

ALL FOR ONE

Régime Diabolique

RICHELIEU'S GUIDE TO

Villainy & Justice

❧ *Introduction* ❧

The 17th century French legal system, like many of today's legal systems, is complex and convoluted, with many different layers. This supplement makes no attempt to untangle the various offices and officials, nor is it intended to be an academic work on the subject. Instead, it presents a simplified system for use in the *All for One RPG* setting.

❧ *Justice* ❧

Justice in 17th century France is harsh, swift, and by modern standards far from just. For the poor, being dragged before the courts is nearly a guaranteed sentence, for without status or influence there is no presumption of innocence. Furthermore, judges require payment for their services from the parties involved in the case. Thus, not only are the poor assumed guilty by dint of being commoners, but they have little hope of bringing a case before the court when wronged—yet another injustice to add to the growing list suffered by the citizens of France.

Judges have the right to order a suspect tortured to extract a confession or force him to reveal his accomplices. By ancient tradition, nobles may only be subjected to such low methods by written authority of King Louis or Cardinal Richelieu. Torture is generally reserved for the most serious offenses, though those who have offended Richelieu may find themselves being strapped to the rack for even a minor infringement of the law.

The Courts

In days past, justice on the estate of a nobleman or bishop was their sole purview, largely free of outside interference. Over time, much of that power has been eroded—against the nobles' wishes—in favor of more centralized authority, leaving the nobility and Church with little true judicial power.

The national judicial system is made up of regional tribunals divided into a number of *bailliages* (the jurisdictional area of a bailiff in medieval France). In the south of France, these divisions are known as *sénéchaussée* (an area where a *sénéchal* represented the king). For the sake of game play, each province of France is assumed to have one tribunal, with the number of *bailliages* varying based on the province's size. *Bailliages* are in turn divided into local court regions known as *prévôtés*, overseen by a *prévôt*.

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A *prévôt*, the bottom rung of the judicial system, is responsible for judging most ecclesiastical and non-noble cases, handling everything from petty theft to murder. He acts as sole judge and jury during the trial, though he must consult with legal experts known as *avocats* during cases. The judicial system allows a *prévôt* to choose his own legal team, leaving much room for corruption. Appeals made against his rulings must be made to the *bailliage*.

The second tier of the judicial system, the *bailliage* hears cases concerning heresy and sacrilege, rape, kidnap, sedition, insurrection, the possession of illegal arms, and violations of the dignity of the king, the last a convenient term that includes such frivolous acts as disagreeing with a royal command. They are also responsible for judging nobles and bishops accused of crimes. Appeals against their decisions are heard by the local *parlement*.

The *parlements* (not to be confused with the English word “parliament”) are supposed to record, publicize, and uphold laws issued by the King. However, they dislike the growing practice of centralized government interfering in regional affairs. They have been known to refuse to accept new laws with which they disagree, enforcing them only when issued a *lettre de cachet*, an order from the king countersigned by a senior minister that cannot be appealed. *Parlements* have the right to create new laws, but can only enforce them in their jurisdictional territory.

There are *parlements* based at Arras, Metz, Nancy, Colmar, Dijon, Besançon, Grenoble, Aix, Perpignan, Toulouse, Pau, Bordeaux, Rennes, Rouen, and Paris. The Parisian *parlement*, often known as *The Parlement*, is the largest, responsible for much of northern and central France.

Heading up the entire judicial system is the Lord Chancellor (see *Richelieu's Guide to Nobles and Courtiers*), the final point of appeal, though he rarely interferes in justice unless a powerful noble is involved.

Intendants

Intendants are civil servants of good birth appointed directly by the King, at least in theory. Lacking interest in affairs of State, King Louis has left Cardinal Richelieu to oversee their appointments. To ensure absolute loyalty to the King (meaning Richelieu, as their true patron), their positions are never hereditary, nor can they be purchased.

Unlike other civil servants, *intendants* have no fixed base. Instead, they are appointed to a region as required. Their posting is always far from their main sphere of influence, reducing the prospect of corruption. Furthermore, appointments are only for short periods, preventing the *intendants* from ever building up a new circle of social connections among those they are supposed to be overseeing.

Ironically, Richelieu is a firm advocate of the *intendants* and their anti-corruption stance. While corruption

is good in his eyes, Richelieu not only gains more power by increasing the sphere of central authority, but his heavy-handed approach causes friction between the King and the *parlements*.

Intendants are appointed to one of three roles. In all instances they are servants of the Crown, less interested in common criminals than policing the regional authorities. They are, in effect, the King's watchdogs.

Intendant de Finance: *Intendants* assigned to this position are responsible for overseeing the timely and accurate collection of royal taxes, supervising lesser financial officers, and overseeing the finances of educational and religious establishments. They have the right to demand to inspect ledgers kept by the nobility, the Church, and government officials.

Additional duties include making provision for famine by buying and storing grain and foodstuffs during good harvests, and selling it during hard times.

Intendant de Justice: *Intendants* serving the judicial department supervise the lower courts of the *prévôts* and *baillies*. They ensure justice is handled swiftly, in accordance with the law, and as a check against corruption among judges. They have the power to transfer legal cases to another jurisdiction, and to impose themselves on a *prévôt* as an assistant judge with equal say in the case. Naturally, these powers make them very unpopular with other judicial officers.

