

ALL FOR ONE

Régime Diabolique

RICHELIEU'S GUIDE TO

Creatures of Sin 2❧ *Introduction* ❧

This supplement for *All for One* introduces new evil for the characters to fight: fell demons, monsters, and mortals who delight in seeing France and its citizens suffer. This is a companion volume to *Creatures of Sin*, and does not repeat any of the entries or sidebars from that work.

❧ *Horror Stories* ❧

All for One is both a game of and swashbuckling derring-do, and supernatural horror. In some campaigns the horror may take a back seat to action stories, while in others it is at the forefront. This section is designed to help the Gamemaster use horror in *All for One* game effectively, whether he does so regularly or only occasionally.

Around the Table

In order to create a good atmosphere in your scenario, you need to get the players into the right frame of mind before the game begins. Trying to tell a creepy story while the sun is shining or when the players are discussing last night's ball game is very difficult, making it virtually impossible to set the dark tone needed.

There's a fair chance that your gaming group only meets once a week, and in between times members might not hang out socially. Naturally, when everyone gets together there's a certain amount of catching up on the past week's events. Give everyone a decent amount of time to have a chat, and then politely request they keep out of game chatter to after the session ends.

If you game in your house, or that of a good friend, you can add to the mood with a few simple tricks. Try dimming the lights, or at least drawing the curtains so the real world is shut out, or running the game by candlelight. Don't leave the players groping blindly for their dice, or squinting to read their character sheets because you've created an abyss of inky darkness, though. If you do decide to light candles, make sure they're placed somewhere safe—nothing ruins a gaming session quite like having to abandon a burning house.

If you've got suitable mood music, such as film soundtracks or a CD of creepy sound effects, you can play them in the background. Keep music low so as not to disturb the

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game and avoid tracks with lyrics, lest your players begin singing along.

Unless a player needs his mobile phone for an emergency call he's waiting on, or on call with his job, ask everyone to switch their phones off. Having an interruption because Joe's wife has gone into labor is fine, but having someone call to discuss what time you're meeting up for a drink can be irritating and mood-breaking.

There's lot of other things you can do without going over the top. A vampire nobleman serves drinks to the characters, so why not pour the players red grape juice (fermented or unfermented) or tomato juice? Grab some cheap plastic goblets from the local toy store for added ambience. If you live in the country, chances are you'll be able to find animal skulls to decorate your table. Rabbits and mice should work, but a huge ox skull will dominate the room more than your adventure probably will.

Always remember your fellow players' sensibilities. If you start hanging crosses upside or leaving copies of books on Satanism lying around to help create the mood, you will risk offending someone.

Devil's in the Details

In some roleplaying games, the so-called flavor text or "fluff" often takes a back seat to the action. However, the very nature of the Ubiquity rules system lends itself to telling stories.

If the players are going to immerse themselves in your adventure, they need all the details their characters would know. Use all five senses in your descriptions to make them as real as possible, and don't ignore the little details. Of course, you shouldn't go overboard—taking twenty minutes to describe one room in a haunted house will definitely bore your players.

Don't forget to use colorful adjectives, as well. A forest isn't just dark—it's brooding and menacing, clad in Stygian shadows. Corpses aren't just dead bodies—they're shattered, ripped, mauled, sundered, and mangled. Castles squat ominously against roiling storm clouds, while the wind howls and thunder crashes, rolling and echoing throughout the cyclopean mountains.

Combining little details with adjectives and description will help you conjure all manner of mental images for the players. For example, while the storm rages outside, the wind whistles through the draughty windows like the maniacal piping of a deranged flutist.

The Unfamiliar Familiar

The scariest horror tales are rooted in the reader's world. It is a world he finds familiar and welcoming, yet simultaneously unsettling, somehow "wrong."

By creating vivid yet relatively mundane descriptions the players are drawn into your world. They are likely all familiar to some degree or another with castles and inns, forests, and graveyards. These mundane locales help

them see your world as a realistic place, one not entirely unlike their own. Thus, it is welcoming and familiar.

And yet at the same time, the world needs to be just unsettled enough to stand out as being wrong, slightly alien and unwelcoming. Shadows are too deep for comfort, walls appear to slope inward in a claustrophobic manner, trees seem to be reaching downward to pluck unwary travelers from their feet, while birdsong is absently missing, causing one to wonder what has silenced them.

Fear & Suspense

One recurring theme in horror is fear; more specifically, fear of the unknown. Such fear is primeval, experienced by all of us, and it's the Gamemaster's job to stir up those feelings. While having a slaving werewolf leaping out from a dark wood can be downright scary, it doesn't generate an atmosphere of fear. Once the beast is named, it becomes something to kill, its weaknesses likely known or at least guessed at.

But if something can be heard stalking the party at night while they search the wood, always out of sight but close enough to be heard, then the players' imaginations start to work. They'll imagine all manner of horrors waiting to attack them. If you really have to show the beast, do so first as a fleeting shadow or briefest glimpse of movement out of the corner of the eye. Build the tension slowly and the players will appreciate the final revelation all the more.

Shock vs. Subtlety

Many modern horror film revel in gallons of gore and explosive action, with deranged serial killers leaping through windows, sending fountains of arterial blood spraying across the room. Entertaining perhaps, possibly terrifying, but it isn't the kind of horror that will work in a good All for One game.

In order to be a truly effective tool, fear should be built up slowly and subtly, and used sparingly.

In a modern horror movie, when the lights go out they do so all at once, plunging the room into instant and utter darkness. But in order to create a growing atmosphere if dread things work differently. Lanterns or candles go out one by one, slowly increasing the shadows. This is especially creepy if the party is in a long corridor, for it implies that something is moving toward them under cover of darkness.

Similarly, a few spots of blood dripping from the ceiling is more fearful than a cascade of gore breaking through the floorboards. The gore obviously points to a bloody and gruesome demise, but do the blood spots automatically mean this? Maybe whoever shed the blood is only wounded and needs help. Maybe whatever caused the injury wanted its prey alive for some diabolical purpose. And of course, the blood may not even be human.

Slow, methodical footsteps approaching up creaking stairs, a tapping or scratching at the window, a distant scream that might be an owl or a terrified victim running from some unearthly beast, these are the basic tools that allow the greatest tool you have at the table to work its magic—the players' imaginations!

Whenever and however you use fear, do so sparingly. Layer it on lightly, as an artist would add deft strokes to a painting, not by the trowel load. Used sparingly, fear and suspense becomes an invaluable game tool, but used too often and it risk becoming dull, or worse, a parody.

Ignorance

In most *All for One* games, especially early in a campaign, the characters are likely ignorant about the supernatural. Their knowledge of a monster's weaknesses is sparse, and derives from folktales rather than first-hand experience. However, your players have almost certainly experienced roleplaying games before or seen the movies, so they're pretty "clued in" to all the stock monsters.

Information should be slowly drip fed to the players to help build up a believable air of tension, preventing the players from instantly leaping to correct conclusions. For instance, if the players discover a mangled sheep carcass, don't reveal the killer is a werewolf. Describe the horrendous wounds and let the players come to their own conclusions. After all, the sheep may have been mauled by a wild dog or a regular wolf.

