Sense (Smell; +4 Perception rating)				
Resources				
None				
Flaw				
Primitive (-2 penalty on any Skill roll related to modern technology)				
Weapons	Rating	Size	Attack	(Average)
Claws	0L	0	6L	(3)L

Lutin (aka Redcap)

In later stories lutins, considered a form of hobgoblin, will be described as mischievous but overall helpful spirits of the house, akin to the British brownie. But these stories are a century or more away, and the lutins of 1636 are violent creatures.

Wantonly destructive and forced to kill in order to survive, lutins were once mortals who committed acts of willful murder.

Upon being possessed by a demonic spirit, the victim is struck with an overwhelming urge to commit another act of murder. Often this is a loved one or close friend, a death which will seal the killer's damnation. He then dips his hat (or finds one to dip) into the blood, completing his possession and taking the first steps to becoming a true lutin.

At first the murderer appears physically unchanged. As he commits more acts of murder, a compulsion he cannot resist, he gradually changes. Death by death, he slowly becomes a full lutin, a gnarled, bestial figure, with red eyes, enlarged but rotting teeth, and wicked, yellow claws. Naturally, at this point, the creature can no longer remain in civilized society. Forced from his home, he is also deprived of a steady flow of victims, which only adds to his misery.

Lutins are also known as *nains rouges* ("red dwarfs"), a reference to the blood-soaked caps their wear. This cap is part of the lutin's curse, for the garment must be regularly soaked in the blood of a sentient creature or the fell creature begins to die. Thus, the murder cannot resist committing further acts of murder, for to do so would damn him straight to Hell. As well as being cold-blooded murderers, lutins are renowned for their running speed. It is widely believed to be impossible to escape one, once marked as its victim.

Archetype <i>Demon</i>			Motivation <i>Survival</i>	
Style: 0			Health: 6	
Primary Attributes				
Body: 3			Charisma: 1	
Dexterity: 3			Intelligence: 1	
Strength: 4			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 4	
Move: 7 [14]*			Defense: 6	
Perception: 4			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Brawl	4	2	6	(3)
Intimidation	1	3	4	(2)
Melee	4	3	7	(3+)
Stealth	3	2	5	(2+)
Talents				
Flurry (May attack the same opponent twice by making a Total Attack with a −2 penalty on each attack roll)				
Run (Running speed is doubled)				
Resources				
None				
Flaw				



Obsession (Murder; +1 Style point he dips his hat in the blood of a sentient being he has murdered)

Weapons	Rating	Size	Attack	(Average)
Bite	0L	0	6L	(3)L
Claws	0L	0	6L	(3)L
Pike	4L	0	11L	(5+)L

Redcap: A lutin must soak its cap in the blood of a sentient being it has slain each week or suffer a point of lethal damage.

Matagot

According to tradition in southern France, a matagot is a spirit in the guise of an animal, typically an innocuous black cat. The story goes that if one can be lured into a home, achieved by offering the creature a plump

chicken and carrying it home without looking back, the beast will reward its owner with a single gold *Louis* each day, on the condition it is given the first mouthful of every meal. A fine story, but one which strays far from the truth. Matagots are indeed spirits in material form, but they are demons. Servants of Mammon, the archfiend of avarice, matagots seek to corrupt mortals through the promise of material wealth.

The reason for not looking back is simple: while it is being carried, the demon is temporarily forced out of the body. It lurks behind the carrier as a misshapen shadow of deepest black. Should it be seen in its natural form, it is forced back to Hell.

Incapable of speech while in animal form, a matagot is nonetheless capable of transferring its thoughts into the mind of its "owner." These thoughts do not take the form of actual words—any sane man who heard voices would run straight to his priest, proclaiming the Devil was after him. Rather, the thoughts seem as if they are

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Seven Sins, Seven Demons

In the year 1589, the occultist Peter Binsfeld linked each of the Seven Deadly Sins to a demon prince. In game terms, the demons that encourage these sins are servants of these greater fiends.

- * Asmodeus: Lust
- * Beelzebub: Gluttony
- * Belphegor: Sloth
- * Leviathan: Envy
- * Lucifer: Pride
- * Mammon: Greed
- * Satan/Amon: Wrath

Although Francis Barrett's book, *The Magus*, is not published until 1801, he offered a list equating certain archfiends to evils. Again, this may prove useful to an *All for One* Gamemaster when designing his own supernatural terrors.

- * Abaddon: powers of war and devastation
- * Asmodeus: vile revenges
- * Astaroth: inquisitors and accusers
- * Beelzebub: idolators
- * Belial: vessels of iniquity and inventors of evil things
- * Mammon: tempters and ensnarers
- * Merihem: pestilence and spirits that cause pestilence
- * Pythius: liars and liar spirits
- * Satan: witches and warlocks

the owner's own. (A matagot cannot hold a conversation.) On seeing a silver ring, for instance, the mortal may suddenly feel the urge to steal it. The corruption is slow and gentle, never rushed, for the longer the fish is on the hook, the easier the final catch will be.

Normally the matagot begins by making its owner tight-fisted, counting every penny, haggling over every last coin, and short-changing others in any way possible. A baker, for example, may use sawdust in his bread to keep his costs down, while a carpenter may use inferior nails or wood on a project in order to save money.

Over time the owner becomes dissatisfied with his personal fortune, desiring more, yet never willing to achieve it through honest work. He begins by stealing some valuables at first, the matagot slowly leading him down the path of darkness to acts of murder to acquire wealth. Once this occurs, the matagot's "owner," more aptly described as its victim, is truly damned.

When it comes to nobles, the infernal spirit often has an easier time, for the nobility has long been prone to avarice without demons to guide them. Nobles also have easier access to revenue streams, being able to tax their peasants harder and harder, completely oblivious or uncaring to the hardship their taxation policies cause. For those who desire yet more money to fund their lavish lifestyle, a matagot seems Heaven sent.

A French variation on the name, "magot," implies a cache of money hidden away, leading to the belief that those who have great wealth have a magot in their home; in the case of France's corrupt nobility, this is may well be the case.

The statistics below are for a matagot in its cat guise.

Archetype <i>Demon</i>			Motivation <i>Greed</i>	
Style: 0			Health: 2	
Primary Attributes				
Body: 1			Charisma: 3	
Dexterity: 3			Intelligence: 2	
Strength: 0			Willpower: 3	
Secondary Attributes				
Size: − 2			Initiative: 5	
Move: 4 [8]*			Defense: 6	
Perception: 5 [9]**			Stun: 1	
Skills	Base	Levels	Rating	(Average)
Athletics	0	4	4	(2)
Brawl	0	3	3	(1+)
Con	3	4	7	(3+)
Empathy	2	3	5	(2+)
Stealth	3	1	6***	(3)
Talents				
** Keen Sense (Hearing; +4 Perception rating)				
Resources				
None				
Flaw				
Bestial (Character cannot communicate or use tools)				
Weapons	Rating	Size	Attack	(Average)
Bite	1L	+2	6	(3)L
Claws	1L	+2	6	(3)L

* *Creatures with four or more legs double their Move rating when running.*

*** *Matagots have a +2 Size bonus on Stealth rolls.*

Corrupting Influence: Having a matagot brings its own problems. Once a character has gained 100 *livres* (five gold coins) through the beast's ability to materialize a single *Louis* each day, he gains the Obsession Flaw, desiring more and more material wealth through any means. After 600 *livres* (30 gold coins), his Motivation changes to Greed. Regardless of how much wealth he gains from the demon, the matagot's victim has condemned his soul to Hell through his avarice.

Ogre

The word ogre has not yet entered common par-

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lance. That event is not far off, though, as the fairy tales of Charles Perrault (1628–1703) and Marie-Catherine Jumelle de Berneville, Comtesse d'Aulnoy (1650–1705) will soon bring ogres into the popular mindset. Indeed, their writings, commonly held to be works of fiction, will be influenced greatly by the dark horrors currently troubling France.

The name ogre ultimately stems from Orcus, a Romanized deity of the underworld who punished oath-breakers. As werewolves are demons of anger and vampires demons of greed, so ogres are mortals possessed by demons of lies and false promises. They are servants of Shezbeth, the demon lord of lies.

Scholars of the occult are divided as to the true nature of ogres. One faction claims that, once possessed, the transformation is instantaneous and irreversible, the oath-breaker becoming a hairy, hulking, near-mindless brute. Others claim that, like the werewolf, the ogre can hide its inner demon, except when the mortal host lies or breaks a vow, willingly or through trickery. At this point, an unholy transformation occurs. Regardless, occultists agree that while ogres are not true cannibal spirits, they lust for human flesh, which they devour raw. Quite why this should be so is a topic of fierce debate.

Ally 2

Archetype <i>Demon</i>			Motivation <i>Survival</i>	
Style: 0			Health: 7	
Primary Attributes				
Body: 5			Charisma: 1	
Dexterity: 2			Intelligence: 1	
Strength: 5			Willpower: 1	
Secondary Attributes				
Size: 1			Initiative: 3	
Move: 8			Defense: 6	
Perception: 2			Stun: 5	
Skills	Base	Levels	Rating	(Average)
Athletics	5	3	8	(4)
Brawl	5	3	8	(4)
<i>Grappling</i>			9	(4+)
Con	1	3	4	(2)
<i>Lies</i>			5	(2+)
Intimidation	1	3	6*	(3)
Melee	5	3	8	(4)
Talents				
Fearsome (May make an Intimidation roll against all foes within 10 feet)				
* Skill Aptitude (+2 Intimidation)				
Resources				
None				

Flaw

Liar (+1 Style point when its lies and false promises reveal its true nature)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	–1	7N	(3+)N
Two Handed Club	3N	–1	10N	(5)N

Peluda

When God sent the Flood to cleanse the world, not every beast was fortunate to find a place on the Ark. The peluda was one such creature, for it was created by the fallen angels known as Watchers, and not by God's hand. Despite the vast deluge, the creatures survived by hiding in deep caverns in the French mountains. Once the waters receded, they emerged to reap their vengeance on the new world and the descendants of Noah.

The size of an ox with long, green hair which erects like porcupine quills, a scaly neck, head, and tail, and tortoise-like feet, the peluda is a fearsome beast of a long-forgotten era. On the end of its serpentine tail is a stinger, from which a single blow is said to be fatal. In addition, they have fetid breath which can wither crops; fortunately it has no effect on animals.

Archetype <i>Monster</i>			Motivation <i>Revenge</i>	
Style: 0			Health: 8	
Primary Attributes				
Body: 5			Charisma: 0	
Dexterity: 2			Intelligence: 0	
Strength: 3			Willpower: 2	
Secondary Attributes				
Size: 1			Initiative: 2	
Move: 5 [10]*			Defense: 6	
Perception: 4**			Stun: 5	
Skills	Base	Levels	Rating	(Average)
Brawl	5	3	8	(4)
Stealth	2	1	2***	(1)
Survival	0	6	6	(3)
Talents				
** Alertness (+2 Perception rating)				
Resources				
None				
Flaw				
Bestial (Character cannot communicate or use tools)				
Weapons	Rating	Size	Attack	(Average)

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Tail	2L	-1	9L	(4+)L
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* Creatures with four or more legs double their Move rating when running.

** Peludas have a -1 Size penalty on Stealth rolls.

Invulnerability: Peludas ignore all damage, magickal and mundane, except when their single weak spot, their tail, is attacked. Striking the tail requires a Called Shot with a -2 penalty.

Stinging Fur: The fur of a peluda is tipped with tiny stingers. Any character within 5 feet who rolls a Critical Failure on a Brawl, Fencing, or Melee roll against the beast, or who otherwise comes into contact with its fur (such as by failing to jump over it, or deliberately jumping onto its back) has been stung. A poisoned character makes a Body roll against a Toxin rating of 4. If the character fails this roll, they take four points of lethal damage.

❧ Mundane Threats ❧

Demons, devils, and witches are not the only dangers Musketeers must face. Many of their foes are of a mortal nature, yet no less insidious in the danger they pose to France. Such individuals may believe they serve a greater, nobler cause, but most are already on the path to damnation whether they know it or not.

Agitator

It is not just magicians who understand that words have great power. The agitator is adept at manipulating them to achieve his ends without needing to call upon otherworldly spirits. He is no sly puppet master lurking in the shadows or whispering insinuations, but an outspoken intolerant, preaching hatred and bigotry in support of some cause or ideology.

Some agitators speak openly against the corruption of the king and the nobility, or cry out for those of different faiths or nations to be burned at the stake for their supposed crimes. Others support King Louis, drumming up support for his policies and denouncing his enemies. The latter's cause may seem just, but the hatred he preaches for those who oppose the king is just as wicked.

Though an agitator is but one man, with a few well-chosen words he can have hundreds or thousands enthralled and ready to act on his command, for the good or ill of France.

Agitators may manipulate the truth, but they rarely lie outright, for to be caught lying would weaken their grip on the simple minds they manipulate.

Ally 1	
Archetype <i>Lackey</i>	Motivation <i>Power</i>

Style: 0			Health: 4	
Primary Attributes				
Body: 1			Charisma: 3	
Dexterity: 2			Intelligence: 3	
Strength: 1			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 4	
Move: 3			Defense: 3	
Perception: 5			Stun: 1	
Skills	Base	Levels	Rating	(Average)
Con	3	3	6	(3)
Diplomacy	3	3	6	(3)
Empathy	3	2	5	(2+)
Emotions			6	(3)
Performance	3	2	5	(2+)
Oratory			6	(3)
Talents				
Captivate (As an attack action, your character can attempt to entrance his opponents during combat)				
Resources				
None				
Flaw				
Intolerant (+1 Style point when his intolerance causes trouble, or he convinces someone else to detest the same thing he does)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

Torturer

When information cannot be gained by spying, bribery, trickery, or persuasion, it falls to the torturer to perform his skillful art. As despicable as it might seem, torture remains a valid tool of the state.

These masters of physical pain are well-muscled from years operating the rack, but their brains are invariably dull. Torturers are responsible only for breaking their captives' will, not interrogating them. Most possess a rudimentary knowledge of when a captive is lying to save his skin, and a smattering of first aid knowledge in order not to offend their master by having his prize die at their hands, but that is the extent of their intelligence.

Follower 1	
Archetype <i>Lackey</i>	Motivation <i>Truth</i>
Style: 0	Health: 5
Primary Attributes	

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Body: 3			Charisma: 2	
Dexterity: 2			Intelligence: 1	
Strength: 2			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 3	
Move: 4			Defense: 5	
Perception: 3			Stun: 4	
Skills	Base	Levels	Rating	(Average)
Brawl	2	1	3	(1+)
Empathy	1	3	4	(2)
Intimidation	2	3	5	(2+)
Torture			6	(3)
Medicine	1	2	3	(1+)
First Aid			4	(2)
Melee	2	1	3	(1+)

Talents

* Skill Aptitude (+2 Intimidation)

Resources

None

Flaw

Sadism (+1 Style point when he is needlessly cruel to his friends or enemies)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	3N	(1+)N
Hot Iron	1L	0	4N	(2)L*

* **Fire damage:** A hot iron 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 the fire is extinguished.



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The Watchers

While the path to Hell is arrow-straight, the road to Heaven is long and winding, beset on all sides with pitfalls and distractions. Many are those who have strayed onto the wrong road, yet equally numerous are those who would correct their mistakes before facing their creator.

History

The Watchers, also known as the Grigori, take their name from the apocryphal Book of Enoch. In the antediluvian era, God sent angels to watch over mankind. But outside of God's divine grace, the angels succumbed to the sin of lust and mated with women. Their offspring, the monstrous Nephilim, plagued the earth until God sent the great Flood to cleanse the world. Of the Watchers, it is said God condemned 90% of their number to Hell, but the others repented, upon on a sacred vow to once again stand watch over mankind.

The original organization of the Watchers was founded in prehistory by men who sought redemption from their sinful ways by combating Satan's evil. They waged a secret war against the demons, fallen angels, and innumerable monsters now consigned to legend or oblivion, risking their mortal flesh and immortal spirit to rid the world of Satan's influence, thus enabling mankind to find its own path.

The current incarnation came into being during the Hundred Years' War, when France was beset not just by the armies of England but by a host of demons. The scourge of war has oft been used by Satan as a cover for more diabolical activities, and this long-lasting conflict has wrought much sorrow on the land.

Organisation

The head of the Watchers always takes the name Semyaza, the name of the chief Watcher who fell from grace. As the damned angel is said to hang upside down between Heaven and Earth, so the mortal Semyaza sits between God and mankind, a sinner like his comrades, yet one who seeks salvation.

No strict hierarchy exists, for as the writings of the organization teach, there is no path to salvation except through one's own actions, a teaching which flies in the face of Catholic doctrine. Ironically, by seeking salvation in this manner, the Watchers are considered heretics by the Church.

Each Watcher must root out evil as he sees fit, though he may work with others, acting as he believes is best to redeem his soul. Often their actions are dubious, for while they may slay demons, they are not beyond killing mortals who refuse to repent their wicked ways and return to the path of light.

All Watchers are sinners, for those who are already on the path to salvation need no assistance from the organization. Sex and age are not limitations, for all sinners are capable of

repentance. Members range from petty thieves and liars to murderers and former servants of Satan. The path they now walk is a difficult one, for as sinners they are more susceptible to Satan's wiles. Every day is a struggle, a constant battle between doing what they know must be done and succumbing to the temptations placed in their way.

While all members accept the presence of God into their lives, they hold Hakamiah, the guardian angel of France, as their patron. Thus, in addition to being servants of God, they consider themselves true sons of France, patriots to two causes.

Use

While the Watchers may at times be allies to the Musketeers and the True Knights of St. Michael, their methods are often questionable and usually self-serving. They are, after all, men and women who readily admit to be sinners, whose personal histories mean more than one is a wanted criminal.

Ally 1

Archetype <i>Soldier</i>		Motivation <i>Redemption</i>		
Style: 1		Health: 4		
Primary Attributes				
Body: 2		Charisma: 2		
Dexterity: 2		Intelligence: 2		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 4		
Move: 4		Defense: 4		
Perception: 4		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Academic:	2	1	3	(1+)
Occult				
Brawl	2	3	5	(2+)
Firearms	2	3	5	(2+)
Melee	2	3	5	(2+)
Talents				
None				
Resources				
Contacts 1 (The Watchers; +2 Social bonus)				
Flaw				
Obsession (defeating Satan; +1 Style point when his obsession causes him to do something dangerous or endanger someone else's life)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	5N	(2+)N
Axe, hand	2L	0	7L	(3+)L
Matchlock musket	3L	0	8L	(4)L

Nobles & Courtiers



❧ Introduction ❧

The core rules of *All for One* permit only Musketeers as player characters. This chapter takes a look at nobles and courtiers as player characters, details historical titles and roles, and provides guidelines for running a campaign centered around courtly life. As *All for One* is a roleplaying game and not an historical treatise, the complex nature of the nobility and royal court has been greatly simplified for the sake of swashbuckling-horror game play.

❧ The Nobility ❧

This section takes a peek behind the scenes of what it means to be a noble, and one's actual class and title within the nobility.

Privileges, Responsibilities, and Taboos

All nobles, regardless of rank or status, are entitled to privileges not found among the common citizens. They may hunt without being accused of poaching, wear a sword, possess heraldry, raise local taxes, and own inheritable lands (the fief). Perhaps the greatest benefit in this time of hardship is their exemption from paying the *taille*, a tax based on land ownership used to fund France's military. While commoners can hold certain offices within the court and government, many are restricted to those of noble birth.

But with power comes responsibility, something too many nobles are ignoring in these dark days. First and foremost is their oath to honor, serve, counsel, and obey the king. They are also expected to perform military ser-

vice, which results in many young officers being awarded ranks based on their blood, not their ability to command or tactical acumen. Nobles are expected to protect their peasants, ensure the laws and justly applied, and maintain law and order on their estates.

Regardless of title or wealth, nobles are expected to live up to certain ideals that place them above the working classes. With no need to work for a living, the nobility are expected to excel at dancing and poetry, appreciate the arts, be erudite and witty, and display a courtly attitude toward love reminiscent of the medieval notion of romantic chivalry. Displays of wealth and power are important, including the building of grand houses, hosting extravagant parties, purchasing fine art, decorating chateaux in opulent style, and generosity to one's peers—all the while acting as if money didn't matter.

The nobility are expressly forbidden from engaging in mercantile commerce and manual labor, these activities considered far beneath their station. Nothing, however, prevents a noble from owning a business which involves such activities.

Class

Regardless of their actual noble title, which is discussed below, not all nobles are equal. While titles do pass from parent to child, citizens may be awarded noble titles based on service to the king. In order to differentiate the old guard from the new order, the nobility of France use a series of classes based on how the title was achieved.

Even within the same noble titles, there is one-upmanship—those families who have held their titles over several generations don't wish to be grouped with the more recently titled. Families bearing the title *noblesse chevaleresque* (knightly nobility) have held their title since before 1400, while the *noblesse d'extraction* have held their title for a minimum of four generations.

Even among the families who have earned their title from service to the king or state there is separation based

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New Talent: Fearsome Attack

Prerequisites: Intimidation 4

Your character is a terror on the battlefield, capable of using fear as a weapon and forcing his opponent into making deadly mistakes.

Benefit: Your character can use his Intimidation rating when making an unarmed or melee attack. Make an Intimidation roll (including weapon modifiers) against your opponent's Defense rating (plus any appropriate modifiers). If you roll more successes than your opponent, you inflict one point of damage per extra success. If you roll the same or fewer successes than your opponent, your attack fails.

Normal: Your character may not use his fearsome presence to attack an opponent.

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

on the title it took to earn the position. *Noblesse au premier degré* (nobility in the first generation) is used to show those granted a noble titled as a result of the first generation to hold a specific post, whereas *noblesse graduelle*, refers to those who took two (or more) generations to fulfil their ambitions.

* **Noblesse Ancienne (The Old Nobility):** Hereditary nobles who can trace their lineage back to the reign of Louis XI (mid-15th century) at the latest. Also known as *Noblesse d'épée* (nobility of the sword).

* **Noblesse de Chancellerie (Nobility of the Chancery):** Nobles awarded a title through serving in an important position at the royal court. Such titles are awarded after a minimum of 20 years' service. Traditionally, non-nobles pay for the honor of holding a court title, something the true nobility find to be in poor taste.

* **Noblesse de Lettres:** Nobles granted their titles through the award of "lettres patentes" from the king. These titles are not granted freely, but are purchased. Thus, they represent the rich upper and middle classes ascending to the nobility by dint of their wealth.

* **Noblesse de Robe (Nobility of the Gown):** Nobles granted status by holding an important office within the civil service. As with the *noblesse de chancellerie*, non-nobles pay to hold such posts, though noble status is not conferred until two generations of the same family have held the post for a minimum of 20 years apiece.

* **Noblesse de Cloche (Nobility of the Bell):** Granted to those who hold office as a mayor or other leadership position within a town or city. Not every large conurbation grants this privilege, however.

* **Noblesse Militaire (Military Nobility):** Nobility conferred by military service. Typically such titles are awarded only after a minimum of two generations at

equal or higher rank than one's predecessor. The minimum rank to quality is lieutenant.

Title

Regardless of how a noble earned his status, his name carries a noble title.

* **Duc (Duke):** In order to be a duke one must possess a duchy (duché) and be officially recognized by the king; to claim the title without the king's recognition is considered an act of treason.

* **Marquis:** Governance of a marquessate (marquisat) is technically required to call oneself a count. However, presumptuous, arrogant, or ambitious families often adopt the title. In such cases they rarely have the land required to hold the title.

* **Comte (Count):** As above, except he possesses a county (comté). Again, non-noble families may claim the title regardless of any legal rights to do so.

* **Vicomte (Viscount):** Runs a viscounty (vicomté).

* **Baron:** Ruler of a barony (baronnie).

* **Seigneur (Lord):** A generic title which can be held by non-nobles. In *All for One*, true nobles take the title *chevalier*, which implies knighthood.

Courtiers

This section takes a look at courtiers, both at the highest level and the more modest levels. Either level can be attained by characters if the Gamemaster wishes to run a campaign where the heroes wield considerable power.

The Great Officers

Detailed below are the Great Officers of the Crown of France, the most senior court and government positions in France. While each is subservient to King Louis and Cardinal Richelieu, they rank among the richest and most influential men in France. The Great Officers of the Royal Household (*Grand Office de la Maison du Roi de France*), which has a similar name and includes several great officers, is an entirely separate body.

Unlike many other government posts, those of the great officers are not hereditary. The king is supposed to personally appoint each one personally, though in truth he takes Richelieu's advice and merely signs the documents. Each post is held for life, or until the Cardinal tires of the great officer and arranges for a vacancy to open.

The great officers make ideal patrons and high-level evil masterminds whose dastardly and grandiose plots they must foil. These are not sort of men one crosses lightly, for they have many resources and powerful allies. Attempting to remove one from office through violent means carries a death sentence—not even M. de Tréville

Nobles & Courtiers

can save a Musketeer from his fate if he is foolish enough to attempt this course of action. Where known, the title holder from 1636 to the early 1640s is given. Dates in parentheses are those for which he held office.

If a character wishes to aspire to one of these prestigious positions, he needs a minimum of Rank 5 and Status 3, in addition to the Gamemaster's permission.

* **High Constable (Connétable)**: Formerly the most senior officer serving the king and commander-in-chief of the French army. Cardinal Richelieu abolished the post in 1626.

* **Lord Chancellor (Chancelier)**: The lord chancellor oversees the entire judicial system. The Keeper of the Seals (*Garde des Sceaux*), an official authorized to stamp official court documents on behalf of the king, assists the lord chancellor in his post.

Post Holder: Pierre Séguier (1635–1672)

* **High Steward (Grand Maître)**: The head of the royal household, the high steward is responsible for appointing new officers of the royal household, managing the king's personal budget, policing the court (thus he has strong links with the Musketeers, despite the great marshal having more authority over them), and governing the king's private estates.

Post Holder: Louis de Bourbon, comte de Soissons (1612–1641)

* **Grand Chamberlain (Grand Chambellan)**: Originally in command of the king's bed chamber and wardrobe, the office now includes signing royal charters, taking part in trials concerning peers of the realm (peers are the most powerful nobles and churchmen), and recording oaths of allegiance made to the king.

Post Holder: Claude, duc de Chevreuse (1621–1643)

* **High Admiral (Amiral de France)**: Commander of the French Navy. Duties include ensuring the navy is adequately manned and equipped, protecting France's shores, and issuing letters of marque to corsairs.

Note that this title, as well as those of Great Marshal and Great Master of Artillery, are civil posts, not military ranks. That said, the titleholders are all men who served as victorious commanders.

Post Holder: The post is currently vacant.

* **Great Marshal (Maréchal de France)**: Since the post of high constable has been abolished, the great marshal is now commander-in-chief of the army. The title holder is always a general, awarded the post for recognition of services to the crown.

Post Holder: Maximilien de Béthune, duc de Sully (1634–1637),

Charles de Schomberg, duc d' Halluin (1637–1639), Charles de La Porte, marquis de Meilleraye (1639–1641), Antoine III, duc de Gramont (1641–1642), Jean-Baptiste Budes, comte de Guébriant (1642), Philippe de La Mothe-Houdancourt, du de Cardona (1642–1642).

* **Master of the Horse (Grand Écuyer)**: In charge of the king's stables, his travel arrangements, and his entourage. He also oversees horse breeding and provincial military academies across France.

Post Holder: Roger de Saint-Lary, Duc de Bellegarde (1621–1639), Henri de Coëffier de Ruzé d'Effiat, Marquis of Cinq-Mars (1639–1643)

* **Great Master of Artillery (Grand Maître de l'Artillerie)**: Commands the artillery of France's army, oversees the manufacture of gunpowder and cannons, and manages the state arsenals and fortifications.

Post Holder: Charles de La Porte, Marquis, puis Duc de La Meilleraye (1634–1646)

Lesser Officers

In addition to above powerful posts, there are a number of lesser titles which still wield great authority. Other important titles within the court and government include the High Almoner, Colonel General of the Infantry, Colonel General of the Cavalry, Standard-Bearer of the Oriflamme (the king's battle standard), Grand Hunter of



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France, Grand Falconer of France, Wolfcatcher Royal, the Royal Cup-Bearer, the Lieutenant-General of the Realm (a provincial governor in direct service to the king), and the Secretaries of State for Foreign Affairs, War, the Navy, the Royal Household, and Protestant Affairs.

A character looking to hold one of these posts requires a minimum of Rank 4 and Status 2, in addition to the Gamemaster's permission.

❧ Noble Campaigns ❧

This section is concerned with noble and courtier characters, both as the focus of a court-centered campaign and mixing them up in a regular Musketeer oriented game.

Making Characters

All Musketeers receive four zero-level Skills and two zero-level Resources. Nobles and courtiers receive the same general benefits, but with a few differences.

First, they are free to choose whatever Skills they like. Gamemasters should feel free to impose certain requirements or disallow certain Skill choices unless the player can provide good reason for his character to have them as Skills he learned during his formative years. For instance, while many nobles are versed in Diplomacy, Performance, and Riding, few would engage in Animal Handling, Larceny, or Stealth. This is not to say such Skills are banned to nobles: any character may possess any Skill, but the character's backstory should account for unusual choices.

Second, all nobles must take Status 0 as an absolute minimum. This is not negotiable—a character without Status is simply not a noble. Courtiers may take either Rank 0 or Status 0, as they see fit.

The other choice of zero-level Resource is up to the player, but again it should tie in his the character's personality and backstory. We strongly suggest the second Resource by a Lackey, but this is not compulsory.