Intendant de Police: *Intendants* given this post are responsible for monitoring public opinion, and ensuring educational establishments are not promoting seditious or heretical thought. They have the authority to intervene in religious affairs when deemed in the best interests of France. They also oversee the local *maréchaussée*, mounted police responsible for patrolling the highways to keep them free of bandits and vagabonds.

All *intendants*, regardless of specialty, have the authority to call upon military support, though they are expected to show great restraint in wielding this power. They may raise a militia to help in their duties, doing so by random lot of all adult males of good fitness.

Prison

As it is true that not all prisoners are necessarily guilty of a crime, it is just as true that not all are treated equally by their jailors.

Those with money or influence can live a life of relative luxury, with proper beds, furniture, or even works of literature and writing equipment. Visitors are permitted, though only ones of good social reputation. Those of lesser means may have a mattress (changed yearly) and perhaps a table and chair, small comforts in an otherwise wretched life.

The poorest prisoners are quite literally forgotten, left to rot in rat-infested, windowless cells covered in filthy straw. Those whom madness does not claim suffer the ravages of starvation and disease, which is rife in the prisons.

France has literally hundreds of prisons. A few of the more notable ones are listed below.

- **The Bastille:** Originally a fortress part of Paris' eastern defenses, the Bastille is now Cardinal Richelieu's private prison. He alone decides who is incarcerated here and for how long. While he allows those with wealth to retain some dignity, no visitors are permitted without the Cardinal's permission. Its most famous prisoner is the Man in the Iron Mask.

- **Château d'If:** Built as a deterrent against seaborne invasion, the castle sits on a small rocky island a mile off the coast of Marseilles. Thanks to strong currents and steep cliffs, it is regarded as being escape proof. Inmates are religious and political prisoners rather than common criminals. Considered traitors to God and King, their life is a living hell. Bribery is useless, as wealth buys nothing here, save contempt and aggravated beatings from the jailors.

- **Conciergerie:** Located close to Notre-Dame Cathedral in Paris, the Conciergerie houses both common and political prisoners. Originally a royal palace for the Merovingian kings and later those of the House of Valois, it became a prison in 1391.

- **Prison de Saint-Lazare:** Formerly a Parisian hospital for lepers, since 1632 it has been run by Vincent de Paul and the Congrégation de la Mission, a religious brotherhood. Although it is a prison, the inmates are not men and women sentenced by the courts, but those who have become embarrassments to or brought disgrace upon their families. Length of incarceration varies, from until the prisoner's indiscretion is forgotten by polite society, to life. While they may live comfortably within its walls, they are still prisoners.

Death Sentences

In keeping with their status and position, nobles sentenced to death for their crimes are executed by decapitation with a sword. Anne Boleyn, second wife of Henry VIII, was beheaded by a French executioner, a token gift by her husband in respect of her birthright.

Commoners are hanged by the neck or, for more serious crimes, broken on the wheel. The latter is both torture and execution, a form of punishment which can last for hours, or days if the person is strong of flesh and mind. Victims are lashed to a cartwheel, their limbs broken in multiple places with a club or large hammer. "Merciful" executioners strike blows to the spine or chest, inflicting a painful but quick death. Special dispensation by the courts, the retentum, permits the convict to be strangled either before the first blow lands or after the first few have shattered his limbs.

The victim's mangled limbs are threaded through the spokes of the wheel, and the whole apparatus hoisted aloft a tall pole, the flesh left for the birds to feast upon. Unfortunately, the victim is not always dead or even unconscious, when this occurs.

Heretics and atheists are disposed of by being burnt

at the stake. Those who repent are strangled before being burnt alive.

Mundane Allies

Those sworn to uphold the law do not operate alone. The *intendants* have wide ranging powers, including authority over the *maréchaussée*.

Maréchaussée

Maréchaussée, otherwise known as marshals, are a national police force ultimately answerable to the Chancellor. They are charged with protecting the highways and waterways of France, keeping the roads and rivers free of bandits, vagrants, and smugglers. They are sanctioned to use deadly force in the course of executing their duties.

Ally 1

Archetype <i>Judiciary</i>			Motivation <i>Duty</i>	
Style: 0			Health: 3	
Primary Attributes				
Body: 2			Charisma: 1	
Dexterity: 3			Intelligence: 2	
Strength: 3			Willpower: 1	
Secondary Attributes				
Size: 0			Initiative: 5	
Move: 6			Defense: 5	
Perception: 3			Stun: 2	
Skills	Base	Levels	Rating	(Average)
Academics:	2	2	4	(2)
Law				
Firearms	3	2	5	(2+)
Intimidation	1	3	4	(2)
Melee	3	2	5	(2+)
Ride	3	1	4	(2)
Talents				
None				
Resources				
Rank 1 (+2 Social bonus)				
Flaw				
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	Rating	Size	Attack	(Average)
Punch	0N	0	0N	(0)N
Long Sword	3L	0	8L	(4)L
Wheellock	3L	0	8L	(4)L
Pistol				

King of the Thieves

While there are many who may claim to be an “Upright Man,” or gang boss, there is only one who carries the title of The Upright Man.