Conversely, don't frustrate your players by making information impossible to discover.

Isolation

Together the characters have a wide pool of Skills, Talents, and equipment to draw upon, in addition to being able to discuss and debate strange occurrences, and make cooperative plans. But individually they have only their individual wits, abilities, and gear to help them, leaving them disadvantaged. When that werewolf turns up, the lone character without the silver musket balls is going to be in a world of terror... and likely not long for this world.

In order to avoid tipping off the other players to their comrades' predicament, consider either passing notes or taking the lone character to a different room. Just don't forget that everyone is at the game to have fun—if you concentrate too long on one section of the divided party, the others may become bored.

Isolation needn't involve dividing the group either. A group alone in a castle, unable to escape because a storm has washed away the only bridge, has been physically isolated from the wider world. Having the adventure set somewhere the characters don't speak the local language leaves them unable to communicate with the locals to seek help. In this instance they have been so-

cially isolated. In both cases, whatever terrors await the characters must be faced alone.

Strange Events

Seemingly normal events can be used to help add to the tension you're instilling in your Gothic horror adventure.

A group of characters has met to discuss a spate of killings involving their close friends. One of them makes an innocent comment, asking who will be next. As he mentions a name, the church bells begin to toll or an owl screeches nearby. A perfectly natural event, but one that has now taken on a sinister connotation.

The group is travelling across the moors looking for shelter from a terrible storm. A brilliant flash of lightning streaks across the sky, briefly illuminating a rundown house not far away. Coincidence, or the hand of fate leading them into danger?

Us Against the World

In the horror-strewn setting of *All for One*, the world is usually not the characters' friend. When walking across a moor, miles from anywhere, the heavens open and the characters are soon drenched to the skin. A blizzard or terrific thunderstorm forces them to seek shelter somewhere they'd much rather avoid, or leaves them unable to escape their current predicament. The lone candle the group is using to light their way is extinguished by a gust of wind, plunging them into absolute darkness. The carriage they expected to catch is delayed or cancelled, leaving them stranded in the middle of nowhere. Briars and branches snag and snare on clothing, slowing the characters down, preventing them from reaching someone in dire need of assistance or escape a dreaded pursuer.

Such techniques can also be used to deprive the adventurers of their beloved possessions. A gun jams or misfires, a character's trusty rapier break in combat, or the book containing details of the suspected vampire's history is ruined by water. Without these tools, the characters are greatly disadvantaged, forcing them to improvise.

Explain Nothing

How does a werewolf come into being? What turns a man into a vampire? What force keeps ghosts tethered to the mortal world after the body has perished? These are questions your players may likely ask, but they are questions you should avoid answering. That the supernatural cannot be explained by scientific methodology is precisely what makes it supernatural—it is beyond our comprehension. Knowing that something cannot exist, yet obviously does exist, also generates fear.

Horror Mechanic

The rules in this section are designed for *All for One* games in which horror is a significant theme. Because they present the possibility of characters experiencing mental breakdowns due to fear and stress, these rules are unlikely to fit well with a typical high adventure *All for One* campaign, or may need to be tweaked to reduce the effect of the horrors experienced upon the characters. Gamemasters and players should discuss the kind of game they want before beginning play. If your group has decided to use the optional horror rules, each character will receive a new Secondary Attribute: Sanity.

Sanity

Sanity represents your character's mental resilience and resistance to stress and emotional trauma. Your character can take up to his Sanity rating in Horror damage without suffering any ill effects. Each point of damage temporarily lowers your character's Sanity rating; if the rating drops below zero, he will become increasingly impaired by his madness and may fall unconscious. If Sanity is reduced to -5, your character's mind is utterly shattered, leaving him in a permanent and irreversible vegetative state.

Your character's Sanity rating is calculated as follows:
Sanity = Charisma + Willpower

Shock

When a creature, object, or event is so shocking or ghastly that it will potentially haunt the minds of any witnesses, the Gamemaster should assign it a Horror rating. A character that observes or interacts with a horrifying thing may make a Horror check by making a Willpower roll and comparing the number of successes to the Horror rating. If the player rolls successes equal to or greater than the horror rating, there is no effect. If the player rolls less than the Horror rating then his character loses Sanity points equal to the difference. If the number of points deducted exceeds the character's Willpower, that character is paralyzed with fear for a number of combat turns equal to the difference. A character may pay two Style points to prevent one point of Sanity loss.

A character needs to make a Horror check for a particular phenomenon only once per scene, but will need to make different Horror checks for different phenomena within that scene.

The effects of Sanity loss are as follows:

Sanity above zero: Your character is keeping it together and suffers no penalties or ill effects.

Sanity reduced to zero: If your character takes enough insanity to reduce his Sanity to 0, he is so badly shaken as to be disabled. While disabled, instead of attacking, defending, and moving all in the same combat

turn, he may perform only one of these actions each turn. If he wishes, he may panic, which allows him to perform all three actions normally for one turn, but loses a point of Sanity immediately afterward.

Sanity reduced to -1 through -4: When your character Sanity falls below zero, he falls unconscious for one minute per point below zero. Your character may attempt to remain conscious by making a reflexive Willpower roll at a penalty equal to his negative Sanity rating. If you roll at least two successes, your character remains conscious but deranged enough to be disabled (as when Sanity is reduced to zero) and suffers a penalty to all actions equal to his negative Sanity rating.

Sanity reduced to -5 or less: your character's mind is irreversibly shattered and is effectively brain dead.

Examples

Below are some examples of horrifying phenomena to serve as a benchmark for Horror ratings. As always, the Gamemaster has ultimate discretion as to what is horrifying and what rating it might receive.

Sample Horrifying Phenomena	Horror Rating
See a bloody sacrificial dagger or a macabre idol; suffer a surprise attack	1
Stumble across a human corpse or mutilated animal; see a poltergeist throwing plates	2
Discover mutilated human remains; observe the gruesome dismembering of an animal; witness a zombie claw out of the ground	3
Observe a gruesome murder; encounter a werewolf	4
Observe the gruesome murder of a friend or associate; witness a hellish horror summoned by dark magic	5

Magickal Terror

Malevolent magicians may wish to torture their opponents with horrific images and hallucinations. Only practitioners of Necromancy, that blackest of arts, may use magick for such diabolical means. For the Effect, the caster simply chooses the Opposed entry. The victim, or victims, must pit their Willpower against this number of dice. The result is otherwise as for the entry on Shock above. This ritual can be given a longer Duration. However, extending the duration only prohibits the victim from recovering Sanity while the spell remains in effect. It does **not** allow an opposed roll every round. By having the effects last longer, the spell mimics things like recurring nightmares or continued visions. During this time, the brain is immune to further shock from the same source, but it cannot be healed.

Note that magick in *All for One* is very powerful, and used for this purpose it can relatively easily send a sane

man into a state of permanent madness. For this reason, we suggest Gamemasters use it sparingly against player characters, or provide the search for a rumored cure as an adventure hook.