Traditionally, the major courtier positions were held by men. Female courtiers served more as ladies-in-waiting, nurses, or personal advisors to queens and female nobles. In *All for One*, the decision as to whether females can hold high office is left in the hands of the Gamemaster, as best suits his group and campaign.

Roles & Class

Players to wish to have a courtier as a character are largely free to pick a title. The royal court, and most noble houses, had numerous clergy, clerks, magistrates, secretaries, agents, heralds, astrologers, alchemists, stewards, tax collectors, chancellors, treasurers, and advisors at their beck and call. Basically, any person who holds a position of note may be called a courtier.

Note that not all courtiers need be of noble stock or

possess a noble title. Although every courtier character must have either Rank or Status, it is left to him to decide which depending on the role he wishes to take.

A character may be of any noble class he desires. Some may wish to play heroes born and bred to assume the title, while others may wish to play a person who has worked their way into a position of influence through hard work (or having more money than sense).

Gaining Titles in Play

The *All for One* rules suggest the Status Resource be controlled after character generation; normally, a hero cannot simply spend Experience Points to suddenly become a noble out of the blue. However, players looking to improve their character's Status Resource should confer with their Gamemaster and discuss possibilities for promotion. Once the Gamemaster know the character is actively looking to improve his title, or earn one for the first time, he can work events into his campaign to allow a change in title. There are a number of ways a character can increase his title in game play.

Note that any character may use the title marquis or comte, as noted above. However, this is not a free ticket to gaining the Status Resource at a high level. Unless he has the Status Resource at the appropriate level, the character gains absolutely no game mechanic benefits—while he may call himself a noble, he lacks the presence, paperwork, or authority to enforce his title on others. He may be called "lord" by the peasants, but that's about it.

Death in the Family: Characters born to nobility hold a title from birth. Chances are they are at the bottom of the social ladder, with siblings and parents holding more prestigious titles. Should one die, perhaps in mysterious circumstances, the character may be in line to inherit a new title. As always, promotion is granted by the king only when the required Experience Points are spent.

Similarly, characters born to nobility or those whose families may hold certain offices can achieve promotion by working for the king or his government.

For instance, a noble whose father holds an important court or civil position may retire after long service or die in office, allowing the character to take his place (whether or not his replacement has the required skills is largely irrelevant in a nepotistic society like France in *All for One*). Although typically it takes 20 years of loyal service to receive a title, it is more prudent for the sake of the game to let the character buy a single level in Status once he has the Experience Points available.

While this does tie the character to a desk in some regards, it also opens up a wealth of adventure seeds. If a character became a magistrate after his father, for example, he might discover that many criminals sent to the local jail never arrived, or they arrived but subsequently "died" in captivity. A new treasurer may find that a lot

New Flaws

The following new Flaws are open to all player characters. Flaws ill-suited to Musketeers and other heroes are marked “*.”

Physical Flaws

Lice-Infested: This is not an age where personal hygiene is highly valued, and your character is living testament to that. No matter how hard he tries, he cannot rid his body of lice. As a result, he is constantly distracted by the itchy, swollen bites, causing him to suffer a -2 penalty on any roll related to concentration, patience, or stealth. You earn a Style point whenever your character's infestation proves a distraction to him or when he is shunned because of it.

Mental Flaws

Code of Conduct: Your character lives by a set of rigid, inflexible rules that limit her actions. Perhaps she must always observe certain religious precepts or follow certain customs on the battlefield, but this code often runs counter to pragmatic decisions. You earn a Style point whenever your character convinces others to follow her code of conduct, or when her code forces her to make something much more difficult than might otherwise be necessary.

Hesitant: Your character couldn't make a split-second decision to save her life, particularly when rushed or in danger. The more options she has, the less able she is to decide what to do. You earn a Style point any time you or your party suffers from your inability to make a choice. At the Gamemaster's discretion, you can also earn a Style point by voluntarily taking a -2 Initiative penalty during combat.

Obvious: Your character is simply too loud and careless to stay hidden or subtle enough to conceal his true motivations. You receive a -2 penalty to stealth and deception-related rolls. You receive a Style point whenever your character fails to conceal his motives or draws negative attention to himself.

Social Flaws

Alley Child: Your character is utterly unschooled in and possibly even contemptuous of social convention. You suffer a -2 penalty to rolls whenever manners and etiquette are involved. You earn a Style point whenever your character's brazen disregard for social niceties causes him or his friends to be rejected or excluded.

Forceful: Your character is driven to be the “alpha wolf.” You constantly look for ways to overthrow your superiors and to force everyone else to obey your commands, even if only to prove that you can make them do something. You earn a Style point whenever your character's need to dominate others brings unnecessary strife.

Gossip: Your character cannot stop himself from sharing juicy gossip, and is ignorant to the harm it may cause others. You earn a Style point whenever your character spreads gossip that inadvertently causes trouble for himself or his friends..

Sadism*: Your character derives pleasure from inflicting pain. She enjoys inflicting physical and emotional discomfort and has a hard time resisting toying with her victims instead of finishing them off. You earn a Style point whenever your character is needlessly cruel to his friends or enemies.

Stingy: Your character isn't greedy, he's just extremely reluctant to spend money. He always hunts for bargains and haggles over every purchase. You earn a Style point when your character's reluctance to spend money or insistence on haggling causes trouble for himself or his friends.

Submissive: Some men are shepherds, others are sheep. Your character is very much part of the flock. Your character wants others to make all the decisions for him, right down to what he wears and when he sleeps. Your character suffers a -2 penalty to Willpower rolls to resist coercion and mind affecting supernatural powers. You earn a Style point whenever your character is taken advantage of due to his submissive nature.

of the tax money isn't being delivered although records show it is being collected, or the coffers are drained despite there being no paperwork trail.

Money: The basic rules for the Wealth Resource allow a character to buy a temporary Resource. The Gamemaster may allow this to stand as written, with the character buying a title in time honored fashion. Should money become short, the hero simply sells his title back to the king and his Wealth level is returned.

Alternatively, the Gamemaster may enforce the rule that the exchange be permanent. That is, in exchange for a permanent level in Wealth the character gains a

permanent level in Status. The hero essentially is redistributing Experience Points he has already spent. This is an effective method of altering the tone of an existing campaign to one centered around the nobility.

Loyalty: While the acquisition of a patent letter usually involves giving the king a large amount of money, the king has the authority to hand them out as he desires. By displaying their devoted loyalty to France, the Gamemaster may allow the characters to purchase Status for services rendered. This is a great way for allowing non-noble characters at the start of the game to buy the Status Resource and receive a lowly noble title.

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Losing Titles

Any noble title can be stripped from the bearer, though it would take someone as highly placed as Cardinal Richelieu to challenge a duke's claim to his position.

The quickest and surest way to lose one's title is to publicly engage in manual labor or mercantile activities (peasants' work). Any characters who lower themselves to such activities should have their titles reduced, if not stripped altogether—nobles are above such tasks.

Being accused of a crime may not warrant a reduction in status, but being found guilty of one will, especially if the charge is serious, like devilry or treason. In the latter instances, that is really the least of the character's problems.

A reduction in title should not be used as a stick to force characters into participating in adventures. Perhaps you can get away with this once as an adventure hook, but not as a generic tool—if you want the characters to go on adventures, design interesting hooks they can't resist. It should be used to encourage good roleplaying of characters who enjoy a lavish lifestyle, have no desire to work for a living, and expect their courtiers and servants to do the demeaning work on their behalf.

Campaign Types

This section provides advice on using noble and courtier characters in campaigns. The core focus of the game will always remain the Musketeers as far as official adventures are concerned, but with a little work any type of character can be substituted.

Courtly Campaign

In the core rules, all character are Musketeers. This was done to give the party a common bond—while personal goals are still encouraged and differences of opinion will still occur, everyone has a reason to work together. In a court-based campaign, that bond should remain firmly in place.

The characters might be members of the same noble house. One option is to have the characters work for a powerful nobleman, such as a count or duke. While the noble generally leaves his underlings to go about their business as he sees fit, he may, on occasion, request the characters perform tasks on his behalf. Characters with noble titles might be noble children, either direct family, extended family, or scions of other households sent here for training in the noble arts. Those who opt to play courtiers hold important, though typically lower, positions in the noble's house.

Another option is to have one player character as the head of the household, with the other characters being his aides, wards, or family members. This gives the player a great degree of authority over the others, and may not be suitable for all groups.

Alternatively, perhaps the characters all hold minor positions at the royal court. While they might serve different great officers or other functionaries, their loyalty is first and foremost to the king. Because of the wide range of possible patrons, a variety of official missions could be undertaken without the same officer continually handing out orders of the day.

At its heart, *All for One* is a game of swashbuckling horror. However, allowing nobles and courtiers opens up the possibility for political intrigue. While cinematic fights will no doubt still occur, there are more opportunities to roleplay investigations, which must be handled with finesse so as to avoid upsetting sensibilities. Musketeers might be able to kick down the door and fight their way through hordes of soldiers to the evil count's dark temple to Satan, but courtiers and nobles cannot and should not act so brazenly.

Like their military counterparts, the characters may be called upon to deal with mundane and supernatural threats—bringing corrupt courtiers siphoning royal funds into their own treasuries to justice, unmasking spies of foreign powers or traitors to the crown, investigating claims of devilry among their peers, foiling assassination attempts, or even deducing the mystery behind a ghost haunting one of the palace's more remote rooms.

Adventures for these courtly types do not have to start with a bang. Perhaps it is something as simple as delivering a love letter on behalf of a senior figure's daughter. But when the girl is later found murdered, or the letters are discovered to be coded information about the king's next royal visit to some rural province, and in the hands of a band of traitors, the adventure quickly livens up.

Being at court also means the characters are likely to come to Cardinal Richelieu's attentions, providing ample opportunity for the Gamemaster to set him up as the untouchable villain.

Musketeer Campaigns

As well as noble and courtier only campaigns, it is possible to have a mixed party of nobles and Musketeers, for all are sworn to serve the king. However, it may require more work by the Gamemaster to get everyone involved in every adventure. While it is relatively easy to have the Musketeers called upon to aid a courtier in an official capacity, perhaps as bodyguards or hired by a nobleman to perform some task while off-duty, these examples involve handing out orders and saying "do this," rather than drawing the characters into the adventure. Too many orders of the day, and the characters essentially become pawns, incapable of making their own decisions. However, without such orders, the characters may have little reason to call on each other. Why, for instance, should a Musketeer who finds a body drained of blood in a Paris alley call upon a baron or a junior clerk, other than the fact they are fellow player characters? Cooperation between the players and Gamemaster is necessary in order for the story to make sense and remain consistent.

It is more important in mixed campaigns, those where

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the characters do not share a central patron or organization, that everyone has useful Skills and Resources. Unless a player wants to spend the session sitting around twiddling his thumbs, he needs to ensure his character has a Skill or Resource that can be brought into play frequently, and preferably outside of combat—not every scene is going to involve a fight. A clerk may not seem of much use at first glance in tracking down a killer, but if he has Investigation or Contacts then he is ideal for uncovering and piecing together information.

The official adventures are written with no prior knowledge of the characters who will play through them. However, as the Gamemaster you should know

the abilities of your group and be prepared to design adventures, or tweak existing ones, to involve every hero. If the clerk has Linguistics, for instance, then maybe the Musketeer who found the corpse also discovered writing in a strange language scrawled on the wall in blood. Having no knowledge of languages himself, the Musketeer is going to call upon his acquaintance for help. Perhaps the corpse is clutching a fragment of a letter. All that is legible is a name—that of the noble character. Now the Musketeer needs to call on the baron to see what he knows about the victim. Thus, while the start of the adventure might involve only one or two characters, everyone is quickly drawn into the tale.



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❧ Court Gossip ❧

Archetype: Noble

Motivation: Truth

Style: 3

Health: 4

Primary Attributes

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

Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Defense: 4
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Con	4	3	7	(3+)
Diplomacy	4	3	7	(3+)
Empathy	3	3	6	(3)
Investigation	3	2	5	(2+)
Linguistics	3	2	5	(2+)
Melee	2	2	4	(2)
Streetwise	4	2	6	(3)

Talents

Barbed Tongue (+2 bonus in social duels)

Resources

Contacts 0 (Royal court; +1 bonus)

Lackey 1 (Bodyguard)

Status 0 (Chevalier; +1 Social bonus)

Flaw

Gossip (+1 Style point whenever he spreads gossip that inadvertently causes trouble for himself or his friends)

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

"I heard it involved a sheep...and chains."

Character Background

The spoken word can be a powerful thing. A softly spoken sonnet can win a lady's love, a rousing speech can stir fire in the hearts of men, and a malicious rumor can end a life as surely as an assassin's dagger plunged into a man's chest. Yes, words are powerful tools and even weapons in the right hands, and I wield them with aplomb. In my youth I had little of importance to say at court, so I learned to listen, drifting between conversations at social functions as tongues wagged behind raised hands and fans. What I learned sickened me to my heart.

During my early days at court I heard many dark rumors of nobles who taxed their peasants to excess merely to fund lavish parties, inflicted violence on their subjects for sport, or engaged in rituals too foul to repeat in polite company. If such wickedness could be found among those who are supposed to lead, what hope is there for the peasants who follow? Young, idealistic, and devoted to my homeland, I sought to bring these nobles to justice through the courts by uncovering evidence of their crimes, only to find that powerful men have equally powerful allies. Justice, it seemed, does not serve the weak. But while the corrupt nobility proved above the laws of France, I quickly realized they were not untouchable. While these nobles dabble in foul practices behind locked doors, at court they maintain an air of respectability and honor. While the laws of France cannot bring them to justice, they can be brought low nonetheless.

The dashing Musketeers serve France with their swords and muskets. I fight the war against the corruption pervading our society with words. You see, if you kill a man, his life is over and he suffers no longer. But if you destroy his reputation, or make him a laughing stock among his peers, then he live the rest of his days in ignominy and shame. Thus do I rid France of her internal foes. A sly remark, a casual comment, an accusation brought into public light, a truth masked as hearsay—these are my weapons, and I wield them as skillfully and as deadly as any Musketeer wields a blade.

Roleplaying

While some men resort to violence, you prefer to settle disputes with words. Not only are you capable of digging up dirt on the rich and powerful, you are more than willing to use to besmirch someone's reputation. Unfortunately, your love of gossip causes you to speak faster than you can think, a trait which has landed you in hot water more than once, and undoubtedly will again. Still, if something needs to be said, then it profits no one by keeping quiet.

Magistrate

Archetype: Noble

Motivation: Duty

Style: 3

Health: 5

Primary Attributes

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

Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Defense: 4
Perception: 6	Stun: 2

Skill	Base	Levels	Rating	Average
Academics: Law	3	3	6	(3)
Bureaucracy	3	3	6	(3)
Diplomacy	3	4	7	(3+)
Empathy	3	3	6	(3)
Motives			7	(3+)
Intimidation	3	2	5	(2+)
Threats				(3)
Linguistics	3	2	5	(2+)

Talents

Combat Skill (+2 Active Defense bonus whenever he uses Diplomacy in combat)

Resources

Contacts 0 (Informants; +1 bonus)
Lackey 0 (Female Musketeer)
Rank 1 (Provincial magistrate; +2 Social bonus)

Flaw

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

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

Nobles & Courtiers

"The charge is devilry.
How plead you?"

Character Background

While I do not rank among the nobility, I hope eventually to earn a title through noblesse graduelle. My father is a senior magistrate in service to the king, as one day I hope to be. For now, though, I serve in a lesser role as a provincial magistrate.

Many of my peers believed I was motivated by power, for if I served my term I would receive a title. If truth be told, I took up the post of magistrate because I want justice to reign once more in this land. For many years we have been gripped by a fever, accusing neighbors and strangers alike of being witches. Too many of my peers were swift to unsheathe the sharp sword of justice, sending men and women to the stake and pyre on scant evidence. I vowed that, despite being a man of religious conviction, the law would be served, and no man sent to his death without evidence to support the accusations.

To be frank, I did not believe in witchcraft, figuring it nothing more than superstition from a more barbaric time. But one winter I was sent to the provinces to judge a case of supposed witchcraft. The accused, an elderly crone who lived a solitary life on the outskirts of the village, was charged with consorting with the Devil and using fell magic to dry up cows' udders and wilt crops. In my heart I had already judged these as natural acts, for the harvests have been poor of late. Men, it seemed, always looked for the Devil behind the hand of nature, their worries and fears driving them to hold someone responsible.

I listened to the testimony and evidence, yet nothing swayed me from my belief that the crone was a scapegoat. I summarily dismissed the case and prepared to return to Paris before the snows fell. As I awaited my carriage the crone hobbled away, whereupon one of her accusers set upon her with a dagger. Had I not witnessed him burst into flames as his dagger pierced her breast, I would have thought the story the crazed invention of a troubled mind.

Since that fateful day I have pledged to rid France of devilry. I have steadfastly performed my duty, sending many men and women to die an agonizing death, but also setting free just as many of those who were falsely accused. The Church may still condone torture, but I rely solely on the evidence.

Roleplaying

There is great evil in France, an evil you root out with zealous conviction. Despite your fervor to scour France of devilry, you always act within the law, for evil cannot be beaten with evil deeds, and to act outside the law is to invite charges of corruption against you.

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❧ Duke ❧

Archetype: Adventurer

Motivation: Hope

Style: 3

Health: 4

Primary Attributes

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

Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 4
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Con	3	4	7	(3+)
Seduction			8	(4)
Empathy	3	2	5	(2+)
Fencing: Scarlotti	3	3	6	(3)
Gambling	3	3	6	(3)
Cheating			7	(3+)
Performance	3	3	6	(3)
Stealth	2	2	4	(2)

Talents

Moneywise (May boost his Wealth Resource as if it were a Talent)

Resources

Fencing School 1 (Scarlotti's Academy; +2 bonus)
Lackey 0 (Carriage driver)
Status 0 (Chevalier; +1 Social bonus)

Flaw

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

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

"I had no wife she was your wife, sir."

Character Background

Without a doubt, most if not all of the rumors you have heard about me are quite true. Well, except the one about the nun and the cream cheese... I am a man who loves to live life to excess, engaging in all manner of behavior you might deem to call immoral. I call it fun. Despite the stories I may tell of my noble birth, I was in fact born the son of a clerk with little ambition. What my father did give me was access to the young ladies of the court. I was always a handsome youth, skilled at making maidens swoon with a well chosen word and a display of romance. Alas, my indulgences soon caught up with me, and when three ladies professed I was the father of their children, I was sent away to stay with relatives in the countryside. My title? Oh, that is real enough, though whether I truly earned it or not is open to debate. One fortunate night I became involved in a game of cards with a rather wealthy duke. At the time I was using the title comte, merely to aid in my romantic endeavors, and ensure a steady cash flow when times were lean. By morning the duke was penniless and I was rich. On a whim I purchased a noble title from the king. There are those who say that my letters patent are forgeries—I assure you that such baseless accusations wound me to the heart! But enough of the past, my friend.

Yes, I am a scoundrel and a cheat, but I regret nothing. I have left a string of husbands from Paris to Marseilles cursing my name, countless women waiting for a return I shall never make, cheated dozens out of their family fortunes, ignored countless calls for duels to clear my besmirched name, and spent my ill-gotten earnings frivolously... and still I assure I regret nothing. Perhaps you think me weak for giving in to temptation so easily? I would argue that one cannot avoid sin unless one has intimate knowledge of its true nature. Yes, I know of the evil in this land. It disgusts me more than I can say, as I have no wish to be lumped among such villainy simply because I take more than my fill of life's pleasures. You may call me a heartless cur without the risk of offending my honor... but dare call me evil and you will see how well I fight.

Roleplaying

You are a rogue, a cad, a heartless swine who loves and leaves (often chased by angry husbands), dedicated to a life of hedonism and dissolution. You fritter away money on women, gambling, and drink, but, by God, you enjoy life! No challenge is insurmountable to your boundless optimism, no lady unobtainable, no odds too long to take a risk. Let others fret and worry about the future—you live in the here and now.

Reformed Sinner

Archetype: Hunter

Motivation: Redemption

Style: 3

Health: 4

Primary Attributes

Body: 1	Charisma: 2
Dexterity: 3	Intelligence: 4
Strength: 2	Willpower: 3

Secondary Attributes

Size: 0	Initiative: 7
Move: 5	Defense: 4
Perception: 7	Stun: 1

Skill	Base	Levels	Rating	Average
Academics: Occult	4	2	6	(3)
Con	2	3	5	(2+)
Firearms	3	3	6	(3)
Magick: Benignus	3	3	6	(3)
Melee	2	3	5	(2+)
Stealth	3	2	5	(2+)
Survival	4	1	5	(2+)

Talents

Magickal Aptitude (Theurgy)

Resources

Lackey 1 (Personal confessor)

Status 1 (Baron; +2 Social bonus)

Flaw

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

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Rapier	2L	0	7L	(3+)L
Wheellock pistol	3L	0	9L	(4+)L

Nobles & Courtiers

"By your death I cleanse my soul!"

Character Background

My life is filled with death and misery. Perhaps the course I follow now shall one day allow me to rest in peace... but that is a long way off yet. In my youth I was a wayward child, bored with life at court, eager to alleviate my malaise through any means. I drank heavily, gambled away a fortune, and still I found nothing to hold my interest. I drifted from decadence to debauchery to sin without truly realizing the dark path I had stepped upon. I committed no capital crimes or attacks against the body or virtue, but my list of sins was nonetheless impressive. I cannot quite remember how I fell in with M. Louis de Ferrer and his crowd of black-robed nobles, but fall in with them I did. Our parties were wicked affairs, with no sin was intolerable to my host. Indeed, he encouraged me to participate in practices I had before not even considered. Orgy followed orgy, and we even made mockery of the Holy Communion, by drinking the blood of animals and partaking of their raw flesh.

One dark night, amid a terrible storm, M. de Ferrer had a young child dragged into his hall. He commanded us to sacrifice her to Satan as a test of how far we might pursue our desires. As midnight struck, I had an epiphany: I knew in that single moment I stood on the edge of a precipice, and that my next decision would either damn me to Hell or grant me salvation. What happened next is a blur, but there was lots of screaming and bloodshed. When I regained my senses, I found myself was carrying the girl over my shoulder, as I ran through the dark woods toward the nearest village, not daring to look behind me at that evil house on the hill where I had spent too many nights to count in vileness and sin. God knows I am no saint, but my life now is one of repentance. I have taken up the study of magick, though only to combat the forces of darkness. I know all too well that power corrupts, for M. de Ferrer is living example of that wickedness. I have travelled the length and breadth of France, slaying the wicked and hunting down Satan's minions, but I fear that my task will never be done. I am fortunate that my noble status and knowledge of sin allow me to penetrate the darkest ranks of Satan's followers, whereupon I can deliver justice against the unsuspecting enemies of God.

Roleplaying

Your work is grim but necessary. While you do not relish summoning death, you know that there are those who deserve no less for their sins. You tread a dangerous road, for in order to penetrate cults you must perform minor sins. One step too far, and you know the old evil in your soul could surface and consume you.

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❧ Secret Hero ❧

Archetype: Adventurer

Motivation: Justice

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	2	5	(2+)
Brawl	3	2	5	(2+)
Con	3	3	6	(3)
Diplomacy	3	3	6	(3)
Fencing	3	3	6	(3)
Intimidation	3	2	5	(2+)
Ride	3	2	5	(2+)

Talents

Vigorous Defense (Reduced penalty for multiple attackers)

Resources

Fame 1 (+2 Social bonus; applies to alter ego only)

Lackey 0 (Street urchin)

Status 0 (Chevalier; +1 Social bonus)

Flaw

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

Weapons	Rating	Size	Attack	Average
Punch	0N	0	5N	(2+)N
Rapier	2L	0	8L	(4)L

"Unhand that lady or taste cold steel, cur!"

Character Background

Believe me, I have heard all the gossip at court many times over. Behind my back they mimic my lisp, and in front of my peers, they abuse me for shunning any form of physical activity. My dandyish apparel is scorned for being too feminine in cut, and my clumsy dancing has left many a noblewoman with bruised feet. My name is rarely off of those tongues that wag at court—but for all of this, I care not a whit. Yes, I know I am the butt of many jokes... but if they knew my secret, their mocking smiles would be wiped off their faces in an instant. France is sick, and I am part of the cure. By day, I am to all eyes an effeminate dandy parading through court like an ineffectual peacock, but at night, when the forces of evil are at work, I don my mask and become "Le Renard," the fox. I proudly admit my alter ego is wanted in a dozen provinces for crimes against the nobility.

Yet I remain a free man, and Le Renard is loved by the peasants. When the poor are taxed excessively, it is Le Renard who relieves the greedy noble of his fat purse, giving his ill-gotten wealth back to those he took it from. When an amorous nobleman's rakish son sees fit to try and take the virtue of a young lady by force, it is Le Renard who punishes the wrongdoer, preserving the maiden's honor. And those vile men who call themselves noble but traffic with the very forces of Hell? Without hesitation, I dispatch them to their Maker for His judgment. Yes, France is sick. But while others may scrape at the cancer eating away at the heart of our beloved nation, I prefer to cut it out.

Every day my reputation grows larger, so much so that I've not actually performed many of the acts attributed to me. Some are embellishments of the peasants, who seek to make me what I am not. Others are the work of my enemies, who would see me executed for daring to cross swords with them in the name of justice. But like the wily fox, Le Renard is not ensnared so easily. The nobles talk of him in front of me at court, little realizing that they reveal their plans to the very quarry they hunt with such zeal. One day, perhaps, I will make a mistake and the game shall end... but until that day, Le Renard will continue to punish the unjust.

Roleplaying

You maintain two very different lifestyles, each with a unique persona. By day you are a foppish dandy, but by night, behind the safety of your mask, you are the dashing hero who metes out justice at the point of a blade. Trust is something you can ill-afford to give: one slip, one loose comment, and you may find your neck in the noose.

Nautical Adventures



❧ Introduction ❧

Ahoy, seafarers! This chapter takes a look at the French navy and naval adventures in the time of the Musketeers. Also included are new rules suitable for mariners, a collection of friends and allies ranging from corsairs and mermaids, to sea creatures such as sea witches and whales, as well as rules for using storms in a variety of different ways.

A Brief History of the French Navy

France had a navy long before 1636, but it is only since the reign of King Louis XIII the navy has evolved into a true military power. Throughout the latter quarter of the last century and the early years of the current century France was beset by external problems, with both the Papacy and the Spanish seeking to exert greater influence over her. Vast expenditure on land armies to defend France's long borders drained the royal coffers and saw the navy suffer drastic cuts.

Fortunes were reversed in 1622, when Cardinal Richelieu devised a plan to rebuild the navy as a truly powerful force, allowing France not only to defend her maritime waters but also to wage war on foreign powers, notably the hated English. Due to its geography, France has two distinct coastlines—the Mediterranean and the Atlantic (including the English Channel). Richelieu's plan involved the formation of two equally distinct naval forces.

The Mediterranean navy was to comprise nothing but galleys. These shallow-keeled vessels are well-suited to the calm waters and pitiful tides. Richelieu's initial plan called for 40 galleys, but was subsequently cut back to 24

due to a shortage of galley slaves. However, the Mediterranean navy's fortunes have recently been reversed.

Men-of-war would form the bulk of the second navy, named the Oceanic. Never one to scrimp when it comes to spending taxes on his pet projects, Richelieu ordered the construction of large, heavily-armed ships (ranging between 300 and 2,000 displacement tons), with the largest of these vessels carrying up to 50 great culverins (25-pound cannons). Unfortunately, France's maritime industry remained poor, and many of the early ships were actually constructed by the Dutch.

By late 1626 France had invested a small fortune in new ships, yet still the Oceanic navy was grossly under strength. Richelieu knew civil war was coming, largely due to it being a result of his machinations, and had deliberately ordered the Mediterranean fleet constructed first so as to leave France weak against English influence. King Louis, in a rare moment of interest in affairs, declared the venture to be a complete waste of time and money. He was close to abolishing further construction when other events unfolded.

In June 1627, the English under George Villiers, 1st Duke of Buckingham, landed a force of 6,000 men close to La Rochelle, an act which sparked the Anglo-French War of 1627-29. Although the English were eventually repelled, La Rochelle had by then declared itself against King Louis, leading to a lengthy siege. With no decent fleet of their own, the French were forced to rent ships from the Dutch and Spanish at exorbitant rates in a bid to help break the siege, and blockade the port city against English efforts to supply and reinforce its forces there.

Following the Royalist victory in 1628, Louis promptly bade Richelieu to continue with the formation of the navy at any cost, investing his minister with new powers, and promptly ridding himself of any involvement in the matter. New taxes were quickly introduced to raise funds, followed by new laws imposing slavery as a punishment for even minor transgressions.

In the coming years and decades, France will emerge as one of the greatest naval powers in the world.

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New Skill: Seamanship

New Skill: Seamanship

Base Attribute: Intelligence

Seamanship represents experience and training in the operation of boats and ships. This covers everything from setting the sails to charting courses across the raging oceans. Your character is proficient with vessels ranging from rowboats to Spanish galleons.

* **Knots:** Skill at tying complex knots.

* **Navigation:** Knowledge of charts, maps, and rulers, how to plot a course using the sun and stars, and how to measure one's position on a map.

* **Pilot:** Your character knows how to steer a ship and use the wind to his advantage.

* **Rigging:** Your character's ability to set the sails and operate the rigging.

* **Sea Lore:** An understanding of the tides, how to detect reefs, and spot changes in the weather.

New Athletics Specialization

Swinging: Your character knows how to use ropes to swing across rooms, decks, and other gaps.

Rank

The table below replaces the one in *All for One* for naval characters. The ranks have been greatly simplified for the purposes of game play. The equivalent modern day rank is shown in brackets. Modern English ranks after shown second where differences in rank occur. Note that regardless of rank, the commander of any ship holds the title of captain.

