

## ALL FOR ONE

*Régime Diabolique*

## RICHELIEU'S GUIDE TO

*Science*❧ *Introduction* ❧

Europe stands at the brink of the modern age. Through the development of science, learned men and women are beginning to challenge the medieval mindset of superstition, moving towards the making of a rational world. This is not intended to be a scholastic work on mankind's scientific endeavors, but merely a handy reference for Gamemasters to understand what technology existed in the era of *All for One*, as well as a guideline for introducing academic and scientific characters.

❧ *An Age of Discovery* ❧

It is not yet the schools and universities that drive the great advances in knowledge, but practical knowledge discovered in the world outside of the classroom. Improvements in rudder technology have made ocean voyages safer, prompting more demand for better navigational aides, and so sailors became proficient in the study of magnetism and compasses, tides, and winds. Artillery improvements have heralded the study of ballistics, while the opening of new mines, especially in the New World, has prompted research into metallurgy, ventilation, and pumps powered by water or air. Curiosity plays its part, but much of the innovation is powered by the desire for profit in a world slowly evolving from agrarian practices into an industrial one. Since the mid-15th century, mankind's knowledge has advanced in leaps and bounds.

*Astronomy*

Copernicus challenged millennia of thought by placing the Sun at the center of the solar system (1543). His work has been expanded upon by the likes of Galileo, Tycho Brahe, and Johannes Kepler, the latter using mathematics coupled with observation to prove the planets move in elliptical orbits and at different speeds. Galileo has laid the foundation for later research into gravity, as well as discovering Jupiter's moons, which supported his heliocentric view of the heavens, and the phases of Venus. Kepler has put forward scientific proof that tides are caused by the moon (a theory first purported by Seleucus in the 2nd century B.C.), something Galileo disputes as nonsense. Hans Lippershey, a Dutchman, invented the first telescope in 1608, the design of which Galileo improved a year later.

But such scientific advances, ones which challenge Biblical accounts of the Earth's position in the heavens, came at a heavy price—Galileo is currently under house arrest, and

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## Modes of Thought

The Age of Enlightenment is dawning throughout Europe. Humankind is taking its first tentative steps on the road of scientific discovery, attempting to explain the universe in terms beyond those purely of the philosophical and religious. Some of the modes of thought of the age are described below.

**Deism:** The study of the natural world and its laws, not dogma and doctrine, proves the existence of God. God created the world, formulated the natural laws, set His creation in motion, and allows it to unfold without direct intervention. Superstition, faith, angels, demons, miracles, and magick, have no place in the world. This belief, while not specifically heretical, does threaten the role of priests.

**Dualism:** The body and mind are completely separate, neither capable of interacting with the other.

**Empiricism:** Acquisition of knowledge through experimentation and direct observation; essentially the modern method of repeated experimentation and observation.

**Fideism:** The belief that logical reasoning and faith are opposites. Religion is an act of faith, and cannot be understood by scientific reasoning.

**Induction:** Better known as the “educated guess,” induction takes observations and forms conclusions based on the evidence. For instance, if a person appears unhappy, the logical conclusion is they are unhappy.

**Materialism:** The belief that every process can be explained in terms of matter. There is no place for spirits or ephemera in this way of thinking.

**Mechanical Philosophy:** The physical world and everything in it is like a machine obeying the laws of nature. Descartes separated mind and body, believing that the mind had free will, while the body, bound to physical laws, did not.

**Occasionalism:** The belief that only God causes things to happen. It essentially denies cause and effect—things happen because God makes them happen—predeterminism taken to an extreme. God, for instance, makes you think about moving and then you move.

**Rationalism:** Study through logical thought and deduction rather than experimentation. Mathematics is rational:  $2+2$  will always equal  $4$ , no matter how many times one observes the equation.

**Skepticism:** Historically, skepticism is the belief that new discoveries will always invalidate existing theories. Thus, all theories must be continually tested against new evidence as it emerges. In essence, a skeptic takes nothing for granted.

**Teleology:** The explanation of phenomena by the purpose they serve rather than the cause of the phenomena.

Giordano Bruno was burned at the stake in 1600 as a heretic for espousing such ideas.

## Chemistry and Physics

Metals such as zinc, cobalt, and nickel are now used to form alloys. Georg Bauer's work, *De re metallica*, lays out a full description of mining, smelting, and metallic chemistry (1556). Magnetism and electricity have been studied, and the theory that the Earth is a giant magnet with its own magnetic field published (1600).

Glass-making technology has been improved through the transmission of Italian books on the subject. Microscopes have been around for the better part of 40 years, though they have yet to catch on as scientific tools.

Galileo invented the thermoscope, a crude means of measuring temperature, although the first one to include a scale (thus constituting a thermometer) won't come about until Robert Fludd, an English physician, mathematician, and occultist, builds one in 1638. The first accurate temperature scale comes with Fahrenheit's work a century later. Galileo has divided matter into primary quantities, such as shape, size, and mass, and secondary qualities, such as smell, color, and texture, opening the way for new understanding. Galileo's experiments have also disproved Aristotle's theories on motion.

## Mathematics

Decimal notation (1585) has revolutionized mathematics, as has the use of symbols in algebra thanks to the work of the French mathematician Vieta (before this age, words were used). Trigonometry (1595) has revolutionized not only mathematics but also cartography. Napier has invented logarithmic tables (1614), and the slide rule was introduced in 1632.