Regaining Sanity

This is an age before psychology and psychotherapy, so a character's options for recovering his Sanity are extremely limited. Depending on the style of game, the Gamemaster may choose to restrict which healing options are available. For instance, in a truly gritty campaign with few supernatural elements, maybe only Rest is permitted, whereas in an exciting action game of constant supernatural threats, all of them may be applied. The Gamemaster may also choose to invent her own methods of regaining Sanity, or even wipe the slate clean after the characters successfully complete an adventure.

Magick

With no knowledge of how the human mind works available to the characters, only the healing powers of Benignus magick can be used to heal mental trauma. The spell designed should work as one would for healing lethal physical injuries, but applying the results to Sanity instead.

Motivation

Fulfilling one's Motivation, rekindling the fire that drives you to battle evil, serving your patron, protecting others, or whatever primarily drives your character, can be a powerful healing tool as it serves as an anchor for a character to focus on the mundane rather than the horrific. Instead of gaining a Style point for roleplaying one's Motivation, a character may instead chose to recover one point of Sanity. A maximum of one Sanity point per scene may be regained in this manner. The Gamemaster, as always, must take care to not allow a player to abuse this by ensuring that the recovery makes sense to the story being played out.

Rest

The mind is both a powerful and fragile thing. It is easily broken, but is also remarkably adept at blocking out traumatic events over time. Assuming the Gamemaster allows time to pass between adventures (a week is the absolute minimum), a character automatically regains one Sanity point at the start of each new adventure.

Success

A victory, no matter how small it may seem in the grand scale of things, can be a powerful healing force. Any time a character gains or improves a Talent or Resource he regains one Sanity point. Simply learning a new Talent

New Talents

The following Talents and Flaws are additions available only if the optional Sanity rules are used.

Stable

Prerequisites: None

Your character possesses unusual strength of mind and can endure great amounts of psychological trauma.

Benefit: Your character gains +2 to her Sanity rating.

Normal: Your character's Sanity rating is unmodified.

Advanced: Your character may take this Talent twice, gaining your character an additional +2 Sanity rating for each level.

Unflappable

Prerequisites: Willpower 3

Your character is not as deeply affected by horrific encounters.

Benefit: Your character gains +2 on all Horror checks.

Normal: Your character gains no bonus to Horror checks.

New Flaw

Faint-Hearted: Your character is very sensitive to traumatic stress and is more easily shaken than most. You suffer a -2 penalty whenever you must make a Horror check. You earn a Style point each time you must make a Horror check. *A character with the Faint-Hearted Flaw cannot take the Unflappable Talent.*

may improve the character's self-confidence and distract him from the dark terrors that stalk his sleep. Gaining a Resource might represent a new friend to talk over one's problems with (Ally), a promotion means more responsibilities, thus reducing the time one has to dwell on the cause of the horror (Rank), or simply having to devote your time to look after other people (Follower).

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.

Brain in a Jar

The diabolical entity that is a brain in a jar is the combined creation of noble intention and modern science, coupled with unwise plans and the ancient (and forbidden) art of alchemy.

The brain must be carefully removed from the cranium while the body is still living (a process the host might not comply with), and placed in a glass container filled with an alchemical fluid that keeps the brain alive. The fluid must be regularly changed for a new concoction, or the brain will die. The idea of preserving the minds of the world's great thinkers so they might continue their work indefinitely is certainly a noble one, but as the old saw goes, the road to Hell is paved with good intentions. Freed from their physical shells, the parts of the brain concerned with controlling the body quickly atrophy, while those concerned with mental prowess grow stronger and stronger. Within mere weeks, the brain in a jar possesses high intellect and immense willpower. The physical separation of body and mind, coupled with the unhallowed knowledge of one's new existence, rapidly tips the brain toward unbridled insanity.

The disembodied brain is able to affect the physical world merely through the power of thought. It retains the ability to communicate through a form of limited telepathy. This enables the monstrous creation to interact socially much as it did in life. The only difference is that because the "sound" is projected straight into the minds of others, it is unaffected by the Deaf or Hard of Hearing Flaws, or by blocking one's ears with wax. The same is true of its more sinister powers.

Because the brain is completely immobile, its needs must be served by able-bodied minions. Typically these are weak-willed individuals chosen for their brawn and ability to follow orders. They are also its foot soldiers and protection, ready and willing to sacrifice their lives to protect their disembodied master.

The existence of the brain in a jar is not widely known. Such an abomination, a product of science and magick, would surely raise the ire of the Church to fanatical new levels, bringing down its wrath on those who claim science is beneficial while reinforcing the view that all magick is inherently evil.

Patron 1

Archetype <i>Construct</i>	Motivation <i>Power</i>
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Style: 1	Health: 4
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Primary Attributes

Body: 1	Charisma: 4
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Dexterity: 0	Intelligence: 5
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Strength: 0	Willpower: 5
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Secondary Attributes

Size: -2	Initiative: 5
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Move: 0*	Defense: 3
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Perception: 10	Stun: 1
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Skills	Base	Levels	Rating	(Average)
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Con	4	2	6	(3)
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Diplomacy	4	2	6	(3)
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Empathy	4	2	6	(3)
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Intimidation	4	2	6	(3)
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Investigation	5	1	6	(3)
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Linguistics	5	1	6	(3)
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Magick:	5	5	10	(5)
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Mentalism

Talents

Magical Aptitude: Mentalism

Resources

Ally 1 (Mentally dominated alchemist)

Flaw

Crippled (+2 Style points whenever it is limited by its immobility)

Weapons	Rating	Size	Attack	(Average)
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None	0L	0	0L	(0)L
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Immobile: A brain in a jar obviously cannot use any physical Skills, such as Athletics or Larceny. Its lack of hands prevents it from using tools.

Mentalism: In addition to its mundane abilities, the brain possesses a form of magick called Mentalism. This allows the brain to enforce its will on other life forms by the power of thought alone. This functions as a combination of Faunamancy, Floramancy, and Homomancy. The brain cannot create, transform, or destroy—it can only control life. For instance, it could cause an existing rose bush to animate and entangle a foe, but it could not cause a rose bush to grow where none existed, nor use its mental powers to shred its opponent's linen or woolen clothing. Similarly, it could not rend an opponent's flesh (lethal damage), but it could create an illusion of such action (nonlethal damage).

Danse Macabre

To most citizens of France the *danse macabre* is an allegorical reminder of one of life's universal truths—from pope to peasant, everyone dies. But the woodcuts, paintings, sculptures, engravings, and murals found across Christendom are not just allegories—the Dance of Death is a very real entity.

The *danse macabre* appears as a skeletal figure, sometimes clad in a funeral shroud, sometimes naked. Most carry a set of pipes on which they play the haunting

yet frenetic dance of death, though other incarnations wield drums. Those who fail to resist the melody become entranced by the tune and begin dancing ever faster and faster. For many, this is the last dance they will perform, for the rhythm is a deadly one. Those who dance too long will die, their souls departing, leaving their fleshy remains behind to serve the *danse macabre*. Most are accompanied by a small number of animated corpses in varying states of decomposition. These mindless, soulless corpses are the *danse macabre*'s protectors, for most mortals fear Death and some even dare to strike out at him.