Rank	Example
0	Matelot Breveté (Certified Mate) [Ordinary Seaman]
1	Premier Maître (First Master) [Chief Petty Officer]
2	Enseigne de Première Classe (Lieutenant, First Class) [Lieutenant, J.G./Sub-Lieutenant]
3	Lieutenant de Vaisseau (Ship-of-the-Line Lieutenant) [Lieutenant]
4	Capitaine de Frégate (Frigate Captain) [Commander]
5	Capitaine de Vaisseau (Ship-of-the-Line Captain) [Captain]

Types of Ships

As with naval ranks, the ships presented below are

simplified versions. Some also date from slightly later in the 17th century, but since *All for One* is not an historical game, we've chosen to include them.

Most mercantile ships carry only legitimate culverins (8-pound) cannons due to their weight and expense. Dedicated warships are usually fitted with bastard (16-pound) or great culverins (25-pound). Standard warships are marked "*" for ease of reference. Note that any ship can be outfitted as a warship. Typically, the Gamemaster should increase the gun size but halve the number of cannons. Note that the number of cannons is the total compliment. A ship normally carries half its full compliment on each side.

Ship Descriptions

Brig: Two-masted (fore and main), square-rigged vessel. They are fast and maneuverable, making them ideal as warships and merchantmen. Cannons: 10 to 18.

Brigantine: Two-masted vessel. Only the foremast is square rigged. Cannons: 10.

Caravel: Small, maneuverable Portuguese design with lateen rigged sails. It is capable of sailing up rivers due to its low draft. However, it is an old design, hampered by limited space for crew and cargo. Depending on the size, a caravel can have one to three lateen rigged masts. Cannons: 4 to 6.

***Cromster:** Small, three-masted Dutch warship. In England, the hoy is a similar design. Cannons: 16.

Dutch Fluyt: Originally designed as an inexpensive cargo ship. Has two or three square-rigged masts. In rear profile it resembles a pear, with a large cargo hold but narrow deck. Cannons: 12 to 16.

***Frigate:** Three-masted, square rigged warship boasting one or two gun decks. They are built to be fast and maneuverable. Cannons: 40.

***Galiot:** In the Mediterranean a galiot is a galley with 20 oars and one or two masts, with both rowing and sail used for propulsion, when the wind allows. In the French Oceanic fleet the term describes a one- or two-masted sailing ship. On two-masted vessels, the rear mast is always shorter than the main mast. Cannons: 2 to 10. Cardinal Richelieu is experimenting with bomb ships—these forgo cannons, instead carrying mortars designed for shore bombardment. These can be treated as cannon, except they can arc shots over intervening obstacles, such as walls.

***Galleass:** A larger version of the galiot, boasting three masts, 32 oars, and the addition of both a fore-castle and aftcastle. Heavily armed, their design makes them unsuitable for the rougher waters outside of the Mediterranean. Cannons: 50.

***Galleon:** The primary warship of the age, the galleon is a multi-deck ship with three or four masts rigged square at the front and lateen at the rear. In times of war, the crew number is greatly expanded, reaching as many as 500. Many of these carry soldiers for unleashing volleys of musket fire at close range or to engage in boarding actions. Cannons: 20 to 50.

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Schooner: Multiple masted, maneuverable ship similar in appearance to the cromster. Cannons: 8.

Sloop: Single masted ship built for maneuverability and speed. Cannons: 12 or 14.

Xebec: Originally a merchantmen, the two or three mast, lateen rigged xebec is a small but fast vessel. Barbary corsairs (North African pirates) favor xebecs. Cannons: 18 to 24.

Ship Combat

Ship combat follows the same general rules as ordinary combat (See **Combat** in *All for One*), but with a few differences.

Vehicle Movement

Ship movement does not require a dice roll to resolve unless the character operating the vessel is performing a special maneuver (see below). However, a roll is required to line up the guns (see Attacks overleaf). If sailed in combat, the vehicle moves five times its Speed rating in feet per turn.

Note: If using a map, it's recommended that each space represent 10 feet. Using this scale, a vehicle may move a number of spaces equal to its Speed rating divided by 2 per combat turn.

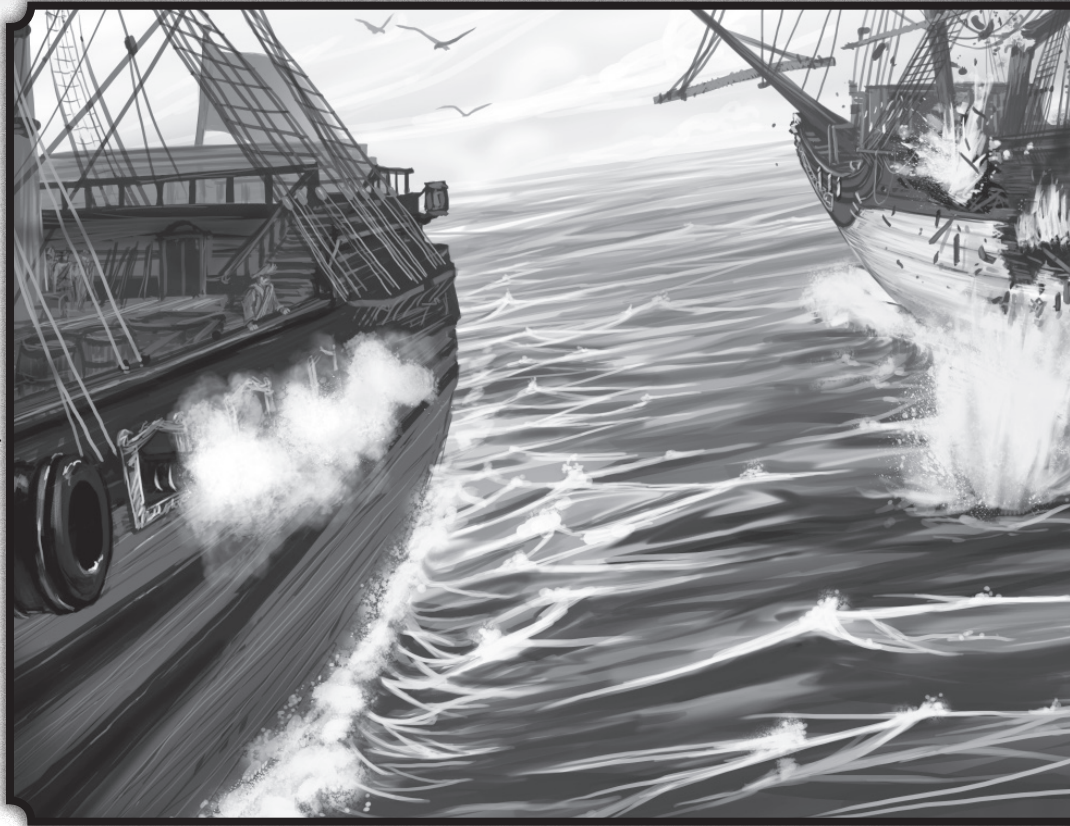
Environment Modifiers

Sailing through choppy waters or a howling gale are examples of environmental factors that make piloting more difficult. Whenever your character performs a ship combat maneuver or operates a ship under adverse conditions, the following modifiers apply to your roll

Modifier	Example
-1	Sailing in moderate wind
-2	Sailing in heavy wind
-4	Sailing through a storm
-8	Sailing through a hurricane

Ship Combat Maneuvers

Additional combat maneuvers that apply specifically to ships are listed below.



Evasive Action

Instead of making an attack, the helmsman attempts to make his ship as hard to hit as possible, swerving erratically to evade all attacks made against his vessel during the turn.

If attacked, make an opposed Seamanship roll, including any appropriate Defense modifiers (such as the vehicle's Size and Handling), versus the opponent's ranged attack roll. If you roll more successes, the attack is evaded and does no damage; otherwise, the ship takes damage equal to the number of extra successes rolled by your opponent.

Example: With cannonballs from the English warship whizzing over the decks, Henri the helmsman forgoes his next attack action and whips the wheel hard to port in an attempt to stop his ship becoming matchwood.

He rolls his Seamanship rating (8) plus his ship's Handling rating (-2) for a total of 6 dice. Because both vehicles are the same Size rating, no modifier is applied to either the attack or Defense rolls. The English gunner rolls and gets 5 successes against Henri's 4 successes. Avoiding much of the fusillade of fire, his ship still takes one point of damage.

Full Speed

Instead of making an attack, a helmsman can double his ship's Speed rating for that combat turn. He can de-

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fend normally, but is unable to perform any other actions while sailing the ship at full speed.

Ram

Ramming is a desperate (and potentially suicidal) attack wherein one ship intentionally collides with another. This is ill-advised except in cases where a much larger or tougher vessel is ramming a much smaller or weaker one.

Ramming requires that the attacking vessel is able to close with the defending one. To ram an opponent, the attacker makes a Seamanship roll against the target's Defense rating. If successful, the damage is suffered by both the target and ramming vehicle.

Ramming damage is equal to one point for every 10 Speed that the attacker is faster than his opponent. If two vessels collide head-on, their combined Speed is used. In collisions where one ship is larger than the other, the smaller vessel suffers additional damage equal to the difference in Size, while the damage to the larger ship is reduced by the same amount. Defense does reduce ramming damage.

Attacks

Ship Attacks may be made with cannons or the vehicle itself (see Ram, above).

Ship-mounted cannons are not maneuverable weapons—you cannot simply swivel one around to get a clearer shot. In order to fire even part of its compliment of cannons, a ship needs to be turned so as to have one side facing its foe.

In the ideal position the entire side of the ship will be facing an enemy, allowing a broadside, the simultaneous firing of all guns, to be unleashed. The best maneuver, known as "Crossing the T," is where one ship cuts across another's bow, allowing it to fire a broadside without the enemy being able to fire back.

To turn his ship to a position where it can fire, the helmsman must make a Seamanship roll (Difficulty 2) as an Attack action. Each success allows a ship to fire 25% of the guns on one side at a target that round. A result of 4+ successes indicates the attacking ship is in the ideal position to fire a broadside.

Structure

Instead of Health, a vehicle has a Structure rating that represents the amount of damage it can take before it is destroyed. Mark off one Structure point for each point of damage inflicted. The vehicle is rendered inoperable when its Structure drops below 0, and is likely to sink. If its Structure reaches -5, it is utterly destroyed and impossible to repair.

Repairs

With the appropriate tools and resources, a skilled carpenter can repair virtually any ship. To repair a damaged ship, make a Craft: Carpentry roll. Each success rolled restores one point of Structure.

Repairing a vehicle takes time. Each roll represents one week of work per Size rating of the ship (and an appropriate amount of timber). Additional successes may be used to repair extra damage or to reduce the repair time. Each success spent to speed up repairs cuts the work time in half.

Performance Degradation (Opt. Rule)

When a vehicle takes damage, critical parts may be broken or blown clean off. Rigging collapses, rudders break, and masts crack; steering become sluggish, speed decreases, and crew may fall overboard. Even minor damage can ruin performance as shattered hulls allow water in, or tattered sails fail to catch the wind. For more dramatic vehicle combat, the Gamemaster may opt to have damage degrade a vehicle's performance.

When a vehicle has lost 50% of its Structure, it suffers a -2 Handling penalty and its Speed is reduced by 25% (round down). Penalties to Handling also apply to the vehicle's Defense rating, making it harder to avoid obstacles and enemy attacks.

When a vehicle has lost 75% of its Structure, it suffers a -4 Handling penalty and its Speed is reduced by 50% (round down). In addition, crew and cargo may fall out of a highly damaged vehicle, as railings give way and waters flood through holes.

Rolling Fewer or No Dice at All

Ship combat can bring with it many problems, especially in a game set around characters better suited to witty repartee and locking blades with dastardly foes. Without useful Skills (such as Seamanship or Gunnery) characters may have little to do while the ships exchange cannon fire at long range, or their players may not be interested in commanding a ship in combat. Also, ships can carry a lot of cannons, and making attack rolls for every single cannon can quickly become tiresome, and adds little to the gaming experience.

Nautical combat should almost always be the prelude to boarding actions. Watching ships blasting away at each with cannons can make great cinema, but rarely does it involve all the characters in a meaningful way until the boarding scene. This is when the characters, the leads in your game, get to use Tricks, swing from ropes, battle hordes of enemy sailors, leap over barrels and fallen masts, all while exchanging witty remarks with their foes.

Nautical Adventures

You don't need to roll any dice to make ship combat fun for the players. Instead, describe a volley or two of cannon fire, splinters of wood whistling through the air, the spray from missed shots, and the screams of the injured and dying, and then zoom in to the boarding scene and the real meat of the encounter.

While the characters are being heroic, the ships can still be exchanging cannon fire and blasting chunks out of each other. Again, the Gamemaster should rely on the power of his imagination rather than the roll of dice. Using this method allows the Gamemaster to conjure up all sorts of problems and predicaments for the characters without being a slave to what the dice rolls are saying. And by describing the chaos unfolding around their characters, the players may be more inclined to use the scenery in their attacks and movement actions.

As examples, a character might be bowled over as the deck ruptures in front of him or sent plunging into the ship's burning interior, forced to make a Defense roll to avoid being enveloped in the tattered sail or smashed rigging falling to the deck, or leap out of the way of barrels careering across the deck.

The most important thing, though, is always to make the gaming experience fun for the players (and yourself). Depending on your group, you may find a mixture of tactical and imaginative combat works best.

Friends & Enemies

This section details a number of new allies and foes the characters may encounter while sailing the seas.

Corsairs

While the dawn of the Golden Age of Piracy is still a few decades away, France's corsair fleets have been plundering ships of enemy nations for many centuries. With France now embroiled in a costly war against Spain, her dashing privateers are needed more than ever.

History

Corsairs date from the Middle Ages. While French naval vessels preyed on their enemy's warships, the king saw a way to raise revenue (war is an expensive business) and hamper enemy supply lines in one blow.

In 1144, Bishop Jean de Châtillon declared the fortified English Channel port of Saint-Malo a free haven and granted asylum to all within her walls. It was an astute move in one regard, for it quickly became the harbor of choice for corsair crews. With the crews came money, but their presence also kept away legitimate merchants, who feared becoming prey.

Times have changed, and while the corsairs still use Saint-

Malo as their main port and see it as their spiritual home, their vessels harbor in ports along all of France's coastline.

Organization

Corsairs are not part of the French navy, and thus do not hold military ranks. Despite this, they obey the laws of the admiralty to ensure that order is maintained.

Corsair captains are issued a letter of marque (or in French, a *lettre de course*, hence the name "corsair"), a document permits the captain to raid enemy shipping, but forbidding him from attacking neutral or French vessels—to do so is an act of piracy. Only the king and Cardinal Richelieu can issue letters of marque. Despite holding such an official document, requesting that they be treated as prisoners of war, corsairs are more likely to be judged as pirates by the nations whose ships they plunder, and summarily executed.

Captured ships and cargoes do not belong to the corsair captain, but to France. Ships, known as prizes, and cargoes are sold off at auction, and the captain is awarded a portion of the spoils.

Like the Musketeers, the corsairs are currently divided. Those who sail under white sails are loyal to the king first, while those who fly under red sheets have been given their letters by Cardinal Richelieu. Although both are on the same side, there is little love lost between them, especially if ships of both factions have spied a rich prize on the horizon. Of the two factions, the "Red Sails" are most likely to bend the rules of engagement and mistreat captives..

Members

Due to their bold actions, corsairs have developed a reputation for being daring swashbucklers. Regardless of the truth, the peasants picture them swinging onto enemy ships, swords clenched between their teeth. The boldest and most successful are celebrities, invited to high society functions and pampered by patrons who wish to be associated with their deeds.

Although rare, women may be corsairs. During the 14th century, Jeanne de Montfort, known as "The Flame", and Jeanne de Clisson, known as "The Lioness of Brittany," both successfully plundered English shipping.

Playing a Corsair

Any character can be a corsair simply by deciding to be one. However, only characters with Rank 1 (Corsair captain) are issued a letter of marque. Without this, the characters must serve aboard a registered corsair vessel in order to legitimately raid ships. Otherwise, they are common pirates, and thus subject to the full weight of the law.

While almost any archetype is possible, Adventurer, Luminary, and Soldier are the best suited. Again, while any motive might be chosen, Duty, Fame, Greed, and Power rise above the rest as ideal candidates.

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Jacques de Sores

That Jacques de Sores died in the late 16th century has not deterred the French corsair captain from continuing his bloodthirsty rampages. Nicknamed "L'Ange Exterminateur" (or "The Exterminating Angel"), de Sores was the captain of a band of Huguenot pirates. At first he sailed under letters of marque issued by Francis I, but his status as a privateer was hurriedly revoked after the destruction of Havana and subsequent massacre of its citizens in 1555. In 1570, the pirate captain murdered 40 Jesuit missionaries, but not before torturing them.

Condemned by the pope and the king of France, whom he once served, de Sores' soul duly became Satan's property on his death. There he would have stayed, roasting in the fires of Hell, had Belphagor not had need of his services.

De Sores is now in Belphagor's employment and captain of the Black Fleet, a bloodthirsty corsair band answerable only to Cardinal Richelieu. They are concerned little with raising revenue for the king, and attack vessels of all nationalities. De Sores' flagship, L'Eternal, sails under black sheets, the color of her damned crew's souls.

Patron 2

Archetype <i>Criminal</i>			Motivation <i>Power</i>	
Style: 2			Health: 6	
Primary Attributes				
Body: 3			Charisma: 3	
Dexterity: 3			Intelligence: 3	
Strength: 3			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 6	
Move: 6			Defense: 6	
Perception: 6			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Athletics	3	4	7	(3+)
Firearms	3	3	6	(3)
Intimidation	3	4	7	(3+)
<i>Stare</i> <i>down</i>			8	(4)
Melee	3	4	7	(3+)
<i>Swords</i>			8	(4)
Seamanship	3	4	7	(3+)
Talents				
Fearsome (As an attack action, he may attempt to scare his opponents)				
Flurry (May attack the same opponent twice by making a Total Attack with a −2 penalty on each attack roll)				
Resources				
Rank 1 (Pirate captain; +2 Social bonus)				

Flaw

Sadism (+1 Style point whenever he is needlessly cruel to his friends or enemies)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N
Pistol	3L	0	9L	(4+)L
Long sword	3L	0	11L	(5+)L

Corsair

Bold, dashing, and reckless, at least in the eyes of French citizens, loyal to France yet independently-minded and above the orders of the French admiralty, the corsairs raid enemy shipping wherever it is found. While many know little about the supernatural war being waged on French soil, as mariners they have seen many strange things at sea which cannot be easily explained.

Ally 1

Archetype <i>Adventurer</i>			Motivation <i>Greed</i>	
Style: 0			Health: 4	
Primary Attributes				
Body: 2			Charisma: 2	
Dexterity: 2			Intelligence: 2	
Strength: 2			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 4	
Move: 4			Defense: 4	
Perception: 4			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Athletics	2	2	4	(2)
Gunnery	2	2	4	(2)
Melee	2	2	4	(2)
Firearms	2	2	4	(2)
Seamanship	2	2	4	(2)
Talents				
None				
Resources				
Fame 1 (+2 Social bonus)				
Flaw				
Overconfident (+1 Style point whenever she is forced to ask for help or when her bravado gets her in over her head)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Pistol	3L	0	7L	(3+)L
Small sword	2L	0	6L	(3)L

Supernatural Creatures

It is not just the land which is plagued by the supernatural. The sea is a vast, fathomless expanse, and many strange things dwell in its dark depths or on its shores.

Mermaid

Part-human, part-fish, mermaids are attributed many origin stories by superstitious sailors. One tale claims they are descendants of sinful and wicked humans left to drown in the Biblical Flood, but instead made a pact with Satan, pledging eternal service in return for sparing their lives. Another story says they are the result of carnal acts between men and female sea-demons. Still another claims they are the souls of evil mariners or sea witches (see page 53), sent back to the mortal realm by the Devil to lure men to their deaths. The truth, as with many such fiends, shall perhaps never be known.

Mermaids are an ill omen for sailors. Their presence alone can indicate death is close at hand. Many have the power to beguile men, commanding them to leap overboard or to sail their ships into reefs and rocks. Even those that have no magick are skilled in guile, able to convince captains to follow them along a safe route, only to lead the poor mariner and his crew to their deaths.

Mermaids have the torso, head, and arms of an attractive female, but the lower body of a fish. Their hands end in wicked talons, and their teeth are sharp. Mermaids savor human flesh. Mermen, the mermaids' male counterpart, are uglier and stronger, but have little interest or skill in plaguing mortals.

Ally 2

Archetype <i>Demon</i>			Motivation <i>Duty</i>	
Style: 0			Health: 5	
Primary Attributes				
Body: 2			Charisma: 3	
Dexterity: 2			Intelligence: 3	
Strength: 2			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 8 [0]*			Defense: 4	
Perception: 6			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Brawl	2	3	5	(2+)
Con	3	3	6	(3)
Linguistics	3	1	4	(2)
**Magick: Ho- momancy	3	4	8	(4)
Performance	3	7	7	(3+)
Talents				

Captivate (As an attack action, a mermaid can attempt to entrance her opponents during combat)

Magickal Aptitude (Natural Magick)

Resources

None

Flaw

Sadism (+1 Style point when she is needlessly cruel to her friends or enemies)

Weapons	Rating	Size	Attack	(Average)
Bite	0L	0	5L	(2+)L
Claws	1L	0	6L	(3)L

* Mermaids double their Move when swimming, but cannot move outside of the water.

** Mermaids possess only the power to beguile men. They invoke their magick by singing.

Sea Witch

Thanks to Richelieu's decree against all forms of magick, sea witches, who command the spirits of the wind and ocean, have been branded as evil. Through their fell arts they can turn the tides against a vessel, denying it safe harbor, summon terrible storms or kill the breeze, shroud the coast in dense mist, and steer ships onto jagged rocks.

However, despite the protestations of the Cardinal that all sea witches are servants of Satan, magick has no morality. Some sea witches remain a force for good, calming storms, summoning breezes to fill sails, creating favorable tides, and dispelling banks of sea mist. Such magicians exchange their imp familiar for Skill Aptitude (Magick: Aeromancy).

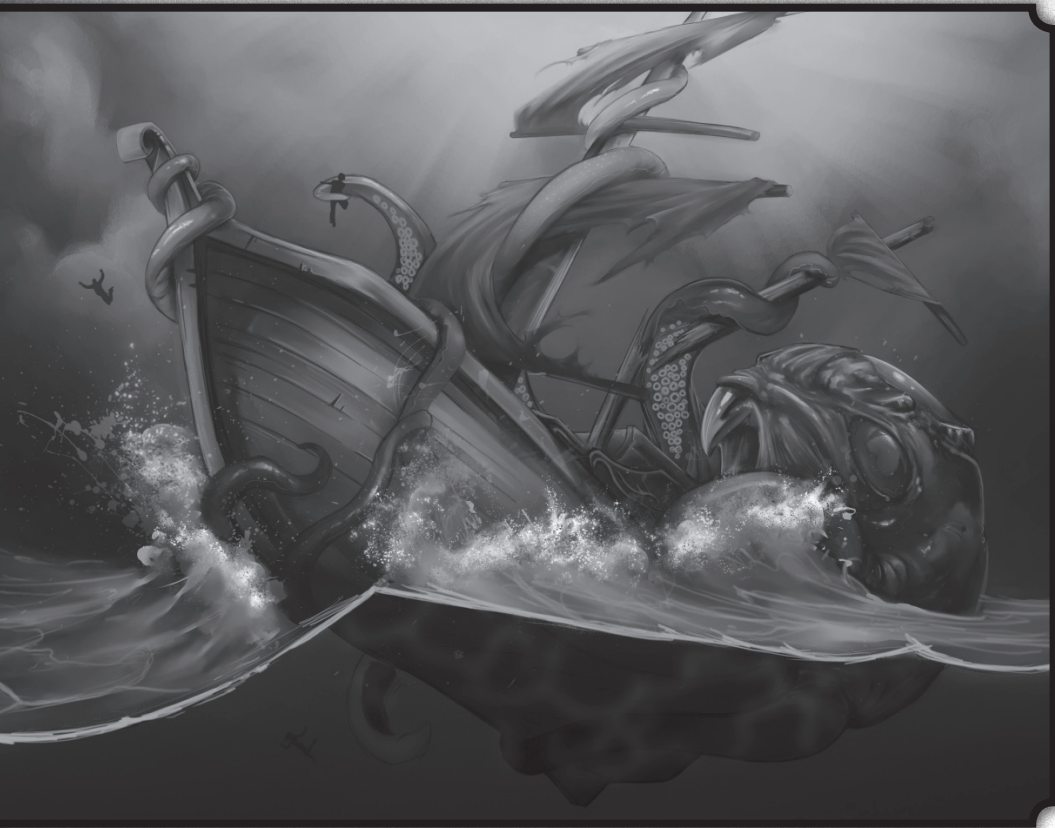
Sailors are a superstitious lot, and while the more God-fearing may toe the Cardinal's line and refuse to traffic with sea witches, many have no objection to setting sail with a sea witch aboard. After all, any help is better than none, and once at sea the mariners are unlikely to be hounded by the Inquisition for harboring a witch.

While many ceremonial magicians use chinks and powders, charts and tables, and cauldrons and bowls to work their art, sea witches make use of anything discarded by the sea—shells, seaweed, driftwood, sand, fishing nets... even the bones of those drowned at sea.

Ally 2

Archetype <i>Occultist</i>		Motivation <i>Power</i>	
Style: 0		Health: 6	
Primary Attributes			
Body: 2		Charisma: 2	
Dexterity: 2		Intelligence: 3	
Strength: 2		Willpower: 4	
Secondary Attributes			

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Mundane Sea Creatures

Not every sea creature has a supernatural origin; many are simply God's creatures. This makes them no less dangerous to unwary mariners, however.

The following mundane sea creatures all possess one of two special Movement Traits. Seals have the first Trait below, while the other beasts all have the second Trait.

Amphibious: Amphibious animals use their full Move rating for swimming and half their Move rating when on the ground.

Swimming: Purely aquatic creatures double their Move when swimming (quadruple if they also possess the Swim Talent) but cannot move outside of the water.

Dolphin

Follower 1

Primary Attributes: Body 2, Dexterity 4, Strength 2, Charisma 0,

Intelligence 1, Willpower 3

Secondary Attributes: Size 0, Move 12 (Walk 0), Perception 4 (Hear 8), Initiative 5, Defense 6, Stun 2, Health 5

Skills: Brawl 4, Empathy 2, Stealth 6, Survival 6

Talents: Keen Sense (+4 hearing-based Perception rating)

Weapons: Bite 4L, Tail 6N

Octopus, Giant

Follower 2

Primary Attributes: Body 3, Dexterity 5, Strength 3, Charisma 0, Intelligence 1, Willpower 3

Secondary Attributes: Size 0, Move 16 (Walk 0), Perception 4 (Sight 8), Initiative 6, Defense 8, Stun 3, Health 6

Skills: Athletics 6, Brawl 8, Empathy 2, Stealth 8*, Survival 6

Talents: Florentine (Ignores off-hand penalty), Keen Sense (+4 bonus on sight-based Perception rolls)

Weapons: Bite 8L, Tentacle 8N, Grapple 8**

* Giant octopuses have color-changing skin that provides a +2 Stealth bonus.

** See Grapple in All for One.

Seal

Follower 1

Size: 0		Initiative: 5		
Move: 4		Defense: 4		
Perception: 7		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Academics: Oc- cult	3	3	6	(3)
Intimidation	2	3	5	(2+)
Magick: Aero- mancy	4	4	10*	(5)
Magick: Hydro- mancy	4	3	7**	(3+)
Melee	2	2	4	(2)
Talents				
Magickal Aptitude (Ceremonial Magick)				
Resources				
*Ally 1 (Imp; grants +2 Magick: Aeromancy rating)				
Flaw				
Fanatical (+1 Style point when her devotion causes harm)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Dagger	1L	0	5L	(2+)L

**A sea witch's Hydromancy only affects salt water.

Nautical Adventures

Primary Attributes: Body 2, Dexterity 4, Strength 2, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 0, Move 6 (Walk 3), Perception 4, Initiative 4, Defense 6, Stun 2, Health 6

Skills: Athletics 4, Brawl 4, Stealth 6, Survival 6

Talents: Skill Aptitude (+2 Survival rating)

Weapons: Bite 4L

Shark

Follower 2

Primary Attributes: Body 6, Dexterity 2, Strength 6, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 2, Move 16 (Walk 0), Perception 4 (Smell 8), Initiative 2, Defense 6, Stun 6, Health 12

Skills: Brawl 8, Stealth 4, Survival 6

Talents: Keen Sense (+2 smell-based Perception rating), Skill Aptitude (+2 Survival rating)

Weapons: Bite 10L

Whale

Follower 3

Primary Attributes: Body 10, Dexterity 2, Strength 8, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 4, Move 20 (Walk 0), Perception 4 (Hear 8), Initiative 2, Defense 8, Stun 10, Health 20

Skills: Brawl 10, Stealth 4, Survival 6

Talents: Keen Sense (+4 hearing-based Perception rating), Skill Aptitude (+2 Stealth rating), Skill Aptitude (+2 Survival rating)

Weapons: Bite 10L, Tail 10N

Storms

Storms can be used as simple travel encounter to break up a journey or perhaps soften up the heroes before another encounter, a backdrop during a boarding action or ship combat to make the encounter more memorable, or a hazard in their own right.