## Medicine

Galen's anatomical theories (which were drawn from experiments on animals) are being challenged by men like William Harvey, who discovered the circulation of the blood (1628). Valves have been discovered in the veins, proving that blood only flows in one direction along each vein or artery.

The study of metabolism has begun (1614), thanks to the work of Sanctorius. Zoology and botany have replaced absolute faith in the medieval bestiaries and the belief in their wondrous, often bizarre, creatures.

Despite the advancements being made, medicine is still very much a medieval practice. Imbalances in the four humors—blood, phlegm, yellow bile, and black bile—are still believed responsible for illness. Herbs are attributed unproven properties based on centuries of folklore, and mercury—poisonous in even tiny amounts—is a common ingredient in medicines. Leeches and bleeding are used to balance the humors, and astrology still rears its ugly head in diagnosing and curing patients of their earthly ills.

## The World

Mercator has invented a new way of projecting maps (1568). The theory of continental drift was first put forward in 1596, though the theory relies on sudden dramatic and cataclysmic events rather than the slow motion of tectonic plates over millions of years.

## Future Discoveries

While many of the discoveries described here occur in the years shortly after 1636, the game is not intended to be a perfect replica of our world, as discussed before in the inventions introduced in *Richelieu's Guide to Wondrous Devices*. Thus, any of these inventions could be easily introduced into the campaign, perhaps as the focus of an adventure. Descartes invents a way of describing one's position on the Earth in terms of mathematical notation. His work is the foundation for calculus. Blaise Pascal creates an adding machine in 1642s. The first barometer is produced in 1643, when Evangelista Torricelli proves that air pressure alone can hold up a column of mercury 76 cm (30") in height. Creation of the air pump in 1650 proves that sounds cannot travel in a vacuum. The first pendulum clocks dates from 1656.

## Universities

Universities are the backbone of the academic and scientific world, though they have yet to embrace the new sciences in their curricula. One should note that colleges in this era are not places of education. Rather, they are lodging for students. In earlier times students had to find their own lodgings, leaving them open to being robbed by greedy homeowners who offered room and board at extortionate rates. The opening of the colleges allowed students not only a place to mix socially, but also gave poorer students the chance to attend. Paris boasts over a dozen colleges. Colleges may be divided by student nationality, subject being studied, or both.

Universities are divided into four faculties—Art, Law, Medicine, and Theology. Art is considered the lowest faculty, but it is one from which all students must graduate before moving on to more advanced ones. Despite its name, the faculty teaches astronomy, ethics, grammar, mathematics, metaphysics, philosophy, physics, rhetoric, as well as music and literature.

The most prestigious university in France is the *Université de Paris*, more commonly known as La Sorbonne after one of its colleges. Many of France's major cities boast universities, though on a much smaller scale than those of the capital. The faculty of Art at La Sorbonne is divided into four *nationes* (nations)—France, Normandy, Picard, and Germany. The greater faculties used the system, but have since largely dropped it due to the smaller number of students. Students are assigned to a nation based on their native tongue and place of birth.

France covers the Romance language-speaking nations

of Europe—France, Italy, Portugal, and Spain—with the exception of Normandy and the former realm of Picardy. The latter includes the provinces of Picardy, Artois, Flanders, and Harnaut. Germany (renamed from England after the One Hundred Years War) includes students from Germanic-speaking countries, such as England, Sweden, Denmark, and the Germanic states.

The head of a university is the rector. He is elected for a period of one to three years by the heads of the nations, known as procurators. Each faculty is governed by a dean. Professors teach individual subjects. Students who study only at the faculty of Arts leave as bachelors, while those of the greater faculties receive doctorates.

From the notes above it can be seen that scientific studies commonly associated with university today—biology, chemistry, geology, and such like—are not part of the university curriculum. These subjects are still in their infancy. Rather than being studied formally at university, these sciences are being discovered by learned men and women curious about the world. Characters who understand these sciences are among the leading lights in their field.

## Friends & Foes

While some may believe science to be the future, there are those who see it as completely antithetical to the world as it is. This section presents new secret societies for characters to join, and Gamemasters to use as protagonists and antagonists.

## Free Thinkers

The Free Thinkers are a radical organization of learned men set firmly against formal education, whether scientific or religious, on the grounds that knowledge and truth received (particularly from the Church) as opposed to directly experienced or self-discovered, is a form of mental slavery.

## History

The Free Thinkers' origin lie in mid-16th century France and the writings of the physician and writer Rabelais. In his work *Gargantua* he writes of the fictional Abbey of Thélème, a place where the only law is "Do What Thou Wilt." Given absolute free will, Rabelais argues through his characters, men are predisposed toward virtue, not vice. The earliest Free Thinkers were radicals set on freeing man of the shackles of any and all authority. They made the foolish mistake of speaking out publicly against the Church and government, an act which led to violent persecution and accusations of heresy. Heading underground, the Free Thought movement began to transform away from the belief that man should simply do as he wished toward tackling the underlying factor denying free will: education.

## Organization

The Free Thinkers are a radical organization operating from the shadows, seeking finds prospective candidates, and never the other way around. The membership operates in small cells for reasons of security (they are still persecuted and burnt at the stake as heretics). Dissemination of ideas occurs through printed pamphlets and open letters authored anonymously. Because security is a fundamental issue, members are instructed never to accept invitations to meetings with other cells—several groups have been lured into traps by the Inquisition.