Those who know of the *danse macabre*'s existence are unsure as to its origin. Most argue that it is a servant of God, an Angel of Death sent to harvest souls according to God's decree. Others argue it is a tool of Satan, for it is indiscriminate in its harvesting. Were this so, though, good souls slain by the *danse macabre* would no more belong to Satan than if they died of illness or old age, for Satan has no authority over souls devoted to God. Regardless, the existence of the *danse macabre* is a reminder to all mortals to ensure their souls remain free of sin always, for Death can strike at any time.

Archetype <i>Unearthly entity</i>			Motivation <i>Duty</i>	
Style: 0			Health: 0*	
Primary Attributes				
Body: 2			Charisma: 4	
Dexterity: 0			Intelligence: 2	
Strength: 2			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 0	
Move: 4			Defense: 2	
Perception: 2			Stun: N/A*	
Skills	Base	Levels	Rating	(Average)
Intimidation	4	5	9	(4+)
Performance	4	5	11	(5+)
Talents				
Captivate 2 (May make a single Performance roll against all opponents within 10 feet to entrance them)**				
Resources				
None				
Flaw				
Dead (Cannot communicate or use tools other than its musical instrument)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

* *The danse macabre is immune to nonlethal damage, and cannot be stunned.*

** *Captivated victims automatically suffer one point of lethal damage for each round they are held by the entity's power. Those who die by this effect become ani-*

mated corpses bound to the danse macabre's will at the start of the following round.

Doppelgänger

Good and evil exists within everyone, for humans are unique among God's creations in that they alone have free choice to follow either path. More often than not, one's darker side is kept in check, surfacing perhaps as a rare outburst of rage or an immoral thought quickly shut away in the deepest, darkest recess of the mind.

Those who reign in their darker side too tightly are not necessarily weakening their inner demon. Behind that mental door one is afraid to open, the dark thoughts still fester and grow. On rare occasions, the dark thoughts spontaneously give rise to a doppelgänger: a physical, intellectual, and emotional replica of their creator in every way except one—they lack all trace of goodness and morality, for they are born of darkness.

The only ways to avoid creating a doppelgänger are to live a life totally free of sin and, more importantly, guilt (a difficult task for any human), to not give into one's dark urges, an action most mortals take sooner or later, or to seek absolution, for once a sin is absolved, the darkness it created is wiped away. Of course, all humans fail at maintaining that kind of perfection, so the world is not rife with doppelgängers only because they can only spring from those truly strong-willed or charismatic individuals who urges plumb the ultimate depths of darkness.

A doppelgänger has the exact same appearance, mannerisms, and knowledge as his maker. Were the creator and his inner demon to stand side by side, they would be indistinguishable save for one tiny detail—something about the doppelgänger always appears slightly unsettling to those who know the original well. Often close friends and family put this down to the person being unwell or under stress. What a doppelgänger totally lacks is any benevolence or sense of morality. A doppelgänger can be slain, for it is a mortal creature. Doing so destroys only its physical form, as the darkness that created it still festers in the soul of its creator. Unless he confronts the rot within, it will resurface at some point. Destroying the creator instantly kills the doppelgänger, for it cannot survive without his negative thoughts.

Doppelgängers come in two forms. The most common live only for themselves, indulging in wanton sinfulness, caring nothing for the harm they cause others, especially their "weaker" twin. The second variety is, in many ways, more insidious. It desires companionship with other doppelgängers, but in order to do that it must not lead others down the dark paths of life, but convince them to remain pure of heart and suppress all negative emotions, for only through abstinence from evil can a doppelgänger be born.

A doppelgänger has no unique stat block, for anyone can create one simply by refusing to acknowledge their sinful side. Thus, any sample character can be used as a doppelgänger.

Ghoul

Like the vampire and the werewolf, ghouls are humans possessed by demonic spirits. The fell spirit is attracted to humans whose gluttony has caused others to suffer, or who have eaten of human flesh (willingly or otherwise).

A ghouls appears exactly as he did in life—only his lust for human flesh gives away his unholy nature. Even his abnormally long and thick nails may go largely unnoticed. While ghouls prefer living flesh, prudence forces most to haunt graveyards and dine of decaying flesh and bone marrow, for here their unholy appetites go less noticed.

With continued possession and ingestion of greater quantities of human flesh, the ghouls host becomes more and more bestial in both appearance and mentality. His flesh shrinks, clinging to his tight bones like a burial shroud, becoming waxy, though his muscles grow stronger and his endurance increases. His features become sunken and his hair falls out, leaving a eerily bald scalp. Most ghouls adopt a nocturnal lifestyle to conceal their activities, developing pale skin and large, dark eyes.

Unlike werewolves and vampires, ghouls possess no special immunities, nor any power to transfer their essence to others. Their one unusual power is that so long as they devour at least one pound of flesh per day, they do not age, although they do deteriorate.

The statistics below represent a fairly typical ghouls in its second decade of perverted life. Its Skills represent its degeneration to a more bestial existence. It exists by scavenging corpses where it can, and waylaying travelers whenever possible for their fresh, succulent flesh. It retains some vestiges of humanity, but is a pitiful looking creature.

Archetype <i>Demon</i>			Motivation <i>Survival</i>	
Style: 0			Health: 6	
Primary Attributes				
Body: 4			Charisma: 1	
Dexterity: 2			Intelligence: 2	
Strength: 4			Willpower: 2	
Secondary Attributes				
Size: 0			Initiative: 4	
Move: 6			Defense: 6	
Perception: 4 (8)			Stun: 4	
Skills	Base	Levels	Rating	(Average)
Athletics	4	2	6	(3)
Brawl	4	3	7	(3+)
Intimidation	1	3	4	(2)
Stealth	2	4	6	(3)
Survival	2	5	7	(3+)
Talents				
Keen Sense (+4 to smell-based Perception rolls)				

Resources

None

Flaw

Glutton (+1 Style point whenever his appetite causes problems for him or his comrades)

Weapons Rating Size Attack (Average)

Claws	7L	0	7L	(3+)L
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Becoming a Ghoul

A ghouls is not a player character option—it is a demonic entity given corporeal form, with a singular desire to feast on human flesh.

If a player character somehow becomes a ghouls, he must resist his urge to feast each night when the sun sets by making a Willpower roll (Difficulty 4). If he fails, he is compelled to locate a source of human flesh, living or dead, and engorge himself.

To make a ghouls, take the base human archetype used by the victim and apply the following changes.

- * Body and Strength each increase by two points.
- * Charisma drops by one point per decade, to a minimum of zero as the victim slowly becomes more bestial in appearance.
- * Gains the Glutton Flaw with regard to human flesh.
- * Gains Claws (0L) as an attack form.

Goblin

Goblins made their way to France from England, though it is said their ancestors originated in Gaul. There are several stories as to their origin. The most popular tells that goblins were once Celtic pagan priests driven from Gaul to Britain by the Romans; although persecuted and killed by the Romans in their new homeland, they somehow survived. When Christianity reached the island, the pagan priests refused to convert to the new faith, and were subsequently cursed by a saint to take a form more befitting their vile beliefs.

Another story claims that they chose to spite God, transforming themselves into goblins to be forever out of His reach. Yet another tale claims that goblins are demons incarnate, the souls of evil children made flesh, while one old wives' tale says they are simply the physical manifestations of evil thoughts.