Travel Encounter

Used in this way, the Gamemaster simply describes the effects of the storm to give the players the idea that their characters have journeyed across the ocean. Have each character make a Body roll for every number of hours equal to his Body rating the storm rages. The Difficulty varies between 3 for a weak storm to 6 for a hurricane. Anyone who fails is violently ill, suffering a single nonlethal wound due to fatigue.

Example: Musketeer Gaston de la Croix is sailing to England on the trail of an assassin when his ship is caught in a storm. Gaston has Body 3. The Gamemaster decides the storm is particularly rough, and sets the

Difficulty at 4. He decides it will be ten hours before the storm passes.

Gaston must make a Body roll after the 3rd, 6th, and 9th hours. Sadly he fails two of the rolls, and takes two nonlethal wounds. With his ship due to dock later that same day, Gaston will step onto English soil still feeling under the weather unless the ship has a doctor.

Combat Hazard

As if being attacked wasn't bad enough, waves crash over the gunwales, sweeping men off their feet, strong winds howl over the decks, threatening to throw men into sea, the deck awash with water, making footing treacherous, and the ship is heaving wildly and unpredictably. All physical actions and those involving concentration (such as casting a spell or trying to decipher a text) suffer a penalty, as shown below.

Modifier	Example
-1	Moderate rain and wind
-2	Heavy rain and strong wind
-4	Driving rain and storm force winds
-8	Hurricane

Nautical Hazard

A storm as a nautical hazard becomes the core focus of a scene. Unlike the previous two variants, the ship is in danger of suffering damage. This variant is best used when at least one character has the Seamanship Skill, though it is not a requirement.

In order to weather the storm, the characters must collectively accumulate 20 successes. The characters are free to use any Skills they want, so long as they can find a useful way to employ them. The Difficulty of each roll varies between 3 for a mild storm and 6 for a hurricane.

The characters each perform one action. The Gamemaster can demand initiative rolls or let the characters act in whatever order they want. The Gamemaster should provide suitable descriptions of how each character's actions play out, and may even throw in difficulties for characters who are unsure what to do. During the process, encourage the players to describe their character's actions, instead of simply making Skill rolls—good descriptions should earn Style points, although players should be discouraged from reusing the same Skills in the same manner round after round.

After each character has taken a single action, the ship automatically suffers a number of dice of structural damage equal to the storm's Difficulty. The process is then repeated until the ship sinks or the storm ends (20 successes are gathered).

Example: Four characters, Anton, Bruno, Colette, and Denis, are aboard a ship caught in a ferocious storm. The Gamemaster sets the Difficulty at 4. The players decide to act in order of their names, which the Gamemaster readily agrees.

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Anton, the helmsman, hurriedly tries to change course so the ship is sailing into the wind. He makes his Seamanship roll and scores 1 success. The Gamemaster describes how the ship slowly turns as Anton leans on the wheel, but as it does so, one of the smaller sails becomes tangled as rigging lines snap.

Bruno goes next. He decides he is going to climb the rigging and cut the sail loose. The Gamemaster calls for an Athletics roll, which Bruno passes with two successes. The sail is free, allowing the ship to complete its turn into the wind.

Colette stands on the heaving deck barking orders at the crew to batten down the hatches and heave on various ropes. Her Skill of choice is Intimidation. She spends several Style points, scoring a huge roll of 5 successes. Spurred into life by her commands, the crew immediately sets to work, ignoring the raging storm.

Denis goes last. His character is a sorcerer special-

izing in Aeromancy, and he decides to try to calm the storm. The Gamemaster expedites the multiple die rolls required to cast a spell, by allowing the young magician to make a straight Aeromancy roll, using it as he would any other Skill. Denis rolls 2 successes, and the Gamemaster rules that while the storm is just as intense, there are now breaks visible in the clouds, thanks to the potent charm woven by Denis.

Every character has acted once, so the Gamemaster now rolls for the ship's damage. He grabs four dice (the storm's Difficulty) and rolls. Fortune is on the characters' side, as she only rolls 1 success. She decides the sail Bruno disentangled from **the rigging has been whisked away in the gale, taking some of the rigging with it.**

The characters now begin their second round of actions. **Between them that have scored 10 successes. Just ten more and they'll be free of the storm!**



Corsair

Archetype: Luminary

Motivation: Greed

Style: 3

Health: 4

Primary Attributes

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

Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 4
Perception: 5	Stun: 2

Skill	Base	Levels	Rating	Average
Athletics	3	2	5	(2+)
Swinging			6	(3)
Brawl	3	2	5	(2+)
Firearms	3	3	6	(3)
Pistols			7	(3+)
Intimidation	3	3	6	(3)
Melee	3	3	6	(3)
Seamanship	3	2	5	(2+)

Talents

Savvy Fighter (always retains his full Defense rating)

Resources

Contacts 0 (Corsairs; +1 bonus)
Fame 1 (Local celebrity; +2 Social bonus)
Lackey 0 (Corsair)

Flaw

Thrill Seeker (+1 Style point whenever he puts himself or his companions in danger purely for the fun of it)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	1N	(0+)N
Wheellock pistol	3L	0	10L	(5)L
Small sword	2L	0	8L	(4)L

Nautical Adventures

"First man aboard her gets a double share, if he lives!"

Character Background

My enemies call me a pirate, but to the people of France I am a hero. Technically my profession is that of a privateer, for my captain holds letters of marque from King Louis. I was born and raised in Saint-Malo, the son of serving maid. I never knew my father, and I am not sure my mother knew him for more than a few hours. She always told me he was a passing merchant, but in my heart I always hoped he was a corsair.

As a youth I would hang around the tavern where my mother worked, listening to the coarse tales of drunken corsairs, marveling at their daring deeds. Being fatherless was something of a curse, for the older boys bullied me and called me a liar for daring to claim corsair blood ran in my veins. I soon showed them. A wager was made. We would all sneak aboard a corsair ship in harbor and steal something to prove our valor. The others balked, for they knew if any of us were caught, we'd receive a sound thrashing. I admit I came close to failure, for as I fled the captain's cabin with a silver platter stuffed in my shirt the crew spied me. They gave chase, but I was too nimble, leaping over barrels and swinging on stray ropes until I reached the shore. My former tormentors praised me as a hero, and my heart was filled with joy I had never experienced before. I knew then I was destined for a life of adventure.

A few years later, as a young man, I returned to the captain from whom I had stole admitted it was I who stole his platter. He asked what became of it and I told him straight: I had sold it so my mother would not have to work so hard. He called me honest and brazen, and promptly hired me. So here I am, a true corsair, beloved by France for my many deeds and hated by my enemies for similar reasons. I cannot help but be bold and daring, for such is my nature, but my main motivation is wealth. As a boy I had nothing, but when my time comes to settle down I shall buy a big house, rich clothes, and maybe a noble title. And with so many female admirers, finding a good wife should be no problem. At least my son will be certain his father was a corsair.

Roleplaying

You are driven by lust for wealth, but not simply for the sake of being rich. You have a future mapped out, one that requires a certain level of financial security. Whether you will live to enjoy that future is another matter, for you are reckless by nature, prone to leaping into danger before weighing up the odds. But as those English dogs say, a faint heart never kissed a pig!

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Ship's Captain

Archetype: Adventurer

Motivation: Duty

"Let's see what's over the horizon."

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
Bureaucracy	4	2	6	(3)
Diplomacy	3	2	5	(2+)
Leadership			6	(3)
Intimidation	3	2	5	(2+)
Orders			6	(3)
Linguistics	4	2	6	(3)
Melee	2	2	4	(2)
Seamanship	4	2	6	(3)
Warfare	4	2	6	(3)

Talents

Fearsome (May make an Intimidation roll against all opponents within 10 feet of him)

Resources

Lackey 0 (Navigator)
Rank 1 (Ship's captain; +2 Social bonus)
Wealth 0 (10 livres per month)

Flaw

Curious (+1 Style point whenever his curiosity gets him or his companions into trouble)

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

Character Background

The sea is in my blood, as it was in my father and his father before him. Unlike my forebears, who served aboard merchantmen, I joined the navy, swearing my oath to the king. I began my career as a cabin boy, serving the captain and learning the ropes. The captain was firm but fair, never afraid to hand out physical punishment, but never doing so out of spite or haste.

My first taste of battle came many years later. It was a ghastly affair. My ears were ringing with the thunder of cannons and the screams of dying men, my nose assailed by the stench of gunpowder and blood. Cannonballs, musket fire, and splinters of wood as long as my forearm flew about in a torrent of destruction across the deck, indiscriminately bringing death to any in their path. We limped back to port and I promptly jumped ship.

I could not stay away from the sea for long, for the lure of its siren song called to me. My father had recently retired and had been unable to sell his ship. I offered to take it on, vowing to pay my father a fair price in installments from the profits I made trading and carrying passengers. So it was I became captain of my own ship.

Just last month we carried a dozen passengers and crates of cargo to northern England, to the port of Whitby to be precise. Something smelled wrong and the men begged me not to sail, but my curiosity bade me to see what unfolded on the voyage. The next morning we discovered one of the crew was missing. The same thing occurred on the second night. As the sun sank on the third night one of the passengers, a Frenchman, entered my cabin and introduced himself as a King's Musketeer.

He told me that a demon was aboard my ship, a demon who feasted on the blood of men by the light of the moon. Many would have thought him mad, but again my curiosity was piqued.

So it was that night I stood watch alone, as the Musketeer hid nearby. As midnight neared a dark figure emerged from the cargo hold and rushed toward me, its face a mask of hunger so deep, so ravenous as if it came from the very soul. It never reached me, for the Musketeer pierced its heart and cut off its head before I could move. Whatever they need my ship for, whenever they need it, I am at the Musketeers' service.

Roleplaying

You are daring and adventurous, but also innately curious. What lies beyond the horizon, what is contained in your cargo hold, and what your passengers' true motives are for traveling may intrigue you. But curiosity is a dangerous trait, especially for a sailor. You are no fool, but sometimes you cannot help but tread where angels fear.

Wind Witch

Archetype: Occultist

Motivation: Escape

Style: 3

Health: 6

Primary Attributes

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

Secondary Attributes

Size: 0	Initiative: 4
Move: 4	Defense: 4
Perception: 6	Stun: 2

Skill	Base	Level	Rating	Average
Athletics	2	2	4	(2)
Con	3	3	6	(3)
Magick: Aeromancy	4	4	10*	(5)
Performance	3	2	5	(2+)
Singing			6	(3)
Seamanship	2	3	5	(2+)
Sea Lore			6	(3)

Talents

Magickal Aptitude (Natural)

* Skill Aptitude (Magick: Aeromancy)

Resources

Lackey 0 (Cabin boy)

Talisman 0 (Offsets 1 Duration complication)

Flaw

Superstitious (+1 Style point whenever her eccentricities cause her trouble, or if one of her beliefs turns out to be true)

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

Nautical Adventures

"My nose tells me a storm's coming, and my nose is never wrong."

Character Background

Yes, it is unusual to find a woman serving aboard a ship, but it is not a career I chose. My parents said I was blessed, for through song I could command the wind.

Although I always tried to use my powers for good, ensuring rain fell on the crops or keeping away the clouds for the harvest, the village priest saw me as a servant of Satan. The peasants didn't want to harm me, but given the choice of burning a witch or damning their souls to Hell, they chose the former.

My trial was swift, for there were many witnesses against me. Within but a few hours I was lashed to a stake, wood piled high to ensure I burned quickly. As the priest droned I began to sing, calling forth the spirits of the air. As the torch was carried forth it began to hail with such force that the villagers ran for the lives. The priest stayed, driven by his fervent desire to purify my soul with fire, but the torch never touched the kindling, for the hailstones had grown to the size of musket balls and struck him senseless. My father braved the storm, cutting my bonds, kissing me goodbye, and urging me to leave and never return. With tears streaking my face I fled as quickly as my feet would carry me. I drifted across France for many months until I reached the port of La Rochelle. I stowed away on a ship bound for England, for word had reached me on the wind that the priest had summoned the Inquisition to track me down.

The captain quickly discovered me hiding amid the cargo, for I had stolen food from his cabin. Ignoring my pleas for clemency, he threatened to throw me overboard, claiming my presence was a jinx. Before he could make up his mind a fog rose, concealing the sky and ocean in its milky blanket. Out of instinct I began to sing, for we were dangerously close to the shore and risked running aground. The fog lifted to the cheers of the crew. The captain looked at me, smiled, and asked the crew what should happen to the sea witch. To the last they bade me stay and serve with them.

Roleplaying

You are a witch, born with the gift of magick, though one who refuses to bow before Satan. You never stay on land for long, for the Inquisition's hounds still snap at your heels. Over your years at sea you have developed many superstitions, such as never whistling on deck, avoiding people with red hair before setting sail, nailing a silver coin to the mast for luck before each voyage, and never sailing on the last day of December (the day Judas committed suicide).

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Sample Lackeys

Cabin Boy

Follower 0

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

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

Skills: Athletics 2, Larceny 4, Seamanship 3

Talents/Resources: None

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

Weapons: Punch 0N

Corsair

Follower 0

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

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

Skills: Athletics 3, Firearms 3, Gunnery 3, Melee 3, Seamanship 3

Talents/Resources: None

Flaws: Overconfident (+1 Style point when forced to ask for help or when his bravado gets him in over his head)

Weapons: Punch 0N

Crusty Old Sea Dog

Follower 1

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

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 5, Defense 5 (7)*, Stun 2, Health 4

Skills: Athletics 4 (*Swimming* 5), Brawl 5, Performance 3, Seamanship 4 (*Rigging* 5), Survival 4

Talents: *Combat Skill (+2 Defense when using Boating in combat)

Resources: None

Flaws: Liar (+1 Style point when his dishonesty causes trouble or his lies catch up with him)

Weapons: Punch 5N

First Mate

Follower 1

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

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

Skills: Empathy 3, Intimidation 4 (*Orders* 5), Melee 4, Seamanship 4 (*Sea Lore* 5), Streetwise 4

Talents: None

Resources: Rank 1 (+2 Social bonus)

Flaws: Forceful (+1 Style point whenever his need to dominate others brings unnecessary strife)

Weapons: Punch 0N, Sword, small 6L

Marine

Follower 0

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

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

Skills: Athletics 3, Firearms 4, Melee 4

Talents/Resources: None

Flaws: Thrill-Seeker (+1 Style point whenever he puts himself or his companions in danger purely for the fun of it)

Weapons: Punch 0N, Matchlock musket 7L, Sword, small 6L

Navigator

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 5, Initiative 4, Defense 2, Stun 1, Health 3

Skills: Linguistics 5 (*Deciphering* 6), Seamanship 5 (*Navigation* 6)

Talents/Resources: None

Flaws: Timid (+1 Style point whenever his anxiety causes him to miss an opportunity)

Weapons: Punch 0N

Ship's Carpenter

Follower 0

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

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

Skills: Craft: Carpentry 4, Medicine 4, Melee 3

Talents/Resources: None

Flaws: Sadism (+1 Style point when he is needlessly cruel to his friends or enemies)

Weapons: Punch 0N, Axe 6L

Ship's Cook

Follower 0

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

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

Skills: Craft: Cooking 4, Streetwise 3 (*Scrounging* 4), Survival 3 (*Foraging* 4)

Talents/Resources: None

Flaws: Gluttonous (+1 Style point when his appetite causes problems for him or his comrades)

Weapons: Punch 0N

The Church



❧ Introduction ❧

In a France troubled by demons, the Church has a greater role to play than many realize. This chapter takes a look at playing Church characters within the *All for One* setting. Gamemaster should be mindful that *All for One* is a roleplaying game set in a fictionalized version of France beset by the forces of Satan. Hence, this is not a detailed study of the Catholic Church, its beliefs, or its many offices. Much has been simplified for the sake of game play, and many liberties have been taken. No offense is intended.

Religious Intolerance

In the world of *All for One* there are two main Christian religions in France: Catholicism and Protestantism. Under Cardinal Richelieu, the hatred between these two branches of Christianity has been stirred time and time again, leading to open warfare, murderous riots, and rampant prejudice. As the core focus of *All for One* is the Musketeers, and since the monarchy is Catholic, this supplement deals only with the Catholic faith. The degree to which Protestant characters (who cannot be Musketeers) may be persecuted because of their beliefs is left to the Gamemaster to decide. We do not advocate even fictional religious hatred be played out. At worst, such a character should suffer a penalty to Social rolls among Catholics if his religious persuasion is revealed.

Church Buildings

While one naturally thinks of churches when one is discussing the Church, there are many different types of building serving different needs. A few of the more important or common are described briefly below.

Basilica: A large or important church granted dispensation to hold special rites, such as ordination of an archbishop or cardinal, or a bishop's court. The title replaces the usual one (so the Church of St. Boniface is referred to as the Basilica of St. Boniface, once granted special dispensation).

Cathedral: A church which serves as seat of a bishop or archbishop. Though many are large, imposing churches, rural cathedrals may be nothing more than parish churches afforded the higher title. France boasts many grand cathedrals, including Chartres and Notre Dame.

Chapel: A place of worship, often part of a larger structure or complex. They differ from churches in that they are not counted as parish churches and therefore collect no tithes.

Church: Any sanctified building for conducting Church rites. Parish churches have the right to collect tithes. A parish church may encompass an entire community (notably in rural areas) or part of a large town or city, generally serving a given district.

Monastery: A building or complex inhabited and run by monks. Convents (also known as nunneries) serve a similar function but also house nuns. An abbey is a monastery in which dwell a minimum of 12 religious brothers or sisters. They are governed by an abbot or abbess. A priory is a monastery governed by a prior/prioress. Orders such as the Dominicans, Augustinian Hermits, Carthusians, and Carmelites refer to all their monasteries as priories. Any monastery without 12 religious brothers or sisters permanently residing there is also referred to as a priory.

Oratory: A prayer room, found in most places of worship.

Ossuary: A room where bones are stored. Most often the ossuary is within a larger religious building.

Shrine: A holy place containing the relics or image of a saint or martyr and dedicated to that person. Most are located within other religious structures, but a small number are separate buildings. Shrines attract pilgrims and are good sources of revenue for the Church.

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Monastic Orders

Members of monastic orders are not ordained members of the Church. They can conduct certain rites, such as certain Masses, but they are not permitted to marry people, for example. Monastic orders may be contemplative or mendicant. Contemplative orders comprise monks and nuns cloistered away in a self-sufficient monastery, devoting their lives to God by living an ascetic lifestyle. Mendicants, on the other hand, are friars and sisters. They live in the secular world, relying on charity and donations to survive.

Listed below are a few of the more well-known monastic orders.

Augustinians (mendicant): The Augustinians are devoted to the pursuit of truth through learning. They also believe in brotherly love. The order does not bias against the poor or those lacking gifts, nor does it favor those with exceptional talents or wealth, for all men are equal in the eyes of God.

Benedictines (contemplative): Hard work is the ethos of the Benedictines. Monks spend their time toiling in the monastery gardens or copying manuscripts. Although their monasteries tend to be in remote areas, away from the distractions of the world, the Benedictines are not an impoverished order. Many nobles wishing to buy a seat in Heaven have donated vast tracts of land

over the centuries. This land is rented to local communities, providing the monasteries with a generous income.

Carmelites (mendicant): Carmelites practice abstinence, silence, and fasting. Unlike in many others mendicant orders, members are more akin to hermits, with small communities sharing a common church. Their devotion to solitary worship has placed them at odds with the greater Church, which encourages apostolic work.

Carthusians (mendicant): Like the Carmelites, the Carthusians are hermits, though to a greater extreme. Although they live in a communal building, each monk has his own cell with an attached garden. The only time they met is for communal prayers. Lay brothers, who may congregate, perform many of the tasks needed to keep the buildings in good repair.

Cistercians (contemplative): Founded by Benedictine monks who had grown tired of their order's lax following of their Rules, the Cistercians have avoided taking donations of land or money. Instead, they rely on charity to support them. Most monks are choir monks, those who are either priests in training or ordained priests. They spend their time copying manuscripts. Lay brothers provide the labor required to run the monastery. What land they own is tilled for the benefit of the monks, not rented out.

Dominicans (mendicant): The Dominicans were founded during the Albigensian Crusade. Their goal was to turn the heretics back to Catholicism through teaching and example. Although they failed, they remain devoted both to the eradication of heresy and to scholastic endeavors, boasting many theologians and philosophers among their number. Friars may be found teaching in many Catholic universities. Much of the Inquisition is formed of Dominican friars.

In France they are referred to as Jacobins (their first Parisian monastery was built near the church of St. Jacques).

Franciscans (mendicant): Franciscans lead an austere life, being prohibited from owning any property. Friars work both to alleviate sickness in the poorer parts of France, where the Church has largely been absent, and to promote learning, believing that study is a type of prayer. The Poor Clares are a Franciscan order of sisters.

Society of Jesus (mendicant): Also known as the Jesuits, are fanatical Catholics, vowing special obedience to the Pope. Founded to reform the Catholic Church and evangelize the Catholic faith, they have met with little success at the former and great success at the



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latter, their missions being found as far afield as China and the New World. They are also scholars, promoting both the arts and sciences. Many personal confessors are Jesuits. Unlike many monastic orders, they have both ordained priests and monastic brothers..

Friends and Foes

This section details several organizations which exist within the greater Catholic Church. Some may be allied to the characters, allowing membership, while others are villainous organizations better suited to the role of adversary,

The Carolingians

The Carolingians are a secret band of assassins long thought cleansed from the Church by successive purges. They would perhaps have remained a stain on the pages of history, were it not for Cardinal Richelieu.

History

Before the crowning of Charlemagne as Roman Emperor in 800 AD (an honor he did not want), the Church had little true authority over Europe's monarchs. The simple actions of Pope Leo III on that cold winter's day set a new precedent, placing the pope (and by association the Church) above the law of any sovereign.

Such a move did not sit well with every monarch. While any loss of power was largely symbolic, it meant church estates were not subject to taxation by any secular authority. Kings grumbled and the threat of rebellion stirred across Europe. Acting swiftly, radical elements within the Church took action to ensure the authority of the pope would not be questioned. A secret brotherhood of assassins, named after Charlemagne's family dynasty, was unleashed against reticent monarchies throughout Europe. Those who would not submit to the Church were permanently removed in favor of those more amiable to Rome.

Within a few centuries the Carolingians' work was done, as kings across Europe now accepted the pope as their superior without question. The order of assassins had become something of a liability to the Church, and it was brutally abolished, its members put to the sword and the archives purged of any mention of them or their nefarious deeds. In 1626, with Europe divided between Protestant and Catholic, and with some Catholic monarchs less than favor able toward Rome, Cardinal Richelieu reformed the Carolingians under the auspices of his role as a prince of the Church. Their existence is a closely guarded secret, unknown to the Church at large.

Organization

The Carolingians have no true organizational struc-

ture. There is only Cardinal Richelieu and an unknown number of skilled assassins answerable only to him.

Assassins are given verbal orders in person by Cardinal Richelieu. Orders are loosely worded, with assassination indirectly implied rather than spelled out in black and white.

Members

As far as the Carolingians are concerned, they serve to eliminate Protestant monarchs in the hope a Catholic ruler will claim the throne, and to depose those Catholic monarchs who show little allegiance to Rome and Mother Church. Both serve the Church's temporal needs, and Richelieu grants his minions absolution for sins committed in the course of carrying out God's dirty work. Richelieu, of course, cares nothing for the betterment of the Catholic Church. By removing heads of state, his assassins' actions sow chaos and stir up further resentment toward Rome.

While multiple assassins are sometimes assigned to remove the same target, the Carolingians have no knowledge they work for an organization—each totally believes he or she is Richelieu's sole assassin.

Typical Member

There is more than one way to skin a cat, as the saying goes. Carolingians are expected to be competent with firearms, melee weapons, and poisons.

Each Carolingian undergoes rigorous training and indoctrination. The result is a fanatical, self-reliant, killing machine loyal only to Cardinal Richelieu and fanatical in his belief the Catholic Church is the supreme power on earth.

Ally 3

Archetype Assassin			Motivation Faith	
Style: 2		Health: 5		
Primary Attributes				
Body: 3		Charisma: 3		
Dexterity: 4		Intelligence: 3		
Strength: 3		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 7		
Move: 7		Defense: 7		
Perception: 5		Stun: 3		
Skills	Base	Levels	Rating	(Average)
Athletics	4	2	6	(3)
Brawl	3	2	5	(2+)
Con	3	2	5	(2+)
Firearms	4	3	7	(3+)
Larceny	4	3	7	(3+)

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Linguistics	3	1	4	(2)
Melee	3	4	7	(3+)
Stealth	4	3	7	(3+)

Talents

Lethal Blow (Do lethal damage with Brawl attacks)

Savvy Fighter (Always retains his full Defense rating)

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

Resources

None

Flaw

Fanatical (+1 Style point whenever his devotion causes harm)

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

Order of St. George

The militaristic Order of St. George (*Societas militae Sancti Georgii*) does not officially exist any more. That has not hampered its members continuing their crusade against evil over the centuries, however.

History

After the fall of the Knights Templars, an organization whose success at combating evil had made it a prime target for a vengeful Satan, the Church decided to recruit a smaller band of demon hunters. It was founded under the guise of a secular order formed by King Charles I of Hungary.

While the new order publicly claimed to serve as the king's bodyguard, they secretly waged war against the growing numbers of demons in the mountainous and heavily wooded Hungarian province of Transylvania, wherein lay the Scholomance, the school where Satan personally trained magicians in the dark arts.

In 1408, King (and later Holy Roman Emperor) Sigismund of Hungary founded the Order of the Dragon (*Societas Draconistrarum*), a body whose mandate was to defend Christendom against its enemies, especially the Ottoman Turks. Realizing their foes were stronger than they realized, the Order of St. George was publicly merged with the new order. At least that is the conventional story. In truth, the knights were placed in the upper echelons of the new order, allowing them to wield it as a tool in their true battle.

History records that the Order of the Dragon fell from

prominence in 1437, following the death of Sigismund. However, the true collapse came from another event.

Prince Vlad III Dracula, also known as Vlad the Impaler, had risen high up the ranks of the Draconists (as members were known), though he was not privy to the existence of the secret Order of St. George. At first considered an ally of the Church, it quickly became apparent that he was a powerful servant of evil. Not only did his penchant for impaling foes disgust the Church, but it came to light that he had studied at the dreaded Scholomance. Unsure how far the taint has spread, the word was given to slay Dracula, purge the Draconists of all those who were close to the prince, and then disband the order. Thus, the Order of the Dragon ceased to exist, and with it went any trace of the Order of St. George.

Finally realizing that any form of large organization was doomed to failure, the Church recalled its knights to the Vatican, sequestering them in its labyrinthine basements. The Pope issued a decree to the grand master of the order, forbidding the order to ever expand beyond 50 members, to have headquarters outside the Vatican, or to make use of outside agencies.

Organization

The technical head of the Order of St. George is the Pope, though he has little to do with the daily mission. That is left to a figure known only as the Grand Master. Members never meet the Grand Master in person, and all communiques are handled by coded letter. Some suspect there may be more than one Grand Master.

The order has no true hierarchy—all active members carry the title of Knight. On rare occasions specific missions are handed out, but generally knights are left to fight evil as they see fit, travelling Christendom to deliver God's wrath unto his infernal enemies.

Such is the level of secrecy involved that the organization can expect little to no help from fellow churchmen, even within the walls of the Vatican. A member who falls into the hands of the authorities on a charge of murder must rely on his own contacts and ingenuity to escape, for the Church will deny all knowledge of his existence.

Members

Since the order is ultra-secret, no one volunteers for service. Members do not have to be clergymen, though they must be Catholic. Only those who have had prior experience with the supernatural are invited to join, and then only after careful study and a long, hard training regime designed to test their moral fiber.

Members always wear a hooded black cloak devoid of any markings save for a patriarchal cross (also known as the Cross of Lorraine). When they gather together, they wear similar cloaks, but with the addition of the letters IVISHFS above the cross. These form the society's motto, In Veritate Iustus Sum Huic Fraternali Societati ("in truth, faithfully serve this fraternal society").

In many ways, the Order of St. George serves the same

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function as the Knights of St. Michael. However, whereas one is a society descended from supposed heretics and outside the reach of the Church, the other is very much a part of the Church's arsenal in its struggle against Satan.

The Armorer

The Knights of St. George are not alone in their battle against evil. As well as their faith, they are ably assisted by a man known only as the Armorer.

Living deep in the bowels of the Vatican, this erudite polymath devises new weapons, both mundane and alchemical, to aid the order in their eternal struggle. Despite his unswerving loyalty to the order, he holds no title or rank, and is not a man of the cloth. Much of his life story is a mystery, even to the Pope and Grand Master, and what little they know they do not share. His current world is one of scholastic wisdom and the practical application of knowledge.

Though his body is wizened through age, the Armorer possesses one of the keenest minds in France, understanding countless sciences and crafting techniques. He is one of few men who has the necessary skills not only to design wondrous machines, such as those devised by da Vinci, but also to construct working models.

The Armorer is mute. Some say he was born this way, and turned to books and learning because nothing else was open to a man who could not speak. Another rumor states that he lost the ability to speak after a confrontation with a demon in his youth. A small few insist he can speak, but chooses not to for reasons of his own. Yet others claim he purposefully cut out his own tongue so he could never be forced to divulge his greatest secrets.

