

# ALL FOR ONE

## Régime Diabolique

### RICHELIEU'S GUIDE TO

## Healthcare

### ❧ Introduction ❧

Musketeers are men and women of action, battling France's many enemies, and with combat comes the risk of injury. Whether sword cut, pike thrust, musket shot hole, broken bone, or jagged slashes caused by some hellish beast, sooner or later the characters are going to need to see a doctor. This supplement takes a brief look at the medicine of the age.

### A Very Brief History

Until comparatively recently, man's knowledge of the human body stemmed from the work of Galen, an ancient Greek philosopher who dissected animals in order to study the workings of the inner body. Unable to work on human corpses due to the laws of the time, Galen made many assumptions, most notably that humans and animals, specifically apes, shared the exact same internal structure. Although considered revolutionary at the time, his work would hold mankind back in the field of medicine for over a millennium.

Thanks to the advent of the printing press, medical textbooks became cheaper and more widely disseminated. The standard textbook of the age is *De Medicina*, a printing of a 1<sup>st</sup>-century work by the Roman encyclopedist Aulus Cornelius Celsus. The compendium of medical lore covers topics such as diet, pharmacy, and surgery.

Although Europe stands on the brink of the Enlightenment, the specter of the Middle Ages refuses to bow out with grace. While a few pioneers push forward the boundaries of knowledge through scientific experimentation, most doctors still believe in the four humors—blood, phlegm, yellow bile, and black bile. Sickness is held to be caused by an imbalance in the humors, and treatments intended to rectify this. While doctors have stopped sipping a patient's urine to determine the nature of his illness, the use of leeches and bloodletting with knives remains popular. Medicines are primarily based on herbal remedies, unproven scientifically but given authority through centuries of use, though chymistry is beginning to make inroads into superstition. Despite being learned men, doctors still consult astrological tables to help diagnose those suffering earthly ills.

It is also an age of unsanitary conditions. The aqueducts and sewers of ancient Rome, intended to bring fresh water to cities and carry away waste, have long fallen into ruin. Cities and towns of the age are crowded, veritable breeding grounds for disease. Human and animal waste is unceremoniously dumped into the streets, and from there runs off into the local water supply.

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## New Flaws

The following Flaws are open to any character.

### Physical

**Albino:** Your character lacks pigmentation in his skin, eyes, and hair and suffers one point of nonlethal damage for each hour he spends in direct sunlight. Additionally, NPCs may discriminate against him. You earn a Style point whenever your character suffers harm or discrimination due to his lack of pigmentation.

**Allergy:** The character is allergic to some relatively common substance, such as milk, pollen, or perfume. When exposed to the substance he breaks out in hives, begins sneezing uncontrollably, or his eyes water continually. Exposure causes a -2 penalty to all rolls for an hour after the last exposure. You earn a Style point whenever your character suffers from his allergy.

**Slow Healer:** The character heals more slowly than others. He might have a poor metabolism, refuse to heed doctor's orders, pick at his scabs, or suffer frequent infections. He heals one per of nonlethal damage every two days, and one point of lethal damage each two weeks. You earn a Style point whenever your character's inability to heal quickly causes him or his friends problems.

### Mental

**Hypochondriac:** The character is excessively worried about his health, and constantly believes he is at Death's door. Every pimple is the onset of plague, indigestion a heart attack, and a headache a sure sign Death is coming. While he believes he is ill, the character has a -2 penalty on all rolls. You earn a Style point whenever your character convinces himself or somebody else he is seriously ill.

**Malingerer:** The character fabricates or exaggerates illness for personal gain. He might do this to earn money (compensation for an "injury"), to avoid work or military service, to get a reduction in a prison sentence, or just to gain sympathy. You earn a Style point whenever your character profits by successfully feigning illness.

### Social

**Masochism:** Your character gets a kick out of feeling pain. She isn't truly self-destructive, but sometimes she may take it too far, and she might even seek out someone to cause her pain. You earn a Style point whenever your character hurts herself or needlessly invites harm.

## Recent Timeline

**1249:** Roger Bacon discusses using convex lens as a treatment for longsightedness.

**1403:** Concave lens used to treat nearsightedness.

**1478:** Theophrastus von Hohenheim, who goes by the name Paracelsus (literally "surpassing Celsus"), decries blind belief in the works of the ancients. He promotes the notion that experiment and experience are the only valid methods for scientific research.

