

ALL FOR ONE

Régime Diabolique

RICHELIEU'S GUIDE TO

The French Colonies❧ *Introduction* ❧

While the great European empires in the New World are centuries away, the race to colonize it has already begun. This supplement details the history of France's early colonialism, literally opening up a new world of adventure.

A Late Start

France is a late player in the race to colonize the New World. Spanish vigilance in protecting its trade monopolies and the ravages of the French Wars of Religion seriously hampered France's early colonial ambitions. The Treaty of Tordesillas (1494) divided all newly discovered lands between Spain and Portugal. Spain, however, has little interest in North America, and it is here that France, along with its enemy England, have established their main colonies.

❧ *New France* ❧

France's greatest holdings are in North America, in a region known as Nouvelle-France ("New France"). This vast territory covers much of western Canada, extending as far south as Maine. Within this larger territory is Acadia, covering what is now Nova Scotia.

Early History

French interests in the New World began in 1534, when Jacques Cartier planted a cross near the Gulf of St. Lawrence, claiming the land in the name of King Francis I. While early colonies floundered and died, French fishermen frequented the region, slowly open dialogue with the native peoples, the nomadic Algonquin and the sedentary Iroquois. Merchants became interested when they learned the animals of North America were a plentiful source of fur—the European beaver, a staple source, was in serious decline and prices were rising sharply.

The first trading companies arrived in 1580, though their settlements fared no better than the earlier colonists due to disease and bitter winters. Success finally came in 1605, with the founding of Port Royal on modern-day Nova Scotia. Three years later, Samuel de Champlain (1580-1635) founded the city of Quebec, France's second permanent colony.

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Titles Change

Between 1541 and 1627, New France, France's New World colonies, were governed by a Lieutenant General in the king's name. Acadia and Quebec, the two most prosperous and powerful colonies, each had their own Governor. With a few exceptions, the post holders remained in France, the actual management of the colonies handled by proxies in New France. Cardinal Richelieu was the last official to hold the post of Lieutenant General. He was also the first to hold the post of Governor of New France, the new title for the position. Samuel de Champlain took over from Richelieu in 1632, as the Cardinal is more interested in affairs back home and the war currently ravaging western Europe. Since the appointment of de Champlain, all governors are now required to actually reside in the territory.

No Protestants!

Historically, Cardinal Richelieu forbade Protestants from settling in the New World. Colonists were carefully screened to keep undesirables out, and punishments for those discovered overseas were especially harsh. However, in *All for One*, the Cardinal is keen to promote religious hatred. To that end, he allows any French citizen to settle abroad, though Protestant emigrants are kept to a minimum so as to prevent a mass exodus. After all, how can you persecute someone if they've all left the country?

That same year, Champlain joined forces with friendly Algonquin and Montagnais Indians to attack the Iroquois. While the move strengthened bonds between France and its native allies, it began a bloody conflict with the Iroquois which will last into the next century.

Acadia

Pierre Dugua Des Monts (1558-1628), Governor of Acadia and possessor of the fur trade monopoly, founded Port Royal in 1605. His monopoly was short-lived, being stripped by order of King Henry IV in 1607—Des Monts had received a fortune in supplies yet returned very little to the royal coffers. He was recalled to France and the settlement abandoned.

Three years later, Jean de Biencourt de Poutrincourt et de Saint-Just (1557-1613), Des Monts' former deputy, returned to Port Royal as Governor of Acadia.

In 1613 the English launched an invasion force from Virginia into Acadia. The French settlers fled, finding shelter with the native Indian tribes. Port Royal remained largely abandoned for nearly two decades. On de Bien-

court's death, the governorship passed to his son, Baron Charles de Biencourt de Saint-Just (1591-1623). When he in turn died, it passed to his nominated successor, Charles de Saint-Étienne de la Tour (1593-1666).

The English returned again in 1629, after King James I granted all of Nova Scotia to a Scottish earl. The earl and 70 Scottish colonists took up residence in the sparsely populated Port Royal, though the Treaty of Saint Germain-en-Laye forced them to leave in 1631.

Between 1632 and 1635, Isaac de Razilly was appointed Governor of Acadia. He spent those years acquiring funds to raise a new fleet of colony ships, finally arriving in the land he ruled in 1635, but died soon after. His brother, Claude de Launay-Razilly, was appointed the new governor, but he chose to remain in France, naming Charles de Menou d'Aulnay de Charnisay (1604-1650) as his lieutenant there.

An unfortunate rivalry has sprung up among the governors. Razilly agreed to divide Acadia, granting control of one portion to de la Tour, but his death signaled the start of open conflict between d'Aulnay, who rules from Port Royal, and de la Tour, whose headquarters are at Fort de la Tour, located at the mouth of the St. John River.

Quebec

Quebec remained in French hands until 1629. Besieged by English warships, starved of supplies following the capture of a French supply fleet, and with reinforcements a distant dream, Champlain was forced to surrender the city without a shot fire to English Huguenot privateers.