Patron 2

Archetype Soldier		Motivation Duty		
Style: 2		Health: 7		
Primary Attributes				
Body: 2		Charisma: 2		
Dexterity: 2		Intelligence: 5		
Strength: 2		Willpower: 5		
Secondary Attributes				
Size: 0		Initiative: 7		
Move: 4		Defense: 4		
Perception: 10		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Academics: Literature	5	2	7	(3+)
Academics: Religion	5	2	7	(3+)
Bureaucracy	5	1	6	(3)
Craft	5	4	9	(4+)
Gunnery	5	3	8	(4)

Magick: Alchemy	5	4	9	(4+)
Natural Philosophy	5	4	9	(4+)
Talents				
Magickal Aptitude (Alchemy)				
Well-Educated (Craft is a general Skill)				
Well-Educated (Natural Philosophy is a general Skill)				
Resources				
None				
Flaw				
Mute (+1 Style point when a severe problem or misunderstanding occurs because of his inability to speak)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

Typical Member

Unlike the True Knights of St. Michael, those of St. George are less concerned with evil mortals. They hunt demons incarnate and those mortals who have been possessed by fell spirits. Despite their fanaticism, they are not mindless killers. If exorcism can be invoked, then a demon can be driven back to Hell and a mortal saved. But when the spirit is too strong, they have no qualms about using steel to dispatch the fiend.

Ally 1

Archetype Soldier		Motivation Faith		
Style: 0		Health: 4		
Primary Attributes				
Body: 2		Charisma: 1		
Dexterity: 2		Intelligence: 2		
Strength: 3		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 4		
Move: 4		Defense: 4		
Perception: 4		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Academics: Occult	2	2	4	(2)
Academics: Religion	2	2	4	(2)
Firearms	2	2	4	(2)
Melee	3	2	5	(2+)
Stealth	2	2	4	(2)
Talents				

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None

Resources

Rank 1 (Knight of the Order of St. George; +2 bonus)

Flaw

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

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Long sword	3L	0	8L	(4)L
Matchlock musket	3L	0	7L	(3+)L

Sisters of Bradamante

In addition to persuading King Louis to create the Queen's Musketeers (see the chapter on *Expanded Characters*), Richelieu nudged the monarch into creating a militant holy order comprised solely of nuns. The backlash this created is, of course, all part of Richelieu's greater plan to destabilize France.

History

The sisterhood takes its name from Bradamante, a literary creation of the 15th-century work the *Matter of France*,

also known as the *Carolingian Cycle*. She is described as the ideal warrior maiden—highly skilled, brave, and loyal.

The Sisters of Bradamante were founded in 1630. Technically it was King Louis who ordered their creation, though in truth Richelieu was pulling his strings. Though the decision brought widespread condemnation from the Church and fellow Catholic monarchs, Cardinal Richelieu defended his king's actions, publicly proclaiming that with Protestants and Spaniards actively targeting the shrines of female saints and convents, the nuns needed a militant order to defend them.

While his soothing words have convinced the general populace of the need for the order of warrior-nuns, they have done little to end the barrage of letters from Rome demanding the militant order be abolished immediately.

Organisation

The sisters have a single convent in the town of Amiens in northern France. Here are located the four Grand Officers of the order—the Grand Master, the Treasurer, the Hospitaller, and the Marshal—as well as a sizeable number of militant nuns.

The order has divided France into eleven Preceptories, each named after one of the Apostles (except Judas). Each Preceptory is commanded by a Preceptor-Abbess. Assisting her are a number of warrior nuns. Note that there are no unique structures dedicated to the order within each Preceptory—the Preceptor-Abbess takes whatever building she is currently housed in as her headquarters.

When a sister joins the order, she undergoes a year of religious and military training, during which time she holds the rank of Novice. Those who fail to meet the grade, or have a change of heart, are sent home without shame.

Those who stay become Sergeant-Sisters and are closely watched for a further two years. During this time they are expected to perform the role of full sisters, but do not take holy vows. After this time candidates may return to the secular world, stay at their current rank while undergoing further instruction, or take holy vows are progress to the title of Knight-Sister.

The position of Knight-Sister Superior is generally awarded after five to ten years loyal service, depending on the sister's progress and devotion.

Members

The sisters serve the Church as protectors of its female-oriented sacred places. Efforts are focused



The Church

on guarding shrines of female saints and convents. Some also serve to protect female pilgrims. As nuns, they are expected to provide medical aid to local communities, and thus receive rudimentary training.

Bradamante supposedly had a magical lance. In deference to the myth, the sisters forgo the standard choice of melee weapons for knights and warrior-monks of old in favor of a heavy spear. Unlike the medieval warrior-monks, such as the Templars, they rarely wear armor. Instead, they dress in white habits marked with a cross whose points are sharpened spear heads.

Knight-Sister Agatha

Routinely abused by her drunken father, Agatha was sold to a passing group of French soldiers on their way to war. After several hours at their hands, Agatha snapped. Without thinking she grabbed a dagger, slitting one man's throat and stabbing another in his eye before she was overpowered. Left for dead after being beaten by the soldiers' comrades, she was found by a Carmelite nun.

Agatha was taken to the nearest convent, where she was nursed back to health. After recovering from her physical injuries, Agatha took holy orders, finally escaping her life of abuse. What she could not escape was the hatred toward men that festered in her heart.

Four years ago, while on pilgrimage to the shrine of St. Isabelle of France at Longchamp Abbey, she found herself surrounded by deserters from the French army. Before the men could advance, a white-clad nun wielding a spear charged them. Agatha quickly joined the fray, using her walking stick as a weapon. Her rescuer was forced to drag the nun off the last soldier, lest she beat him to death in her blind fury.

The battle-maiden stranger, a member of the newly formed Sisters of Bradamante, congratulated Agatha on her combat skills and offered her a chance to join their ranks. Once she learned of the order's goal, she accepted without hesitation.

Agatha is now a full Knight-Sister. She is assigned to protect her former convent, a task she greatly enjoys, for she made many friends in her short time as a Carmelite nun. She has become something of a hero to both the nuns and the local populace, for in her short time as a warrior-nun she has helped stave off several bandit attacks, and undoubtedly saved many lives.

Her status as a hero is one she accepts begrudgingly, for she does not crave attention, seeing her work as a divine calling. Many of her peers have tipped her for greatness in years to come due to her modesty, piety, and martial prowess—but for now, she is content to serve God as best she can and remind men that women are far from the weaker sex.

Patron 2

Archetype *Luminary* Motivation *Faith*

Style: 2 Health: 6

Primary Attributes

Body: 3			Charisma: 2	
Dexterity: 3			Intelligence: 3	
Strength: 4			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 6	
Move: 7			Defense: 6	
Perception: 6			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Academics: Religion	3	2	5	(2+)
Athletics	4	3	7	(3+)
Intimidation	2	4	6	(3)
Medicine	3	2	5	(2+)
Melee	4	4	8	(4)
Streetwise	2	2	4	(2)
Survival	3	3	6	(3)

Talents

Mobile Attack (May move and attack simultaneously)

Resources

Rank 2 (Knight-Sister; +2 Social bonus, bonus Resource)

Flaw

Intolerant (Men; +1 Style point when her intolerance causes trouble, or she convinces someone else to detest the same thing she does)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	2N	(1)N
Spear	3L	0	11L	(5+)L

Typical Member

While Bradamantites are warrior, they are still nuns. As such, they are members of a religious order, albeit one sworn to defend their charges through violent means.

Ally 1

Archetype <i>Soldier</i>		Motivation <i>Faith</i>
Style: 0	Health: 4	
Primary Attributes		
Body: 2		Charisma: 2
Dexterity: 2		Intelligence: 2
Strength: 2		Willpower: 2
Secondary Attributes		
Size: 0		Initiative: 4
Move: 4		Defense: 4
Perception: 4		Stun: 2

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Skills	Base	Levels	Rating	(Average)
Academics: Religion	2	2	4	(2)
Bureaucracy	2	2	4	(2)
Diplomacy	2	2	4	(2)
Medicine	2	1	3	(1+)
Melee	2	3	5	(2+)
Talents				
None				
Resources				
Rank 1 (Sergeant-Sister; +2 Social bonus)				
Flaw				
Vow (Chastity, obedience, and poverty; +2 Style points whenever she has to make a major sacrifice in order to keep her vow)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Spear	3L	0	8L	(4)L

Mundane Clergymen

This section details a number of clerical types the characters may encounter in their adventures.

Bishop

As well as overseeing a number of parishes and churches, the bishop also performs major ceremonies, ordains priests, and governs church estates. Unless his bishopric falls under the auspices of an archbishop, he is the supreme churchman in his domain. While some bishops also hold noble titles, most do not. However, they are accorded respect similar respect to a baron. They are addressed as "My lord."

Most bishops are good, God-fearing men, versed in the ways of the secular and religious worlds. Some, though, are as corrupt as the nobility, hiding sins behind a veneer of respectability and their holy office. The worst are in league with Satan, traitors to the Church.

Patron 2

Archetype Patron	Motivation Faith
Style: 2	Health: 6
Primary Attributes	
Body: 2	Charisma: 4
Dexterity: 2	Intelligence: 4
Strength: 2	Willpower: 4
Secondary Attributes	
Size: 0	Initiative: 6

Move: 4			Defense: 4	
Perception: 8			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Academics: Law	4	2	6	(3)
Academics: Religion	4	4	8	(4)
Bureaucracy	4	3	7	(3+)
Diplomacy	4	3	7	(3+)
Empathy	4	2	6	(3)
Intimidation	4	2	6	(3)
Linguistics	4	2	6	(3)
Ride	2	2	4	(2)
Talents				
None				
Resources				
Rank 3 (Bishop; +2 Social bonus, bonus Resource)				
Flaw				
Forceful (+1 Style point whenever his need to dominate others brings unnecessary strife)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

Exorcist

An exorcist is a priest trained in the Rite of Exorcism. While the Inquisition deals with heretics and those mortals who worship Satan, the exorcist wages war against Satan's infernal minions. Unlike his cousins, the inquisitors, the exorcist is not out to punish any mortal. Those under the influence of a demon are, by and large, judged not to be responsible for their actions. However, once the exorcist has driven out the demon, the Inquisition may well wish to question the host as to his sins, for something he or she did allowed Satan to gain a hold over them. This example is an ordained priest, given authority to commit exorcism by the Church. He is also blessed with "divine" power, being able to call upon the angels and archangels to aid his holy cause. But not all exorcists are what they seem to be. A con man may pose as a cleric, accuse an innocent of being possessed, and then charge money to rid them of their infestation. Such rogues are usually Ally 1 characters with high Charisma (replace Magick with Con, and most have a few levels in Academics: Religion, if only to help maintain a plausible identity). The characters may be called upon to help an exorcist in his duty, come to his rescue when a demon proves harder to banish than he thought, or seek him out in order to exorcise a demon. The latter may prove dangerous if the exorcist is a charlatan.

Ally 2

The Church

Archetype <i>Soldier</i>			Motivation <i>Faith</i>	
Style: 1		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	
Skills	Base	Levels	Rating	(Average)
Academics: Religion	3	3	6	(3)
Empathy	3	3	6	(3)
Intimidation	2	3	5	(2+)
Linguistics	3	3	6	(3)
Magick: Benignus	4	3	7	(3+)
Talents				
Magickal Aptitude (Theurgic Magick)				
Resources				
Rank 1 (Priest; +2 Social bonus)				
Flaw				
Fanatical (+1 Style point whenever devotion causes harm or he converts someone else to his way of thinking)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

Librarian

While the advent of the printing press has made books more accessible, libraries remain the domain of the nobility and the Church.

This example is a monk or friar, learned in preserving texts, crafting vellum, and transcribing wisdom so it is not lost. In an age before cataloguing and indices, he is also the only person who knows where to find all the manuscripts in the library.

Ally 1

Archetype <i>Academic</i>		Motivation <i>Preservation</i>	
Style: 0	Health: 3		
Primary Attributes			
Body: 1		Charisma: 2	
Dexterity: 2		Intelligence: 3	
Strength: 2		Willpower: 2	

Secondary Attributes				
Size: 0	Initiative: 5			
Move: 4	Defense: 3			
Perception: 5	Stun: 1			
Skills	Base	Levels	Rating	(Average)
Academics: Religion	3	2	5	(2+)
Bureaucracy	3	2	5	(2+)
Craft: Books	3	2	5	(2+)
Investigation	3	2	5	(2+)
Linguistics	3	2	5	(2+)
Talents				
None				
Resources				
Rank 1 (Monastic brother; +2 Social bonus)				
Flaw				
Inscrutable (+1 Style point whenever is misunderstood or his mysterious motives cause trouble)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

University Tutor

While not every university tutor is a member of the Church, many are Dominican friars. Although men of God, they teach a variety of subjects, including natural philosophy. The division between science and faith does not exist for these learned men—science is merely a way to better understand the wonder of God's creation.

This example tutor has two specialist subjects, one relating to academia and the other to natural philosophy. To make him more of a specialist, remove one Skill and increase the remaining one by two levels.

In terms of using him in adventures, he may be a contact within a university, a character's former mentor, or simply someone the characters must turn to for advice.

Ally 1

Archetype <i>Academic</i>		Motivation <i>Truth</i>
Style: 0	Health: 3	
Primary Attributes		
Body: 1	Charisma: 2	
Dexterity: 2	Intelligence: 3	
Strength: 2	Willpower: 2	
Secondary Attributes		
Size: 0	Initiative: 5	
Move: 4	Defense: 3	
Perception: 5	Stun: 1	

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Skills	Base	Levels	Rating	(Average)
Academics: Religion	3	1	4	(2)
Academics (pick one)	3	2	5	(2+)
Bureaucracy	3	1	4	(2)
Academia			5	(2+)
Diplomacy	2	2	4	(2)
Etiquette			5	(2+)
Linguistics	3	1	4	(2)
Natural Philosophy (pick one)	3	2	5	(2+)

Talents

None

Resources

Rank 1 (Dominican friar; +2 Social bonus)

Flaw

Condescending (+1 Style point whenever he proves someone else wrong)

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

Church Campaigns

This section is concerned with clerical characters, both as the focus of a Church-centered campaign and mixing them up in a regular Musketeer oriented game.

Making Characters

All Musketeers receive four zero-level Skills and two zero-level Resources. Church characters receive the same general benefits, but with a few differences.

First, the only skill they must take is Academics: Religion. Beyond that, they are free to choose whatever Skills they like, though Linguistics should be seriously considered by any character who wishes to play a full priest, monk, or friar. Without the ability to speak Latin, characters are limited to lay positions. Ordained clergy are restricted to Rank 0, while monastic characters may only rise to Rank 1. Such characters are not full members of the clergy, and have yet to take their holy vows. They use the prefix "Lay" before their rank.

Otherwise, the character has free choice in his zero-level Skills. After all, the characters had a life, even if a short one, before entering the Church. Gamemasters should feel free to impose certain requirements or disallow certain Skill choices unless the player can provide

good reason for his character to have them as Skills he learned during his formative years. Thus, while a retired soldier may have Firearms and Melee, they would be an unusual choice for a healer.

Second, all clerical characters must take Rank 0 as an absolute minimum. This is not negotiable—a character without Status is simply not a member of the Church. The other choice of zero-level Resource is up to the player, but again it should tie in the character's personality and backstory. We strongly suggest the second Resource be a Lackey, but this is not compulsory. Members of a monastic order may not take the Status Resource to represent a noble title.

Female characters may not be ordained, though they may be nuns. Gamemasters are free to ignore this restriction, of course.

Note that all church characters have to take vows of chastity, obedience, and poverty to some degree. A character is not required to take the Vow Flaw, though; that Flaw is for characters who hold their vows in especial high regard and who may suffer as a result.

Rank

The table below replaces the one in *All for One* for clergy characters. The ranks have been greatly simplified for the purposes of game play.

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

Church Campaign

A Church campaign is one in which the majority of characters are members of the faith. Ideally, rather than tying them to a location, such as a church or monastery, the Gamemaster should work to ensure the group work for the same person, perhaps having them as agents of a bishop. While the bishop is tied to his church or cathedral, his emissaries may be sent to other towns or provinces on official business.

Such an arrangement also makes it easier to work in other types of characters. Bishops are often nobles, or at least own estates, and thus have need of regular servants as well as ones under holy orders. Thus, while one character might play his envoy (a priest) and another a Sister of Bradamante who watches over the local shrine to a female saint, others might choose to play bodyguards, messengers, artists or scientists patronized by the bishop, a junior nobleman considering taking holy vows or sent here to learn foreign languages, or even a Musketeer assigned to the bishop as an agent of the king.

The Church

Church characters may be called upon to undertake missions given them by Cardinal Richelieu. While he isn't going to have them interact overtly with his supernatural allies, he may call on them to remove troublesome foes, even those who follow Satan.

The characters should not be trusted agents of Richelieu—not only does he trust no one, he is very much the main villain. Of course, the characters might work for him as lackeys, only to turn against him once they begin to uncover evidence he is not all he claims to be.

Mixed Campaign

A mixed campaign is essentially one in which clergyman are merely another permitted profession, but one where they are not the majority.

All for One is primarily about the Musketeers, and working Church characters into a group can be troublesome without the cooperation of the players. While it is true the Musketeers fight the forces of Satan—and it never

hurts to have a churchman along at such times—they are also servants of the King, and thus likely to engage in more mundane affairs, such as political warfare, espionage, and warfare. Without the right Skills or motivations, clergy characters may end up relegated to a supporting role.

Characters with religious obligations, such as being a monk tied to a monastery or a priest in charge of a church, may find it difficult to continually go adventuring, even if a justifiable reason can be found. Such characters are part of a greater organization, and they have responsibilities. Since friars live in the mundane world and are permitted to travel as they want, they are a great choice for player characters.

Of course, the Musketeers are not the only campaign focus you can use. In a courtly game, a clergyman might be the priest at the noble's family church or his personal confessor. In a game where the characters will visit French holdings in Canada, a missionary might be a better choice than a holy warrior.

The best advice is for the Gamemaster to decide on the type of campaign he wants to run and discuss it with the players. While the Gamemaster may have firm ideas, his players might have ideas he had not considered.



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Crime Solving Friar

Archetype: Academic

Motivation: Justice

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: 8*	Stun: 2

Skill	Base	Levels	Rating	Average
Academics: Law	4	3	7	(3+)
Academics: Religion	4	1	5	(2+)
Bureaucracy	4	2	6	(3)
Diplomacy	3	3	6	(3)
Investigation	4	3	7	(3+)
Crimes			8	(4)
Linguistics	4	3	7	(3+)
Streetwise	3	2	5	(2+)
Rumors			6	(3)

Talents

* Alertness (+2 Perception rating)

Total Recall (Always remembers details without having to make an Intelligence roll)

Resources

Lackey 0 (Soul in need of saving)

Rank 0 (Novice friar; +1 Social bonus)

Flaw

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

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

"If you look closer, you'll see there are two sets of footprints."

Character Background

This land is troubled by injustice. Innocent men and women are sent to burn as witches on the flimsiest evidence or forced confessions. So-called criminals are executed on the word of supposed eyewitness whose recollection of details is vague, or who have been paid to speak out.

Before I became a friar, I served as a clerk of law, assisting the magistrates with their records and documenting trials. In my chosen profession I witnessed much of the injustice of which I previously spoke. It left me so weary with the world, that I sought retreat in a monastery to meditate on the things I had witnessed. While a guest of the monks, an alarum was raised. One of the monks had been found murdered and another accused of the crime by an eyewitness who saw him run from the scene. The abbot was about to pronounce justice on the accused when I bade an audience with him in private. I explained that if he allowed me just one day, I would deliver to him the guilty party, with firm evidence to back my claims.

I shall not bore you with the details, but it transpired the accused was innocent. The guilty party, alas also a monk, murdered his brother after he had been witnessed calling upon Satan to strike the abbot ill. Earlier the murderous monk had been reprimanded for breaking holy orders and he objected to his punishment. Although the monk protested his innocence as the Inquisition hauled him away, the evidence I had presented was irrefutable.

I could perhaps have returned to law, but as a lawyer I would be part of the corrupt system I sought to replace. With little need of money, for my profession had never afforded me great wealth or status, I took vows as a friar and left the monastery, happier than I had been for many long years. Whereas my brethren live on charity in return for small services or blessings, I earn my crust in donations for proving those accused of crimes innocent.

Ah, I know what you are thinking. You think that I might be persuaded to take money so as to prove the guilty innocent? To that I reply that I have no need of money, for my holy vows include one of poverty. I am mortal and thus a creature born of sin, but I would rather starve to death than testify against the evidence.

Roleplaying

You believe not only in justice for all, but that physical evidence, not just hearsay or witness statements, must determine guilt or innocence. An honest observer of facts, you are beyond falsifying or concocting evidence to prove guilt or innocence.

Retired Musketeer

Archetype: Soldier

Motivation: Faith

Style: 3

Health: 4

Primary Attributes

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

Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Academics: Religion	3	2	5	(2+)
Brawl	3	2	5	(2+)
Diplomacy	3	3	8*	(3)
Firearms	3	2	5	(2+)
Intimidation	3	3	6	(3)
Melee	3	3	6	(3)
Ride	3	2	5	(2+)

Talents

* Skill Aptitude (+2 Diplomacy rating)

Resources

Contacts 0 (French army; +1 Social bonus)

Lackey 0 (Choir boy)

Rank 1 (Priest; +2 Social bonus)

Flaw

Pacifist (+1 Style point whenever your character is able to prevent violence or resolve a dispute peaceably)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	5N	(2+)N
Rapier	2L	0	8L	(4)L

The Church

"What does France need of me this time?"

Character Background

I have not seen you in five years, my friend, and yet here you are, standing outside my church asking me to help France in her hour of need. I suppose you had better come inside before you drown in the rain and tell me of whatever dire peril besets our fair nation this time. Wipe away that smile—I've not yet promised to help.

Yes, I do remember that time in Calais, but I am not proud of it. Aye, we taught those Spaniards a lesson for sure, but good men died that day. Do you know why I retired, my friend? Yes, yes, it is true I had grown tired of taking lives, but it was more than that—I had grown tired of burying comrades. France was undoubtedly a better place after our actions, but it was also a poorer place. Too much blood has stained her soil.

What have I been doing with my time? Do you think I dress like this for a joke? I am a priest, a man of God devoted to peace. My days are filled, and not with the drinking, gambling, and whoring of old. Those days are long behind me.

So, tell me your sorry tale and be quick, for I have to give Mass when the next hour strikes. Yes, I heard about the killings from a peddler last week. A brutal affair, by the sounds of it. The peasants here have reacted poorly, despite my best efforts to calm them. They are terrified to step outside their homes after dark, and even neighbors are turned away once doors are bolted. I cannot look my flock in the eye and tell them with any honesty that the murders are the work of mere bandits. You and I have locked swords with men beholden to Satan, and against beasts that rose from the very pits of Hell.

You are sure it is a werewolf, and not just a wolf? The last winter was hard, and the wolves have grown desperate of late. The Beast of Bordeaux? Yes, I recall the hallmarks of that spate of murders. Swear on this Bible the killings bear the same pattern. Yes, the evidence does seem damning. And the next full moon is tonight.

Give me a moment to arrange a stand in for Mass and I shall grab my rapier. But I swear, old friend, this is the last time I shall ride with the Musketeers!

Roleplaying

Once you were a soldier, trained to kill to defend France. While the Musketeers still call on their old comrade, the desire to end life has been replaced by one to end conflicts peacefully. You will fight the forces of Hell to the death, for your faith demands it and such fiends have no right to life, but who is to say when a man has crossed that line between redeemable mortal and irredeemable fiend? You remain a soldier, but a reluctant and often troubled one.

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☞ Vengeful Priest ☞

Archetype: Survivor

Motivation: Revenge

Style: 3

Health: 5

Primary Attributes

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

Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 5
Perception: 5	Stun: 3

Skill	Base	Levels	Rating	Average
Academics: Oc- cult	3	3	6	(3)
Academics: Religion	3	1	4	(2)
Diplomacy	2	2	4	(3)
Empathy	3	4	7	(3+)
Motives			8	(4)
Linguistics	3	1	4	(2)
Lip Reading			5	(2+)
Melee	3	3	6	(3)
Survival	3	3	6	(3)

Talents

Called Shot 2 (May ignore up to a -4 penalty for targeting a specific location, such as a vampire's heart)

Resources

Lackey 0 (Herbalist friar)

Rank 0 (Deacon; +1 Social bonus)

Flaw

Paranoid (+1 Style point whenever he pushes a friend away or catches someone working against him)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Long sword	3L	0	9L	(4+)L

"Back spawn of Satan, back I say!"

Character Background

Tonight I march to battle in thy name, and this may be last my last confession, forgive me, Lord, for I have sinned. They are all dead. Fifty souls welcomed into your loving embrace because of me, because of my weakness. At first we thought it was sickness, for the victims were lifeless and pale, and pained by the sun as the shadow of death crept closer. It spread quickly.

It was only after half the village had died that we suspected otherwise—too many of the sick were rambling about seeing loved ones who had died earlier. We dug up graves, only to find the burial shrouds empty! Those corpses we had yet to inter we dealt with in the proscribed manner for vampires, severing the head and driving a stake of hawthorn through their hearts.

That was when the stranger appeared to us. Tall and pale, he threatened us, calling us cattle and vermin. Two of the men picked up their shovels and lunged at him. Merciful Lord! They fell dead at the fiend's hands, their necks crushed like they were insects. He smiled at me, and to my shame I ran. I ran for hours, stopping only when the last of my energy failed. And as the sun set I wept. I would perhaps have wept until I died, but three Musketeers happened upon me and asked my woes.

Without thinking as to whether they would believe me I told them everything, leaving nothing out. They did not mock me, as I expected, but instead drew their swords, swore their oath, and vowed to return with me to the village and help end the misery. Alas, my weeping had consumed several days, and by the time we returned, it was too late. Those the fiends had not turned into their own kind they had left discarded in the streets like empty waterskins. Of the vampires we found but two, newly changed creatures too stupid to flee into the wilds. They died at my hands, such was my rage.

Five years have passed and I have tracked down 20 of my former flock, giving them final absolution as my sword plunged into their hearts. I have 28 left to find and kill before turning my holy fervor against the fiend who slaughtered my village. Aye, vampire, fear still floods my heart at times, but I swear before God that I shall have revenge for those you damned!

Roleplaying

You are scared for your immortal soul, and rightly so. Satan's minions are legion, and many of them walk in the guise of men. Anyone could be possessed by a demon or a secret practitioner of the fell arts. How are you to tell friend from foe, when devils wear the guise of angels? Tell you must, for the minions of Satan must be destroyed.

Radicals



❧ Introduction ❧

“Liberté, égalité, fraternité!” While it will be more than a century before those words echo across France and the nobility lose their heads, the seeds of dissension have already fallen upon fertile ground. Despite the title, this chapter explores anarchists, republicans, reformists, and other dissenters in the *All for One RPG* setting. For convenience, we label all these free thinkers as radicals.

The Seeds of Dissension

The citizens of France have many reasons to rebel against those in authority. The nobility live opulent, lavish lifestyles, largely free of the heavy burden of taxation. While they host extensive dinners, the peasants are forced to beg like dogs for scraps. Many nobles are corrupt, though few suspect just how deep the black stain truly runs. The King dines and dances in his grand palace, showering his favorites with expensive gifts, allowing more power to slip into the steely grasp of Cardinal Richelieu, while ignoring the greater ills gnawing at the weak heart of France. Richelieu has allied France, a Catholic nation, to the Protestant cause, bringing her into conflict with the superpower that is Spain and raising the ire of Rome. The Church grows rich on donations and tithes, yet rarely is that wealth funneled back into communities. Its lack of tolerance toward other religions has led France to civil war and divided families. Sickness, illiteracy, and poverty are rife.

Yes, without a doubt, the citizens of France have plenty to be angry about.

Types of Radical

But not every radical is equal in his desires. Republi-

cans, for example, desire to overthrow the monarchy and hand power to the people. Anarchists fall into two main groups. The first seek not mob rule or chaotic society, but one in which the legal system is written to avoid the current problems of the rich oppressing the poor, and the abolition of private property. The second faction desires the overthrow of existing governments. Reformists seek change to existing systems, sometimes for their own benefit and sometimes for the greater good. The Rosicrucians believe that all men are equal and that knowledge is the way to bring about equality, a view not shared with many in authority, who would rather keep the masses downtrodden and reliant on them—free thought is a dangerous notion in the 17th century, and can only lead to trouble.

Weapons of the Radical

In general, radicals have four main weapons at their disposal—pranks, education, theft, and destruction.

Pranks are intended to humiliate opponents and strip away a figure's air of authority by making him a source of ridicule. Caricatures may be drawn up on flyers and handed out or pinned in public places. Statues may be dressed in gaudy clothing or as women, or daubed with paint mustaches and rude slogans. Officials may be subjected to paint bombs, open the door of their carriage to find it filled with fresh animal dung, or step through a door only to be soaked in sticky glue followed by a cloud of feathers. Those who favor daring acts may sneak into an official's house and exchange a prepared speech for a seditious tract, or cut his trousers to ensure they fall during a public engagement. More disruptively, animals may be let loose in churches, government buildings, or even a noble's chateau. This tactic is especially embarrassing to the host or owner when some sort of function is taking place.

Education is a luxury only the elite can afford. Few citizens have the inclination to learn to read and write, university placements are expensive, and most are controlled by the state or Church, allowing them to vet

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applicants. Radical education may take the form of free schools, written pamphlets, or street corner preachers espousing on scientific, theological, and philosophical principles.

Theft involves robbing tax collectors, treasuries, or nobles. Anyone who openly displays wealth may become a victim of theft. The more elaborate the theft, the more embarrassing the act for the victim. Entering a duke's chateau, sneaking past his guards, overcoming his elaborate security, and then walking out with the duchess' diamond necklace or a prized painting by a vaunted master will send him into fits of apoplexy.

Most often the act of theft is not to benefit the radical directly. Much of the wealth is redistributed to the poor, earning the radical scathing damnation from the injured party and heartfelt thanks from the recipients.