His pseudonym is known in taverns, back alleys, and gentlemen’s clubs across much of France. He is said to be the King of Thieves, a man (or woman) whose influence stretches throughout Paris, if not all of France. It is said he has contacts straddling every step of the social ladder, and that he bribes, blackmails, or threatens officials at every level of the courts, army, church, and government into obeying his wishes. The only man he has no hold over, so the tales go, is Cardinal Richelieu.

It is also said every thief, beggar, and con man in Paris pays him a cut of their profits through a convoluted chain of agents and dead drops. Those who fail to pay their tribute receive a verbal warning for the first offense, a sound thrashing for the second, and found floating in the River Seine after the third transgression. Yet exactly who he may be remains a complete mystery. Everyone knows the name, many fear him, yet no one admits to ever having seen him in person. Even the most skilled torturers at the courts’ disposal have failed to uncover any hard evidence concerning The Upright Man. He is nothing more than a name, a specter who lurks always out of sight, whose presence is felt everywhere.

This has led some to question whether or not he even exists. That someone collects tribute from the vagabonds and deals out punishments is undeniable, but whether every beggar and thief is under his sway is open to debate. All admit to paying their dues, but that may simply be out of fear the questioner is an agent of The Upright Man.

One theory claims The Upright Man is no more than the ultimate con, someone getting one over on the entire criminal fraternity by preying upon their fears. Another story claims he is a bogeyman, a mythical creation used to intimidate rivals and force them to hand over part of their ill-gotten gains. Others insist there was once an Upright Man, but that he is long dead, his name and reputation used by various minor gang bosses to secure wealth without labor.

But such talk quickly ends when a single gold coin is delivered to them, stamped not with the king’s head, but with a simple staff tipped with a smiling mask—the calling card of The Upright Man, a warning that he is watching and listening. If the troublemaker does not desist in spurious talk, or those activities the master criminal finds offensive, the next visit will not be so friendly: those who continue to offend The Upright Man have a nasty habit of disappearing—permanently.

A Life of Crime

Courts are necessary because the world is not an honest place. All manner of thieves and con men prey on the gullible, the charitable, and the stupid. Murderers, rapists, arsonists, heretics, and traitors are more common than people would care to admit.

While some people are naturally of criminal bent, perhaps even been raised as thieves from an early age by their nefarious parents, many who occupy the role of thieves and con men, commonly termed “vagabonds,” are just unfortunate souls.

Sadly for them, the very notion of giving someone money simply because they do not have a job is inconceivable in this age—in the minds of those with money, poverty equates to laziness. This mentality is true even of almshouses—being crippled or otherwise unable to work is one thing, but being fit and not having a job is another. (This is one reason beggars fit for work must feign injury if they are to receive any charity.) If circumstances reduce a man to poverty, the only real way to provide any sort of income is thievery.

Thus, most criminals are not members of a thieves’ guild or criminal fraternity, but lone men and women struggling to survive. Whether or not this makes their actions morally acceptable is a question the characters, whether judiciary or criminals, may have to answer at some point.

Vagabond, Rogue, Thief

Thomas Harman, an Elizabethan author, wrote about vagabonds and thieves in his work *A Caveat or Warning for Common Cursitors, vaguely called vagabonds*, published in 1566. Some of the rogues he described are detailed below, along with more conventionally named criminal occupations. Although the names are English, the nature of these con men and thieves makes them universal.

Abraham-man: Con men who claim to be stricken by mental illness and beg for alms. When refused, they threaten violence, playing on the fear that all those suffering brain ailments are by nature violent psychopaths.

Autem Mort: These thieves are a female version of Dickens’ Fagin, a “mother” to gangs of children who are cut-purses and robbers. The mother never engages in crime herself, but lives off the proceeds of her “wards.”

Bawdy Basket: These female rogues are peddlers, roaming the towns visiting well-to-do houses. Some commit acts of burglary, while others incite servants to steal items from their masters, which the bawdy basket then purchases at a knockdown price.

Counterfeit Crank: Part con man and part thief, the crank waits for a wealthy citizen to cross his path and then feints suffering from epilepsy (the “falling sickness”). When the honest gentleman helps him up, the crank lifts his purse or other valuables.

Courtesy Man: This con man preys on patriotism. He claims to represent soldiers of good character and service who have returned from war but have been unsuccessful in finding work and are too proud to beg for charity.

Cracksman: A safe cracker.

Cut-Purse: While pockets are known, most people still keep their money in a pouch. Cut-purses are skilled at severing the cords attaching the purse to a belt.

Demander for Glimmer: Beggars fall into two categories—those who, due to an event in their life, have a license permitting them to seek alms, and those who do not. Demanders carry fake licenses, claiming their worldly goods were destroyed in a fire, granting them permission to beg for charity.

Denter: A burglar, more commonly a cracksman (see above), who specializes in using gunpowder to gain access.

Dummerer: A beggar who feigns being mute. A fairly easy scam to carry off, but one which can be easily revealed through trickery or violence.

Fingerer: Well-dressed and urbane, a fingerer befriends a gentleman victim, and arranges for the pair of them to enter a gambling game with a complete stranger (actually the fingerer's accomplice). The "stranger" cheats both men out of their money, which he then splits with the fingerer when the victim leaves.