## Members

The Free Thinkers are not illiterate barbarians hammering at the gates of Paris, or radicals crying out for a return to a more primitive age. Indeed, they are men of science and learning. They espouse that all forms of formal education enslave the mind, for formal education requires not only the transmission of existing ideas, but others to accept them verbatim. The Church is especially despised for its stance that the Bible should be accepted as the word of God and never questioned.

The Free Thinkers believe that all men should come to understanding through their own endeavors, using observation, experimentation, logic, and reasoning to better understand the world and its many wonders rather than relying on authority, tradition, conventional wisdom, and prejudice, or being swayed by orthodoxy and the desire to conform. In essence, man should accept only what he has personally witnessed and verified, and not take others' word for it. Some members use pranks to achieve their ends, making scholastic authority figures look like buffoons, while others prefer rhetoric, using arguments of their own devising to combat those handed down verbatim and unchallenged. A small few are extreme radicals, believing that the only way to end education and thus mental slavery is to destroy the centers of learning where the supposed authoritative version of events and knowledge are preached.

## The Hermetic Brotherhood

Not everyone views science as the herald of a wondrous new age. The Hermetic Brotherhood espouses forms of understanding that predate scientific thinking by countless millennia: magick.

## History

Magick has always been present in the universe, the reserve of an elite chosen few. Since the dawn of time, the secrets of magick have been handed down through the generations in esoteric oral traditions and coded manuscripts, to preserve the knowledge and keep it safe from outsiders. The Hermetic Brotherhood originated in Hellenistic Egypt as a religious cult dedicated to col-

lecting and preserving magickal wisdom from across the world. In ancient times, the cult had a public face, a respected organization whose membership was restricted to those who possessed knowledge of the arcane arts. The cult was never influential in politics, focused solely upon wisdom, and not the gaining of power.

The cult weathered the rise of the Roman Empire, the growth of Christianity, the fall of Rome, the barbarian invasions, and the advent of Islam, with each subsequent social upheaval serving instead to swell the cult's accumulated knowledge. But the tide eventually turned. The Catholic Church grew in power and influence, and its views on magick as a tool of the Devil naturally placed it in opposition to the Brotherhood. Although witch-hunts became publicly famous in the late Middle Ages, the Church and Brotherhood had engaged in covert war for centuries prior. Outnumbered and outmatched, the Brotherhood vanished from sight. The Church quietly declared victory over paganism, yet knew in its heart the practice had only been driven underground. In order to rally support against those who might still practice magick, the Church formerly founded the Holy Inquisition, calling on all Christian souls to renounce those who "trafficked with demons." The Brotherhood lost many members and much lore to the cleansing fires of the witch hunters, but its essential core survived.

And now a new age dawns, an age which threatens to eradicate magick altogether—one ironically not of the Church's making. That the universe is governed by laws has been known to magicians for millennia... but the laws of magick and the laws of science are diametrically opposed. The former declare that, given sufficient willpower, anything can be accomplished, for reality is flexible. Science, on the other hand, has declared certain concepts as immutable laws, which remain true no matter what and cannot be broken. While magick encompasses and encourages free will, science imposes strict order and conformity to only that which is known.

Faced with the dual threats of rationalism and religious persecution, the Brotherhood has come out of hiding—at least partially—and declared war on both science and the dogma of the Church. The Hermetic Brotherhood fights mainly through manifestos, arguing against the rigid nature of the universe in favor of a more open, more wondrous one. Similarly, it combats the Church by claiming magick to be God's gift to humanity: while it does not openly state that Jesus was a magician, it certainly implies it strongly. Members do not see this as heretical—God is, after all, the greatest of all magicians.

But there are those whose intolerance toward blind faith in the Church and science leads them to overt, aggressive acts. Churchmen and scientists are attacked, laboratories and workshops ransacked or put to the torch—in rare cases, churches and holy places have been subject to similar violence.

## Organization

The Brotherhood is divided into chapters scattered



across Europe (and a few others throughout the world). The most senior chapter, called the Font, resides in Rome only a stone's throw from the Vatican. The Paris chapter, officially known as the Temple, is the second-most important. The Brotherhood also maintains a secret depository in the tiny Pyrenees village of Rennes-le-Château, where many of the society's most prized manuscripts and magickal relics are stored.

As befits a secret society, the Brotherhood does not advertise. Its manifestos contain cryptic references that those with occult knowledge will understand, but these are only one part of the puzzle facing prospective members. Since the Inquisition is also well-versed in the occult, following the coded instructions leads one to a challenge that can be overcome only by magick—and even then, the candidate must pass several more tests to prove he is not an Inquisition spy.

Members are ranked (from lowest to highest) as Student, Master Elect, Master, Illuminated Master, Perfect Master, and Magus. Governing the Brotherhood are the Secret Masters, whose identity by tradition is a closely guarded secret. Ironically, rank is not a limitation—each Secret Master appoints his own successor, and any member is open for selection.

## Membership

Only magicians are welcomed into the Brotherhood. Any Tradition and Art may be found among its ranks—how one works the Great Art, as magicians call their work, is personal choice and not a dictate of the universe. Alchemy is accepted as a valid magickal tradition as, unlike chymistry, it imposes no laws on chemicals.

Many magicians, at least in western Europe, are Christians. They see magick not as Satan's device, but as one of God's infinite wonders. The Brotherhood holds that magick, while not allowing one to rival God in power, is the true meaning of the Bible's insistence that God made man in His own image. Magick also brings one closer to God, allowing a momentary glimpse of His Divine Majesty.