However they came into being, goblins are renowned for being mischievous at best, and utterly evil at worst. Grotesque and diminutive, they haunt isolated byways and forests, feeding on animals and practicing dark rites, but preferring to take human flesh when the opportunity arises. They are typically solitary creatures.

All goblins possess magickal powers. Whether these are the remnants of their old faith in the pagan gods or devilry depends on which origin story one believes. The magickal power a goblin harnesses appears to be a per-

sonal choice. Thus, some goblins are masters of creating foul weather (Aeromancy), while others prefer to specialize in tricking and cursing humans (Homomancy), and some even cavort with the dead (Necromancy).

Archetype <i>Demon</i>			Motivation <i>Survival</i>	
Style: 0			Health: 4	
Primary Attributes				
Body: 3			Charisma: 2	
Dexterity: 2			Intelligence: 2	
Strength: 3			Willpower: 3	
Secondary Attributes				
Size: -2			Initiative: 4	
Move: 5			Defense: 7	
Perception: 5			Stun: 3	
Skills	Base	Levels	Rating	(Average)
Athletics	3	2	5	(2+)
Brawl	3	4	7	(3+)
Intimidation	2	2	4	(2)
Magick: Pick one Art	3	3	6	(3)
Stealth	2	2	6*	(2+)
Survival	2	2	4	(2)
Talents				
Magick Aptitude (Natural Magick)				
Resources				
None				
Flaw				
Sadism (+1 Style point when he is needlessly cruel to his friends or enemies)				
Weapons	Rating	Size	Attack	(Average)
Claw	0L	+2	9L	(4+)L

* Goblins receive a +2 Size bonus to Stealth rolls.

Hag

While many witches (and some old women) are often described as hags, the term only truly applies to a malevolent spirit. They can harm only sleepers, having no power over the conscious. Indeed, they exist only as phantom spirits in the dream world, having absolutely no physical presence.

The hag manifests in the sleeper's mind as an ugly crone sitting on his chest. Paralyzed, the victim is slowly suffocated as the hag sucks out his life. This state is commonly known as being "hag-ridden," which is also the origin of the word "nightmare." Most victims usually survive hag attacks, leaving them weak and gasping for breath, and utterly terrified.

Some theologians claim that hags are demonic mani-

Satan's Wolves

Satan has used many guiles and threats against mankind, but his most persistent pets are wolves—the mundane kind, and of course, werewolves. History is populated with stories of strange wolf attacks, made famous in stories we all know, like "The Three Little Pigs" and "Little Red Riding Hood." Several of the more notable historical attacks that occurred in France are briefly described below. While most are date after the era of *All for One*, they are still useful as adventure seeds.

* Wolves of Paris (1450). A pack of man-eating wolves broke into Paris (which at that time was largely inside its medieval walls) and killed around 40 people. They were eventually slain on the steps of Notre Dame Cathedral.

* Wolves of Périgord (1766). According to the tale, a pack of wolves killed at least 18 people, and savaged many more during the month of February. Four wolves were killed during hunts, one of which possessed a double row of teeth.

* Wolf of Sarlat (1766). During the month of June, a lone wolf injured 17 people. Unusually, it attacked only adult men and did so by rearing up on its hind legs to bite at their neck and face.

* Wolf of Soissons (1765). Over the course of two days, a single wolf attacked 18 people, four of whom died as a result of their injuries. The wolf was eventually slain, earning its killer a 300 *livres* reward from King Louis XV.

festations sent by Satan to claim the victim's soul. Their argument continues that hags only have power over those who have committed sins, for by sinning the victim has opened a link between the mortal realm and Hell. Thus, anyone who experiences a hag's attack should immediately go to church and seek absolution for his many sins.

Archetype <i>Demon</i>			Motivation <i>Survival</i>	
Style: 0			Health: 4	
Primary Attributes				
Body: 0			Charisma: 0	
Dexterity: 0			Intelligence: 1	
Strength: 0			Willpower: 4*	
Secondary Attributes				
Size: 0			Initiative: 1	
Move: 0			Defense: 0	
Perception: 5			Stun: 0	
Skills	Base	Levels	Rating	(Average)
None				

Talents

None

Resources

None

Flaw

Ephemeral (Cannot communicate or use tools)

Weapons	Rating	Size	Attack	(Average)
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See below	0N	0	0N	(0)N
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* This is a typical value capable of troubling typical player characters. Weaker hags may have Willpower ratings as low as 2, while stronger ones may ratings as high as 10.

Hag-ridden: Each round the hag rides her victim, both participants must make opposed Willpower rolls. If the hag wins, she causes one point of nonlethal damage for each extra success she scores over the victim's roll. If she scores more than double the victim's score, this is lethal damage instead. If the sleeper wins, the hag suffers a point of lethal damage. The hag continues to ride her victim until defeated or she kills her opponent.

A victim engaged in a battle with a hag cannot be awoken until the combat has ended.

Homunculus

From the Latin for "little man," a homunculus is an artificial creation, a mockery of life given consciousness by a demonic spirit. The ritual for creating a homunculus is known to only a few dark magicians.

The basic ingredient of the enchantment requires a mandrake root. This strange plant, named for its root's anthropomorphic appearance, allegedly grows only where the semen of hanged men falls to the ground.

The root must be picked before the sun rises on a Friday morning (likely related to the crucifixion of Jesus) by a dog of midnight black fur. It must then be washed of any soil and "fed" a mixture of milk, honey, and the magician's blood as fell enchantments are uttered over the growth. This ritual is repeated until the next full moon, whereupon the root will develop into a miniature human-like creature. While the blood sacrifice is typical of black magic, with regard to homunculi it bonds the creature to the one who nurtured it.

A homunculus is loyal unto death to its master, possessed of a most vile temperament. Although small, they are incredibly strong, with a maniacal penchant for inflicting pain. As a being created by magick, it has no soul and no knowledge of good. Hence, killing one is not an act of murder, despite its human appearance.

The use of the creator's blood not only ensures the creature's loyalty, it also allows the magician to use the homunculus' senses as if they were his own. Thus, the creature is often employed to spy on others.

Archetype *Demon*

Motivation *Duty*

Style: 0

Health: 4

Primary Attributes

Body: 3

Charisma: 1

Dexterity: 3

Intelligence: 2

Strength: 3

Willpower: 3

Secondary Attributes

Size: -2

Initiative: 5

Move: 6

Defense: 8

Perception: 7

Stun: 3

Skills	Base	Levels	Rating	(Average)
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Athletics	3	3	6	(3)
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Brawl	3	4	7	(3+)
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Stealth	2	3	7*	(3+)
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Talents

Alertness (+2 Perception rating)

Resources

None

Flaw

Bestial (Cannot communicate or use tools)

Weapons	Rating	Size	Attack	(Average)
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Bite	1L	+2	10L	(5)L
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* Homunculi have a +2 Size bonus on Stealth rolls.

Iannic-ann-ôd

Translated from Breton, the name of these creatures means "Little John of the shore." They are the souls of those who drowned at sea, whose corpses were never recovered and given proper burial rites. Despite appearing predominantly in Breton legend, they haunt all of France's coastlines.