The privateers dragged Champlain back to England, only to learn that peace had been declared before Quebec surrendered. With their action illegal, the privateers had no choice but to give the city back to Champlain. It was 1631 before the Treaty of Saint-Germain-en-Laye formally returned all seized French territory in the New World. Champlain returned to the city and once more took up the post of Governor.

As of 1636, Charles Jacques Huault de Montmagny (1599-1654) is the appointed governor of New France. His residency is in Quebec City.

Other Major Settlements

Montreal: Founded as a fur trading post by Champlain in 1611, it remains a small settlement, for the Mohawk Indians claim the land as theirs and do not tolerate foreign settlers. The land was first visited by Jacques Cartier in 1535. He reported visiting an Indian village of some 3,000 inhabitants. On a return trip in 1541 he failed to make any mention of the settlement, which he had named previously as Hochelaga on a map presented to the King of France. Champlain, who first visited the area in 1603, found no trace of Hochelaga, nor of any other villages mentioned by his predecessor. The explorer put the disappearances down to plague or

famine, and thought no more of it. There was indeed a famine between 1535 and 1541.

Rather than starve, several of the Indians took to cannibalism, transforming into Wendigo (see below) in the process. They devoured their remaining kinsmen, then turned their attentions to neighboring villages. Believing the area to be cursed, the surviving Indians fled south toward the Great Lakes.

Tadoussac: Having been granted a fur trade monopoly, François Gravé du Pont, a merchant and Pierre de Chauvin de Tonnetuit, a captain in the French Royal Navy, founded the settlement of Tadoussac. France's first trading post on the mainland, it sits on the confluence of the St. Lawrence and Saguenay Rivers.

Trois-Rivières: Although Champlain suggested a settlement be built at the sight of Trois-Rivières in 1603, it was only in 1634 that his dream became reality as New France's second city.

Land Management

In 1627, Cardinal Richelieu imposed the seigneurial system upon New France. Land along the St. Lawrence River is divided into narrow strips (*seigneuries*). Each strip is owned by the king, but maintained by a local landlord, the *seigneur*. Seigneurs are not necessarily nobles, as they would be in France. Military officers might be granted a *seigneurie*, as may a cleric.

The seigneur subdivides his land into smaller packages for tenants to manage. In addition to paying rent, the tenants (known as *censitaires*) must also pay inheritance tax if they wish their descendants to claim the land after they die. Since tenants were free to use the land for any purpose, refusal would mean not only being kicked out of one's home and having no farmland, but potentially losing a thriving business.

Richelieu has also resurrected part of the ancient feudal idea of serfdom, for tenants must work for their landlord for three days a year without pay. His rationale for the system was twofold. First, the river was a major thoroughfare, and land along it was in great demand. Second, it ensured the majority of settlers would remain strongly tied to the wealthy elite rather than developing illusions of independence and freedom.

❧ The Caribbean ❧

Spain is the dominant military, political, and economic force in the Caribbean. Despite the Spanish Navy's constant patrols and belligerence, France has secured footholds on several of the islands.

Saint Christophe

Like almost all Caribbean islands, the island of Saint Christophe (modern St. Kitts) was discovered by Columbus and claimed for Spain. The first colony, however, was

New Flaws

These Flaws are open to any character.

Physical

Ravenous: Food can be scarce in the New World, something your character is not accustomed to. Your character requires an immense amount of food to sustain himself. Perhaps this is because he is on a growth spurt, has a digestive disorder, or is host to a parasite. If he does not consume twice the quantity of food required for an average adult, he will suffer from starvation (see *Deprivation, All for One*). You earn a Style point whenever your character's hunger forces him or his friends to starve.

Mental

Territorial: Your character has a need to stake his claim and drive others away from it. He will not share that which is his and even has difficulty tolerating friends who encroach on his space. Most often, this impulse applies to protecting a location, but it may also include supplies, privileges, or mates—or all of the above. You earn a Style point whenever your character's protectiveness causes conflicts with his friends or allies.

Social

Animal Antipathy: There is something about your character that causes horses to buck her, cats to scratch her, and dogs to bark at her. Your character suffers a -2 penalty on any roll relating to animals. You earn a Style point whenever your character suffers a setback due to an uncooperative or belligerent animal. *A character with the Animal Apathy Flaw cannot take the Animal Affinity Talent.*

Exiled: Your character has been driven out of his homeland and cannot return upon pain of death. He may have been exiled because he committed a crime, violated a taboo, or on the wrong side of a political or military conflict. Often, he has also been marked in some way so that he must bear the stigma of his banishment abroad as well. You earn a Style point whenever your character is shunned or denied support because of his past.

Herd Mentality: Your character resists individual thought and dislikes being alone. She may or may not expect everyone else to form a collective, but she resists individualism and is intensely uncomfortable except in the presence of her peers. You earn a Style point whenever your character sacrifices too much for the sake of the group or causes complications by refusing to be alone.

New Talents

These Talents are open to any character.

Disease Resistance

Prerequisites: Body 3

Your character has a strong immune system and is able to fight off disease and illness much more effectively and quickly than other people can.