Despite its enemies' claims, the Brotherhood has no plans to impose a new faith on the world. It seeks instead to break the Church's stranglehold on faith, leaving men open to finding their own way to God through magick.

## L'Académie Française

The French Academy is, as far as the French population is concerned, responsible for overseeing the vocabulary and grammar of the French language, as well as overseeing French literature, though it carries no legal power to impose its views and rulings.

## History

The Academy was founded by Cardinal Richelieu in 1635, with royal permission, to formalize the French

## Science and Faith

One common myth regarding this era is that the Catholic Church was fundamentally opposed to scientific research. In fact, the Church has its own educators, primarily Jesuits and Dominicans, who were men of faith and science. What the Church opposes is scientific study that rallies against its dogma and doctrine, or strays into heresy. For example, a character who discovers a new element won't be burnt at the stake—all he has done is discover another piece of God's handiwork. If, however, he claims that mankind evolved from monkeys, he'll soon wish he'd kept quiet as the flames lick at his feet.

The Church of *All for One*, however, is rather more anti-science than its historical counterpart. Science is seen as the enemy of faith, and every new discovery threatens to remove God from the equation. As such, scientists with new theories tend to receive rough justice or house arrest for daring to speak out against the accepted views of the Church.

language for use in the arts and sciences. Its primary purpose, in Richelieu's whispers to King Louis, is to stamp out impurities in the French language, especially "loan-words" from foreign tongues. It also advocates that French replace Latin as the common language of education in Europe. Richelieu hopes that this will serve to isolate France from the rest of Europe—but this is only a secondary concern, as the Academy has an even more sinister purpose.

## Organisation

The Academy has only forty members, each appointed by Richelieu, with each given a unique number. These anonymous individuals are known as *les immortels*, supposedly after the Academy's motto, "To immortality." Collectively, the immortals elect the Perpetual Secretary, who remains in office until he resigns or dies.

As well as writers, the immortals comprise historians, lawyers, nobles, philosophers, politicians, scientists, and even powerful members of the Catholic Church.

Publicly, Richelieu, as founder, has declared that members will remain in office until death or resignation. Only in cases of gross misconduct can they be removed by a vote of their peers. In practice, members leave only through death—resignation is not an option. Given the organization's true goals (see below), members removed for gross misconduct will meet a very quick but painful death. Eventually a vacancy will occur through natural attrition. The royal charter demands that prospective candidates will apply for a specific numbered seat when it becomes vacant, not generic membership. Candidates names are then put to a vote, with 21 votes being required for acceptance.

## New Flaws

The following Flaws are open to any character.

### Mental Flaws

**Blabber Mouth:** Your character couldn't keep a secret if her life depended on it. She isn't boastful or malicious—she just doesn't know when to stop talking. You earn a Style point whenever your character reveals information that comes back to haunt her or causes trouble for her or her allies.

**Cautious:** Your character acts only when he has all the available knowledge at his disposal and has calculated the best avenue for progression. It is not that he is hesitant or unable to reach a decision—he just prefers to formulate a plan before acting. You earn a Style point any time you or your comrades suffer from your inability to make a quick decision. At the Gamemaster's discretion, you can also earn a Style point by voluntarily taking a -2 Initiative penalty during combat.

### Social Flaws

**Boring:** Whether because of his long-winded descriptions, his use of highly technical terminology when discussing areas of interest to him, his monotonous voice, or a total lack of personality, your character is boring. People stifle yawns, switch off their ears and nod at random times, or simply walk away whenever he begins talking. You earn a Style point whenever your character's boring persona causes him or his allies trouble.

**Meddler:** Your character cannot help but involve herself in other people's business. No matter their problem, your character has a solution. You earn a Style point whenever your character's interference in other people's affairs causes her or her allies trouble.

**Nemesis:** Your character has an implacable rival. He may be a suitor for the same woman, a proponent of a rival theory, a nobleman you shamed in public, or a fellow student of fencing. Whatever his nature, neither of you is prepared to let bygones be bygones. The nemesis may plot behind closed doors or act openly against you. Your nemesis is at least as powerful as your character, and has allies and contacts he can call upon. You earn a Style point whenever your nemesis rears his ugly head and makes life extremely difficult for you or your comrades.

## Membership

The name *les immortels* actually stems from the Academy's true purpose. Every member is a black magician

beholden to Satan. Thanks to Richelieu's machinations, they are able to gather in the heart of Paris under a veil of anonymity. While supposedly responsible for overseeing the codification and growth of the French language, their true purpose is to study the black arts and use them to further Richelieu's goals. Each has taken a vow to serve Richelieu unto death—this vow is not taken lightly, as it enables Satan to strike down those who betray his beloved servant.

The historical names of the members, listed by seat, are given below for the Gamemaster's use if he so desires. Even if the Gamemaster finds labeling historical figures as Satanists in bad taste, the names are useful because they are contemporaries of the characters, representing persons the characters may come into contact with. In the game world, members are known only by their seat number, never their name.