**1510:** Leonardo da Vinci produces detailed anatomical drawings. Much of the material, which runs to hundreds of pages, is ever published.

**1513:** *Rosengarten*, a book on childbirth, is published by Eucharius Roslin. An English translation, *The Birth of Mankind*, is published in 1540. Although most midwives are women, it becomes the *de facto* reference book.

**1518:** The College of Physicians is founded in London. It acquires the prefix "Royal" in 1674. Its creation is largely due to one Thomas Linacre, a physician and scholar who printed many of Galen's treatises.

**1536:** Ambroise Pare discovers that a mix of egg whites, rose oil, and turpentine poured onto gunshot wounds inhibits infection. At the time, it was believed gunpowder poisoned the blood, requiring such injuries to be cauterized with oil. He also pioneers the use of ligatures to stem bleeding.

**1541:** Charles Étienne discovers a channel running through the length of the spinal column.

**1543:** Andreas Vesalius performs dissections on human corpses, proving that Galen's work is erroneous. His findings are printed in *The Structure of the Human Body*, a book containing many accurate anatomical diagrams. Until his work, differences between the internal structure of apes, as detailed by Galen, and humans are blamed on abnormal cadavers. Although accurate, his work upsets more traditional elements within the field of medicine, who maintain belief in Galen's work, despite the passage of almost 1,500 years. Regardless, it is Vesalius for ignites the first flame of the medical Enlightenment.

Vesalius also studies and illustrates the brain, though he has minimal comprehension of its function. He developed a criterion for muscles, requiring them to have voluntary motion. Since the heart beat involuntarily, it was, in his opinion, not a true muscle. His cardiac studies identified two chambers and two atria, though he did not deduce their true purpose. Unfortunately, he was not immune to Galen's teachings—Vesalius held to the ancient belief that blood was created in the liver. He did, however, dispel Galen's myth the liver comprised five lobes (he believed it had one, wherein fact it has two).

**1546:** One of the pioneers of this new age is Girolamo Fracastoro. In 1546 he publishes *On Contagion*, in which he promulgates that infectious diseases are not created spontaneously, as his ancestors believed, but rather are the result of "disease seeds" or "spores," microscopically small seeds spread by touch or carried on the wind. It is debateable whether he thought of these as chemicals or living organisms. Although it would be

almost three centuries before his theory could be studied, Fracastoro had made the first tentative steps to the discovery of germs. His epic three-book poem, "*Syphilis or The French Disease*," provides the name for syphilis, taken from Syphilus, a shepherd boy who is cursed with a horrible illness. *On Contagion* also includes the first description of the effects of typhus.

**1547:** Amato Lusitano demonstrates the presence of valves in veins. His work helped dispel the myth that blood flows out of the heart through both arteries and veins. Giambattista Canano, a famous anatomist, was present at the demonstration, and later falsely accredited with the discovery of bloodflow.

**1553:** Miguel Serveto pioneers the study of the circulatory system by describing how blood flows through the lungs. His work is not widely known, as it is published in a theological treatise, not a medical one.

**1559:** Matteo Realdo Colombo publishes *De Re Anatomica*, in which he suggests that venous blood (deoxygenated) travels from the heart to the lungs, whereupon it is mixed with air and returned to the heart as arterial (oxygenated) blood. His work is the cornerstone for later anatomists and scientists.

**1563:** Garcia de Orta publishes his book pioneering tropical medicine after visiting India. He is the first to describe the effects of cholera in scientific terms.

**1564:** John Caius secures a grant to collect two corpses of executed criminals for anatomical research on an annual basis.

**1603:** Girolamo Fabrici discovers valves in the veins of the legs which allow blood to flow in only one direction, toward the heart.

**1628:** William Harvey publishes his theory that the heart is a pump, and that its contractions move blood through the veins. He publishes his findings in *The Anatomical Function of the Movement of the Heart and the Blood in Animals*. Although he explains the mechanism, Harvey cannot explain the true purpose of the circulatory system. That remains a mystery until the discovery of oxygen in the 18th century. Similarly, until capillaries are discovered, Harvey cannot explain how the veins and arteries are linked.

## Medical Professions

The medical professions in 1636 are not yet unified. Depending on the nature of one's ills, a patient will consult one of three legitimate persons.