Benefit: Your character gains a +2 bonus to Body rolls related to disease and illness.

Normal: Your Resistance roll is unmodified.

Advanced: You may purchase this Talent up to three times. Your character gains a +4 bonus to disease-related Body rolls at second level and a +8 bonus at third level.

Famine Hardy

Unique

Prerequisites: None

Life in the New World is full of hardships. Famine is a common risk, for hard winters make supply deliveries impossible, storms flatten ripening crops, and blight can wither fruit on the vine. With this Talent, your character has the ability to function at a normal level long after those around him have dropped from malnutrition.

Benefit: Your character suffers one point of lethal damage for every two days he goes without water, and one point of lethal damage for every ten days without food.

Normal: You suffer one point of lethal damage for each day you go without water and one point of lethal damage for every seven days without food.

Weather Sense

Unique

Prerequisites: None

Your character has a knack for predicting the weather. She might gain foresight through careful study of the meteorological conditions, a "sixth sense," a certain pain in the joints, communion with the spirits of air, but is rarely unprepared for even the most turbulent of climates.

Benefit: Your character knows what kind of weather to expect on any given day without having to make a Survival roll. Your character can predict rain, clear skies, snow, or even hurricanes, but no measurements are precise. For example, she doesn't quite know when the rain will start or how many inches will fall, but she can determine whether it will start "soon" or "later" and if it will be "heavy" or "mild."

Normal: You must make a Survival roll (difficulty 2) to predict the weather that day.

founded by French Huguenots in 1538, though it failed after only a year. In 1623 the British arrived, followed by the French in 1625. The French had not initially intended to settle here. A Spanish attack left sank all but one ship of their fleet, the flagship of Pierre Belain, Sieur d'Esnambuc. In an act of charity, the leader of the British, Thomas Warner, invited the French to settle on the island, granting them the ruins of the old Huguenot colony.

Barely had the French colonists unpacked when they were forced into a treaty with their British neighbors against the hostile Carib Indians. Launching a surprise attack under cover of darkness, the Europeans massacred the technologically backward Indians, sparing only the most beautiful women to serve them as slaves. Knowing that the Caribs on neighboring islands would seek blood revenge, the Europeans prepared their defenses. Such was the slaughter of the arriving Caribs that the island's river ran red for three days. With the outside threat vanquished, the rival Europeans quickly resumed their hostility toward each other.

Spain, meanwhile, kept a close eye on the island. In 1629, fearing the growing colonies could present a serious threat to Spanish hegemony in the region, Spain sent a fleet of warships to cleanse Saint Christophe of the unwanted intruders. Farmers rather than soldiers, the settlers fled with what belongings they could save. On their return the following year, they found their old homes completely destroyed. Undeterred, they began rebuilding, erecting a series of forts to ward against future Spanish aggression. The island currently remains divided between the English and the French. Saint Christophe is the dominant French colony in the region and serves as the starting point for other colonizing efforts.

Guadeloupe

French settlers from Saint Christophe first landed on Guadeloupe in 1635. As of 1636 the settlers are locked in brutal conflict against the native Caribs.

Martinique

One hundred settlers from Saint Christophe arrived on Martinique in 1635. Defeating initial Carib resistance, they quickly established Fort Saint Pierre as their base. In just a year, the island had become a major mercantile hub, boasting a population of 300 souls.

Tortuga

Tortuga lies off the northern coast of Hispaniola (modern day Haiti and Dominica). French and English settlers arrived in 1625 after Spanish resistance to their attempts turned them from settling on Hispaniola.

Spain attacked Tortuga in 1629, successfully expelling the foreigners and quickly fortifying the island to safeguard against their return. Events on Hispaniola, however, eventually forced much of the garrison to withdraw, allowing the French to reclaim Tortuga. Know-

ing the Spanish would return in force, they set about strengthening the abandoned Spanish fortifications and raising their own, Fort de Rocher, which commanded the approach to the island's harbor.

As with Saint Christophe, Tortuga was divided between the French and English. Slaves from Africa were imported in 1633, though the practice ended in 1635—the population had grown too large and the slaves were running riot. Spanish forces returned that same year, overrunning the English and French colonies, but then left just as quickly, seeing little strategic value in maintaining a strong garrison. Once again, the French and English returned. Shortly afterward, Dutch colonists began to arrive. Historically, Spain sends yet another invasion force in 1638, but in *All for One*, that invasion could be brought forward a year or two.

As well as the colonists, the island is home to a growing number of buccaneers. Within a few years they will be the dominant force on Tortuga, from where they will terrorize the Spanish Main.

Companies

Colonialism is not just about grabbing new land for settlers—it is big business. In order to secure strong and profitable trade networks, France created a number of licensed trading companies.

One Hundred Associates

Officially known as the *Compagnie de la Nouvelle-France*, the company was the third attempt to secure profitable trade with New France (Canada). The first company, the *Compagnie des Marchands*, operated from 1613 until 1620, when its license was revoked for breach of contract. Its replacement, the *Compagnie de Montmorency*, was abolished in 1627 by Cardinal Richelieu.