Frater: These vile con men literally take money from the poor. Armed with fake licenses, they visit the houses of the rich claiming to be collecting alms for the poor on behalf of a hospital, church, or other charitable institution.

Freshwater Mariners: Con men who claim to be shipwrecked sailors trying to make their way home. The Ministry of the Sea, the equivalent of the English Admiralty Office, issue licenses to actual shipwrecked mariners to try and curb this scandalous profession, which has only provided jarkmen (see below) another avenue of business.

Highwayman: A mounted bandit who holds up travelers on the open roads between settlements.

Hooker: As opposed to the modern day term, a hooker pays a visit to the houses of the rich during the day seeking alms. During his visit he carefully watches for items of clothing in reach of the windows. At night, he returns armed with a long pole with a hook at the end, which he uses to fish for clothing. The clothes are then sold.

Jarkmen: A forger specializing in various licenses, especially those relating to begging. Harman insists that all vagabonds are of the lowest class, ill-educated, and thus incapable of writing, but many jarkmen are in fact middle-class citizens in poorly paid occupations. A partico is a jarkman who specializes in ecclesiastical licenses, such as marriage licenses.

Loaner: Loaners are con men. They dress smartly and speak in well-educated tones, for their victims are always gentlemen. They approach a potential victim, befriend him over a period of days or weeks. They slowly reveal a story of financial woes, eventually claiming to

have a promissory note worth a considerable sum that, for some plausible reason, they cannot immediately call in. They offer to sell the note for half its supposed value in return for hard cash to help settle their debts. The promissory note is, of course, a forgery.

Palliards: Palliards are beggars who fake injuries, mainly using herbs to raise welts or cause nasty-looking but harmless rashes.

Priggers of Prancers: This comical term is used to describe horse thieves. With France mustering a larger army, horses are in great demand and can fetch a good price. In order to prevent horse thievery, many *parlements* have issued laws that require anyone who sells a horse at a market or fair must have two people to vouch for the seller. This has done little to stop the crime, though it does mean the prigger needs two accomplices to help scam the prospective owner.

Prigman: A seemingly innocent traveler who steals clothes hanging out to dry on hedges or draped over window sills.

Ring-faller: The ring-faller is a con man who plants an inexpensive ring that appears quite valuable in the street, and waits for a suitable victim to come along. As the victim stops to pick up the ring, the ring-faller does the same. At first he claims half the ring's value as co-finder, but quickly convinces his victim to buy his share for cash.

Some are quite willing to take the ring to a jeweler to have it evaluated, just to ensure the victim pays an honest price. Unfortunately for the mark, the jeweler in question is usually in on the scam, and vastly overinflates the ring's value. Naturally, he receives a cut of the profits for his time and "professional" opinion.

Ruffler: Former soldiers, rufflers have opted to turn to a life of thievery rather than seek honest employment. They are not fussy in how they acquire wealth, robbing, begging, and extorting money through threats of violence. Many go on to become Upright Men (see below).

Smuggler: A criminal who transports goods across regional and national boundaries, avoiding customs and excise duties. Although France and England are enemies, smugglers can make good money transporting French wine and brandy across the English Channel.

Swadders: Another term for a peddler. Many peddlers are honest folk seeking to make a humble living, but swadders are notorious for being fences of stolen goods.

Upright Man: Not quite the kingpins of crime, Upright Men are nevertheless masters of criminal gangs, especially beggars and thieves. In return for providing a safe house, food, and drink, they take a huge cut (typically 90%) of a rogue's illegal gains. Within the criminal community, Upright Men are accorded great respect, mainly out of fear. One perk of being an Upright Man is the right to take money from beggars, even those not affiliated to them.

While usually of the lower classes, a nobleman might pose as an Upright Man for his own nefarious ends. Such criminals will find it hard to conceal their upbringing,

mainly because of their refined speech, but they would be unlikely to dress in their finest clothes or use their real name.

❧ Campaigns ❧

This section takes a look at creating judicial and criminal characters, and gives advice on using them in a campaign.

Making Characters

All Musketeers receive four zero-level Skills and two zero-level Resources. Judicial and criminal characters receive the same general benefits, with a few notable differences.

Judicial: The three main judicial character types are *prévôt*, *intendant*, and *maréchaussée*. Each has slightly different guidelines and restrictions.

A *prévôt* needs Academics: Law and Bureaucracy. An *intendant* needs Academics: Law, Bureaucracy, and either Intimidation or Investigation as a zero-level Skill. A *maréchaussée* must take Firearms and Riding, but doesn't need Academics: Law, since his job is to catch criminals, and not try them in court. In the case of Bureaucracy, the first specialty taken should be Legal.

The remaining Skills are left to the player to decide. While there are no restrictions, it should be noted that all these officials are well-to-do, educated men, never appointed from the common populace. As such, "low" Skills such as Craft, Larceny, and Stealth should require a suitable backstory to explain them.

The character must take Status 0 as a Resource. This does not necessarily imply noble birth, but does represent the character's position as a royal official. The other Resource is the player's choice. Note that while *intendants* are not banned from having Allies or Contacts, they are typically posted away from their sphere of influence. Players should keep this in mind when designing their characters, though. Having a lackey is a good choice, since most judicial officers have a small team of assistants, notably secretaries and lawyers.