For those of a truly radical nature, theft may involve kidnapping people. Most are held for ransom and released safe and sound when suitable monies are paid. A small few fall into the hands of violent radicals. They may be beaten or tortured for information. A variant on the theme of "stealing" people is the liberation of unjustly held prisoners. The word "unjustly" is important, for few radicals wish to see murderers, arsonists, and rapists let back into the world. Political prisoners, those held due to jealousy or rivalry, or those sentenced because they refused to obey an unjust law may be sprung from jail and smuggled back to their loved ones, or out of the country entirely.

Destruction involves damage. In its least violent form, destruction involves character assassination, besmirching a name or honor, or destroying a reputation beyond salvage. More violent means include destruction of property and possessions, or defacing statues or emblems. Those looking to destroy buildings are often looking to make a grand statement. They don't burn down a noble's carriage when they can destroy the bridge that crosses the moat to his chateau. Destruction on a large scale requires more than hammers and chisels. Explosives and fire are the chief weapons of the destructive radical.

Moving upward, bloodshed and death are extremely effective weapons in the radicals' armory. Again, bombs are a favored tool, not only for their destructive power but because explosions make impressive visual statements. Poison is another powerful weapon, for it means the assassin can strike at the very heart of his enemy's stronghold, penetrating layers of security. Toxins tend to induce feelings of paranoia among intended victims. Firearms are also popular, mainly because they allow death to be delivered from a safe distance.

❧ Friends & Foes ❧

Presented below are a number of radical organizations. Depending on the type of campaign the Gamemaster is running, these may be allies or enemies of the player characters.

Alta Vendita

There are those who believe that power corrupts, and that absolute power corrupts absolutely. In order to remove corruption, and thus benefit society as a whole, that power must be removed.

History

The secret society known as Alta Vendita began life in ancient Rome sometime during the last days of the Republic. Its core argument, that possessions equate to power and power leads to corruption, was an attack on the Senate, whose members were all wealthy men. Although the organization alludes to have been behind the burning of Rome during the reign of Emperor Nero, there is no evidence to back its claims. Neither are its claims to have been instrumental in the assassination of Julius Caesar verifiable.

Whereas many secret societies withered and died after Rome fell, Alta



Vendita survived by expanding its core message, brandishing anyone who owned land as inherently corrupt. Nobles were specifically targeted, since their power was rarely achieved through the fruits of their labors, but was gained on the work of those beholden to them. The feudal age, with its concepts of serfs and indentured peasants, and tithing to the Church, only fuelled its fervor to new heights.

As the Christian faith grew ever more widespread during the Middle Ages, Alta Vendita turned against the Catholic Church, not because its members were heretics or irreligious, but because, in their eyes, the Church had moved away from being a purely religious organization—gifts of property and land from rich nobles trying to buy a seat in Heaven had corrupted the Church. Many of the society's members are Protestants.

Organization

Alta Vendita holds that property is the key to power. Nobles and the Church rent land to peasants, churches are seen not as houses of worship but as icons of religious power over the masses. Chateaus and power represent secular power. In order to enjoy a society where men are truly equal, the concept of property must be abolished.

Alta Vendita's current manifesto calls for a classless society center on communal ownership, self-sufficiency through hard work, and the abolition of private property. Decisions on what to produce should be based, they claim, on what best serves society. In many ways they are seeking Utopia, a world with no government, no class divisions, and no earthly wants.

There are three main sects within the organization, all with varying methods, and all claiming to represent the true Alta Vendita manifesto.

The Reformists seek to alter society through political means, slowly stripping away property, and thus power, from the nobility and giving it to the people. Unfortunately, the Reformists have been trying this for nearly 2,000 years without success. As a result, they are the weakest faction.

The Thesians, named after Martin Luther's 95 Theses, are trying to alter society through manipulation of the Catholic Church. They hold that if the Church can return to its more austere heritage and give up its rich holdings and opulent trapping, then society will naturally follow. Such an act would also unify the Christian world once more. Given the current war raging across the western Europe, their message is, for now, falling on deaf ears.

The Communals, the largest faction, favor destruction of property as a means of enforcing loss of power. Since those who hold power are loathe to give it up, it must be taken from them. Many members believe that only brute force can succeed. Buildings are blown up or burnt, artwork and statues defaced or destroyed, livestock stolen and coffers raided to be redistributed among the poor, crop fields salted, wardrobes shredded, and so forth.

Members

While the poor and largely uneducated make up the

majority of the membership, philosophers, theologians, and even the occasional noble (though typically one without any holdings) can be found within the ranks.

Envy is an emotion, so the society says, brought about not by lust for material goods for their own sake, but by a lust for power. Members are encouraged to shun personal property and the accumulation of worldly goods. Paradoxically, many Alta Vendita members are charitable souls, despite many having a penchant for destruction.

Much to the organization's shame, its ranks have been infiltrated by those who are merely envious of the wealth others possess. These radicals have little interest in the organization's true goals, and merely use it as a cover for their private vendettas.

Playing a Member

Anyone wishing to play a member of Alta Vendita must take the Rank Resource, representing his standing in the secret society. Characters should choose at least one Skill in keeping with the faction they wish to join. For instance, while any martial Skill is suitable for a Communal, Thesians and Reformists are more inclined to take Academics and Diplomacy.

The Highwayman

The individual known only as the Highwayman is the scourge of France's road network. Riding a jet-black mare, he preys on the nobility, holding up their carriages and robbing them of their valuables and dignity. Clad in a black mask, he takes great care to conceal his identity. Tavern patrons speculate frequently on his identity, but despite the many rumors no one can say for sure who the Highwayman might be.

In fact, he is a she. After her husband was arrested for concealing part of his income to avoid paying taxes, Marie Auberjonois vowed revenge against the corrupt nobility. Her cries of vengeance were not unheard, for a week later she was contacted by a cell of Communals. She listened to their manifesto of how property corrupts and saw the wisdom in their words.

Her alter ego has developed a huge following among the peasants, for after robbing the rich she gives all her spoils to the poor. The adoration has gone to her head. At first she was set on revenge, followed quickly by support for Alta Vendita's goal. But she has lost sight of both, becoming ever more daring and audacious in her robberies. Her risk taking has earned her growing public support, but at the same time she is putting herself in ever greater danger of being captured.

Patron 2

Archetype	Adventurer	Motivation	Fame
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Style:	0	Health:	6
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Primary Attributes

Body:	3	Charisma:	2
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Dexterity: 4			Intelligence: 2	
Strength: 4			Willpower: 3	
Secondary Attributes				
Size: 0			Initiative: 6	
Move: 8			Defense: 7	
Perception: 5			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Athletics	4	3	7	(3+)
Firearms	4	4	8	(4)
Intimidation	2	3	5	(2+)
Melee	4	3	7	(3+)
Ride	4	4	8	(4)
Stealth	4	3	7	(3+)
Talents				
None				
Resources				
Fame 1 (+2 Social bonus)				
Flaw				
Thrill-Seeker (+1 Style point when your character puts himself or his companions in danger just for the fun of it)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Rapier	2L	0	9L	(4+)L
Wheelock	3L	0	11L	(5+)L
Pistols				

Chevaliers of Jubilation

While often considered little more than a social club of drunkards and practical jokers, the Chevaliers of Jubilation present a danger to both the French monarchy and the Catholic Church.

History

During the Wars of Religion, Cardinal Richelieu used his position to remove undesirable elements from French high society. Many nobles and eminent scholars were arrested and still languish in jail, but a sizeable number escaped to The Hague (in the Netherlands). United by common position, several of these exiles formed the Chevaliers of Jubilation.

At first the society was little more than a social club for exiled gentry and nobility. Their meetings consisted mainly of drinking heavily, playing practical jokes, and lamenting their unfortunate circumstances. Within a year, the atmosphere had changed.

The members had come to believe that religious abso-

lutism was the cause of France's ills, coupled with a monarchy tied to one faith. The Musketeers, they held, were not so much a royal bodyguard, but the King's first step in establishing himself as a totalitarian leader backed by an equally totalitarian religion.

Their beliefs were clearly laid out in the *Traité des Trois Imposteurs* (Treaty of the Three Impostors). This scandalous work proposed that Moses, Jesus, and Mohammed were con men who set out to manipulate and subjugate the masses by manufacturing false religions built on a bed of fear of damnation unless worshippers did as they were told. In place of these religions, they proposed a pantheistic faith of nature deities.

What they could not decide was how best to act after their treaty was published. One faction, the Abolitionists, dedicated itself open to acts of violent opposition toward the Church, the monarchy, and institutions owned by those parties. The Signatories, on the other hand, proposed to continue espousing their beliefs through more books, letters, and discourses.

Organization

The Chevaliers operate on a cell system. A typical cell comprises three to ten members. In order to ensure security, cells are not in contact with other cells. For the most part the cells operate without orders, though the heads of the organization have trusted couriers for sending orders and receiving reports.

Members are accorded respect by their peers and outsiders who support their goals based on their acts and words, rather than any rank system. In game terms, this is handled through the Rank Resource, though no specific titles are awarded. Due to the different beliefs within the Chevaliers, Abolitionists have their Rank reduced by one level when dealing with Signatories, and vice versa.

Many members were French nobility. However, as exiles, their titles are largely meaningless. Those still active in France are deemed to be new recruits, devoted to the cause yet never having faced the disgrace of exile..

Members

Membership covers everything from bomb-throwing terrorists to philosophers and theologians, though rarely are the two methods found in the same man or woman.

Regardless of their individual methods, Chevaliers are staunch opponents of the Church and the King, as well as anyone who supports their absolutist regimes. The organization has no problem with the nobility as a whole, corrupt as they might be, for when the king falls and the religion is replaced such things will naturally sort themselves out.

Playing a Member

Characters need to take Rank Resource to play a Chevalier of Jubilation. Player characters who wish to take (and benefit from) the Status Resource are assumed

to be supporters still active in France, not one of the original exiles. (Such characters would run the risk of being arrested as soon as they revealed their presence, though).

Hercule Soult

Baron de Vergennes, Hercule Soult is the proverbial cat among the pigeons. On the one hand he is a loyal servant of the king, versed in matters of law, of noble descent, and a friend of the Musketeers. But on the other he is a staunch member of the Chevaliers of Jubilation, hell-bent on destroying the monarchy and its lapdogs, the King's Musketeers.

Soult uses his position at court well. As a man on the inside, he is privy to news of the king's comings and goings. As an ally of the Musketeers, he can quickly learn what investigations they are undertaking, and when a patrol may be susceptible to attack. Information gleaned from court is sent via coded messages to local cells.

The Musketeers suspect someone close to them is giving their enemies information. They have named the traitor the Wolf. Soult has laid many false trails to confuse his foes, but he lives in perpetual risk of being unmasked. Given the mayhem his reports have caused, he knows full well he faces execution as a traitor.

Patron 2

Archetype <i>Noble</i>			Motivation <i>Justice</i>	
Style: 2		Health: 4		
Primary Attributes				
Body: 2		Charisma: 3		
Dexterity: 2		Intelligence: 4		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 6		
Move: 4		Defense: 4		
Perception: 6		Stun: 2		
Skills	Base	Levels	Rating	(Average)
Academics: Law	4	2	6	(3)
Bureaucracy	4	3	7	(3+)
Con	3	3	6	(3)
Diplomacy	3	3	6	(3)
Empathy	4	4	8	(4)
Investigation	4	2	6	(3)
Linguistics	4	3	7	(3+)
Talents				
None				
Resources				
Contacts 1 (Musketeers; +2 bonus)				

Rank 1 (Chevaliers of Jubilation; +2 Social bonus)

Status 1 (Baron; +2 Social bonus)

Flaw

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

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

Typical Member

Musketeers are unlikely to ever lock swords with a radical philosopher, even one who thinks they are puppets of an oppressive regime. This Chevalier is a member of the Abolitionists, a man or woman who thinks nothing of blowing up Musketeers, the places they frequent, or even their friends and allies.

Ally 1

Archetype <i>Criminal</i>			Motivation <i>Revenge</i>	
Style: 0		Health: 4		
Primary Attributes				
Body: 2			Charisma: 1	
Dexterity: 3			Intelligence: 2	
Strength: 2			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 5			Defense: 5	
Perception: 4			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Athletics	2	2	4	(2)
Throwing			5	(2+)
Bomb Making	2	2	4	(2)
Firearms	3	2	5	(2+)
Larceny	3	2	5	(2+)
Stealth	3	1	4	(2)
Hiding			5	(2+)
Talents				
None				
Resources				
Rank 1 (Chevaliers of Jubilation; +2 Social bonus)				
Flaw				
Fanatical (+1 Style point whenever his devotion causes harm or he converts someone else to his way of thinking)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

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Bomb	4L	0	4L	(2)L
Matchlock musket	3L	0	8L	(4)L

Conspiracy of Equals

Magick has been practiced for millennia. Long ago, magicians were respected for their wisdom and power. Today, they are persecuted and put to the pyre as devil worshippers and heretics. But one secret society is striking back.

History

The Conspiracy of Equals holds that it originated in 61 AD, the year the Roman army brutally eradicated the last vestiges of the druidic faith from Britannia. However, many secret societies like to claim origins in antiquity, and such claims are not evidence of fact.

Although the society claims the Church has always hounded sorcerers, quoting Deuteronomy 18:11–12 and Exodus 22:18 as evidence, this is a case of selective research—in 785, the Council of Paderborn expressly outlawed belief in witches, and in 794 Charlemagne imposed the death penalty on those who burnt witches.

However, that situation was reversed in 1320, when Pope John XXII authorized the Inquisition to prosecute sorcerers. Even so, it would be a century before the Inquisition began the frenzied witch-hunts.

The first actual mention of the Conspiracy of Equals under that name dates only from an Inquisition trial in 1479. Historically, the society is more likely to either have come into being shortly before this date or shortly afterward, magicians adopting what was a fictitious name intended to appease the Inquisition's torturers.

Cardinal Richelieu has reiterated that all magicians are servants of Satan, a strange claim from one who makes use of sorcerers. Richelieu's crusade is not against the forces of Hell, but against those who may prove a threat to his true aims. He has little to fear from mundane mortals, but much to fear from those who wield magick.

Organisation

The Conspiracy, as its name implies, has no hierarchical structure. Except for those who dabble in necromancy and devilry, all magicians are seen as equals, regardless of their tradition and arts. No magician has authority to issue orders to others, regardless of his personal power, though he may always ask a favor of his brethren.

The society is widespread, but not unified. There is no central lodge, no network of communication linking cells or cabals, and no mass gatherings. Membership is very much limited to individuals or small numbers who work to help each other.

The organization as a whole has two goals—to promote the study of magick and provide a support network for fellow magicians, especially those on the run from the authorities. Since magick is punishable by death, all such activities are carried out in secret.

Other goals are very much left to the individual. More radical members might seek to overthrow the Church and replace it with a new faith or one of the older faiths that accepted magick, or bring down the monarchy so magicians can rule in their place. Those with a more academic bent prefer to use the power of words, attempting to make magick palatable to the masses by encouraging the Church to accept them through pamphlets and open letters, for not all sorcerous ways come from Satan.

Some use their power for larcenous gain, while others prefer to act as benefactors to humanity. A member might devote himself to rescuing convicted magicians, breaking them out of jail or smuggling them to safety. Most, though, have no single goal, being prepared to do whatever is necessary to support the Conspiracy.

Members

The study of magick extends across the social spectrum. Whether



a sorcerer is a wise women skilled in herbal potions, an alchemist with a noble patron, or a nobleman versed in the ways of manipulation, all are welcome in the Conspiracy.

In addition to its core membership of magicians, the Conspiracy has a number of mundane allies known as Apprentices. Some are family members and friends. Others are simple peasants who have benefited from a spell or who secretly follow the "old ways." Rebellious nobles out to snub Richelieu or the Church, while they may not openly approve of sorcery, might offer refuge or financial support.

Playing a Member

Characters who wish to join as a full member require both the Magical Aptitude Talent and the Rank Resource. Apprentices need only the Rank Resource.

René de Dunois

René is a public darling who lives a double life. Publicly he is renowned as a skilled sculptor, architect, and stonemason. Many of his sculptures adorn the gardens and chateau of the nobility, he has designed and overseen the construction of several magnificent bridges, churches, and houses. When not working with hammer and chisel, he teaches geology at the university.

But he is also a member of the Conspiracy of Equals, trained in geomancy. Working under the pseudonym *Le Maçon Véridique* ("the truthful mason"), he creates works of art offensive to the establishment and leaves them in public places. His latest statue, entitled *Master and Pet*, depicted Cardinal Richelieu holding the leash of a dog whose face was that of King Louis. A reward of 500 livres has been offered for his capture.

He has recently taken a commission on behalf of Cardinal Richelieu to supervise the construction a new chapel. On inspecting the plans Richelieu presented him, he discovered the architecture was full of arcane symbolism—more specifically, the room could serve as a focus for magical energy. He has no idea who drew up the plans, nor if Cardinal Richelieu is aware of them—mentioning it might reveal René is more aware of the occult than he should be, which could prove fatal.

Patron 1

Archetype Occultist	Motivation Fame
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Style: 0	Health: 4
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Primary Attributes

Body: 1	Charisma: 2
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Dexterity: 2	Intelligence: 4
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Strength: 3	Willpower: 3
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Secondary Attributes

Size: 0	Initiative: 6
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Move: 5	Defense: 3
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Perception: 7		Stun: 1		
Skills	Base	Levels	Rating	(Average)
Academics: Architecture	4	3	7	(3+)
Art: Sculpture	4	3	7	(3+)
Craft: Masonry	4	3	7	(3+)
Magick: Geomancy	3	3	6	(3)
Natural Philosophy: Geology	4	3	7	(3+)
Talents				
Magickal Aptitude (Natural Magick)				
Resources				
Fame 1 (+2 Social bonus)				
Flaw				
Stubborn (+1 Style point when his inflexibility causes him trouble, or he forces others to go along with his idea)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N

Typical Member

Given the number of traditions and art, not to mention individual goals, there is no such thing as a typical members of the Conspiracy of Equals. The only thing they share is the practice of magick.

Thus, one member might be a charming socialite or fencing master skilled in Homomancy, while another could be a famous veterinarian trained in Faunamancy. Because they need the Magical Aptitude talent, all members need to be Ally 1, Follower 1, or Patron 0 as a minimum.

The Merovingians

Over the centuries many royal dynasties have ruled France. The current dynasty is the House of Bourbon. The first rulers of France, the Merovingians, have become an insignificant footnote in history, but there are those who would see the dynasty rise from the ashes of the past and reclaim the throne.

History

The Merovingians were a Frankish dynasty who ruled between the 5th and 8th centuries. In 752, Pope Zachary ended their reign by deposing Childeric III. In place of the Merovingians, the former mayors of the royal palace were appointed as rulers who would now be kings, and would come to be known as the Carolingians, whose greatest scion would be Charlemagne.

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Despite the total loss of power and the exile of the last king to a monastery, the bloodline was not eradicated. Generation after generation was told of their ancestral heritage in secret, for if the Merovingians were suspected of desiring a return to power, the Carolingians would undoubtedly sought their total extermination.

Organisation

The Merovingians desire two things. First, they seek to restore their bloodline to the throne of France, a throne they claim is rightfully theirs. After being reduced to paupers, they have spent the centuries rebuilding their wealth and influence. Their long-term goal is to secure the throne by marrying women of Merovingian heritage into the noble houses of France, slowly inching the bloodline closer to the throne.

Unfortunately, this plan has still not succeeded after almost a thousand years. Many of the younger generation believe the plan has failed. Their patience at an end, they seek power by force of arms, not political maneuvering. With France weak, her nobles corrupt, and her armies at war on her borders, now is the time to act. While the elders preach patience, the younger generation is equipping an small army ready for an assault on Paris.

The second plan is very similar to the first, except it involves placing a Merovingian on the papal throne. This plan has met with even less success, for popes are elected. In order to succeed, they need to seed the Vatican with Merovingian cardinals.

Again, the younger, more radical elements see only foolishness and failure in this plan. They propose not to take the Vatican by force, but to destroy the Catholic Church for its part in disposing the Merovingian line. In its place they propose a new faith built around the Merovingian saints.

Members

Unlike most secret societies, the Merovingians are based on familial lines. In order to keep the bloodline as pure as possible, marriage with outsiders is frowned upon except when it pushes forward the great plan. The society only indoctrinates those with proven Merovingian blood. With nine centuries having passed, it is next to impossible for a family not already a known part of the bloodline to verify its heritage.

Regardless of any true titles, members use noble titles among their kinsfolk and followers. This is handled as per the Rank Resource, but its bonuses apply only to family members and those sworn to help them ascend the throne—it has no relevance to the general populace.

The ancient Merovingians were called the “long-haired kings,” for the kings always wore their hair long, as was the custom of Frankish chieftains from whom they descended. The modern descendants of these old kings continue the custom by wearing their hair long.

Playing a Member

To be a true Merovingian, the character must take the Status Resource. Unlike true nobles, though, the benefits are gained only when dealing with other family members and the bloodline's supporters. Characters wishing to have a true title need to take the Status Resource again (for a total of two Resources). Any character can swear allegiance to the bloodline and assist in their goals, though it is very unlikely any Musketeer or churchman would do so. The Merovingians have not survived so long by being careless—any potential ally is careful scrutinized to ensure he is not a stooge for the king or the Church. Retainers require the Rank Resource.

Josephine Benoit

One of Paris' most renowned female fencing instructors, Josephine is also a secret supporter of the Merovingian cause. While she accepts any students into her salon, much of her clientele is the young sons and daughters of Merovingian nobility. The core of her student body she calls Les Gardes de Fer (“Iron Guards”). Under her guidance they serve as bodyguards to important members of the family.

While is greatly respected by those she serves and is accorded a great deal of trust, she is still only a retainer. Josephine suffers from extreme flights of fancy. She has aspirations not only of marrying into the Merovingian bloodline, but of becoming its first queen in nigh on a millennium. Of course, there are those with better claims to the title, but they will be dealt with as the time approaches. For now, she sees herself as the Merovingian equivalent of M. de Tréville. She is a staunch opponent of the Musketeers, whom she sees as protecting a false monarch. While she does accept Musketeers as students, it is only for the purposes of humiliating them in front of her Merovingian students, to show how weak the French monarchy is.

Patron 2

Archetype	Swordswoman	Motivation	Power
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Style: 0	Health: 6
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Primary Attributes

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

Size: 0	Initiative: 6
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Move: 6	Defense: 7
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Perception: 5	Stun: 4
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Skills	Base	Levels	Rating	(Average)
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Academics:	3	2	5	(2+)
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History				
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Acrobatics	3	2	5	(2+)
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Athletics	4	3	7	(3+)
Diplomacy	3	1	4	(2)
Fencing: Position de Fer	4	5	9	(4+)
Intimidation	3	3	6	(4+)
Performance	3	1	4	(2)

Talents

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

Resources

Rank 1 (fencing instructor; +2 Social bonus)

Rank 1 (Merovingian supporter; +2 Social bonus)

Flaw

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

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

Typical Member

The young bloods seek the destruction of the existing monarchy and an end to the Catholic Church.

Ally 1

Archetype <i>Soldier</i>	Motivation <i>Faith</i>
Style: 0	Health: 4

Primary Attributes

Body: 2	Charisma: 2
Dexterity: 2	Intelligence: 2
Strength: 2	Willpower: 2

Secondary Attributes

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

Skills	Base	Levels	Rating	(Average)
Diplomacy	2	2	4	(2)
Intimidation	2	3	5	(2+)
Melee	2	3	5	(2+)
Ride	2	2	4	(2)

Talents

None

Resources

Status 1 (Merovingian Baron; +2 Social bonus)

Flaw

Fanatical (+1 Style point whenever your character's devotion causes harm or he converts someone else to his way of thinking)

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

Radical Campaigns

This section takes a look at using radicals in an All for One campaign. It provides basic advice for making characters and advice for the Gamemaster.

Making Characters

All Musketeers receive four zero-level Skills and two zero-level Resources. Radicals are not a separate type of character in the same way Musketeers, clergy, and nobles are. While it can be a full-time profession, dissension toward the existing political, judicial, or religious system is more a viewpoint open to any citizen of France (in most cases). While the stereotypical image is of an angry peasant throwing bombs or calling for social change, nothing prevents a nobleman from seeking the end of the monarchy's claim to divine right to rule, a churchman from rallying against the excesses of the Catholic Church (as Martin Luther did), or a scholar from disseminating pamphlets promoting social equality or spreading knowledge in the manner of the Rosicrucians.

Thus, radicals are free to choose whatever Skills and Resources they like. Gamemasters should feel free to impose certain requirements or disallow certain choices, unless the player can provide good reason for his character to have them as Skills he learned during his formative years. Characters looking to belong to an organization should consider the Rosicrucians (All for One, pg. 164), or those detailed earlier in this work. Players wishing to take on the role of clerical and noble characters will find specific guidelines in other Richelieu's Guide supplements.

Radical Campaigns

It is possible to run an entire campaign based around a party of radicals. Instead of playing characters devoted to serving the King, the characters are all set on bringing about some sort of change.

The obvious danger is that there are multiple organizations, each with their own motives and methods. As a result, the characters may have competing goals. For instance, while two republicans may appear likely allies, the relationship risks breaking down if one is intent on deposing the monarchy through violent means and

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another merely on loosening the grip of the nobility through changes to the judicial system. Before play begins, the Gamemaster may wish to enforce membership of a single organization, such as the Rosicrucians. While the characters share the same overall goal, as with the Musketeers there remains a wealth of character options available. An alternative is simply to request the players talk with each other to avoid conflicting ideals.

The characters may, for instance, be from a variety of organizations or backgrounds, and yet share a common goal. Perhaps they are Robin Hood or Scarlet Pimpernel types, liberating the nobility from their wealth to succor the poor or freeing those unjustly jailed. Such campaigns certainly allow for swashbuckling action.

Regardless of how noble their intentions are, the characters are playing bad guys, at least in the eyes of the authorities—anyone seeking to challenge their rule is automatically against them. It should always be remembered that while the characters may be accused of being criminals, they are not necessarily bad, at least morally. Blowing up innocent citizens is certainly the act of a psychopath, but distributing leaflets, undermining a noble's power over his peasants, or sticking up bills proclaiming the need for social change isn't actually going to harm anyone.

Radicals mainly operate in secret—those who stand out from the crowd and publicly espouse their views are easy targets for their enemies. Even if the party wishes nothing more than to be mad bombers, the option for intrigue is always present.

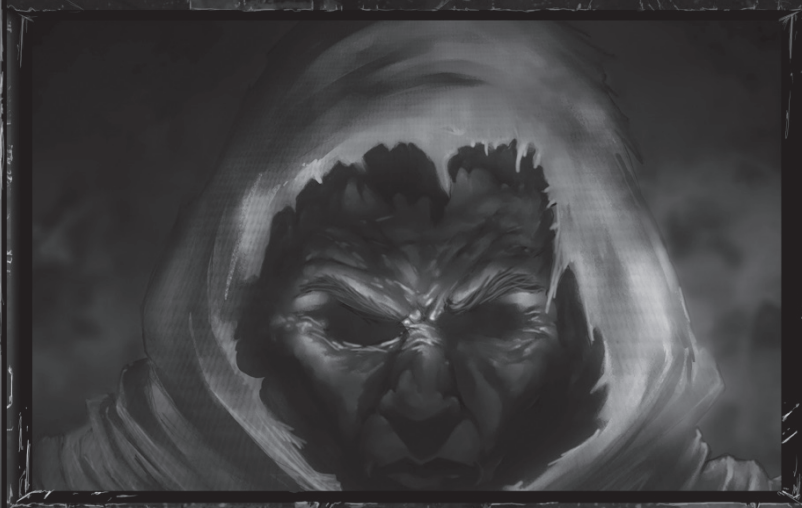
As members of a secret society, the characters may be forced to deal with criminals to acquire supplies or information. Driven by money rather than ideals, the criminal contacts may betray the characters. Alternatively, the government (or whoever they oppose) may plant a mole in their number. A more senior member of the organization may suddenly start giving strange orders, such as suddenly advocating assassination or widespread destruction. Perhaps he has been replaced by a more dangerous radical, or the orders are faked.

Mixed Campaigns

Having radical characters in a Musketeer campaign may seem rather like throwing a fox into the hen coop, especially if the radicals are republicans. The Musketeers are the king's men, sworn to uphold his position and defend him from such troublemakers. It is possible for a church reformer or one opposed to the current nobility to work with the Musketeers, and indeed be a Musketeer, but he must tread a thin line—being found out will result in a trial, and likely a long stay in prison.

As with any type of mixed campaign, the Gamemaster needs to pay attention to all the characters' goals. A single radical character should not dominate the group, but nor should his motivation and goals be sidelined in favor of the majority. This in itself runs into problems. What if the radical belongs to an organization that has ordered him to kill the local duke? Other characters, regardless of their background, may oppose such a course or simply have no desire to participate. Roleplaying games are normally group activities, and in order for everyone to have fun all the players need to participate.

One way is to have the duke deserve death, but not simply because he is a nobleman or opposed to the radicals' way of thinking. A duke who traffics with demons, routinely throws any who oppose him into jail, or abuses those he is supposed to protect is no longer merely a nobleman—he is a stain on France. Now the other characters may have reason to support the radical without being forced to agree with his reasoning or go against their personal moral code. Of course, these examples can never account for every character—only the Gamemaster knows what will hook his characters into a given scenario.