Richelieu, who sought a way to spread his influence into the growing colonies of New France, created the Company of One Hundred Associates that same year, taking its name for the 100 shareholders who each donated 3,000 *livres* to be part of the venture. The colonization fleet set sail from France in 1628 amidst a storm of controversy. England and France had been at war since the previous year, and spies revealed the English King had issued letters of marques authorizing privateers to attack any ships sailing to the New World. Sure enough, the French fleet fell into English hands, an act which cost the company 90% of its investments.

In 1631 the company was forced to seek new investors or risk bankruptcy. The previous debacle made investors wary, and in order to secure funds the company was forced to sell rights to smaller trading companies run by the French elite.

The American Islands

The first French company authorized to colonize

and exploit the Caribbean was the *Compagnie de Saint-Christophe*. Its first venture was almost a disaster, for the fleet came under Spanish attack (see the entry for Saint Christophe above). Pierre Bélain, Sieur d'Esnambuc returned to France the following year following the defeat of the Caribs, whereupon Cardinal Richelieu granted him a charter to form the *Compagnie de Saint-Christophe*, of which Richelieu would be a major shareholder.

By 1635, Richelieu had grown tired of the enterprise's abject failure. He ordered François Fouquet, one of his senior advisors (and a black magician), to restructure the company under a new name, the *Compagnie des Îles de l'Amérique*, and issued strict instructions to them to expand French colonial interest in the Caribbean.

Friends & Foes

This section introduces new monsters and mundane threats to the *All for One* setting. In addition, all of the demons found in the core rules can also be found in the colonies—the insidious fiends have been carried to the colonies by unwitting hosts, invoked through the sins of the Europeans, and summoned by those who traffic in the black arts.

Baykok

Baykoks are malevolent spirits. The name derives from the word *bakaak*, which translates as “bones draped in skin.” They are described as skeletal figures wrapped into thin, almost-translucent skin, with glowing red eyes, and capable of flight. Baykoks are hunters who prey only on warriors (defined as any character with a martial Skill at 4+). They are ruthless creatures, striking down they prey with invisible arrows, and wielding huge clubs in close combat. Its shrill cry is said to paralyze its victims—once their prey is immobilized, they feast on its liver.

Ally 3

Archetype <i>Demon</i>	Motivation <i>Survival</i>
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Style: 2	Health: 5
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Primary Attributes

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

Size: 0	Initiative: 6
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Move: 7 [7]*	Defense: 7
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Perception: 4	Stun: 3
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Skills	Base	Levels	Rating	(Average)
Archery	4	5	9	(4+)
Intimidation	4	5	9	(4+)

Melee	3	5	8	(4)
Performance	4	5	9	(4+)
Stealth	4	5	9	(4+)
Talents				
Captivate (As an attack action, a baykok can attempt to entrance its opponents during combat)				
Flurry (May attack the same opponent twice by making a Total Attack with a -2 penalty on each attack roll)				
Long Shot (Weapon ranges are doubled)				
Resources				
None				
Flaw				
Sadism (+1 Style point whenever it is needlessly cruel to it enemies)				
Weapons	Rating	Size	Attack	(Average)
Bow**	2L	0	11L	(5+)L
Club	2N	0	10N	(5)N

* A baykok flies at the same speed it can walk.

** A baykok fires invisible arrows. Opponents may only use their Passive Defense and cannot Dodge unless they have some way of seeing invisible missiles.

Wendigo

On dark nights, when the north wind howls and frost lies heavy in the air, the medicine men of the Algonquin tell stories of the Wendigo, a creature born of cannibalism. The Algonquin believe that when one faces death by starvation, it is better to die than partake of human flesh and become Wendigo. Wendigo is the European spelling, *wiindigoo* in the native language (plural is *wiindigoog*).

The Wendigo is not a physical being, but a malevolent spirit which possesses those who have resorted to cannibalism. At first the host appears normal, though he has a gruesome obsession with eating more flesh. Over time, his appearance begins to change. His features grow gaunt, his flesh turns a pallid gray, his muscles and fat wither without losing any of their strength, leaving bones protruding against his withered skin, and his lips become tattered. He wears the smell of death and corruption about him like a funeral shroud.

Try as it might, a Wendigo cannot stave off its unholy appetite for long, and no food other than human flesh provides it any sustenance. Unless it dines on the forbidden meat, its host will starve to death, something the demon will not permit.

Although a Wendigo is a demon, the Christian Rite of Exorcism has little power over it—an exorcist suffers a -4 penalty in addition to any other applicable penalties. A medicine man could use a similar ritual without incurring the penalty (though he suffers the same -4 for trying to drive out European demons).