### Apothecaries

Apothecaries formulate, manufacture, and dispense medicines. While much of their work involves dispensing cures prescribed by doctors, they have a basic understanding of minor medical ailments and are able to provide patients direct advice regarding cures.

Like other branches of medicine, pharmacy remains teeter-tottering between the old and new. Herbs, whose

properties are renowned but scientifically unproven, are still widely used in medicines, but those skilled in chymistry are using scientific methods to study the properties of elements and compounds in the search for new cures. Although alchemy is a forbidden art by Richelieu's decree, its practitioners are well versed in the creation of curative tonics and medicines. Although Richelieu has tried to brand them as witches, wise women and other traditional healers skilled in folk medicine, remain the primary source of cures in rural parts.

Despite these scientific advances, the use of metallic elements, most notably mercury, in medicine remains commonplace. When it comes to drugs, "kill or cure" is very much the motto of the age.

### Physicians

Physicians, also known as doctors of medicine, are trained to diagnose and advise on treatments for diseases and injuries. They are regarded for their scholastic knowledge, not their practical skills. In some instances, a doctor is more famous for his clientele than his medical experience or knowledge.

### Surgeons

Surgery is considered the last resort for most patients. The main practitioners are not physicians, who look down on surgeons, but barbers, men more accustomed to bloodletting and snipping hair.

Bloodletting remains a common service, used to rich and poor alike to ease their ills. According to Galen, fevers were the result of excessive blood in the body. That erroneous train of thought led to the "logical" conclusion that reducing the amount of blood alleviates the cause, and this produces a cure. Unfortunately, less than sterile conditions and instruments coupled with excessive bleeding lead to many deaths. Naturally, these are put down to the fever, not the practice of bloodletting.

However, thanks to mankind's fondness of war, surgery is slowly rising to a position of more prominence among the medical community. Slashing and piercing weapons have been used for millennia, and surgeons are well accustomed to treating such injuries. The invention of black powder weapons, though, has led to new types of injury—gaping holes, torn flesh, and shattered bones. Treating these wounds requires new approaches to healthcare, and through the study of modern battlefield wounds new advances are being made.

### Quacksalver

A Dutch word meaning "hawker of salve", a quack is a charlatan who pretends to have a knowledge of medicine and uses it to fraudulently make money. In most cases their remedies are harmless but ultimately ineffective; in others, their medicines may do considerable harm. Quacks prey on the vulnerable, gullible, and just plain stupid in society.

## ❧ Diseases ❧

As noted above, France in 1636 is an unhygienic place, with few effective medicines. Detailed below are some of the more common diseases of the period. For completeness, the two diseases from the core rulebook are repeated below.

Because medicines are largely ineffective, hygiene is poor at best, and the root cause of many diseases is unknown, we suggest that Body rolls to recover from infection cannot Take the Average. This deliberately makes diseases more slightly dangerous, but this is an age where disease is both rampant and deadly.

### Camp Fever

Camp fever, properly known as typhus, is common during and after wars, when vast numbers of men are congregated together in close proximity. For similar reasons, it is also known as jail fever and ship fever.

The disease is spread through the droppings of infected lice, a common fixture in unhygienic military camps. These bite the victim, who then scratches at the area, carrying the droppings into his bloodstream.

**Symptoms:** Camp fever begins with a high fever, but quickly develops into coughing, severe headache, severe muscle pain, sensitivity to light, stupor, and delirium. A rash begins on the torso and spreading to the extremities. In the latter stages, the disease can cause gangrenous lesions.

**Infection:** 2 (3 if the camp is particularly unhygienic, or the character infrequently launders his clothes).

An infected character usually feels fine for the first week, displaying no symptoms. During the second week he develops a rash, which quickly spreads. Accompanying this is a high fever. After the second week, the character takes one lethal wound per day until he recovers or succumbs to the disease. Characters infected with camp fever suffer a -1 penalty to all actions due to lethargy.

**Recovery:** 2 (10 successes are required to recover from the disease). Each Body roll represents one day of illness, starting from the day camp fever is contracted.

In an age before antibiotics, there is nothing a physician can do to aid recovery except make the patient comfortable.