Historically, judicial officers were all male; the Gamemaster, of course, can decide to allow female characters to fill these roles.

Criminal: Characters of criminal bent are free to choose whatever Skills they like, based on the particular type of crime they practice. Con men, for instance, should take Con, while burglars and cut purses should take Larceny; for forgers, the Gamemaster should consider allowing Forgery as a Craft specialization. The Gamemaster should also feel free to impose certain requirements or disallow certain Skill choices, unless the player can provide good reason for the character to have them as Skills learned during their formative years.

For instance, while many criminals are versed in Con, Larceny, and Stealth, few commoners would have access

to the education required to learn Academics or Natural Philosophy. This is not to say such Skills are banned to criminals—far from it, in fact. Any character may possess any Skill, but their backstory should reflect their unusual choices. For example, a character might be a gentleman thief, perhaps a bored young nobleman who commits acts of robbery not for the money, but simply for the thrill. Conversely, a scholar or nobleman might have been forced into a life of crime due to poverty or other circumstances beyond his control.

As with their Skills, criminal characters are free in their choice of two zero-level Resources. A lackey is strongly suggested, but not required. A Refuge is especially useful, since it provides a safe house to hide from the law.

Judicial Campaigns

A judicial campaign is one in which the majority of the characters are members of the judiciary. Judicial campaigns are likely to break down into two main types: investigating crimes and corruption, and courtroom dramas. The latter can certainly lead to excellent roleplaying opportunities, and can make a welcome break from fast-paced adventure, but it is not ideal as the sole focus of a washbuckling horror campaign.

Investigations, on the other hands, allow plentiful opportunity for dramatic fights, problem-solving, social interaction, and roleplaying. The range of criminal investigation adventures is almost endless. In one adventure, the characters might be solving brutal slaying in the slums of Paris, the work of a madman or a supernatural foe, while in the next they may be trying to uncover a web of corruption involving a nobleman of high status who is selling information or weapons to the Spanish or a radical rebel group.

The Gamemaster needs to consider whether the group works for a higher status non-player character, or is acting independently.

Having the characters work for an *intendant* allows the Gamemaster to assign them cases, providing automatic adventure hooks. However, the characters are not bound simply to follow orders adventure after adventure. France is a huge country, with very few *intendants* to cover it. Most *intendants* give their deputies great leeway in conducting their own investigations. This allows the Gamemaster to draw the characters into stories using their Flaws, Motivations, and goals—it also allows for almost any type of character to be involved, such as an off-duty Musketeer.

The second option gives characters more freedom in taking on cases, but less freedom in their role. At least one character should be an *intendant*, which will provide them with ample opportunity to travel anywhere in France and become involved with any type of crime. The other characters would likely serve as assistants. However, this master-servant relationship could lead to characters abusing their subordinates, and thus might not be suitable for all groups.

A judicial campaign will definitely involve Cardinal Richelieu at some point. Although the Chancellor runs the judiciary, the Cardinal is his boss. As in most campaigns, Richelieu's evil may be uncovered through a series of adventures, leaving the characters, loyal servants of France, with a powerful enemy and a moral quandary—how can they best serve France, knowing Richelieu is really in charge?

Criminal Campaigns

At first glance, a criminal campaign might appear to be a lot of fun. The characters get to plan and execute scams and robberies, avoiding the constabulary through wit, swordplay, and the tried-and-true method of fleeing the scene. Riches and infamy await!

One problem with this type of campaign is that unless the characters work for a criminal boss who gives them targets to rob, the Gamemaster needs to know what heist the characters are planning in advance to adequately plan security patrols and the like. There is a risk that the Gamemaster, instead of running the campaign and telling an interesting story, will end up struggling to stay a step ahead of the players and their characters' larcenous wishes. Another issue is how to stave off boredom. While the first few escapades may be exciting, doing nothing but robbing nobles' mansions and swindling rich merchants will eventually grow dull. Of course, things will get exciting again when the characters become hunted men and women, as must eventually happen, but by then the players may have grown apathetic.

A purely criminal campaign is also very likely to detract from the core focus of *All for One*: that of being brave and noble (if not always righteous) sons and daughters of France who fight tirelessly against injustice and the rise of supernatural horror. While there is nothing inherently wrong in this, much of the material in the core book can become extraneous.

While all this may sound negative, it is intended only to warn the Gamemaster of potential pitfalls in running a criminal campaign.

Mixed Campaigns

Most *All for One* games, whether the characters are playing Musketeers, nobles, spies, soldiers, or academics, will undoubtedly require the heroes to break the law at some point. There is a difference, however, between the occasional foray into crime as opposed to it being a lifestyle choice.

Most characters will be law-abiding, unwilling to cross the line into outright thievery and dishonesty except in dire circumstances. Skills such as Con and Larceny, and Stealth to a lesser degree, are useful in a party. Being able to convince the guard you're really a duke and his entourage, or pick the lock of an official's safe to retrieve documents pointing to his alliance with the forces of

New Archetypes

These new archetypes are not suitable for Musketeers, but they fit well with villainous campaigns.