Ally 3				
Archetype <i>Demon</i>			Motivation <i>Survival</i>	
Style: 2			Health: 11*	
Primary Attributes				
Body: 5			Charisma: 0	
Dexterity: 3			Intelligence: 2	
Strength: 4			Willpower: 4	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 7			Defense: 8	
Perception: 6 [10]**			Stun: 5	
Skills	Base	Levels	Rating	(Average)
Athletics	4	5	9	(4+)
Brawl	4	6	10	(5)
Stealth	3	3	6	(3)
Survival	2	6	8	(4)

Talents

** Keen Sense (Smell; +4 Perception rating but only with regard human flesh)

* Robust (+2 Health rating)

Unarmed Parry (Can block Melee attacks with his bare hands at no penalty)

Resources

None

Flaw

Obsession: cannibalism (-2 penalty on all rolls until he is able to satisfy his compulsion. +1 Style point when his obsession causes him to do something dangerous or endanger someone else's life)

Weapons	Rating	Size	Attack	(Average)
Bite	1L	0	11L	(5+)L
Claws	0L	0	10L	(5)L

Unholy Regeneration: A Wendigo who causes damage to a human with its bite may forfeit its next attack action to consume the flesh. At the end of the round in which it consumes the flesh, it may make a Body roll. Each rolled success heals one point of nonlethal damage, or converts a point of lethal damage into nonlethal. Nonlethal damage is always healed before lethal.

Becoming a Wendigo

First, it must be made clear that a Wendigo is not a player character option. A Wendigo is a demonic entity given corporeal form, driven by the desire to consume human flesh. If a player character is infected, he must resist his urge to feast each day at sunrise by making a

Willpower roll (Difficulty 4). If he fails, he is compelled to locate a living human and eat their flesh.

To make a Wendigo, take the base human archetype used by the victim. A player character, for instance, uses his character as the base line, making the changes listed below.

- * Body and Strength increase by two points, while Dexterity increases by one point.
- * Charisma is reduced to 0.
- * Intelligence is unchanged.
- * Willpower increases by two points.
- * Gains two Levels in Athletics, Brawl, Stealth, and Survival.
- * Gains the Keen Sense and Robust Talents if the character doesn't have them already.
- * Gains Bite (1L) and Claws (2L) as attack forms.
- * Normal food gives the Wendigo no sustenance. Unless he succumbs to his hunger, he will starve to death.

Mundane Threats

As well as demons, native and imported, and enemy soldiers, the French must contend with hostile Indians.

Indian Warrior

While France has allies among some natives, it faces opposition from the Caribs and Mohawks, among others. Merciless to their foes and brave in the face of superior technology, the French do not underestimate them.

Ally 1				
Archetype <i>Soldier</i>			Motivation <i>Duty</i>	
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)
Archery	2	3	5	(2+)
Athletics	3	1	4	(2)
Melee	3	2	5	(2+)
Stealth	2	2	4	(2)
Survival	2	2	4	(2)
Talents				
None				
Resources				

Indian Deities

A full treatise on the mythology of the First People is outside the scope of this supplement. However, some of the deities and spirits honored by the Algonquin and Iroquois people are briefly described below for Gamemasters who wish to introduce Native American mythology into their campaign.

Algonquin

Animikiig: The "thunderers"; depicted as birds in totem poles.

Gaa-biboonikaan : Bringer of winter.

Gichi-manidoo: The Great Spirit.

Jiibayaabooz: ("Spirit Rabbit") Lord of the Underworld; taught mankind how to interact with the spirits through dream quests.

Mishibizhiw: ("Great Lynx") A horned panther who lives in water; responsible for drownings.

Mishi-ginebig: A powerful underworld spirit; patron of medicine

Manidoo: Spirits; often rendered into English as manitou.

Nanabozho: A trickster spirit.

Nookomis: The Earth-Mother; lives beneath the clouds and brings the rain, thus giving life to the earth.

Midew: Name for a medicine man or shaman; they serve as teachers, healers, and visionaries; practitioners of Natural Magick.

Iroquois

Adekagagwaa: Personification of summer.

Atahensic: A sky goddess who fell to earth. She died in childbirth.

Five Nations: The five nations (or tribes to the Europeans) of the Iroquois are the Cayuga, Onondaga, Oneida, Mohawk, and Seneca.

Gaol: Personification of the wind.

Gohone: Personification of winter.

Hahgwehdiyu: The creator; a son of Atahensic. He gave mankind the gift of maize (corn), which he grew in his mother's corpse.

Hahgwehdaetgan: Hahgwehdiyu's evil brother.

Iosheka: Creator of mankind, gifting to them medicine, tobacco, and magic. Enemy of demons.

Jogah: Nature spirits; equivalent to faeries.

Onatha: God of farmers

Tarhuhiawahku: A giant who holds up the sky.

Ya-o-gah: A bear spirit; personification of the north wind. Such is his power that his freezing breath can destroy the world.