At night their strange calls of "Iou! Iou!" (some legends claim it cries thrice) echo across the French shores. Those who know the origin of the cry keep their mouths firmly closed, for they know better than to utter a mocking reply.

Left to its own devices, an iannic-ann-ôd does nothing more than call out, for it harbors no inherent ill will toward the living. But mortals who dare to repeat the spirits' strange call place their lives in peril. In a single bound, the creature can leap half the distance separating it from its abuser upon the mortal's first repetition of the spirit's cry. A second reply causes it to leap half the remaining distance. Anyone foolish enough to repeat the call a third time is attacked.

An iannic-ann-ôd has the same statistics as an evil spirit (see *All for One* core rules), seeking to possess those who taunt it and its damned state. A possessed host is forced to throw himself into the sea to drown, preferably by means of leaping from a tall cliff.

Kraken

Cartographers of old marked their maps with images of sea serpents and dragons. As the first rays of the dawn of enlightenment filter across Europe, scholars openly scoff at such claims, putting their existence down to folk of a more superstitious age.

But those who sail the trackless oceans still maintain there is a devil beneath the sea, a devil of enormous size which can smash ships to kindling, wrapping their monstrously long tentacles around the shattered hulls to pull them down into the briny deep.

Archetype <i>Animal</i>			Motivation <i>Survival</i>	
Style: 0			Health: 22	
Primary Attributes				
Body: 10			Charisma: 0	
Dexterity: 4			Intelligence: 0	
Strength: 12			Willpower: 4	
Secondary Attributes				
Size: 8			Initiative: 4	
Move: 32 (0)*			Defense: 6 (8)***	
Perception: 4 (8)**			Stun: 10	
Skills	Base	Levels	Rating	(Average)
Brawl	12	2	16	(8)
Stealth	4	4	0****	(0)
Survival	0	4	6	(3)
Talents				
Dual Wield (ignores off-hand penalty)				
** Keen Sense (+4 bonus on sight-based Perception rolls)				
Skill Aptitude (+2 Brawl rating)				
Skill Aptitude (+2 Survival rating)				
Resources				
None				
Flaw				
Bestial (Cannot communicate or use tools)				
Weapons	Rating	Size	Attack	(Average)
Bite	8L	−8	16L	(8)L
Tentacle	8N	−8	16N	(8)N
Grapple	8	−8	16	(8)

* *Krakens double their Move rating when swimming but cannot move outside of the water*

*** *Krakens have a thick hide that provides a +2 Defense bonus*

**** *Krakens suffer a -8 Size penalty on Stealth rolls and automatically fail unless underwater or camouflaged*

***** *See Grapple in All for One.*

Pied Piper

The tale of the Pied Piper, and the fate that befell Hamelin's children of Hamelin when its citizens refused to pay the piper for his services, has spread as far as France. To most it is a parable, a dire warning to honor one's oaths and pay one's debts. Yet behind every tale, no matter how fantastical, is some grain of truth.

The Pied Piper is a demon, though whether he is unique or just one of many is unknown. To date, so far as it is known, only Hamelin has suffered his malignant attention. But his plots are as insidious as they are simple.

First, the Piper rids his targeted town of its native cat population. Normally this is achieved by sending giant rats to kill or drive away the felines, for his pipes have no powers over cats. Next, he sends swarms of rats to plague the unguarded town, for he has mastery of the vermin, being able to lead them as a general does his soldiers. After a few weeks of their suffering, he offers his services to the townsfolk at an exorbitant price. If they accept, but refuse to pay once the rats are removed, the Piper returns and takes their children as compensation.

The Piper's origins are open to much debate. One story claims he was a mortal musician who challenged the Devil to a contest and lost. As punishment, he is sent to the mortal realm periodically to kidnap mortal children. A related story claims the Piper begged for clemency as Satan dragged him down to Hell. The Devil promised the Piper his freedom only after he delivering a number of children's souls to him.

A less diabolical version has the Piper as a heavenly agent, sent to punish the wicked. In these tales he is not the cause of the rat infestation.

Regardless of his origins, the Piper has no power over the children unless the townsfolk renege on their offer. For this reason, in the diabolical origin stories he always sets a ridiculously high price, thus tempting the citizens to refuse payment. He is a shrewd negotiator.

The Pied Piper is not a combatant. Should he be attacked, he attempts to captivate his foes, leaving them at the mercy of his rat swarms and giant rats (see page 14).

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

Animal Handling	4	4	8	(4)
Rodents			9	(4+)
Diplomacy	4	3	7	(3+)
Empathy	2	4	6	(3)
Performance	4	5	11*	(5+)
Music			12	(6)
Streetwise	4	3	7	(3+)

Talents

* Captivate 2 (May make a single Performance roll against all opponents within 10 feet to entrance them)

Resources

None

Flaw

Phobia: Cats (+1 Style point whenever his fear gets the better of him)

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

* Adults, deemed to be any person over the age of 14 for game purposes, receive a +2 bonus to resist. Those aged 13 or under have -2 to resist. If the parents have refused to pay, the Piper's hold over the children lasts for one hour per total number of extra successes.

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.

Body Snatcher

In troubled France, even death is a business opportunity. Body snatchers exhume fresh corpses, sometimes selling them to anatomists for research purposes, sometimes to necromancers for use in their dark rituals, and sometime for their meat. When corpses are in scant supply, the body snatcher is not beyond murder to ensure his quota is met.

Ally 1

Archetype <i>Lackey</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: 5 Defense: 3

Perception: 4 Stun: 1

Skills	Base	Levels	Rating	(Average)
Athletics	3	2	5	(2+)
Digging			6	(3)
Larceny	2	2	4	(2)
Melee	3	2	5	(2+)
Stealth	2	3	5	(2+)
Sneaking			6	(3)

Talents

Pack Mule (Treat encumbrance level as one level less)

Resources

None

Flaw

Illiterate (+1 Style point whenever his illiteracy causes him severe difficulty or embarrassment)

Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Shovel	2N	0	7N	(3+)N
Pickaxe	3L	0	8L	(4)L

Corrupt Priest

When the shepherd is corrupt, what hope is there for the flock? Some corrupt clergy are merely weak-willed men who have succumbed to earthly lures, such as sex, alcohol, or gambling. Others have fallen further from grace, and subtly corrupt the holy message, seeking to steer their followers onto the path of damnation. The worst kind have sold their souls to the Devil and actively work against Mother Church from within its walls.

Ally 1

Archetype <i>Clergyman</i>			Motivation <i>Power</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)

Academics:	2	2	4	(2)
Religion				
Con	2	2	4	(2)
Empathy	2	2	4	(2)
Gambling	2	2	4	(2)
Larceny	2	2	4	(2)
Talents				
None				
Resources				
Rank 1 (Priest; +2 Social bonus)				
Flaw				
Addiction (+1 Style point whenever his addiction hurts him or someone he cares about)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N

Lunatic

Lunatics are men and women who have, quite simply, lost their minds. They may have been subjected to attack by supernatural entities or witnessed an attack on others, or perhaps delved too deeply into the occult. However they came to be in their sorry state, their minds are well and truly shattered. If one can decipher their insane ranting, though, one might find a valuable clue to combating some supernatural threat.