Everyman

Not every citizen is born to wealth. The vast majority of the populace are everymen, common citizens whose biggest concern is the daily necessity of making ends meet. They may be general laborers or tradesmen. Their lives may not be exciting, but they keep the wheels of industry turning. Whether sensible and dependable, or dreaming of a life of adventure, these working-class heroes never actually expect to do anything heroic—and yet they are often thrust into that position. When the chips are down and the situation looks grim, they can draw on an inner strength that enables them to save the day in the most unlikely and unexpected ways.

Judiciary

Members of the judiciary are responsible for maintaining law and order, detecting and preventing crimes, and apprehending criminals—using force, even torture, if necessary. Some have friends and acquaintances on both sides of the law. While they usually stay within the bounds of the law to accomplish their job, some judiciaries will bend or even break the rules to get what they're after.

Satan can make the difference between success and failure... if not life and death. In most cases the crime is being committed for the greater good, and is unlikely to be punished by the authorities once the true villain is brought to justice. Of course if the characters are caught red-handed stealing from the safe, they'd better have a good excuse prepared or their good intentions will make them wanted men.

A vagabond who uses his larcenous abilities to aid the party might be able to occasionally lift a few small trinkets on the side to help line his pockets without his comrades raising an eyebrow. But if he engages in all out robbery at every opportunity, especially if the characters are Musketeers, or brings the authorities down on the rest of the group with his crime spree, he may find himself being dragged to the nearest prison and handed over. This is even more likely if the character starts robbing from his friends.

While interparty friction can be a highly enjoyable part of the game, such friction should not become disruptive. As the core rules state, any character should be a team player in order for everyone at the table to have fun. Keep that in mind, and everyone should have fun. That is, after all, why you're playing the game...

Eager Intendant

Archetype: Noble

Motivation: Duty

Style: 3

Health: 5

Primary

Body: 2

Charisma: 3

Dexterity: 2

Intelligence: 3

Strength: 2

Willpower: 3

Secondary Attributes

Size: 0

Initiative: 5

Move: 4

Defense: 4

Perception: 6

Stun: 2

Skill	Base	Levels	Rating	Average
Academics: Law	3	4	7	(3+)
Bureaucracy	3	3	6	(3)
Legal			7	(3+)
Diplomacy	3	2	5	(2+)
Empathy	3	2	5	(2+)
Investigation	3	4	7	(3+)
Interview			8	(4)
Linguistics	3	1	4	(2)
Melee	2	1	3	(1+)

Talents

Well Connected (Can boost his Contacts Resource as if it were a Talent, but he does not need to have this Resource in order to boost it)

Resources

Lackey 1 (Legal secretary)

Status 1 (Intendant; +2 Social bonus)

Flaw

Stubborn (+1 Style point when his inflexibility causes him trouble, or he forces others to go along with his idea)

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

"I suggest you find the paperwork quickly."

Character Background

My father was a civil servant, as was his father before him. Neither amounted to much, but our family never went without life's necessities, and we had many minor contacts at the royal court.

I was a student when I first heard Cardinal Richelieu speak about his vision for France. He visited our university, where he lectured on the corruption eating away at France, and the need for a strong, central government answerable only to the King and God. Many of my peers jeered, for they were the sons of old families whose power had been eroded by recent decrees, but I saw the wisdom in his words. I finished my studies, and graduated with distinction I might add, and became a secretary to an intendant. Within two years, I had risen to the position of sub-delegate, a trusted lieutenant with authority to investigate cases on behalf of my master.

My third case involved an investigation of a royal gunpowder factory. Powder had gone missing, and my master suspected the supervisor was secretly selling it on the black market. Through thorough and diligent investigation—not to mention some risk to my life—I uncovered a tangled web connecting the supervisor to conspirators set on blowing up one of the royal palaces. The supervisor was duly arrested and executed. A month later, I was summoned to Paris for a personal audience with Cardinal Richelieu. He congratulated me on my success, and yet I had the nagging suspicion that he was not entirely pleased over some aspect of the matter. Perhaps the supervisor had been appointed by him, and he thought his crime would reflect badly on him. Regardless, my day ended with an appointment as a full intendant under the direct authority of the Cardinal. He ended our meeting with these words: "I shall watch your career with great interest." I cannot say why, but those words filled me with a sudden sense of dread.

Although my work takes me across France, I have nurtured a number of contacts in many spheres of influence, even those the judiciary would find unsavory. I do not condone crime, but the actions of commoners are not my concerns. In my profession, I am willing to gather information through any available means.

Roleplaying

You became an intendant in order to help clean up the corruption plaguing the government, and nothing is going to stand in your way. Your stubbornness in pursuing your duties has made you few friends, especially in the judiciary, but friendship matters little to one who travels so frequently and so far.

Forgotten Soul

Archetype: Doctor

Motivation: Truth

Style: 3

Health: 5

Primary

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

Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Brawl	3	2	5	(2+)
Fencing: Anatomic	3	3	6	(3)
Investigation	3	2	5	(2+)
Linguistics	3	1	4	(2)
Medicine	3	4	7	(3+)
Natural Philosophy: Biology	3	3	6	(3)
Streetwise	2	2	4	(2)

Talents

Accuracy 2 (May ignore up to a -4 penalty for targeting a specific location)

Resources

Fencing School 0 (L'Académie de l'Anatomie; +1 Social bonus)

Refuge (Size 0; small house)

Flaw

Amnesia (+1 Style point when he suffers a traumatic flashback, or when something from his past comes back to haunt him)

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

"I am a ghost. You cannot kill me."