It's a Hard Life

Being a colonist isn't like working a farm in France. In the Caribbean the summers are hot and humid, the rain falls in torrents like a waterfall, tropical diseases have no cures, and hurricanes can destroy a settlement in minutes. In New France, the winters are colder than anything imaginable to most Europeans; disease, especially scurvy, is just as rampant, and cabin fever is a real risk when you're snowed in for three months. And there is the constant risk of being attacked by wild animals (poisonous ones in warmer climes), hostile natives, or rival colonial powers depending upon where in the New World you live. Those accustomed to luxury will find the colonies sorely lacking in all but the basic necessities. Every man and woman must earn his keep in the colonies. For many, their first year in the New World is often their last. Some choose to leave, but the majority die a terrible death for their dream.

Rank 1 (Tribal warrior; +2 Social bonus)

Flaw

Intolerant: Europeans (+1 Style point whenever his intolerance causes trouble, or he convinces someone else to detest the same thing he does)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	1N	(0+)N
Bow	2L	0	7L	(3+)L
Axe	3L	0	8L	(4)L

Medicine Man

Medicine men are healers, wise men, teachers, and magicians. They communicate to the spirits through chanting, song, and drums, or by smoking tobacco or taking hallucinogenic drugs.

Ally 2

Archetype <i>Occultist</i>	Motivation <i>Duty</i>
Style: 0	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:	3	3	6	(3)
History				
Diplomacy	2	3	5	(2+)
Empathy	3	3	6	(3)
Magick: pick one	4	3	7	(3+)
Medicine	3	3	6	(3)
Talents				
Magickal Aptitude (Natural Magick)				
Resources				
Status 1 (Medicine man; +2 Social bonus)				
Flaw				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

Colonial Campaigns

This section is concerned with colonial campaigns, both as the focus of a game centered outside France, and how Musketeers can be introduced to France's fledgling colonies.

Making Characters

All Musketeers receive four zero-level Skills and two zero-level Resources. Characters living in the colonies receive the same general benefits, with a few differences.

Any type of character may be found in the colonies. There are nobles, priests, bureaucrats, soldiers, sailors, fur trappers, prostitutes, thieves, merchants, scientists, and explorers. Characters are not required to be Frenchmen—at the Gamemaster's discretion, a player can play an Indian scout, warrior, or medicine man. We recommend that non-French characters be kept to no more than one per group—this supplement does not provide any details on the various Indian cultures of the time, and *All for One* is primarily concerned with French society.

Because of the wide variation in roles, the character is free to take whichever zero-level Skills he wants, except where noted elsewhere. As always, the Gamemaster may not allow certain choices unless the player can justify it. The same reasoning applies to starting Resources.

Those wishing to play nobles or churchmen may wish to consult the relevant *Richelieu's Guide* for advice.

Colonial Campaign

A colonial campaign is merely one set in the colonies rather than in France. The main options are to set the campaign around an existing colony, or have the charac-

ters step fresh off the ship into a strange new world. In the latter case, the characters might be political refugees seeking refuge, hopefuls looking to turn a quick profit and return to France rich citizens, explorers after glory, or exiles banished here for crimes (or alleged ones, at any rate). Perhaps they are ambassadors from the King (or Cardinal Richelieu) sent to investigate something, such as the disappearance of a colony, enemy activity, or sightings of strange creatures.

Being the new boys and girls in town does mean the Ally, Contact, Fame, Followers (except one's lackey), Patron, and Refuge can be problematic. However, with a good backstory, any should be permissible. For example, maybe a character has a cousin (Ally) in the colony, or his family invested in a company and owns property (Refuge). Maybe he works for a trading company and can quickly develop a network of Contacts among his peers or their native counterparts. An exile may quickly find like-minded Followers allied to his cause.

That said, explaining how a character straight from France has Allies with the local Indians or has recruited a local scout as a lackey requires some imaginative thinking. It isn't impossible to have such Resources, but the onus should be on the player to explain how these are possible.

However the Gamemaster sets up a campaign, many of the basic adventure hooks one might use in France can be used just as well in the colonies. Rival settlements compete for trade, leading to intrigue and armed conflict. The Spanish invaders plaguing France can be easily swapped for Indians or the English. Messages must be carried by hand across vast tracts of inhospitable wilderness, rivals plot and scheme against each other, rogues make off with valuables, spies and saboteurs from foreign powers seek to gain information or disrupt a colony so it faces hardship, and evil still beats in the hearts of men. An entire campaign could be set around a colony of just 100 souls struggling to survive in a foreign land.

Of course, in a colonial game there is no need for anyone to play a Musketeer, though that is still an option. Getting a group with different occupations and social classes together, and more importantly keeping them together, is actually fairly easy in the colonies. Given the small size of most communities, the characters may be called upon or duty-bound to perform actions beyond their normal job. For instance, if a child goes missing, then everyone is likely to help search for her, even the local nobleman. If Indians launch a raid, then it's every man's duty to grab a rifle and defend his home.

Musketeer Campaign

A colonial Musketeer campaign follows the basic premise of *All for One*, where every character is a member of that illustrious outfit. Since they are agents of the King, they are going to be ordered to the New World, rather than already being here as settlers or deciding to pay a visit out of choice.