### Cholera

Cholera is a small intestine infection caused and spread by insanitary conditions. The disease is spread through contaminated water or food. With no true sewers, an outbreak of cholera spreads quickly, as victims' infected bodily waste enters the local water supply, leading to further infection.

**Symptoms:** The main symptoms are excessive diarrhea and the vomiting of clear fluid. Other symptoms include a rapid pulse, sunken eyes, and turgid skin (wrinkled hands).

**Infection:** 3 (1 if merely in prolonged contact with an infected person). At the Gamemaster's discretion, glut-tony in an infected area may increase the Difficulty to 4, as the character consumes more of the bacteria.

One to five days after infection, the character's bowels begin violently emptying from both ends. A patient can expel as much as 20 quarts of liquid faeces a day, leading to rapid and often fatal dehydration and electrolyte imbalance.

**Recovery:** 3 (10 successes are required to recover from the disease). Each Body roll represents one half-day of illness, starting from the day cholera is contracted.

Without antibiotics, the best cure is fresh, clean water (not easy to find in an infected area), laced with a little salt and plenty of sugar. Potassium, found in various nuts, parsley, and potatoes, is required to balance electrolyte levels. Potassium isn't discovered until 1807, but certain types of food will be known through folklore to serve this purpose.

### Consumption

The archaic name for pulmonary tuberculosis, consumption is a disease of the lungs. A form of nonlethal consumption can be represented with the Illness Flaw, and a weaker strain with the Sickly Flaw. In both these instances, the rules below are ignored in favor of those of the Flaws.

**Symptoms:** Consumption has classic symptoms recognized by even uneducated peasants—chronic cough with blood-flecked sputum, high fever, chest pain, night sweats, and weight loss (the latter being the origin of the disease's name, as it was believed the body was literally being consumed).

**Infection:** 2 (3 if in close proximity to an infected person). Consumption is spread through saliva. Most often this is by means of tiny droplets carried by coughs and sneezes. The disease may remain dormant for years before the first symptoms (coughing) develop.

After the first week of active infection, the character takes a lethal wound each month until he recovers or succumbs to the disease. Characters infected with active consumption suffer a -1 penalty to all actions due to lethargy.

**Recovery:** 2 (10 successes are required to recover from the disease). Each Body roll represents one month of illness, starting from the day the disease becomes active in the lungs.

### Plague, Bubonic

Although bubonic plague is attributed to rats and airborne particles, it is actually the rats' fleas that spread the disease. The name derives from the Greek "bubo," or "swollen gland," and relates to the primary physical appearance of the disease, swollen lymph nodes. It is also known as the Black Death, from the black swellings.

**Symptoms:** Victims of bubonic plague suffer chills, malaise, fever, seizures, painful buboes, bleeding from



the ears, followed in the later stages by vomiting blood, extreme pain, and fits of coughing.

**Infection:** 2 (3 if the character is in direct contact with infected bodily fluids). After one to six days, the victim begins suffering pain in his crotch, armpits, and neck, as his lymph nodes become infected and swollen.

After the first week of active infection, the character takes a lethal wound each day until he recovers or succumbs to the disease. Characters infected with bubonic plague suffer a -2 penalty to all actions due to malaise, fever, and pain.

**Recovery:** 3 (12 successes are required to recover from the disease). Each Body roll represents one day of illness, starting from the day bubonic plague is contracted. With no antibiotics available, physicians recommend a good diet, rest, and clean air.

## Plague, Pneumonic

Pneumonic plague is a deadly lung infection, primarily spread through droplets, such as by coughing or sneezing, though it can also be contracted by handling infected tissue (such as when transporting corpses). It is an extremely virulent disease, but fortunately much rarer than its bubonic cousin.

**Symptoms:** Pneumonic plague victims suffer fever, weakness, headaches, and nausea, leading to pneumonia, chest pain, coughing, and bloody or watery sputum.

**Infection:** 3 (4 if the character is in close proximity to an infected person, or infected tissue). Pneumonic plague is aggressive and virulent. Without antibiotics, it is almost 100% fatal. The primary causes of death are blood poisoning and asphyxiation. Victims develop symptoms within a few hours and can die as quickly as 36 hours later. After the first few hours after infection, the character takes a lethal wound each four hours until he recovers or succumbs to the disease. Characters infected with plague suffer a -2 penalty to all actions due to weakness, coughing, and raging fever.