Character Background

I cannot tell you who I am, for I do not know. I have pieced together some small parts of the puzzle from my dreams, and feelings on seeing certain sites, but I will speak of these later.

Let me first start with the one certainty I have learned. I can conclude through logical reasoning that I was trained in the medical arts, for I possess an in-depth knowledge of the human body and healing practices. For that I am grateful, as it at least allows me to earn a living while I strive to unravel my past. It also means I am an educated man, not a simple peasant.

As for the rest, it is fragmentary, a jumbled collection of visions and emotions. I recall a man, a man whose head was encased in iron. I awake from my sleep too often in a cold sweat, for I suffer nightmares of being suffocated in absolute darkness. Yet I do not know if I was a visitor to that unfortunate soul or the man himself. The only person who fits that description, I have learned, is the Man in the Iron Mask, but he resides in the Bastille if the stories are to be believed.

What I do know is that I awoke on a ship six years ago. The crew told me I had been pulled out of the Mediterranean more dead than alive. I remained with them for two years, slowly regaining my health and putting my apparent talent for medicine to good use.

At last I felt ready to return to France, to uncover the story of my life. Indeed, the desire to learn who I was gnawed at me, consuming my very core. I had earned good money with the crew, for they were not entirely law-abiding men, enabling me to purchase a small house in which I practice medicine.

My memory allows me no luxury of finding family or friends, and my appearance must have altered over the passage of time, for none recognize me. I live in the heart of a vibrant society... yet I am a ghost, a man without a true name, a man with no past.

I suspect that I spent time in prison. Many years in fact, as my appearance is unrecognizable. But I have no criminal skills, no criminal desires trouble my thoughts. If I was guilty of offense, what crime did I commit? This, I feel, is the core to understanding my predicament. Someone knows my identity. I will find that person. I will learn the truth, no matter how horrific it may be, and reclaim the life I have lost.

Roleplaying

Your past life is a mystery, a puzzle you seek to unravel. But without a name, or even a birthplace, your struggle is near hopeless.

Secret Judge

Archetype: Hunter

Motivation: Justice

Style: 3

Health: 4

Primary

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

Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Academics: Law	3	2	5	(2+)
Fencing: Position de Fer	3	3	6	(3)
Firearms	3	3	6	(3)
Investigation	3	3	6	(3)
Larceny	3	2	5	(2+)
Ride	3	1	4	(2)
Stealth	3	3	6	(3)

Talents

None

Resources

Contacts 0 (Judiciary; +1 bonus)
Fencing School 1 (L'École de Position de Fer; +2 bonus)
Lackey 0 (Holy Vehm freifrone)
Rank 1 (Freischöffe in Holy Vehm; +2 Social bonus)

Flaw

* Lamé (+1 Style point when he is unable to outrun danger, or if his bad leg gets him into trouble)

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

"Of course you say you are innocent."

Character Background

Justice? You say the word like it has meaning. Justice is an illusion for the common man, something the rich can buy, no matter how heinous their crimes. There is little justice in this land, as I have learned first hand.

I was a poor farmer once, having inherited a farm from my late father. I worked the land with my sister, my last remaining family member. She was a pretty girl with many suitors, but she turned them down in order to stay with me. Why? As a youth, my left leg was crushed by a cart and never healed properly. My sister thought I would struggle to plow the land and harvest the crops, and believed it was her lot to remain with me. Such charity was to be her demise, for had she taken a husband, the events I am about to reveal would not have occurred.

It was a stormy night. My sister and I were in the yard, for the cows had broken free of their corral and had scattered, driven onward by the lightning. A carriage pulled up alongside and a nobleman stepped out. My sister greeted him, for I was across the yard. Suddenly she was gone, taken into the carriage which drove away to the sharp crack of the driver's whip. A hunter found my sister's corpse in the woods the next day. She had been stabbed through the heart, though thankfully her purity was intact. I hunted down the nobleman I knew to be her murderer, and brought him to court. I had sold my farm and versed myself in the basics of the law, for I could not afford representation. The trial lasted barely an hour. With a wolfish grin, he left a free man, albeit one slightly poorer. Broken and despondent, I left the court, and a stranger approached me. He spoke of the injustice inherent in our legal system, to which I agreed. He kept in contact over the following months, questioning me on matters of law, inquiring whether I desired vengeance. To be honest, thoughts of revenge had filled my heart at first, but they had given way to a yearning only for justice. And so it was I was invited to join the Holy Vehm.

My sister's killer was caught and tried by the Vehm in secret court. He was judged guilty, and I was given the honor of executing him in accordance with the law. He was the first man I killed, but he has not been the last...

Roleplaying

You are judge, jury and, when necessary, executioner to those who have escaped the law through corruption. A fair trial is always given, for without providing such you are no better than those you hunt. If those you judge are found guilty according to the laws of France, you enact the only penalty your secret society can pass down: death.