This immediately opens up plentiful roleplaying opportunities and encounters, for the characters are used to the streets of Paris and fields of France, not the harsh lifestyle of the colonies. They won't know which natives are friendly and which are hostile unless someone tells them, what animals are dangerous (or indeed what some animals are), and the difference in seasons may cause severe problems.

More importantly, they are away from their usual support network. Allies, Contacts, and Patrons, possibly even Followers other than the lackeys that accompany them, are thousands of miles away. Their reputations (Fame Resource) won't mean anything to those who have never heard of them before, and they cannot call on their fellow Musketeers for help.

If the Gamemaster intends to keep the characters in the New World for an extended duration, he might wish to consider allowing the characters to exchange Resources such as those mentioned for ones of the same type but with a new focus. A character with Contacts, for example, might lose his information sources back in France because he hasn't been able to maintain communication with them, but gain new ones in the colonies.

Such changes should not occur instantly—the characters should work at switching their Resources through adventures, through opportunities presented for them to pursue. You might run an adventure where the characters help the governor of a small village; at the end, if they have been successful, they have the option of making him a local Ally, Contact, or Patron.

As for why the Musketeers might venture forth to the colonies, the Gamemaster has a wealth of options. As we've already said, they'll probably be ordered here rather than coming voluntarily, though it might be that an investigation leads them across the ocean. The king may ask them to hunt down a traitor or assassin (and possibly bring him back to France for justice), recover a valuable object, escort someone important, deliver a message to the Governor, investigate a serious crime against crown estates overseas, aid in the ongoing conflict with France's enemies, and so on. The Musketeers may not even know why they have been sent to the far ends of the earth until they arrive.

Even their arrival may be problematic. Should they be shipwrecked, they'll be forced to survive until they can reach civilization and receive their orders. This is a great ploy if the Gamemaster knows he wants to use the New World, but hasn't settled upon a solid reason yet—you can bet your last *livre* that the players will discuss reasons, and one of them might just spark a Gamemaster's imagination.

Although the orders will be signed by King Louis, Cardinal Richelieu may be the true source of their origin. Over the course of their adventures, the characters slowly come to realize that the King is not their true master in their enterprises, and that a successful mission actually benefits a man who might well be their acknowledged enemy. Would they deliberately fail the King just to spite the Cardinal?

Exiled Musketeer

Archetype: Soldier

Motivation: Hope

Style: 3

Health: 4

Primary

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+)
Con	3	3	6	(3)
Diplomacy	3	2	5	(2+)
Fencing: Spanish	3	4	7	(3+)
Firearms	2	3	5	(2+)
Gambling	3	2	5	(2+)
Ride	3	1	4	(2)

Talents

Parry (Performs the Parry maneuver as a reflexive action)

Resources

Contacts 1 (Fellow dissidents; +2 Social bonus)

Fencing School 0 (Spanish Style; +1 bonus)

Lackey 0 (Animal Handler)

Flaw

Exiled (+1 Style point whenever he is shunned or denied support because of his past)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Rapier	2L	0	9L	(4+)L
Matchlock Musket	3L	0	8L	(4)L

"My exile is a new start, not an end."

Character Background

It seems a lifetime ago when I last danced at court, charming the ladies with my wit, dazzling my foes with my blade, and making (and losing) a fortune at cards. Now I am merely a common citizen, as welcome among high society as a scabrous leper.

My downfall was an accident, for I am not by nature a radical or even politically minded. I had the honor of serving as a King's Musketeer. A spate of murders among young ladies of the court rocked Paris, and it fell to me to investigate them. I will not bore you with the details, but I tracked down the culprit, a depraved nobleman who forced his attentions on his victims before murdering them in foul manner.

I was young and reckless, driven by duty and a sense of righteousness that far outweighed my common sense. The devil (for such I thought him) and I locked blades outside Notre Dame. He fought well, but he was no match for me and fell to my blade. Alas, the fight was witnessed and I was arrested within an hour. My captain, M. de Tréville, tried his best to smooth ruffled feathers, providing written testimony as to the noble's guilt, but the devil had a powerful friend: Cardinal Richelieu.

I was publicly stripped of my tabard, my sword broken in twain, and my assets, such as they were, sold off (no doubt to fund the Cardinal's coffers). I was exiled, although the Cardinal was magnanimous in letting me choose where I would make my new home. That was his mistake, for he left the passing of sentence to a dull-witted underling who exiled me only from France. With a wide grin, I chose the New World as my new home. Ah, the look on that servant's face was a picture I shall never forget, for no doubt he faced harsh punishment for his lapse in judgment. Perhaps Cardinal Richelieu thought my banishment would break me, or that I would be unable to foil his schemes again. But I do not break that easily! Life in the New World may be hard, but there is ample opportunity for a man of my talents to make a fortune and build a new life. The Cardinal also has obligations and investments here, and by the time he learns of the damage I have caused him, I shall have moved on, for this country is vast, and a man can disappear as easily as a raindrop in the ocean.

Roleplaying

You have been banished from France, forced to leave your contacts, friends, and family, but you are not despondent. With a little hard work, plenty of charm, and a dash of luck, you hope to quickly rebuild not just a new life, but a better life.