**Recovery:** 3 (14 successes are required to recover from the disease). Each Body roll represents four hours of illness, starting from the moment pneumonic plague is contracted. Medical attention has almost no affect on pneumonic plague, beside making the patient slightly more comfortable in his last few hours on Earth.

## Pneumonia

Pneumonia, an infection of the lungs, is a common malady and a leading cause of death. Pneumonia can be caused by bacteria, viruses, fungal spores, and even parasites. For game purposes, all forms of pneumonia are assumed to be identical.

**Symptoms:** Chest pains, chills, vomiting, clammy skin, a hacking cough delivering up thick sputum, shortness of breath, fatigue, raging fever, and body aches are all symptomatic of pneumonia. Different patients often exhibit different symptoms, which makes diagnosis difficult.

## Other Diseases

Not every disease needs a full write up to be used in a campaign. Below are a few other diseases, and ways they can be used, if only for flavor.

**Common Cold:** Sneezes and sniffles are common in summer and winter, though rarely ever more than an inconvenience. A character should make a Body roll (Difficulty 2) whenever the Gamemaster thinks it is warranted. For example is after plunging into a freezing river. The character suffers from the Sickly Flaw for the next few days, after which he is cured.

**Hepatitis:** An infection of the liver. Victims are often jaundiced and beset with malady. While it can heal naturally, in most cases the victim is infected for life. For simplicity, it can be treated as the Illness or Sickly Flaw, depending on the severity.

**Malaria:** Although we think of malaria today as a tropical disease, it is not unknown in Europe in this period. For simplicity, we suggest a Body roll (Difficulty 2) is made each day or week in a marshy area. The effects of the disease, which can re-occur throughout a victim's life, should be treated as the Illness or Sickly Flaw, depending on the severity.

**Scrofula:** A tuberculosis affecting the neck, scrofula takes the form of an unsightly but painless growth covering the neck. Absent modern-day antibiotics, 17th-century remedies tend to produce only short-term alleviation of the symptoms. It is best represented by the Disfigured flaw. Historically, scrofula is referred to as the King's Evil. In both England and France, it was widely held the monarch could cure the disease by touching the infection. Henry IV of France, Louis' father, used to perform the ritual quite often, laying hands on as many as 1,500 people at a time. His son has not carried on the practice.

**Infection:** 2 (3 if in close proximity to a patient). Direct, prolonged, face-to-face contact is typically required to catch pneumonia through airborne particles.

Pneumonia kills in a variety of ways. Blood poisoning, asphyxiation through congested lungs, and secondary infections like pleurisy due to a weakened immune system are the most common, though normally it is the young, elderly, and already sick who succumb. After the first week, the character takes a lethal wound per week until he recovers or succumbs to the disease. Characters infected with pneumonia suffer a -1 penalty to all actions due to lethargy and fatigue.

**Recovery:** 2 (6 successes are required to recover from the disease). Each Body roll represents one week of illness, starting from the day pneumonia is contracted. Long-term rest also aids in the recovery of pneumonia. A patient who gets suitable bed rest gains a +2 bonus to his Body roll for the purposes of recovery.

## *Magick & Diseases*

Since antibiotics are centuries away and most medical practices of the age, such as bloodletting, only weaken the immune system further, the most potent curing Arts are Alchemy and Benignus. Most mortals would not dare to traffic in the black arts, even ones which claim to be benign. After all, what good is saving the body if one damns the soul?

The freeform nature of magick in *All for One* means there is no “cure disease” spell. More importantly, there is no one option for creating a spell that helps cure diseases. The main options for creating such a spell are explored below. Inventive players may come up with other suggestions.

**Boost the Ailing Body:** This spell boosts the victim’s Body score, allowing him a better chance at fighting the infection.

This is a very subtle form of Benignus magick—the patient may simply believe the magician is praying for his soul, rather than summoning angels and spirits to temporarily possess him or use their curative powers. With Alchemy, it represents nothing more than a mineral tonic.

**Healing Touch:** The magician creates a spell that generates a value on the Opposed column of the Effect Table. This value is used in place of the victim’s Body rating.

Again, a Benignus spell can usually be disguised as prayer rather than diabolical magick, and an alchemical potion is applied or ingested to help the healer fight the cause of the disease.