Lunatics are normally harmless, content to curl up and murmur to themselves, sit in a corner and drool, while staring vacantly, or scribble or draw vague images of the terrible things they have witnessed—per the origin of their name, their ravings are often exacerbated by the full moon. Attempts to make them reveal the horrors they have witnessed usually drive them into an insane rage.

The statistics below represent a lunatic in his berserk state. Exactly what makes a lunatic go berserk in terms of game mechanics is left to the Gamemaster to decide, but a critical failure on any Social roll is a sure way to trigger their madness.

Ally 1

Archetype <i>Everyman</i>	Motivation <i>Mystery</i>
Style: 0	Health: 5
Primary Attributes	
Body: 3	Charisma: 1
Dexterity: 2	Intelligence: 1
Strength: 3	Willpower: 2
Secondary Attributes	
Size: 0	Initiative: 3
Move: 5	Defense: 5

Perception: 3	Stun: 4*			
Skills	Base	Levels	Rating	(Average)
Athletics	3	2	5	(2+)
Brawl	3	3	6	(3)
Intimidation	1	5	6	(3)
Talents				
* Iron Jaw (+1 Stun rating)				
Resources				
None				
Flaw				
Secret (+1 Style point when he is confronted with the truth or goes out of his way to protect the secret)				
Weapons	Rating	Size	Attack	(Average)
Punch	0N	0	6N	(3)N

Serial Killer

The serial killer is not a modern ailment of society. Giles de Rais, one of Joan of Arc's lieutenants, was a self-confessed serial killer (and a black magician) who preyed on children and women.

The motives behind a serial killer's dark deeds are not easy to define, and psychopaths can come from any social strata. What is important to the story is that they have a plausible, consistent motive—very few serial killers simply kill random passersby for the fun of it.

One may be possessed by a demon and kill purely for sport or to cause terror in a community, for example. Another might be a deranged peasant who kills women because he believes them to be evil. Perhaps a righteous, God-fearing merchant witnessed a supernatural attack and commits bloody crimes in the insane belief that everyone is a werewolf, vampire, or host to a demon. In his eyes, his act is God's work, not the butchery of a lunatic.

A serial killer might be a deranged maniac, high on physical traits but low on social ones. He stalks the fog-shrouded streets at night looking for victims, a maniacal gleam in his eye. A nobleman might be very sociable and witty, able to blend seamlessly into high society. Rather than stalking the streets by night, his method might be to lure peasant women back to his chateau with promises of a fine meal and quality clothing.

The statistics below represent a generic, street-stalking serial killer. He (or she) is not a mindless thug, but a cunning and powerful predator who must be hunted down by investigation and deduction. His Motivation is left to the Gamemaster to determine.

Patron 2

Archetype <i>Serial Killer</i>	Motivation <i>Varies</i>
Style: 2	Health: 7

Swarms

Small creatures, such as bats and rats, can swarm larger opponents, inflicting more damage as a group than they can individually. Instead of treating each creature as an individual attacker, swarms are treated as a single Size 0 creature, gaining an attack rating based on the individual creature's original Size.

Additionally, swarms suffer a Defense penalty, but gain a bonus to their collective Health rating. Only attacks with an Area of Effect inflict full damage on a swarm. All other weapons inflict a maximum of one point of damage per hit.

Original Size	Attack	Defense	Health	Example
-2	+2	-2	+4	Monkey
-4	+4	-4	+8	Rat
-8	+8	-8	+16	Insect

Rat, Swarm

While normal rats are a menace in small numbers, a swarm of biting, clawing vermin can present a serious hazard to Musketeers.

Primary Attributes: Body 0, Dexterity 5, Strength 0, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size 0, Move 5 (Run 10), Perception 4, Initiative 5, Defense 5, Stun 0, Health 8

Skills: Brawl 2, Stealth 10, Survival 2

Talents: None

Weapons: Bite 6L, Claws 6L

Primary Attributes

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

Secondary Attributes

Size: 0	Initiative: 6
Move: 6	Defense: 6
Perception: 7	Stun: 3

Skills	Base	Levels	Rating	(Average)
Athletics	3	2	5	(2+)
Con	2	3	5	(2+)
Empathy	3	2	5	(2+)
Intimidation	2	4	6	(3)
Melee	3	4	7	(3+)
Stealth	3	5	8	(4)

Talents

Flurry (Reduced penalty for multiple strikes)

Subtle Strike (Can use Stealth for attack roll)

Resources

None

Flaw

Delusion (+1 Style point whenever his delusion causes trouble)

Weapons	Rating	Size	Attack	(Average)
Short sword	2L	0	9L	(4+)N

Mundane Animals

All entries in this section possess the following traits:

Archetype: Animal; **Motivation:** Survival; **Style:** 0; **Flaw:** Bestial (Cannot communicate or use tools)

Rat, Giant

While normal rats only present a danger, giant rats are vicious even singularly. These obscene specimens are the same size as large dogs. Lesser specimens are equivalent in size to a cat (Size -2).

Primary Attributes: Body 1, Dexterity 3, Strength 1, Charisma 0, Intelligence 0, Willpower 4

Secondary Attributes: Size -1, Move 4 (Run 8), Perception 4, Initiative 3, Defense 5, Stun 1, Health 4

Skills: Brawl 2, Stealth 10, Survival 2

Talents: None

Weapons: Bite 5L, Claws 5L

Relics

Relics are significant religious objects imbued with divine essence. The Catholic Church recognizes three categories of relics.

First class relics are items directly associated with the life of Christ, such as splinters of the True Cross or his manger, a thorn from the crown of thorns he was forced to wear at the Crucifixion, a drop of his blood, or his burial shroud, or the physical remains of saints (e.g., finger and feet bones, hair, nail clippings).

Second class relics are items a saint wore or which were frequently used by or closely linked with the saint. For instance, sandals, a cloak, a book, or a crucifix.

Third class relics are any items touched to a first or second class relic. Such objects are divine by association, rather than direct embodiment.

For the purposes of *All for One*, only first and second class relics hold any real power. Third class relics are the equivalent of lucky charms, important to the owner, but without any real ability to affect the world.

Not Magic Items

Relics are not typical fantasy magic items. They cannot be created by mortals, nor are they found as part of a monster's treasure haul. Similarly, they do not radiate any discernible magical aura, even when their benefits are being felt—God not only works in mysterious ways, He works in subtle ones. Because of this, one can never tell whether one is holding a true relic or a fake. Down the ages, this has led to a trade in supposed relics.

Trade in Relics

The sale of relics is strictly prohibited by the Church, as detailed in the Code of Canon Law (*"It is absolutely forbidden to sell sacred relics"*).

Furthermore, even transference of ownership is subject to Church approval at the highest level (*"Relics of great significance and other relics honored with great reverence by the people cannot be alienated validly in any manner or transferred permanently without the permission of the Apostolic See"*).