(1) Pierre Séguier, Chancellor of France; (2) Valentin Conrart, poet; (3) Jacques de Serisay, poet; (4) Jean Desmarets, poet; (5) Jean Ogier de Gombauld, playwright; (6) François le Métel de Boisrobert, ecclesiastic; (7) Jean Chapelain, royal advisor; (8) Claude de Malleville, poet; (9) Nicolas Faret, poet; (10) Antoine Godeau, ecclesiastic; (11) Philippe Habert, poet; (12) Germain Habert de Cérizy, ecclesiastic; (13) Germain Habert de Cérizy, mathematician; (14) François Maynard, magistrate; (15) Guillaume Bautru, politician; (16) Jean Sirmond, historiographer; (17) François de Cauvigny de Colomby, poet; (18) Jean Baudoin, translator; (19) François de Porchères d'Arbaud, poet; (20) Paul Hay du Chastelet, lawyer; (21) Marin le Roy de Gomberville, novelist; (22) Antoine Girard de Saint-Amant, poet; (23) Guillaume Colletet, lawyer; (24) Jean Silhon, politician; (25) Claude de L'Estoile, playwright; (26) Amable de Bourzeys, ecclesiastic; (27) Abel Servien, politician; (28) Jean-Louis Guex de Balzac, essayist; (29) Pierre Bardin, philosopher and mathematician; (30) Honorat de Bueil, seigneur de Racan, poet; (31) Pierre de Boissat, soldier; (32) Claude Favre de Vaugelas, grammarian; (33) Vincent Voiture, poet; (34) Honorat de Porchères Laugier, poet; (35) Henri-Louis Habert de Montmort, hotelier; (36) Marin Cureau de La Chambre, medical doctor; (37) Daniel Hay du Chastelet de Chambon, mathematician; (38) Auger de Moléon de Granier, ecclesiastic; (39) Louis Giry, lawyer, and (40) Daniel de Priézac, professor of law.

## Order of Daedalus

The Rosicrucians, discussed in *All for One*, are men of learning who fervently believe that all men are equal in the eyes of God, and that dissemination of knowledge to the masses will bring about a new age of social equality. Alas, there are those who told the completely opposite viewpoint.

## History

Daedalans, as members of this secret society are



known, hold that their order was found by none other than the Greek artificer Daedalus. Their manifestos claim that Daedalus laid down the tenets of their order two millennia ago, for he alone had the foresight to see an age when science would rise supreme above superstition. Daedalans claim that this new age is finally dawning.

Luminaries such as Leonardo Da Vinci, Roger Bacon, Ivan Fyodorov, and Paracelsus are attributed to being members of the order. Alas, such illustrious claims cannot be proven, for the society has never kept membership registers.

Despite their lofty claims to creation in antiquity, the order was actually founded in 1612 by dissident Rosicrucians whose ideology had taken a different route to those of their peers. Daedalans hold that men are not equal, and never will be. A social hierarchy must exist in order for mankind to progress, although that order is not one of nobles and peasants, but of learned men and the ignorant masses. While they hold that science will lead to a better society, only those who understand scientific principals are fit to govern.

## Organization

As a splinter group from the Rosicrucians, the Daedalans still operate in much the same manner. They possess secret handshakes and codephrases to identify members. All members are considered equal, thus there are no formal ranks. Respect is given based on scientific advancements, not meaningless titles.

At its most basic level, the order works much as the Rosicrucians. Members meet in secret to discuss scientific breakthroughs, to aid each other in experiments, and to debate and theorize on future advancements. They have no desire to share their knowledge outside of their membership, though.

Promising candidates are questioned not only on their knowledge of science and philosophy, but also on their stance on where science stands in the great scheme of things. Those whose beliefs are similar to the Daedalans are invited to attend a meeting. Candidates are blindfolded, partly so as not to discern the location of the meeting house, and partly because on arrival their "veil of ignorance" can be removed.

## Members

Thinkers and scientists form the membership of the Order of Daedalus. There is no room in their ranks for magicians, (except alchemists), or those who believe in the occult, ardent followers who believe religious dogma overrules science, and believers in superstitions.

Most members are Christians, but are followers of deism. In their brave new world, the Church would have no place, for all men can come to understand God through science and reasoning, rather than blind faith.

A small but growing number have adopted a strong anti-Church rhetoric, claiming that the Church's feeble attempts to cling to its superstitious dogma and hamper

scientific advancements are attempts to deny mankind its rightful inheritance. Some preach the new faith of science over dogma via pamphlets and manifestos, but a minority are actively set on destroying the Church. These dangerous radicals are especially opposed to the Jesuits and Dominicans, organizations that claim to be students of science yet mask their learning behind religious overtones.

Despite the Order's lofty goal, its members are not out to become tyrants. They are simply learned men who believe they are better than the masses because their knowledge and efforts directly benefit mankind. Most members want social change, but will still prize right knowledge over democratic impulse in those who might aspire rise to their illustrious ranks. Universities are prime recruiting grounds, for here are gathered the gifted elite of the society to come.

## Campaigns

This section takes a look at scholastic characters and how they can be introduced into your campaign.

## Creating Characters

All Musketeers receive four zero-level Skills and two zero-level Resources. Academics, scholars, and scientists receive the same general benefits, but with a few notable differences.

If the Gamemaster wishes the characters to be historically "correct," then every character who has studied at university requires Academics: Literature, Mathematics, or Philosophy, Art: Music, or Natural Philosophy: Astronomy or Physics at zero-level. This represents his bachelor studies in the Arts required before advancing to studies in other fields, such as medicine, law, religion, or chymistry. Otherwise, the character requires a minimum of one zero-level Skill from Academics, Medicine, or Natural Philosophy.

All academically-trained characters require Linguistics at zero-level as a minimum—the major languages of scholastic study in France are French, Greek, and Latin.

The remaining Skills (one or two, depending on the approach taken) are left to the player to decide. However, the Gamemaster may veto choices not considered in keeping with the character's upbringing.