Liberator of Wealth

Archetype: Noble

Motivation: Justice

Style: 3

Health: 4

Primary Attributes

Body: 2

Charisma: 3

Dexterity: 3

Intelligence: 3

Strength: 3

Willpower: 2

Secondary Attributes

Size: 0

Initiative: 6

Move: 6

Defense: 5

Perception: 6*

Stun: 2

Skill	Base	Levels	Rating	Average
Acrobatics	3	2	5	(2+)
Athletics	3	2	5	(2+)
Con	3	2	5	(2+)
Gambling	3	2	5	(2+)
Larceny	3	3	6	(3)
Melee	3	2	5	(2+)
Stealth	3	2	5	(2+)
Streetwise	3	2	5	(2+)

Talents

Swift (+2 Move rating)

Resources

Contacts 0 (Fences; +1 bonus)

Fame 1 (Among peasants; +2 Social bonus)

Status 0 (Minor courtier; +1 Social bonus)

Flaw

Code of Conduct (+1 Style point whenever she convinces others to follow her code of conduct or when her code forces her to make something much more difficult than might otherwise be necessary)

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

"This isn't theft. It is simple redistribution of wealth to create a better balance."

Character Background

I was born to an important member of the king's court and trained as a lady-in-waiting to the Queen. I am privy to high society, attend elaborate balls, dine on exquisite food, and ride in a gilded carriage. To be honest, I had never stepped out of the palace until I was 16. What I saw shocked me.

The squalor of Paris made me sick. Children begging for scraps of food, old women selling their bodies for a mug of spirits, men committing murder over a pair of boots—was there no limit to the depths to which mankind could sink?

At first I thought them merely lazy, uneducated beasts, but I quickly realized their actions were not out of choice, but out of base necessity. Oh, what dark depths those who have nothing will go to merely to survive one more day! While we of the upper class feast on pheasants and peacocks, the peasants gnaw at rats and scoop seeds from the filthy streets.

When I raised the matter with my father he laughed at me, calling me naive. The peasants, he said, should be grateful for what they have. That night I stole 100 livres from my father and distributed it to the poor. A few coins are nothing to my family, but the difference it made to the poor was unimaginable. I vowed at once to help as best I could, whenever I could.

At first I stole handfuls of coins or clothes my parents would not miss. But it was so little, a teardrop in a sea of misery and desperation. I needed more money, and the only way was to steal it from those who could afford to spare it, even if they thought otherwise.

I began with objects that, while small, had intrinsic value, such as rings and brooches, but they fetched little coin. Over time my robberies grew more audacious—paintings may be naught but pigment on canvas and sculptures images in stone, but the right people will pay a fortune for them. A purse of coins will no longer suffice when I can liberate a bursting coffer.

Yes, I am a thief, but I am not a common one!

Roleplaying

You strive for social justice against a tide of apathetic nobles. When the nobility will not give openly to a good cause, you make a donation on their behalf—from their coffers. You are a thief, but one with a strict sense of morality. You never steal from the poor, and never keep the money yourself.

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Prankster

Archetype: Adventurer

Motivation: Glory

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
Acrobatics	3	2	5	(2+)
Athletics	2	3	5	(2+)
Con	3	3	6	(3)
Linguistics	3	1	4	(2)
Larceny	3	2	5	(2+)
Melee	2	4	6	(3)
Performance	3	1	4	(2)
Stealth	3	1	4	(2)

Talents

Rising Handspring (Stands up as a reflexive action)
Tricky Fighter (+2 bonus when performing Tricks)

Resources

Contacts 0 (Radicals; +1 bonus)
Refuge: Size 0 (Safehouse in slums of Paris)

Flaw

Thrill-Seeker (+1 Style point when he puts himself or his companions in danger just for the fun of it)
--

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

"It was harmless, and you had fun!"

Character Background

I suppose I am a radical in some way, but I'm not interested in blowing things up... well, not large explosions anyway, or overthrowing the monarchy. My sole agenda is to remind those in power that they're just mortals, like you and I. My preferred weapons are the paintbrush, my wit, and a handful of stink-bombs.

I guess I've always been something of a joker. As a child I was always in trouble for pulling pranks. I remember when our neighbor got a new dog, one of those ridiculous poodles. She used to promenade it up and down the street, just to show how posh she was. She stopped doing that after I dyed its fur bright green. My father beat me so I couldn't sit for a week, but it was worth it—he stifled a grin every time he saw our neighbor after that. Anyway, my true radicalism began several years ago. My father was a tailor to the nobility. One day a haughty noble began picking faults in a new outfit my father had created... "not enough ruffles, too high a cut on the jacket... the color is so last season." He made my father feel like a fool, so I turned the tables.

After Father had made all the adjustments, at his own expense I might add, the noble decided to wear the outfit home. As he was leaving I managed to "accidentally" smear a little beef fat onto his breeches. The last we saw of him he was mincing down the road being chased by a bright green poodle.

I asked my father why he tolerated the abuse from his customers. He told me that was the way of the world—the nobility were better people than the likes of our family. Well, that was the final straw. That night I daubed my first slogan, and I've never looked back. I don't condone violence—a painted slogan on a public building or a bawdy song mocking a nobleman's small... ahem, estate... are just as wounding as any blade, and the injury can last much longer.

Why do I do this? Because the nobility hates to be laughed at. Those pompous twits think they're so much better than everyone else just because they live in big houses and wear fancy clothes. And they're so serious all the time, trying desperately to avoid stains to their precious reputations. It's time for someone to bring them down a peg or two, and that someone is me!

Roleplaying

You are a practical joker who loves nothing more than poking fun at authority figures or stirring things up with a quick quip or trick. You're not opposed to violence, but it's much more fun to embarrass someone than kill them. Big pranks are better than small ones—how else will the people remember you when you're dead?

Secret Sorcerer

Archetype: Occultist

Motivation: Power

Style: 3

Health: 4

Primary Attributes

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

Secondary Attributes

Size: -1	Initiative: 5
Move: 4	Defense: 5
Perception: 6	Stun: 2

Skill	Base	Levels	Rating	Average
Athletics	3	2	5	(2+)
Craft: Medicines	3	3	6	(3)
Diplomacy	2	2	4	(2)
Magick: Alchemy	3	4	7	(3+)
Natural Philoso- phy: Chymistry	3	4	7	(3+)
Streetwise	2	2	4	(2)

Talents

Magickal Aptitude (Alchemy)

Resources

Rank 0 (Conspiracy of Equals; +1 Social bonus)

Refuge: Security 1, Size 0 (Large townhouse)

Flaw

Dwarf (+1 Style point when his size causes him severe difficulty or when he is rejected because of it)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Flask of acid (caustic damage)	3L	0	3L	(1+)L

Radicals

"Trust me, my learned friend, you'll be safe here."

Character Background

I am both blessed and cursed. God saw fit to give me understanding of the world of chymistry to a level far beyond that of many other men. With the knowledge I possess I can make a fair maiden love the ugliest man, make a fire that burns for hours, transform water into wine, and melt stone. Yet I am trapped in a stunted body from which my potions can bring only temporary respite.

I do not practice my art in public, of course. While it is merely a deeper understanding of scientific principals far in advance of those considered acceptable by current society, the Church has branded it devilry. Ha! Such small minds in big bodies. In order to earn a respectable living and gain access to the chemicals I require, I own an apothecary shop, selling medicines for common ailments. While my true potions and elixirs could cure many diseases, those I sell are simple concoctions.

Mankind stands at the dawn of another glorious age. The Renaissance brought us great advances in art, but this Enlightenment of which men speak is an age of science and learning. We have made great advances in such a short time, but what advances might we make in the next decade, or a century? I admit I am a driven man, for I desire above all else to witness the unfolding of the age of reason and the death of religion and superstition.

That superstition has led men to commit many crimes against his brothers. I have witnessed magicians put to the torch, and was myself once rescued from the Inquisition by a fellow student of magick. It was he who inducted me into the Conspiracy of Equals.

As a debt of gratitude, and because I wished no others to suffer as I almost did, I turned my modest abode-cum-shop into a safe house for magicians, irrespective of tradition or mundane concerns such as nationality or sex. A secret door hidden behind a shelf leads to a modestly furnished set of rooms where those on the run from the authorities may rest. All I ask in return is to share their knowledge and question them as to any stories they have heard about the fabled Elixir of Life. One sorcerer, a Spaniard by birth, told me that his kinsmen in the land of Florida searched for the Fountain of Youth, but found naught. Maybe that is where my future lies.

Roleplaying

Your craving for immortality leads you to undertake almost any act, except one—you will never betray a fellow magician (save those who deal in true devilry). Aside from that, your lust to witness the future first hand can make you a treacherous soul.

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❧ Sample Lackeys ❧

Bomb Maker

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 5, Initiative 4, Defense 2, Stun 1, Health 3

Skills: Bomb Making 5, Craft: Blacksmithing 4, Natural Philosophy: Chymistry 5

Talents/Resources: None

Flaws: Skeptic (+1 Style point whenever he convinces someone else to question his beliefs)

Weapons: Punch 0N

Bomb Throwing Radical

Follower 0

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

Secondary Attributes: Size 0, Move 5, Perception 2, Initiative 3, Defense 3, Stun 1, Health 2

Skills: Athletics 5 (*Throwing* 6), Stealth 4 (*Sneaking* 5)

Talents/Resources: None

Flaws: Callous (+1 Style point whenever his devotion causes harm)

Weapons: Punch 0N, Grenade 4L

Poisoner

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: Brawl 4, Larceny 4, Natural Philosophy: Chymistry 4

Talents/Resources: None

Flaws: Envious (+1 Style point whenever his envy causes trouble for him or his companions)

Weapons: Punch 4N, Poison ring 4L (see *Richelieu's Guide to Wondrous Devices*)

Radical Thief

Follower 0

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

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

Skills: Athletics 4, Larceny 5

Talents/Resources: None

Flaws: Criminal (+1 Style point whenever he is hurt by his negative reputation)

Weapons: Punch 0N

Rosicrucian Scholar

Follower 1

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

Secondary Attributes: Size 0, Move 2, Perception 6, Initiative 5, Defense 3, Stun 2, Health 4

Skills: Academics (pick one) 6, Academics (pick one) 5, Investigation 6, Linguistics 6, Natural Philosophy (pick one) 6, Natural Philosophy (pick one) 5

Talents: None

Resources: Rank 1 (Rosicrucian; +2 Social bonus)

Flaws: Curious (+1 Style point whenever his curiosity gets him or his companions into trouble)

Weapons: Punch 0N

Rumormonger

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: Empathy 4, Investigation 3 (*Interview* 4), Streetwise 4 (*Rumors* 5)

Talents/Resources: None

Flaws: Blasé (+1 Style point whenever his indifference causes harm)

Weapons: Punch 0N

Satirist

Follower 0

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

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

Skills: Art: Painting 4, Art: Writing 4, Linguistics 4, Performance 4

Talents/Resources: None

Flaws: Overconfident (+1 Style point whenever he is forced to ask for help or when his bravado gets him in over his head)

Weapons: Punch 0N

Undercover Radical

Follower 0

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

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

Skills: Con 3 (*Lies* 4), Spying 4 (*Unobtrusive* 5), Stealth 3

Talents/Resources: None

Flaws: Secret (+1 Style point whenever he is confronted with the truth or goes out of his way to protect the secret)

Weapons: Punch 0N

Fencing Schools One



❧ Introduction ❧

Two swordsmen lock blades on a slippery roof. One slashes and thrusts wildly, revealing himself a student of the Spanish school. The other parries, refusing to yield an inch of ground, as his masters at *L'École de Position de Fer* have taught him. A forceful attack meets an immovable defense—but which style will win out?

This chapter provides further information on the fencing schools presented in *All For One*, and gives characters with the Fencing School Resource access to Talents open only to their school.

Terminology

Fencing students can learn the Fencing Skill of a specific school without being actual members of the school. The term “student” applies to any character with the Fencing Skill and a member of a fencing school equally. When it is important to separate the two, the term “paid-up student,” “member,” or similar is used.

In game terms, while anyone can take the Fencing Skill and learn the basics of the style, a member is one with the Fencing School Resource. Students who are not full members may have let their membership lapse, been given basic training as a result of their status, have been banished from the school, or learned from a friend or family member who is or was once a member. What he lacks is advanced training.

The place where students go to learn, practice, and socialize can be interchangeably referred to as academies, schools, or salons (or *salles*, in French) in the world of *All for One*.

Membership in Play

A character joins a Fencing School by taking the appropriate Resource; the Gamemaster, however, is at

liberty to have any prospective member interviewed to judge his suitability.

To pass, he needs to make a Con, Diplomacy, or Persuasion roll (Intimidation will not work in this case), as the character wishes, against Difficulty 2. Flaws may modify this as appropriate. Success secures him membership, allowing him to buy the Resource. Failure means the character can try again, but not for one game month. On a critical failure the character is blackballed—he will never be permitted to join the fencing school, barring some miraculous circumstance.

Every school charges both an entrance fee and an annual fee. There is no need for the character to save up the funds—his saving is ample reason why he has no Wealth Resource (or if he has it, very little spare income), so as to not bog the game down counting coins.

Benefits of Membership

Fencing academies come with a range of benefits, though not all may be apparent at first glance. In terms of game mechanics, the character is granted an instructor, as well as bonuses to Skills and Resources. But there is more a character can call upon.

Academies are not merely places one goes to learn how to fight. Many are centers of learning, and fencing masters are themselves learned men (for the most part, anyway). Students can receive tuition in Academics, Art, Linguistics, Medicine, Natural Philosophy, Warfare, and in the case of one school, Performance. In terms of game play, this benefit allows a student to explain away how he learned a new Skill that would require months, if not years, of practice: he has been studying at the academy between adventures.

Most schools have guest bedrooms, in which members in good standing may stay for free. Usually there is a three-day limit to the hospitality—after that, the guest is expected to pay his way or leave, and not return for a period of one month. Members may bring guests, though he must personally vouch for them and instruct them in

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the etiquette to be observed while within the club. These guests are expected to make a small donation to help cover their food and drink.

Note that academies are by and large law-abiding organizations. Members on the run from the authorities might find succor, but they are just as likely to be turned away. Those with the Resource at third level may be able to secure a safe house using the bonus Resource to gain a temporary Refuge, and the Gamemaster may always bend the rules in favor of a good story (see page 99).

New Talents

In addition to its basic style, each fencing school teaches a number of special moves known as techniques. These are never taught to non-members, even if they know the school's basic fighting style. In addition to the listed prerequisites, these new Talents all have a requirement of Fencing School 0, with regard to the appropriate fencing academy.

Creating a New School

Gamemasters can create new schools for characters to join, and characters can even found their own schools, becoming masters in their own right.

Game Mechanics

Creating the game rules for a fencing school involves three steps. Note that "fencing school" is a generic term for any martial educational establishment.

Step 1: Create a style. Fencing styles should be focused a single, narrow aspect, such as Tricks, parrying, two-weapon fighting, quick kills, or wielding a specific type of weapon, like a pistol or spear. You might even pick a non-martial Skill, such as Athletics (perhaps opening the first-ever *parkour* school).

Once you have the core focus, assign the school modifiers for Disarm, Feint, Parry, Slash, and Thrust, if applicable. Some styles, such as one based around pistol dueling, won't fit into these categories. In these cases you can assign a flat +1 to a narrow focus. For a pistol school, that focus would be +1 to Firearms, but only when using pistols. Otherwise, a style gets two +1 bonuses, two -1 penalty, and a +0 rating. These should be assigned based on the style.

Example: In a spear-fighting school the +1 bonuses might be assigned to Feint and Thrust, the -1 penalty to Disarm and Slash, and the +0 modifier to Parry.

A new Fencing Specialization named after the style is then added to the Fencing Skill list, if applicable. Finally, a prerequisite must be chosen. Typically this is a Skill at rating 4 or an Attribute at rating 3.

Step 2: Pick a name. This could be the name of the founder (like "Dardi's"), its fighting style ("Position de Fer"), or its function ("Anatomic").

Step 3: Design Talents. Every school should have two or three special talents known only to its members. Take a look at the existing Talents as examples to help balance and fine-tune your new creations; these talents must be directly related to the style.

Character-Founded School

A character may create his own school, becoming both its founder and its first master. Such an activity is not for the impatient, for it requires patience and hard work (not to mention a lot of Experience Points). First, he must design the school on paper, using the rules above.

The character must have Fencing: (new style) 4. Until the character has grasped the basics of his new style, he cannot train others. Since fencing masters are expected to be learned men, the character must have two of the following Skills at rating 4 or higher: Academics, Art, Linguistics, Medicine, Natural Philosophy, or Warfare. A character with the Well-Educated Talent need take only one Specialized Skill. The character must have learned all of his new school's special Talents. If the Talent allows for multiple levels, then the swordsman must have *all* of them before he can begin training students.

The school will need a headquarters. While the Refuge Resource is most suited, the character might earn, inherit, be loaned, or gifted a property as part of an adventure. In order to attract students, the character must either gain a one-level increase in his Fame Resource, or complete an adventure of the Gamemaster's devising that showcases his new fencing style.

Of course, the school will face many obstacles, such as jealous rivals trying to discredit it, cash flow problems, the race to recruit a celebrity fencer before another school can, and so on. Being the master of a school is hard work, but it opens a whole wealth of new adventure seeds for your Gamemaster.

Accademia degli Sporchi Trucchi (Del Rio)

The Accademia degli Sporchi Trucchi (the "Academy of Dirty Tricks," or simply "Del Rio", after the school's founding master) teaches students that victory is the only thing that matters. Gentlemanly conduct in a duel with a noble opponent may woo a lady, but it will not win against a band of cutthroats or the Cardinal's Guard.

Students are taught that anything goes in a fight. They learn all manner of tricks designed to confuse, humiliate, and throw foes off their guard before delivering the killing blow. While students love having ample maneuver room and handy objects about, they are just as skilled at fighting in a narrow, deserted alley: with a smooth motion, the swordsman may run up a wall, vault over your head (stealing your hat in the process), and then deliver a blow to your exposed back. Younger students often

Fencing Schools Three

like to show off their skill by toying with opponents, performing trick after trick. They are quickly taught a lesson by a master, who performs one trick and then places his sword at the throat of his befuddled opponent. As Del Rio himself once said, “the cat that plays with its food too long may find the mouse bites back.” A truly skilled master can defeat his opponent seemingly without revealing his swordsman’s prowess. When the killing blow comes, it does so from a seemingly innocuous or lucky move that resulted in the victim simply being in the wrong place at the wrong time.

Once an opponent realizes he is fighting a Del Rio student, he may become cagey, refusing to be drawn by feints, sweeping away scenery his foe could possibly use to trick him with. But Del Rio students are not just skilled at physical tricks—a verbal bluff or quip can be enough to create a momentary opening the fencer can exploit with deadly efficiency. Many opponents expect their Del Rio foes to try and trick them at some point, little realizing that winning is all that matters. Tricks are a valuable part of their arsenal, but they are not compelled to employ them. A Del Rio student may simply trick his opponent by not playing any tricks, toying with him for a while to build up a sense of paranoia and expectation.

Visits to the academy can be extremely annoying, especially for outsiders. Pranks, japes, and jokes are the nature of the day. Unwary guests may find the snuff they have just inhaled contains pepper, their wine has been spiked with vinegar (or worse), and the chair they sit upon has had its legs partially sawn through. But there can be a darker side to this japery: members taking a dislike to a comrade or visitor often use pranks as a means of provoking a fight.

Suggested Talents

Students have little interest in playing by the rules or behaving in gentlemanly fashion. Tricky Fighter is a must for Del Rio’s pupils. Other useful Talents include Blind Fight, Florentine, Provoke, Quick Reflexes, Riposte, Rising Handspring, Savvy Fighter, and Subtle Strike.

Dirty Blow

Prerequisites: Fencing: Del Rio 4

Students are taught how to follow up stunning blows with a rapid pommel blow for extra impact.

Benefit: If your character makes a Fencing: Del Rio attack with a blade and stuns an opponent, he may make an immediate attack to deliver a 0N pommel strike (using Fencing) against the same target as a free action. The

free attack suffers a –4 penalty and must be a straight attack—no maneuvers (such as Called Shot or Total Attack) can be used in conjunction with it.

Normal: Your character cannot follow up a sword strike with a pommel bash.

Advanced: You may purchase this Talent up to three times. Your character gains a +2 bonus to his Fencing roll to deliver the pommel strike at second level and a +4 bonus at third level.

Special: If your character has the Florentine or Flurry Talents, he may perform a pommel strike after each sword attack that leaves his opponent stunned. The Flurry penalty applies only to the initial attacks, not the follow-up blows.

Disarming Strike

Prerequisites: Fencing: Del Rio 4

A foe without a weapon presents less of a threat and is often easier to kill or subdue.

Benefit: Your character suffers no penalty when performing a Disarm maneuver.

Normal: Your character suffers a –2 penalty to perform a Disarm maneuver.

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

Special: Bonuses from the Fencing Style Bonus Table apply as normal. Thus, while any student who knows the



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basic style of Del Rio has +1 to disarm foes, for a -1 penalty overall, members of the school who learn the full technique end up with a net +1 on taking this Talent for the first time.

Wary Fighter

Prerequisites: Fencing: Del Rio 4

Your character is a student of tricks. His insight always him to spot tricks coming and respond accordingly.

Benefit: Your character has +2 to resist Tricks made against him. If your character loses his Active Defense, he loses his Wary Fighter ability as well.

Normal: Your character has no special bonus to resist Tricks.

Advanced: You may purchase this Talent up to three times. Your character gains a +4 bonus to his roll to resist Tricks at second level and a +8 bonus at third level.

Dardi School

While Dardi mythology claims the founder, Umberto Dardi, designed his style around the cloak to prevent blood from staining his fine clothes, the truth is more prosaic: Dardi realized that the cloak could be used defensively, buying him opportunity to flee an unfair fight. A man with many enemies, his newfound fencing style saved his life more than once. Regardless of their actual social class, Dardi considers its members to be gentlemen and expects them to dress and behave accordingly—or at least while in the academy.

Members must wear clothing appropriate to the gentry, and always with a cloak, of course. In addition, courtesy to each other and to guests is *de rigueur*, as well as the showing of refined speech and manners. While poorer members are loaned suitable clothing from the school's extensive wardrobe, it can do little about the rest. As a result, there is a certain amount of snobbery between the rich and poor students.

While the school charter says every member is equal in status and should be accorded due respect as a brother, those without Rank, Status, or Wealth 1 are known as Aspirants by the snobbish gentry members (because they aspire to be better than their true social status).

Members in general have a tendency to consider their art the most refined for a gentleman, often mocking those who favor more militant styles. In return, they are often mocked for having bad vices—a cloak hides many sins. The charter also forbids guests from wearing cloaks in certain areas unless they are full members. Only the King and Cardinal Richelieu are exempt from this.

The Dardi school's strength and weakness, not to mention its signature item, is the cloak. Even without a weapon, they can ward off sword blows by wrapping the cloak around their arm to cushion impacts, entangle axes and daggers, ensnare arrows, conceal their outline to foil musketeers, and disarm and trip foes. They might

not be able to strike back efficiently, but that is true of any swordsman caught unarmed.

Without their cloaks, however, the true proponents of the art are robbed of their greatest asset, leaving them unable to employ their special techniques. In game terms, a student of Dardi without a cloak in his hand loses his +1 bonus to Feint and Parry.

In some ways the student of Dardi is a modern counterpart to the ancient Roman *retiarius*, a gladiator armed with the trident and net. Much of the school's training and fighting style is actually based on written records of gladiatorial fights and mosaics from Roman ruins.

Suggested Talents

The Dardi fighting style is heavily built around the use of a cloak to block attacks. As such, Talents such as Block, Parry, and Vigorous Defense are most popular. Florentine can be handy, especially if one makes use of a weighted cloak (see below). Tricky Fighter is another popular Talent, as the cloak is an ideal prop.

Cloak the Form

Prerequisites: Fencing: Dardi 4

A character carrying (not simply wearing) a cloak can use it to distract foes, deflect weapons, and conceal his outline.

Benefit: Your character gains the benefits of half cover (+2 Defense) when using his cloak in this manner. He need not take an action to gain this benefit—it is automatic. He may simultaneously use her cloak in his off-hand in this manner and wield a weapon in the dominant hand. Missed attacks puncture or slash the cloak, but never hit the swordsman.

Normal: Your character cannot use a cloak to conceal his form in combat.

Advanced: You may purchase this Talent up to three times. Your character gains the benefits of major cover (+4 Defense) at second level and a heavy cover (+8 Defense) bonus at third level.

Special: The benefits of this Talent are lost if the character is disarmed of his cloak.

Swirl of the Cape

Prerequisites: Fencing: Dardi 4

As well as using a cloak defensively, students learn how to ensnare weapons and knock them from the wielder's hands, and whip their cloak around their foe's feet to pull him off balance.

Benefit: The character has +2 to perform Disarm and Trip maneuvers when using his cloak in place of his bare hands or a weapon. The character uses Fencing: Dardi in place of Brawl when making a Trip in this manner. He suffers no penalty for wielding his cloak in his off-hand when attempting these moves.

Normal: Your character gains no benefit from using a cloak with either maneuver.

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Dragoon

Prerequisites: Ride 4

Dragoons are light cavalry trained to fight mounted and as infantry. The Academy of Cavalry is the only institution in France currently teaching riders how to use wild firearms in the saddle effectively.

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

Normal: Your character uses his normal Firearm rating while mounted (see sidebar opposite).

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.

Trick Rider

Prerequisites: Ride 4

Your character has the ability to guide her mount through, around, and over difficult terrain and unusual obstacles, as well as perform tricks involving her mount.

Benefit: When your character is riding a cooperative animal, she gains a +2 Ride bonus while performing tricks stunts.

Normal: Your character's Ride Skill is unmodified when performing tricks and stunts.

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

L'Académie de l'Anatomie

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

Training medical students has brought greater wealth to the academy than training swordsmen. As a result, the academy is now run as a university. Lessons are ordered and set down according to a timetable, students must obey the rules of the academy, and there is clear distinction between masters (called deans) and students.

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

Students of the basic art, even if not current members, may attend the university to continue their medical training. Only those who are full members are given advanced fencing instruction, however.

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

New Gear

Weighted Cloak: Metal balls sewn into the hem of the cloak allow it to be swung as a weapon. A weighted cloak inflicts 1N damage. *Cost:* 5+ livres, depending on quality.

L'Académie de Cavalerie

Optional: Gamemasters running a campaign with non-Musketeer characters may wish to impose limitations on full membership to cavalry officers (lieutenants and higher), nobles, and musketeers of any rank. This is in keeping with the school's basic premise, though it does restrict it to specific character types.

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

While it is acceptable to harm another student (though only by accident, of course) during sparring matches, harming a horse during training bouts is an offense punishable by automatic banishment for a set period of time.

Members must possess their own horse. Extensive stables are available free to full members, while general students of the style may stable mounts at the school for a small monthly fee so long as they left in good standing. Both the Musketeers and Cardinal's Guard have their main stables at the school.

The basic style provides adequate training in mounted combat, but there is far more to the style. Advanced students are taught to use their mount as an extension of their own body, to avoid injury by staying low in the saddle, leaning heavily to one side, or letting the mount take the blow, as well as pushing their mount to greater speeds. Full members have access to specialist training.

Suggested Talents

While many students come to the academy thinking they will learn how to fight off their foes from horseback, the advanced style is more concerned with forming man and beast into a single entity.

Callous Rider, Evasive Riding, Mounted Attack, Mounted Charge, Ride by Attack, and Swift Mount are excellent Talents.

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Many students who learn both fencing and medicine go on to serve with the army, if only to gain actual experience of both combat and healing. Some see it as a fast track to promotion, though this is rarely the case.

Students learn how to defend themselves, since the ethos of the school is not to train wanton killers, but instead to instruct men of peace who can seek other ways to end violence—while keeping foes at bay by delivering precision strikes. Slashing attacks are frowned upon, since they inflict more damage than is considered necessary to down a foe. Full members are given special instruction on how to inflict pain while minimizing physical injury, and how to target specific areas of the human body so as to inflict quick, clean kills.

When students must fight, they seek to end the conflict as quickly and humanely as possible, stabbing at vital organs rather than splitting foes from stomach to chin. Advanced students are capable of inflicting painful yet nonlethal injuries, giving their opponents chance to surrender, or the swordsman the opportunity to run away. If pushed, they are quite capable of killing.

Suggested Talents

While many offensive schools focus on strength, this school teaches precision strikes based around detailed anatomical study of the human body. Accuracy and Calculated Attack neatly sum up the school's mentality to fighting. Knowledge of the human body also makes students great healers as well as excellent killers. Combat Skill (Medicine), Lifesaver, and Skill Aptitude (Medicine) perfectly cover the anatomical instruction.

Feign Death

Unique

Prerequisites: Con 4

Advanced students are taught techniques allowing them to temporarily slow his metabolism to the point where he appears to be dead.

Benefit: Your character can voluntarily suppress his respiration and slow his heartbeat to the point where even a medical examiner might be fooled. Your character's eyes must be closed while feigning death, but otherwise remains fully conscious, and may revive himself whenever he chooses. Anyone attempting to detect signs of life must make an opposed Medicine roll against your character's Con roll.

Normal: Your character is unable to feign death.

Advanced: You may buy this Talent up to three times. Your character gains a +2 Con bonus at second level and a +4 bonus at third level when undergoing medical examination.

Painful Jab

Requirements: Fencing; Anatomie 4

Your character 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 damage bonus to stun his opponent.

Surgical Precision

Unique

Prerequisites: Fencing; Anatomie 4

The human body is riddled with weak spots and vulnerable areas, both well-known and obscure. Students are taught how to locate them all, and how to target them in combat.

Benefit: The fencer ignores modifiers equal to his Medicine level when making a Called Shot to hit a vital area. This has no effect against Cover or similar modifiers.