Undercover Agent

Archetype: *Spy*

Motivation: *Truth*

Style: 3

Health: 4

Primary

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

Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Con	3	3	6	(3)
Diplomacy	3	1	4	(2)
Empathy	3	2	5	(2+)
Investigation	3	2	5	(2+)
Larceny	3	2	5	(2+)
Melee	2	2	4	(2)
Spying	3	2	5	(2+)
Stealth	3	1	4	(2)
Streetwise	3	2	5	(2+)

Talents

Jack of all Trades (Ignore the untrained Skill penalty when using any general Skill)

Well Connected (Can boost his Contacts Resource as if it were a Talent, but he does not need to have this Resource in order to boost it)

Resources

Ally 0 (Black Blade Musketeer; +1 bonus)

Lackey 0 (Rumormonger)

Flaw

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

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

"Tell me where I can find The Upright Man!"

Character Background

Cardinal Richelieu's policies have earned France many enemies, both domestic and foreign. Whether those policies are truly for the betterment of the country, I am not qualified to say. It is simply my task to uncover and expose plots against France, in order to keep King and country safe. I am neither judge, nor executioner. When I uncover enough evidence, I pass it along to others to act upon. Although I serve France loyally, I am not an official agent of the King, nor of Cardinal Richelieu. Indeed, I have no formal ties to the judiciary at all. Were I to be discovered plying my trade, I have no doubt all knowledge of me would be denied. Such is the nature of my work, I suppose. My master, if he can be called such, is M. de Tréville, Captain of the Musketeer, who found me languishing in jail and proved to be my salvation.

Ah yes, the crux of the matter! I may now be a loyal, if unacknowledged, servant of France. But before that, I spent the greater part of my life working as a con man. My gift for bluffing and impersonation enabled me to rob not only the poor, but the very cream of French society.

M. de Tréville and I spoke at length before he offered me a chance to redeem myself. What he asked of me was dangerous, perhaps even guaranteed to lead to a painful death, but surely better than spending the rest of my days rotting in a dank, windowless cell.

Since that day, I have worked tirelessly to safeguard France from her many enemies. I have cultivated many contacts across the social spectrum, though none know my true identity. A man of a thousand faces, M. de Tréville once called me, but a master of none. He speaks wisely, since the only way to arrange for my freedom was for me to die in jail. I have seen much evil. Some of it mundane, but some I would swear has risen from the very depths of Hell in flesh incarnate... but despite all I have seen and suffered, I would not give up this life for all the money in France. You see, with a little time and effort I can be anybody I want... even you.

Roleplaying

As an undercover agent, you have infiltrated and exposed many plots against France. Your list of friends is far outweighed by your list of enemies. You believe in a slow, methodical approach to your work, slowly infiltrating deeper into conspiracies in order to gather evidence. And wisely so, for one wrong word, a careless action, could cost you your life.

Sample Lacks

Counterfeit Crank

Follower 0

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

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

Skills: Bureaucracy 5, Craft: Forgery 5, Linguistics 4

Talents/Resources: None

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

Weapons: Punch 0N

Experienced Burglar

Follower 1

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

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

Skills: Acrobatics 4, Athletics 4 (*Climbing* 5), Larceny 5 (*Lockpicking* 6), Stealth 5, Streetwise 4

Talents: Climb (His climbing speed is doubled)

Resources: None

Flaws: Envious (+1 Style point whenever his envy causes trouble for him or his companions)

Weapons: Punch 0N

Generic Con Man

Follower 0

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

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

Skills: Con 5, Diplomacy 4, Gambling 4

Talents/Resources: None

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

Weapons: Punch 0N

Highwayman

Follower 1

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

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

Skills: Athletics 5, Firearms 5, Intimidation 5, Ride 5

Talents: Fearsome (May attempt to scare his opponents)

Resources: None

Flaws: Criminal (+1 Style point whenever he is hurt by his negative reputation)

Weapons: Punch 0N, Wheellock Pistol 8L

Legal Secretary

Follower 1

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

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

Skills: Academics: Law 5, Bureaucracy 5 (*Legal* 6), Diplomacy 4 (*Politics* 5), Investigation 4 (*Research* 5), Linguistics 4 (*Lip Reading* 5)

Talents: None

Resources: Rank 1 (+2 Social bonus)

Flaws: Honest (+1 Style point whenever his honesty causes trouble)

Weapons: Punch 0N

Prigger of Prancers

Follower 0

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

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

Skills: Animal Handling 3, Con 4, Ride 4

Talents/Resources: None

Flaws: Overconfident (+1 Style point when he is forced to ask for help)

Weapons: Punch 0N

Ruffler

Follower 1

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

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

Skills: Brawl 4, Con 4 (*Lies* 5), Intimidation 5 (*Threats* 6), Larceny 4, Melee 5

Talents: None

Resources: Contacts 1 (Ex-army friends; +2 Social bonus)

Flaws: Callous (+1 Style point when he does something particularly selfish)

Weapons: Punch 5N, Dagger 6L

Upright Man

Follower 1

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

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

Skills: Con 5, Intimidation 5 (*Threats* 6), Melee 5, Streetwise 5 (*Black Market* 6)

Talents: None

Resources: Contacts 1 (Criminals; +2 Social bonus)

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

Weapons: Punch 0N, Club 6N