For instance, a young nobleman shouldn't be prevented from taking Skills such as Bureaucracy, Diplomacy, Intimidation, or Ride, but is less likely to have much knowledge of Larceny or Streetwise from his formative years. As always, no Skill is banned outright, so long as the player can justify its inclusion in an interesting manner in his character's backstory.

The character's choice of zero-level Resources is up to him, with the same caveats and suggestions as above. One obvious choice is Patron, representing one of the character's teachers. Status might be conferred simply by

holding a doctorate, as could Rank if the character now works at the university. An Ally or a Contact can represent an old school friend, or a mentor. Followers, while strongly suggested, is not a required Resource.

## Character Advice

Every scholar and scientist needs at least one area of expertise. These are handled by the Academics and Natural Philosophy Skills for the most part, though Medicine applies equally in this era. Although each Skill lists only five Specializations, these are not the only ones available. If you want your character to be an astronomer, then take Academics: Astronomy. A student of ballistics shouldn't feel constrained because there is no Natural Philosophy: Ballistics Skill listed—simply add it as needed, with Gamemaster permission, of course.

Just because a character is trained academically does not mean he lacks social or martial Skills. While the modern stereotypical image of a scientist is that of a nerd, in the world of *All for One*, he might just as easily be a suave, debonair gentleman accustomed to mixing with the upper classes, a dashing duelist skilled with the blade, or a rough-and-tumble adventurer accustomed to life in the field.

Scientists especially need a methodology. The sidebar on page 2 briefly covers some of the basic modes of thought prevalent in the 17th century. Most characters can be defined simply as practical men who actually perform experiments, or theoretical men who come up with ideas. In the former case, a scientist may invent a new acid, while the latter studies the properties and practical applications of the acid.

In order to have something to do, other than adventuring just for the sake of it, every scientist should have a long-term goal. This might be the invention of a new type of telescope, refinements of da Vinci's machines into truly workable ideas, mapping the heavens in their entirety, or cataloguing every species of flora and fauna in France... or the world. Gamemasters should try to work something relating to the character's "Great Work" into their adventures.

This needn't relate to the actual science part of the project—the chance to visit a duke, regardless of the purpose of the visit, is likely cause enough to get a scientist out of his laboratory. After all, science is expensive and patrons are extremely hard to acquire.

One thing to remember is that while the players may have an understanding, no matter how basic, of many modern principles, their characters do not. Gravity is still a mystery in the early 17th century, as is the light spectrum and the cause of rainbows, and the concept of measuring astronomical distance in light-years won't occur until the speed of light is accurately calculated.

Gamemasters should keep this in mind when a character wants to or invent study something new. In general, if the topic was invented within a century or so of the default *All for One* year of 1636, then it should be possible

without major problem. Of course it will likely take years of research, and inventions rarely go from the prototype to common usage very quickly, especially in this era.

## Campaign Advice

Academics and scientists can make for interesting additions to *All for One*. In a world where superstition still holds great sway, men of science and reason are set to challenge old beliefs.

For some this may mean disproving the supernatural through logical reasoning; for others, it may lead them to eradicate the last vestiges of superstition in order to pave the way for enlightened thinking. Both are excellent examples of how men of science can interact with a world gripped by the supernatural horrors that emerge into the world from Satan's fell pits.

With the Church in *All for One* being largely anti-science (see the sidebar on page 5), player-character scientists must walk a thin line, especially if they publish their theories, lest the Inquisition pays them a most unwelcome visit. The Church, while not the main antagonist, can be used in that role. Perhaps a powerful, fanatical Inquisitor has been arresting innocent academics for daring to think beyond the dictates of the Bible—the Musketeers might become involved in helping rescue the scholars from jail, as academic characters might as well.

Knowledge has, or should have, no moral stance: it can be used for either good or evil, but such choices are made by men, not the knowledge itself. While a mad scientist makes for a great and memorable villain, science can be a hook that enables the Gamemaster to utilize other types of villains. Thus, while an adventure might involve a mad scientist brewing up a new form of explosive compound to use against France, his formula might be stolen by a Spanish spy. Now instead of dealing with a crazed bomber, the characters are trying to retrieve or destroy the scientist's work before it falls into the hands of Spanish scientists.

Science can also fill a moral gray area, giving the characters a villain whose motives are noble but whose practices are quite foul. Take, for example, a doctor whose wife has died of natural causes. Grief-stricken into insanity, the scientist turns away from God and sets his sights on rekindling the spark of life in his wife's preserved corpse. He must experiment, of course, and this requires corpses. The scientist hires grave robbers to steal the freshly interred dead, or worse, sanctions murder for really fresh victims. Perhaps he seeks a way to keep the brain alive after death, so the knowledge of great thinkers will never be forgotten. He might kill academics and scientists in their prime to ensure their brains do not atrophy with old age, and keep them in tanks filled with chemicals of his own insane creation. Maybe he has combined the two—his wife's brain is preserved ready to be placed in a new host body when he has mastered the surgical process... the possibilities (though gruesome) are endless.