Medicine Man

Archetype: Occultist

Motivation: Duty

Style: 3

Health: 5

Primary

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

Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Academic: History	3	1	4	(2)
Academics: Law	3	1	4	(2)
Academics: Religion	3	3	6	(3)
Diplomacy	3	2	5	(2+)
Empathy	3	2	5	(2+)
Magick: Aeromancy	3	3	6	(3)
Medicine	3	3	6	(3)
Performance	3	2	5	(2+)

Talents

Magickal Aptitude (Natural Magick)

Resources

Lackey 0 (Tribal warrior)

Refuge: Size 0 (Sacred place)

Status 0 (Medicine man; +2 Social bonus)

Flaw

Intolerant: Priests (+1 Style point whenever 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

"The spirits are angry with us."

Character Background

My ancestors watched the first white men arrive in our homeland. They saw the great canoes break the horizon, their sails flying like flaps of skin. Some of my people spoke of a new dawn for our people, but my ancestors saw only a dark night falling. Behind the ship, invisible to those not versed in the way of the spirit world, they saw a cloud of dark spirits, hungry to infest our world with their insatiable evil. When my ancestors spoke of their concerns, the people told them they were wrong. But their fears are coming true. The Wendigo have returned, for the white men are still ill-equipped to survive the long winter. The fearsome baykoks hunt their metal-clad warriors who carry thunder sticks that spit death, and their own demons have infested my people, making them envious and greedy.

I have witnessed the evil at work. When I was a young man, white men settled near our village, intending to harvest the forest for its wood. Our chieftain sought peace, but the white men killed many of our people and took their bodies away. A while later, a young woman spoke to the chieftain, claiming she had seen her husband, one of those who fell to the thunder sticks, in the forest. The chieftain spoke to the medicine man before me, who sent warriors to investigate, for the animals of the forest were troubled and the spirits who resided there had fallen silent. What dark magick the white men had worked I do not know, but they had given unholy semblance of life to our fallen. Shambling and shuffling, they hewed at the trees for the white men, mindless slaves whose spirits were ensorcelled. Our chieftain spoke to the local black-robed medicine man, but he laughed, claiming that our people were not Christian, and could not enter the kingdom of his one god anyway. That night our warriors avenged our dead, slaughtering the white men in their beds, and sending our fallen to a second death. Our medicine man worked a great charm to appease their spirits, but we cannot say whether it worked. The time for words has ended. If the white men will not respect our people and keep their dark spirits in check, then we shall do it for them.

Roleplaying

Many fell spirits have entered your land since the white men arrived. You know who is to blame—the black-robed medicine men who drive the black spirits before them and do nothing to aid the suffering of your people. Though the dark spirits are strange and wicked, it is your duty as medicine man to protect your tribe from them.

Sample Lackeys

Company Bureaucrat

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: Bureaucracy 4 (*Company* 5), Diplomacy 4, Linguistics 4 (*Translation* 5)

Talents/Resources: None

Flaws: Stingy (+1 Style point when his reluctance to spend money or insistence on haggling causes trouble for himself or his friends)

Weapons: Punch 0N

Explorer

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, Ride 3, Survival 4

Talents/Resources: None

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

Weapons: Punch 0N, Musket 3L

Fur Trapper

Follower 0

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

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

Skills: Firearms 4, Stealth 4 (*Sneaking* 5), Survival 4 (*Hunting* 5)

Talents/Resources: None

Flaws: Lice Infested (+1 Style point whenever his infestation proves a distraction to him or when he is shunned because of it)

Weapons: Punch 0N, Musket 7L

Garrison Commander

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: Bureaucracy 3 (*Military* 4), Firearms 4, Intimidation 4, Melee 4, Warfare 4 (*Logistics* 5)

Talents: None

Resources: Rank 1 (+2 Social bonus)

Flaws: Depression (+1 Style point whenever his dire

predictions come true or something happens to crush his spirits)

Weapons: Punch 0N, Rapier 6L, Pistol 7L

Indian Medicine Man

Follower 1

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

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

Skills: Academics: History 5, Diplomacy 4, Empathy 4, Magick: Divination 5, Medicine 5

Talents: Magical Aptitude (Natural Magick)

Resources: None

Flaws: Superstitious (+1 Style point whenever one of his beliefs turns out to be true)

Weapons: Punch 0N

Indian Scout

Follower 0

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

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

Skills: Athletics 3, Stealth 4, Survival 4

Talents/Resources: None

Flaws: Primitive (+1 Style point whenever his primitive nature hampers him or causes trouble)

Weapons: Punch 0N

Indian Warrior

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: Archery 4, Melee 5

Talents/Resources: None

Flaws: Primitive (+1 Style point whenever his primitive nature hampers him or causes trouble)

Weapons: Punch 0N, Axe (tomahawk) 8L, Bow 6L

Missionary

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: Academics: Religion 4, Diplomacy 3, Linguistics 4

Talents/Resources: None

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

Weapons: Punch 0N