Despite these laws, during the Middle Ages there was a thriving trade in relics. With the true origin impossible to determine, many were fakes. Often, supposedly human bones were actually those of animals, for instance. The trade dwindled to a trickle and finally all but died out during the chaos of the Reformation and Counter-Reformation. But the tide has turned yet again. With talk of demons on the rise and innocent citizens in fear of their immortal souls (not to mention physical bodies), the sale of relics has once again become a thriving business. Cardinal Richelieu has little interest in stopping the growing trade in fake relics, for they pose no threat to him, his infernal master, or the minions of Hell. But when knowledge of a true relic reaches his ears, he is quick in his attempts to acquire the holy object. Often he does so openly, claiming it in the name of the Church. The true relic is then concealed in a secret vault deep beneath the Royal Palace, while a fake is donated to a church or shrine for public veneration. When an owner is reluctant to part with his prized possession, Richelieu covertly dispatches agents to "persuade" its possessor otherwise.

Physical Nature

Relics take the form of body parts or mundane items once associated with a saint. More rarely, they are directly associated with Jesus. While occasionally objects such as the feather of an angel might be encountered, these are by their very nature fake. A sample list of body parts and objects suitable for use as relics is given below.

Note that in many instances these holy objects are encased in a reliquary. This might be anything from a silver locket to a glass vial, or an ornate gold-plated bejeweled box to a weapon pommel or hilt.

* Ashes (from a cremation)

New Rule: Relics

Relics are rewards handed out by the Gamemaster as he sees fit. A character might be given one for exceptional service to the Church or the King, bequeathed one in a will, suffer an arduous quest to find one, or perhaps even win one in a high-stakes gambling game; the character cannot obtain by spending money or Experience Points, however.

The power of a relic is not always active. In order to gain the appropriate bonus, the owner must pray to the relevant saint, or offer up a general prayer to God. For this reason, those who traffic with Satan and his minions are unable to use holy relics. Such prayers are usually short, and so count as free actions. Only one person may benefit from a relic during any given round.

Each relic grants one (and only one) of the following benefits, as determined by the Gamemaster at the time of the object's creation.

* **Attribute Bonus:** A relic may grant a +1 bonus to rolls with a specific Attribute. This does not increase the Attribute—it is merely a roll modifier when the Attribute alone is used. In most cases the bonus should relate to a specific circumstance, rather than a blanket modification. For example, a relic of St. Lazarus, the patron saint of lepers, might grant +1 to Body rolls to resist disease, but St. Urban of Langres, patron saint of protection against alcoholism, is a better candidate for Body rolls to resist the affects of alcohol.

* **Lucky Charm:** Regardless of its history and origin, a relic is nothing more than a lucky charm. Its benefit comes solely from the belief of its possessor. The relic has the Lucky 1 Talent.

* **Skill Bonus:** The relic grants a +1 bonus to all rolls with a specific Skill. In the case of Specialized Skills, the bonus applies to one specific Discipline, even if the owner has the Well-Educated Talent.

* **Talent:** A particularly rare relic might grant a Talent. Gamemasters should refrain from handing out offensive combat-related Talents, even for saints patronizing soldiers. Defensive Talents, such as Diehard or Iron Jaw, are better suited to the nature of holy relics than ones increasing one's ability to deal death. Depending on the object's origin, a range of Talents might be used. For example, a relic of St. Francis of Assisi might grant Animal Affinity, while St. Matthew, patron of accountants, could grant Moneywise, its power leading the character to wiser investments and more frugal spending.

* **Versatile Lucky Charm:** As with the Lucky Charm above, the relic has no special powers beyond those the owner attributes it. Rather than granting a single +2 Skill bonus once per session, the relic grants the owner one Style point per session.

- * Bodily fluid (blood or tears)
- * Bones (knuckles, fingers, toes, femurs, humeri, and skulls are the most common)
- * Fingernails or toenails
- * Garment (shred of or complete robe or funeral shroud, sandal or shoe, shirt, glove, handkerchief, scarf)
- * Jesus-related (blood, splinter of the True Cross or the manger, nail from the Crucifixion, thorn from the Crown of Thorns, fragment of the Holy Sponger)
- * Limbs (entire hands, arms, legs, or feet; often mummified but can be a collection of bones)
- * Object (crucifix, book, staff, crown, chains, cup)
- * Strand or lock of hair
- * Wood (most often from a crucifix used to execute the individual, but a sliver of Noah's Ark might exist)

Patron Saints

Below is a list of the Skills, along with a sample of the closest patron saints of those who practice the Skill. Gamemasters may find this helpful when determining a Skill bonus for a particular relic. At the end of the day, *any* saint can serve as the basis for a relic, more so if the relic does not grant a Skill bonus. For example, St. Ansovinus is the patron saint of gardeners. Unless one of the characters happens to have Craft: Gardening, the saint is better suited to a Lucky Charm or Versatile Lucky Charm benefit than an Attribute or Skill Bonus.

Skill	Patron Saint/s
Academics: History	Thomas Aquinas
Academics: Law	Genesius, Thomas Aquinas, Thomas Moore, Yves
Academics: Literature	Catherine of Alexandria, Thomas Aquinas
Academics: Philosophy	Catherine, Thomas Aquinas
Academics: Religion	Aloysius Gonzaga, Augustine of Hippo, Thomas Aquinas
Acrobatics	Genesius, Maturinus
Animal Handling	Anne, Benedict of Nursia, Francis of Assisi
Archery	George, Nicholas of Myra
Art: Music	Hervé
Art: Painting	Luke the Evangelist
Art: Sculpture	Barbara
Art: Writing	Francis de Sales (cannonized 1665)
Athletics	Bernard of Menthon, Christopher, Sebastian
Brawl	Sebastian
Bureaucracy	Homobonus, Matthew
Con	—

Craft: Blacksmithing	Dunstan
Craft: Carpentry	Joseph, Peter the Apostle, Wolfgang of Regensburg
Craft: Masonry	Barbara, Reinhold
Craft: Medicines	Albertus Magnus, Damian, James (son of Alphaeus)
Craft: Weaponsmithing	Maurice
Diplomacy	Thomas More
Empathy	Christina the Astonishing
Fencing	George, Maurice, Paul
Firearms	Adrian of Nicomedia
Gambling	Cajetan
Gunnery	Barbara, Quentin
Intimidation	—
Investigation	Jude
Larceny	Dismas, Quentin
Linguistics	Gottschalk, Jerome
Magick	—
Medicine	Agatha, Alexius, Blaise (veterinarians), Brigid of Ireland, Cosmas, Damian, Luke the Evangelist
Melee	Adrian of Nicomedia, George, Martin of Tours, Maurice, Sebastian
Natural Philosophy: Biology	Albertus Magnus, Dominic
Natural Philosophy: Chymistry	Albertus Magnus, Dominic
Natural Philosophy: Engineering	Albertus Magnus, Barbara, Bénézet, Patrick
Natural Philosophy: Geology	Albertus Magnus, Barbara, Dominic
Natural Philosophy: Physics	Albertus Magnus, Dominic, Rebekah
Performance	Cecilia (musicians and singers), Genesius (actors), Hervé (musicians), Vitus (dancers)
Ride	Anne, George, James (son of Zebedee)
Seamanship	Brendan the Navigator
Spying	Joshua
Stealth	—
Streetwise	Giles
Survival	Bona of Pisa, Eustachius, Hubertus
Warfare	As Melee