## Crackpot Scholar

Archetype: Adventurer

Motivation: Truth

Style: 3

Health: 5

### Primary

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

### Secondary Attributes

Size: 0	Initiative: 5
Move: 5	Defense: 5
Perception: 5	Stun: 3

Skill		Base	Levels	Rating	Average
Academics: History	His-	3	3	6	(3)
Academics: Religion	Reli-	3	2	5	(2+)
Athletics		3	3	6	(3)
Investigation		3	2	5	(2+)
Linguistics		3	2	5	(2+)
Natural Philosophy: Geology	Philoso-	3	3	6	(3)
Survival		3	2	5	(2+)

### Talents

Direction Sense (Automatically knows which direction he is heading)

### Resources

Lackey 0 (Mule)  
Patron 0 (Mysterious benefactor)  
Refuge: Equipment 1 (Private library)

### Flaw

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

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

*"This cave may very well lead us to the Hollow Earth!"*

## Character Background

No doubt you will think me mad, but my research has led me to conclude beyond any reasonable doubt, that not only was Atlantis a real continent, but that the survivors of the great and terrible deluge that sank that most wondrous of places can be found within the very confines of our planet, in a place I call the Hollow Earth!

My journey down this long, complex, and often dangerous road began at university, when I read Plato. At once, it was as if the sun dawned in my mind after a lifetime of night, and those questions I had asked myself since reading of the ancient lands of the Mohammedans and of recent ventures to New Spain were all answered in an instant... for in both lands there rise monumental pyramids. How could such similar structures have come into being on two continents if not by a common culture passing on its ancient wisdom? How else could such primitives have raised these colossal structures without knowledge of the wheel, if not through the aid of wondrous skills and arts passed down by a common master? How else can one explain similar themes in mythology, such as dogs guarding the underworld, if not by a universal religion that once spanned the world? Others may speak of magick and elemental spirits, but I propose that magick is nothing other than a remnant of Atlantean wisdom, perhaps corrupted by the passage of time.

That the Earth is a hollow sphere I have proven by study of geology. Since there are no remnants of Atlantis left on the surface, save those ideas imparted to lesser cultures, the survivors must have migrated inward, to a realm beneath our very feet! Have you never entered a cave and wondered where it might end? Of course there are difficulties—the Atlanteans were careful in sealing their routes behind them with rock falls and subterranean rivers. But do not doubt that a route exists, and that I will find it. So, my dear Monsieur de Combos, I have an expedition planned in the coming months. Would you care to donate a few hundred livres?

## Roleplaying

You are fixated in the idea that Plato's Atlantis was a real place, as is the Hollow Earth. Every mystery, every historical coincidence, you put down to the far-reaching influence of the Atlanteans. While the discovery of Atlantis would undoubtedly make you a very wealthy man, you are far more interested in uncovering their lost wisdom.

## Intelligent Duelist

Archetype: Swordsman

Motivation: Redemption

Style: 3

Health: 5

### Primary

Body: 3

Charisma: 2

Dexterity: 2

Intelligence: 4

Strength: 2

Willpower: 2

### Secondary Attributes

Size: 0

Initiative: 6

Move: 4

Defense: 7\*

Perception: 6

Stun: 3

Skill	Base	Levels	Rating	Average
Academics: Law	4	2	6	(3)
Acrobatics	2	2	4	(2)
Athletics	2	2	4	(2)
Empathy	4	2	6	(3)
Fencing: Danse	4**	4	8	(4)
Linguistics	4	1	5	(2+)
Performance	2	2	4	(2)
Streetwise	2	2	4	(2)

### Talents

\*\* Calculated Attack (Uses Intelligence as the Base Attribute for Fencing)

\* Calculated Defense (Uses Intelligence instead of Dexterity when calculating his Active Defense and Defense ratings)

### Resources

Fencing School 0 (L'École de Danse; +1 bonus)

Lackey 0 (Student of Probability)

### Flaw

Cautious (+1 Style point any time you or your party suffers from your inability to make a quick decision)

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Rapier	2L	0	10L	(5)L

*"I will not out fight you, sir...I shall out think you!"*

### Character Background

I have never been what one might call a specimen of physical perfection. As a youth, I was uncoordinated and weak, somewhat frail of constitution, though I have improved somewhat with maturity. Although I was gifted with intelligence, I was also impulsive and rash, preferring to act first and worry about the consequences later. In my mind, my first decision was always the right one. Ah, how such folly haunt me to this very day.

I was a young student of law when my life changed forever. My marks were average, for I was loathe to ponder deep questions for long, preferring to give an answer and move on to the next problem. Life, in my opinion, was too short to waste in idle thought. Some friends and I were having drinks in a tavern when a gang of ruffians entered. Seeing us in our robes, they thought us easy targets for bullying. We tolerated their jibes at first, for it was but harmless name-calling. And then one drew a knife. Without thinking I drew my rapier and acted, slashing at the thug's hand. In seconds the scene devolved into a bloody brawl. We were outnumbered and quickly cornered, although somehow in the chaos of the fight we managed to escape. Only then did we realized one of our number was bleeding from a deep wound. We sought a doctor, but we were too late, our friend passing away in agony as we dragged him through the crowded streets. Later, to my horror, I learned that the thug had drawn his knife not in an act of aggression, but simply in preparation to carve meat from his roasted chicken. My impulsiveness cost a man his life, and I have never forgiven myself for that. Where once I would have acted, I now think, formulating a plan, studying events as they unfold, and weighing all options before I act. You may call me hesitant, but a good general does not march onto the field of battle without a plan. Although I cannot bring back my friend, I can ensure that others do not suffer from making the same mistake. No matter what course my life takes, no matter what God throws at me, I shall have a plan ready—on that, you have my word.

### Roleplaying

Only a fool rushes in to an unknown situation without first gathering intelligence and formulating a plan—and you are no fool. While you abhor rash behavior, you are not hesitant. You are capable of quick thinking when needed, but prefer to be prepared rather than having to innovate when surprised.