Normal: Your character suffers a penalty to his opponent's full Defense rating (including armor and other Defense modifiers) when trying to strike a vital area.

Special: The bonus applies only when attacking human opponents, not animals or unearthly beings (werewolves are human for this purpose). Taking a Specialization in Veterinary allows this ability to be used against animals.

L'Académie de Pugilism

The Academy of Pugilism (sometimes half-jokingly referred to as the School of Hard Knocks) has an unsavory reputation in Paris thanks to the machinations of the nobility. While they know that peasants, driven by their base motives, are prone to brawling in the streets, the Academy turns brawlers into very effective combatants. That the peasantry might one day rise up in arms and assault the nobility worried the upper class enough for them to petition the King to close the school. The King passed the matter to Cardinal Richelieu, who has so far ignored it, claiming that the peasants are no threat.

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

The academy is located in a rundown building in a poor suburb of Paris. Although it does teach pugilism to lower class citizens, there is a two-tier system. Basic instruction in pugilism costs very little, though most stu-

dents walk away with nothing more than a rudimentary knowledge of where to punch someone and a broken nose for their *livres*. Advanced training costs more, which prohibits most peasants from joining.

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

Basic training consists simply of learning to punch harder than your opponent and block his blows. Rather than been provided any real instruction, students are paired up and made to brawl until one passes out. This brutality hides the true art of pugilism, which is restricted to fully paid members, who are taught how to break bone with holds and locks, to rupture organs with a punch, as well as a secret technique which causes damage to manifest only after several minutes.

The style lacks the finesse of the swordsman schools. Fancy footwork, elegant displays of precision, and elaborate moves are replaced with a no-holds-barred style comprising hard-hitting punches, elbow strikes, kicks, and head butts. While some students do learn how to block sword blows, most prefer to simply down their opponents quickly as possible.

Suggested Talents

The Pugilist Academy focuses purely on unarmed combat. While almost any Talent can be used, ones deemed especially useful are Block, Counterstrike, Flurry, Knockout Blow, Lethal Hands, Staggering Blow, and Unarmed Parry.

Combat Clinch

Prerequisites: Brawl 4

Your character is an expert at no-holds-barred fighting and can hold opponents in place or pin them down so that they cannot escape his blows.

Benefit: Your character can hurt his opponent as part of the Grapple maneuver (see Grapple in *All for One*). Resolve the Grapple normally, but your character inflicts damage if you roll more successes than your opponent. Damage is resisted only by Passive Defense. If you roll the same or fewer successes than your opponent, your attack fails. Additionally, failed attempts to break the grapple with opposed Strength rolls do not inflict damage on his opponent.

Normal: Your character cannot strike an opponent he is grappling.

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

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Deadly Hands

Unique

Prerequisites: Brawl 4

While some pugilists have learned how to deliver lethal damage, the students of the Academy of Pugilism are masters of the art.

Benefit: Your character's Brawl attacks do 0L damage.

Normal: Your Brawl attacks do 0N damage.

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

Delayed Blow

Prerequisites: Brawl 4

Your character knows how to strike an opponent's vital areas in such a way that appears to do no immediate harm, but in fact upsets his body's internal functions, causing pain and trauma at a later time.

Benefit: Your character may make a Brawl attack, and if successful, she may delay the damage inflicted by up to ten combat turns (one minute).

At any time before this duration has expired, your character may undo the damage by reversing her strike. A roll is not normally required to reverse the strike, but if her opponent tries to resist, you must make another Brawl attack, reducing the amount of delayed damage by the amount of damage that would have been inflicted by the second attack.

Normal: Your character inflicts hand-to-hand damage normally.

Advanced: You may buy this Talent up to three times. Your character may delay damage for one hour at second level and up to one day at third level.

École de Danse

Optional: Gamemasters who wish to make this school more exclusive may impose the additional prerequisite of Fame, Rank, Status, Wealth 1 or better for those seeking school membership. Musketeers with Patron 0 also qualify, so long as their patron is influential in high society.

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

As well as being a fencing school, the institute is a club for the social elite of Paris. The facility boasts a grand ballroom, a small theater, and several salons—the latter are available for private hire. Quarters for paid-up members are equal to those of the great noble chateaus

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in size and elegance. Marble statues and busts adorn the corridors and galleries, paintings by the master artists hang on the walls, and ornate drapes cover the large windows.

Within these opulent surroundings, members can enjoy refined company, gourmet dining, and first-class entertainment, while engaging in gossip, politics, back-room dealings, and intrigue. Some, however, come here merely to dance and escape their daily routine, or the backstabbing prevalent at the royal court.

Those who wish to avoid social interaction beyond dancing or enjoy a degree of anonymity are required to don a mask. The school's rules prohibit masked individuals from being spoken to, except by the staff or masters, though they may speak if they so desire. In order to receive a verbal reply though, they must first remove their mask. Most often the conversation is restricted to an invitation to dance or spar, which is answered by a simple nod or shake of the head. Regardless of why people come to the school, there is always a certain amount of rivalry. No blood is permitted to be shed on the plush carpets (perpetrators are expelled). This has resulted in verbal dueling becoming the norm; reputations have been made, tarnished, and broken solely upon the exchange of words within the walls of the School of Dance.

Most students, both casual and paid-up, are nobles, courtiers, or military officers—the style does not cover peasant dances. While few Musketeers can afford the high membership fees, such is the company's prestige

that wealthy patrons are often eager to cover a candidate's expenses and vouch for his suitability just to be seen in their company. It is rumored the King himself has trained at the school on occasion, though naturally he remained masked at all times so his courtiers would not stand on formalities, or pull their blows to avoid injuring his royal person.

The style is truly beautiful to watch, being a deadly combination of elaborate footwork and sweeping arms combined with slashing strikes and wide, flourishing parries. Unlike dances, which follow carefully choreographed patterns, the Danse style teaches only basic steps—students are expected to develop these into a unique combat style. Thus, while most schools have set moves a swordsman can recognize and counter, the School of Dance has none.

Suggested Talents

Fighting needn't be an ugly affair. Students at the School of Dance are taught to move with grace and style, dancing across the battlefield, using their charisma to beguile foes before delivering an elegant strike.

Because of the school's focus on Charisma and Performance, Bold Attack, Bold Defense, Captivate, Combat Skill (Performance), Dodge, Mobile Attack, Quick Reflexes, Run, and Swift are excellent choices. Since many dances involve moving the hands, Florentine and Flurry tie in nicely as well.

The Great Dances

Prerequisites: Fencing: Danse 4

The character has learned one of the great secret techniques of his school, allowing him to avoid attacks with his dance-like motions.

Benefit: The character substitutes his Performance: Dance rating for his Active Defense in his Defense roll when using either the Block, Dodge, or Parry maneuvers (pick one when this Talent is taken). If the character loses his Active Defense for any reason, he may not make this substitution.

Normal: Your character substitute his Athletics, Brawl, or Melee rating for his Active Defense in his Defense roll, depending on whether he is dodging, blocking, or parrying.

Advanced: This Talent may be taken three times. Your character picks a second defensive maneuver at second level. Your character uses his Performance: Dance in place of his Active Defense with all three maneuvers at third level.



Danse Macabre

Prerequisites: Fencing: Danse 4

The character has learned the greatest secret of the Academy of Dance. The Danse Macabre is a highly energetic but short dance involving a whirling combination of slashes.

Benefit: As a free action, your character can exert (taking one point of nonlethal damage) to use Performance: Dance as a Skill Synergy with Fencing: Danse. This bonus may only be used to make attacks—never to block, dodge, or parry.

Normal: Your character cannot use Skill Synergy with Performance: Dance to boost his Fencing: Danse Skill.

Advanced: You may take this Talent three times. The character gains a +4 Skill Synergy bonus at second level and a +8 Skill Synergy bonus at third level.

L'École de Position de Fer

While the School of Iron Stance has a good reputation, many swordsmen are not comfortable with its fighting mentality. The natural instinct of a swordsman is to give ground when necessary and force an opponent back when possible. Students of the School of Iron Stance learn to control the battlefield not by forcing their enemy to yield ground, but by denying him the chance to gain ground. True masters of the style are virtually immovable, capable of more effective parries when stationary. They are, in their own words, the immovable cliff upon which the sea futilely pounds.

While stories about the wooden boots used to train students are legendary, those who wish to master the art must first learn the art of balance. The fighting style can be quite vigorous, yet all movement is done from the hip upward. A thrust too far or an energetic slash can easily cause the fencer to lose his balance.

Once the student has proven he has a sense of balance, he next learns how to defend himself while stationary. This is when he is introduced to the wooden boots. During the earliest days of training students often fall, for it is natural to try and move one's feet to secure a better position or correct an overbalance. After receiving enough bruises students either learn to use their non-sword arm to help maintain their balance, or they quit.

Basic moves involve parrying and short, sharp thrusts. Slashes, while a valid tactic, are given secondary consideration—a skilled opponent can quickly turn one's momentum against the swordsman. Feints require too much movement to be fundamental to the style.

There is a common misconception that practitioners of the style root themselves to the spot once combat begins, refusing to budge until it is over. Many stories of Iron Stance swordsmen refusing to move even to help a comrade are commonplace, but most are fictitious or fail to tell the whole story.

Tactical choice of terrain is important to a student.

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After all, only an idiot, a desperate man, or a confident master chooses to stand in an empty field where he can be attacked from multiple sides. Proponents are similarly taught that remaining stationary when someone opens fire with a musket is a sure way to invite death.

So long as they are not engaged in melee with a foe, swordsmen are quite willing to move, either to a more advantageous position or to assist friends. But once a foe closes on them, they adopt the stance. Despite rumors that students remain static until they are hewn down, never yielding an inch, only those with a death wish refuse to flee when outnumbered or wounded—there is no honor in a pointless death.

Suggested Talents

Students are taught that a strong defense eliminates the need for a fighter to move position, which may open a chink in your defense, and that yielding ground yields the advantage. Students focusing on Block, Dodge, Parry, and Riposte understand this mentality best. Rising Hand-spring is essential for those times when a student does get knocked back or knocked down, while Combat Skill (Acrobatics) and Skill Aptitude (Acrobatics) tie in with the school's focus on balance.

Iron Stance

Prerequisites: Fencing: Position de Fer 4

Your character is perpetually aware of her stance and her balance. Even when struck violently, she maintains her footing.

Benefit: Treat your character as having +1 Strength for the purpose of resisting Knockback and Knockdown.

Normal: If your character takes more damage in one blow than her Strength rating, she is knocked backward five feet per point of damage in excess of her Strength rating. If the damage is more than double her Strength rating, she is knocked down as well.

Advanced: You may buy this Talent up to three times. Your character gains a +1 Strength bonus to resist Knockback and Knockdown for each level of this Talent.

Static Defense

Prerequisites: Fencing: Position de Fer 4

The school's defensive techniques are built around remaining stationary. Your character has mastered the secret of moving his body while keeping his feet still.

Benefit: Your character can forfeit his Move action to gain +2 to his Active Defense for that round. The bonus is lost even if the character moves involuntarily, such as by suffering Knockback or Knockdown.

Normal: Your character gains no bonus to Defense by remaining stationary.

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

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Yield No Ground

Prerequisites: Fencing: Position de Fer 4

Balance is an essential part of the style, and your character has learned that lesson well. When others fall, she bends briefly before straightening.

Benefit: When your character suffers a Knockback or Knockdown she may make an Acrobatics: Balance roll as a free action to avoid moving or falling.

Normal: If your character takes more damage in one blow than her Strength rating, she is knocked backward five feet per point of damage in excess of her Strength rating. If the damage is more than double her Strength rating, she is knocked down as well.

Advanced: You may buy this Talent up to three times. Your character gains a +2 bonus to his Acrobatics: Balance to resist Knockback and Knockdown for each level of this Talent.

Renoir's Academy

Note: The Sweep Talent and maneuver are detailed in *Richelieu's Guide to Expanded Characters*.

Optional: Rather than being a generic Talent open to anyone, Gamemasters may wish to limit Sweep to only members of this aggressive fencing school.

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

The style focuses on solid defense and sweeping slashes designed to drive foes back and inflict maximum damage. When outnumbered, the last thing one has is time to toy with opponents—"kill them quickly and reduce the odds" is one of the school's mantras.

Students are not given instruction in one-on-one fighting. From the moment they enter the school they fight first against two opponents, slowly building up to greater numbers as they develop mastery of the techniques. Claude Renoir, son of the founder and the current head of the school, once fought seven opponents simultaneously during a battle against the Spanish and emerged with only minor cuts... or so the story goes.

The premise of the school involves fighting multiple opponents when you must, not when you can—only a fool or a madmen craves being outnumbered by his enemies. Masters make it clear that the longer a swordsman is surrounded, the greater the chance one of their attacks will strike home. As such, movement is a key part of any battle, especially if it reduces the number of foes who can attack you afterward.

Claude Renoir has actively been courting the Musketeers, offering them reduced membership fees. Part of his

reasoning is to give the Musketeers, a unit which often faces overwhelming odds, the best training possible. The other part is that having Musketeers train under him will undoubtedly boost the reputation of his school, perhaps attracting nobility to the salon.

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

Suggested Talents

The Renoir school focuses on combat against multiple opponents. Characters should consider Talents which allow them to even the odds against more than one foe, such as Florentine, Flurry, Sweep, and Vigorous Defense.

Parry and Riposte are both beneficial, for when one is outnumbered a solid defense may be the only sensible tactic. Run and Swift can prove helpful in retreating to a more advantageous position. Since the school's prerequisite is Dexterity, Finesse Attack plays to one's natural strengths.

First Strike

Prerequisites: Fencing: Renoir 4

Your character has learned to kill his enemies before they can gang up on him.

Benefit: Once per round, your character may make a single Fencing: Renoir attack one opponent who moves within reach of his weapon as a free action. No combat maneuvers may be used in conjunction with this special attack. This maneuver does not cost your character his Attack action for the round if he has not yet acted, nor does it change his place in the initiative order if he is holding his action.

Normal: Your character has no ability to attack a foe that moves adjacent to him unless he is holding his action and chooses to attack.

Advanced: You may buy this Talent up to three times. Your character gains the ability to strike one additional opponent per combat round who moves adjacent to him at each level.

Scarlotti's Academy

Scarlotti's Academy is not one for dashing heroes, but certainly ideal for scoundrels and ne'er-do-wells, and those possessed of craven heart. The hardest part in becoming a member of Scarlotti's Academy is even finding it in the first place. Many of its members have enemies, and in order to keep them away from the school, the master changes continually changes its location. The authorities have long considered Scarlotti's to be a den of thieves. Some suspect the master is actually the head of a thieves' guild. There is no evidence to substantiate these

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claims, and while considered a scoundrel, the master has friends in high places.

The school's lengthy official motto is proudly displayed on a plaque: "If you cannot run, hide. If you cannot hide, fight. But always look for a chance to run." The shorter version is "Run when you can."

The first thing students are taught is to put aside all notions of honor and glory. There is no glory in dying or being maimed, no matter how noble the cause, and no honor in being captured. Thus, the core tenet is survival at any cost, even ignominy.

While many of its students are the sort of gentlemen who must flee enraged husbands, debt collectors, or the authorities on a regular basis, the Academy has a number of members with legitimate occupations, such as messengers, envoys, and spies. Many thieves find the school of use in their nefarious occupation, especially the parts involving stealth and running fast.

The style's core focus is on getting out of trouble with minimum risk. Knowing how to parry is essential. Specific training is given to disarming, as an opponent without a weapon is less inclined to chase an armed man, even one trying to avoid a fight. Ironically, the style is well-suited to those who must give chase to someone, for it teaches stealth and athletics as part of its core curriculum. Sadly, it doesn't teach students what to do when they catch their quarry.

Suggested Talents

Scarlotti's Academy provides instruction in defense and escape. Block, Dodge, Lucky, Parry, Quick Reflexes, Run, and Swift are well-suited to fighters who would rather run away and live to fight another day than be hewn down in pointless combat. Mobile Attack is useful if an opponent is between you and the exit, and you have no wish to stop and engage him. Combat Skill (Athletics and Stealth) are handy for escaping, as is Skill Aptitude for those Skills.

Expeditions Retreat

Prerequisites: Fencing: Scarlotti 4

Your character has quick legs, being able to spring back and begin his escape after dealing his foe a sturdy hit.

Benefit: When your character stuns an opponent, he may move up to five feet away from him as a free action. This free move may be taken once per combat turn, no matter how many opponents he strikes.

Normal: Your character can only move away from an opponent by taking a Move action.

Advanced: You may purchase this Talent up to three times. Each additional level allows your character to move an extra five feet as part of his free action.

Patient Strike

Unique

Bending the Rules

There's an old saying that says rules are meant to be broken. In a roleplaying game, the rules provide a framework to ensure fair play and a level playing field, but they can (and perhaps should) be bent for the sake of a good story.

One example is El Toro (see page 100), and his lustful nature and willingness to bend or even break his own salon's rules to gain advantage with the ladies. Such bending serves two purposes: first, it shows a character the perks missed out upon by not being a full member, and second, it makes the school more than just a set of dry game mechanics with finite potential. How the Gamemaster deems such bending of the rules in terms of game mechanics is left to him to decide.

As an example, any female character with Charisma 3 or higher who knows the Fencing: Spanish Skill, whether she has the Fencing School Resource or not, can bat her eyelids, smile sweetly, and ask El Toro for a favor. In return for a Style point or two (there should be some cost to offset the favoritism, or the character has effectively gained a powerful boon for nothing), the character gains a bonus Resource. This works almost the same as if she had Fencing School 3, except the Resource is available only until the end of the current adventure and it cannot be greater than 0-level—it is a small favor, after all.

Only one favor should be allowed per adventure, given upon the firm understanding the character now owes a favor in return.

Not only does the character get something required for the adventure, but this provides the Gamemaster with an excellent story seed for future use in relation to that character.

Prerequisites: Fencing: Scarlotti 4

Students are taught how to watch patiently for an opening in a foe's defense while beating a hasty retreat. Scarlotti taught that wasting energy on constant attacks was a mistake. "Strike once," he said, "but strike well!" Proponents of the art often parry turn after turn, waiting for the right time to strike.

Benefit: For each combat turn your character uses Parry against the same opponent, he gains a +2 bonus to his Fencing: Scarlotti roll when he decides to strike back. The first attack your character makes against the opponent (including a Cautious Attack or Riposte) uses the accumulated bonus.

If the character attacks a different foe, fails to parry a blow from his opponent, or does not strike before the encounter ends, the bonus is immediately lost.

Normal: Your character gains no bonuses for delaying his attacks.

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Spanish Style

Although the ongoing war with Spain has caused some to shy away from the Spanish school of fencing for fear of being branded unpatriotic—or worse, a sympathizer or enemy agent—the Spanish style of fencing nevertheless remains popular.

The Paris branch of the school is run by a Spaniard, Don Juan-Eduardo de Montoya, known to his friends and lovers as El Toro (“the Bull”). A self-proclaimed rogue and ladies’ man, he cares little about politics. He claims to have taken up the style not out of patriotism or a desire to kill, but because it enables him to slay his enemies quickly so he can return to being a lover. A carouser and gambler to the core, he frequents many of the lesser taverns and clubs of Paris, mixing equally well with both high and low society.

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

Its critics call it uncouth, its students call it effective. The style favors bold, powerful attacks over defense, the theory being that a dead opponent is one you no longer have to worry about. Students who dally with their opponents or try flashy moves in the training room are punished with a wrap across the knuckles from the master’s blade. While in ages past the school favored slashing attacks with sabers, it is less fussy these days.

Swordsmen schooled in the Spanish style can be single-minded in combat, seeking only a quick victory. They are powerful, brutal, and efficient, if a bit lacking in grace and poise. Still, as El Toro reminds his students, looking good only matters after you have defeated your opponent, not while you are fighting him.

Suggested Talents

The Spanish style focuses on delivering rapid, hard hitting blows and brute force, rather than worrying defense or finesse. Combat Aptitude, Florentine, Flurry, and Quick Reflexes are typical offensive Talents.

Since Strength is the school’s prerequisite Attribute, Strong Defense is an option for those who feel defense is important. Sweep is another good choice, if available as a general Talent rather than a school-specific one, as it fits the style perfectly.

Given the lack of focus on defensive training, students may wish to consider High Pain Tolerance and Iron Jaw.

Berserker Fury

Prerequisites: Fencing: Spanish 4

Your character can enter a state of reckless battle

frenzy, increasing his power and aggression at a cost to his own health.

Benefit: As a free action, your character can exert (take one point of nonlethal damage) to gain +2 bonus to all Strength-based Skill and Attribute rolls until the end of the combat turn.

Normal: Your character cannot exert himself in battle to gain an advantage.

Advanced: You may take this Talent up to three times. Your character gains a +4 bonus to all Strength-based Skill rolls at second level and a +8 bonus at third level.

Furious Slash

Unique

Prerequisites: Fencing: Spanish 4

The watchwords of the school are “total” and “aggression.” Students are taught there is no need to worry about maintaining a strong defense if your opponent cannot hit you back.

Benefit: Your character gains a +4 bonus to his attack roll when making a Total Attack. This Talent allows your character to make just a single attack (it cannot be combined with Florentine or Flurry).

Normal: Your character has a +2 bonus when making a Total Attack.

Sample Lackeys

Accountant

Follower 0

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

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

Skills: Craft: Accountancy 4, Diplomacy 3 (*Etiquette* 4), Streetwise 4 (*Haggling* 5)

Talents/Resources: None

Flaws: Stingy (+1 Style point when his unwillingness to spend money causes problems)

Weapons: Punch 0N

Alchemist

Follower 1

Primary Attributes: Body 1, Dexterity 2, Strength 1, Charisma 1, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 3, Perception 7 (5 hearing), Initiative 6, Defense 3, Stun 1, Health 4

Skills: Craft: Medicines 7, Magick: Alchemy 7, Natural Philosophy: Chymistry 7

Talents: Magickal Aptitude (Alchemy)

Resources: None

Flaws: Hard of Hearing (+1 Style point whenever his poor hearing gets him into trouble)

Weapons: Punch 0N

Bodyguard

Follower 1

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

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

Skills: Brawl 6 (*Punching* 7), Intimidation 4 (*Stare-down* 5), Melee 6

Talents: Guardian (May grant a +2 Defense bonus to all allies within 10 feet of him)

Resources: None

Flaws: Vow (Protect his master; +2 Style points when he has to make a major sacrifice to keep his vow, or when his vow causes harm to others)

Weapons: Punch 7N, Rapier 8L

Carriage Driver

Follower 0

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

Fencing Schools Three

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

Skills: Animal Handling 3 (*Horse* 4), Riding 4 (*Vehicles* 5)

Talents/Resources: None

Flaws: Overconfident (+1 Style point when he gets in over his head and is forced to ask for help, or puts others in danger)

Weapons: Punch 0N

Entertainer

Follower 0

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

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

Skills: Acrobatics 5, Performance 5

Talents/Resources: None

Flaws: Vain (+1 Style point whenever he steals the spotlight)

Weapons: Punch 0N



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Fake Relic Seller

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: Academics: Religion 3, Con 5, Streetwise 5

Talents/Resources: None

Flaws: Liar (+1 Style point whenever his dishonesty causes trouble or his lies catch up with him)

Weapons: Punch 0N

Herbalist Friar

Follower 0

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

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

Skills: Academics: Religion 4 (*Catholic doctrine* 5), Craft: Medicines 5 (*Herbal remedies* 6), Natural Philosophy: Biology 4

Talents/Resources: None

Flaws: Pacifist (+1 Style point whenever he is able to prevent violence or resolve a dispute peaceably, or when his pacifist nature causes problems for his comrades)

Weapons: Punch 0N

Knight of St. Michael

Follower 1

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

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

Skills: Academics: Occult 4, Firearms 4, Melee 5, Stealth 4, Survival 4

Talents: None

Resources: Rank 1 (Templar; +2 Social bonus)

Flaws: Intolerant (Enemies of the Catholic Church; +1 Style point when his intolerance causes trouble for him or his comrades)

Weapons: Punch 1N, Long sword 8L, Musket 7L

Man of Faith & Science

Follower 0

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

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

Skills: Academics: Religion 4, Investigation 4, Linguistics 4, Natural Philosophy: Biology 4, Natural Philosophy: Physics 4

Talents/Resources: None

Flaws: Curious (+1 Style point whenever his curiosity gets him or his companions into trouble)

Weapons: Punch 0N

Scribe

Follower 0

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

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

Skills: Academics: Literature 4, Bureaucracy 4, Linguistics 6

Talents/Resources: None

Flaws: Absent-Minded (+1 Style point whenever he forgets something important)

Weapons: Punch 0N

Soul in Need of Saving

Follower 0

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

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

Skills: Gambling 3 (*Cheating* 4), Larceny 3 (*Pickpocketing* 4), Stealth 3, Streetwise 3

Talents/Resources: None

Flaws: Criminal (+1 Style point whenever he is hurt by his negative reputation)

Weapons: Punch 0N

Tutor

Follower 0

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

Secondary Attributes: Size 0, Move 2, Perception 5, Initiative 5, Defense 2, Stun 1, Health 2

Skills: Academics: History 5, Academics: Law 5, Academics: Philosophy 5, Linguistics 5, Natural Philosophy: Geology 5

Talents/Resources: None

Flaws: Blasé (+1 Style point whenever his indifference causes harm)

Weapons: Punch 0N

Witchfinder

Follower 1

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

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 4, Defense 2, Stun 1, Health 3

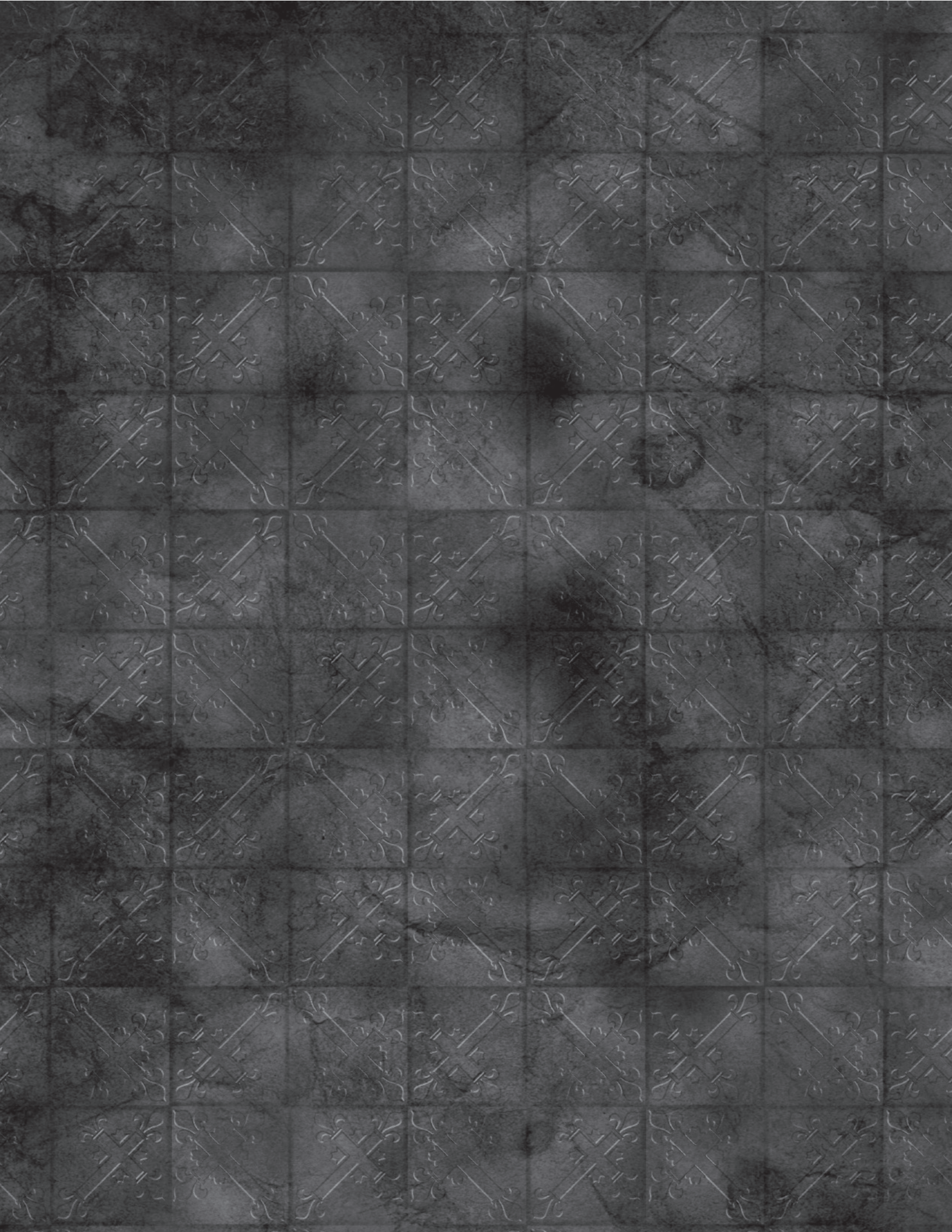
Skills: Academics: Occult 5, Academics: Religion 5, Empathy 5, Intimidation 5 (*Interrogation* 6), Investigation 4 (*Interview* 5),

Talents: Magickal Sensitivity (may make an Empathy roll whenever he tries to sense magickal energy)

Resources: None

Flaws: Fanatical (+1 Style point whenever his devotion causes harm)

Weapons: Punch 0N



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This information previous appeared in the first eight Richelieu Guide supplements.

Richelieu's Guide Compendium One requires the All For One Régime Diabolique RPG.

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