## Sceptical Zoologist

Archetype: Natural Philosopher Motivation: Truth

Style: 3 Health: 5

### Primary

Body: 2	Charisma: 3 [4]*
Dexterity: 2	Intelligence: 3
Strength: 2	Willpower: 3

### Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Animal Handling	3	2	5	(2+)
Art: Drawing	3	3	6	(3)
Investigation	3	2	5	(2+)
Linguistics	3	1	4	(2)
Natural Philosophy: Biology	3	5	8	(4)
Ride	3	2	5	(2+)
Survival	3	2	5	(2+)

### Talents

\* Animal Affinity (+1 Charisma bonus dealing with animals)

### Resources

Fame 0 (Respected scientist; +1 Social bonus)

Lackey 0 (Animal Handler)

### Flaw

Skeptic (+1 Style point whenever he proves an assertion wrong or convinces someone else to question his beliefs)

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

*"There is no such thing as a werewolf!"*

### Character Background

The natural world has always been of great interest to me. As a child, I was fascinated by the intricate patterns in flowers, curious as to how small insects and rodents looked and behaved. Although my father was a man of little means, he pampered me when it came to learning, ensuring I knew my letters, buying me books and pamphlets on the growing study of the natural world, with whatever meager surplus of money he had. Like many of my peers I am self-taught, as our universities do not recognize biology, my area of expertise, as a true field of learning. Regardless, I have made a small reputation out of my research. I am a biologist, a man who studies, draws, and dissects flora and fauna to gain a better understanding of the majesty of God's creation. You may, in the course of your travels, have heard stories about demons plaguing France. Utter nonsense, I say! Such talk is not only delusional, it is ignorant. Men seek solace in the myths of our ancestors, being too afraid to stare reason and common sense in the face, lest it shatter their ignorant superstitions. Take, for instance, the sighting of supposed flying gargoyles. These beasts, animated statues if one believes the peasants, are nothing more than owls coupled with a superstitious mind fed by the dogma of the Church that Satan lurks in every shadow. While I admit that there are misguided individuals who pay homage to Satan, they have are not gifted with infernal powers. No, the "magick" of the witch is merely basic knowledge of the natural laws wrapped in a blanket of superstition. You may think it strange, but M. de Tréville has hired my services in the past to quell the fears of peasants claiming to have seen Satan's horrors walk the Earth. I have diligently investigated, researched, catalogued, and proven, beyond any shadow of doubt, that each and every sighting of a ghost or monster has a logical, scientific explanation. And yet still the superstitious talk continues. Disproving the supernatural has become something of a crusade for me in recent years. Sometimes I feel like the old English king, Canute, trying to stem the tide of illogical thought and superstition. But I have yet to encounter a phenomenon I cannot explain.

### Roleplaying

You are a man of science, trained in the rational arts. The idea that the supernatural might exist in anathema to your view of the world. Magick is just science and natural phenomena wrapped in superstition, and so-called monsters all have a natural explanation. The scientific truth may be hard to uncover, but everything can be explained using logical, deductive reasoning.

## *Sample Lackeys*

### *Armchair General*

#### **Follower 0**

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

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

**Skills:** Academics: History 4, Warfare 5

**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

### *Aspiring Composer*

#### **Follower 0**

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

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

**Skills:** Art: Music 5, Performance 4

**Talents/Resources:** None

**Flaws:** Vain (+1 Style point whenever he steals the spotlight or is forced to confront his shortcomings)

**Weapons:** Punch 0N

### *Gullible Freshman*

#### **Follower 0**

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

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

**Skills:** Academics: Philosophy 4, Linguistics 5, Natural Philosophy: Physics 4

**Talents/Resources:** None

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

**Weapons:** Punch 0N

### *Renaissance Man*

#### **Follower 1**

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

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

**Skills:** Academics 4, Art: Music 4, Fencing: Dardi 4, Investigation 4, Linguistics 4, Medicine 4, Natural Philosophy: Physics 4, Performance 4

**Talents:** Well-Educated (Academics is a general Skill)

**Resources:** None

**Flaws:** Blasé (-2 penalty on any repetitive tasks; +1 Style point whenever his indifference causes harm)

**Weapons:** Punch 0N, Rapier 6L

### *Research Assistant*

#### **Follower 0**

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

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

**Skills:** Investigation 5, Linguistics 4

**Talents/Resources:** None

**Flaws:** Skeptic (+1 Style point whenever he proves an assertion wrong or convinces someone else to question his beliefs)

**Weapons:** Punch 0N

### *Student of Probability*

#### **Follower 0**

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

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

**Skills:** Academics: Mathematics 4 (*Probabilities* 5), Gambling 4 (*Dice Games* 5)

**Talents/Resources:** None

**Flaws:** Condescending (+1 Style point whenever he proves someone else wrong or establishes his own superiority)

**Weapons:** Punch 0N

### *University Bully*

#### **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:** Academics: History 2, Brawl 4, Intimidation 3

**Talents/Resources:** None

**Flaws:** Callous (+1 Style point when he does something particularly selfish or refuses to help someone in dire need)

**Weapons:** Punch 4N

### *University Clerk*

#### **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:** Bureaucracy 4 (*Academia* 5), Diplomacy 4 (*Persuasion* 5)

**Talents/Resources:** None

**Flaws:** Aloof (-2 penalty on social rolls when trying to establish a rapport with other people; +1 Style point whenever his business-like attitude causes him trouble)

**Weapons:** Punch 0N