## *Magick & Injuries*

The only Arts capable of healing physical injuries are Alchemy and Benignus (and maybe Enchantment for creating bandages). The latter is most often linked to the Theurgy Tradition, but this is not written in stone. Neither type of magician needs any medical training to be an effective healer, though depending on the type of spell it some knowledge can be beneficial. Healing spells take one of two forms, as shown below.

**Direct Application:** The first uses the Opposed Roll column of the Effects table. This generates a die pool, which is then used in place of the Medicine Skill.

**Indirect Application:** The second method uses the Secondary column. This provides a bonus to an existing Medicine Skill.

Gamemaster should refrain from being tempted to allow the Damage column to be used to automatically heal damage. That’s great in a fantasy game, but it seriously detracts from the way magick works in *All for One*.

## *Scurvy*

Scurvy is one of the most common illnesses. It’s a familiar condition to anyone who has been on a long sea voyage, but little is known about its prevention. Scurvy is not caused by starvation, but by deficient nutrition; specifically, a deficiency of vitamin C. Lack of fresh food, especially vegetables, will cause scurvy.

**Symptoms:** The diseased character’s skin turns gray; he becomes bloated, and his eyes assume a heavy, lidded expression. He loses energy and is wracked with aches and pains: especially in his joints. His gums bleed, his breath is fetid, and his teeth may fall out.

**Infection:** Scurvy is not an infection, but will develop in a number of months equal to a character’s Body rating after his last intake of fresh food. After that, the diseased character will take one nonlethal wound per week until he once again has access to a regular supply of fresh food. In addition, the character is unable to heal wounds while suffering from scurvy and suffers a –1 penalty to all actions due to his low energy.

**Recovery:** Long-term medical attention will not cure scurvy, nor is it an illness that can be fought off by a character’s immune system. A character will recover normally once he starts eating fresh food again.

## *Smallpox*

Smallpox is a very serious and sometimes fatal disease that is only transmitted by humans. The name is derived from the Latin word for “spotted” and refers to the raised bumps that appear on an infected person. Infection usually occurs by inhaling the virus, which can remain on clothing, bedding and other surfaces for up to one week. As such, the disease usually starts in the lungs, invades the bloodstream, and eventually spreads to the rest of the body.

**Symptoms:** At first, the infected character suffers from a high fever, lack of energy, aches and pains, and sometimes vomiting. Later, sores form in the character’s mouth and a rash spreads all over his body, eventually becoming raised bumps. By this point, the character is usually too sick to perform normal activities.

**Infection:** 2 (3 if in direct contact with bodily fluids). Direct, prolonged, face-to-face contact—or contact with infected bodily fluids—is typically required to catch smallpox.

An infected character usually feels fine for the first week, and displays no symptoms. He gradually begins to suffer symptoms over the second week, at which point the disease has taken hold. After the first week, the character takes a lethal wound per day until he recovers or succumbs to the disease. Characters infected with smallpox suffer a –1 penalty to all actions due to lethargy.

**Recovery:** 2 (10 successes are required to recover from the disease). Each Body roll represents one day of illness, starting from the day smallpox is contracted. Long-term medical attention has almost no affect on smallpox.



## Medical Campaigns

This section takes a look at creating medical characters and introducing them into the campaign.

### Creating Characters

All Musketeers receive four zero-level Skills and two zero-level Resources. Healthcare professionals, be they apothecaries, physicians, or surgeons, receive the same general benefits, but with a few notable differences.

To be called a physician, the character must have studied at university. To that end, he must take Academics: Philosophy, Linguistics, and Medicine at zero-level to represent his studies. What he takes for his remaining zero-level Skill is up to him, but it should relate to his background. While physicians may go on to become rogues, they are rarely raised that way. Bureaucracy, Diplomacy, and Performance are suggested zero-level Skills, rather than Larceny and Streetwise. Still, no Skill is automatically banned if the player comes up with a good reason for his character having it.

An apothecary must take Craft: Medicine at zero-level as a minimum. If he is university educated (not a requirement), he should take Academics and Linguistics at zero-level as well. Medicine is suggested, but not required. The same applies to Natural Philosophy: Chymistry. Any remaining Skills should relate to the character's upbringing or social class.

Surgeons are rarely university trained. The only Skill they require is Medicine. As with the other professionals, the remaining Skills should relate to the characters upbringing and profession. Barbers are often good sources of information and are lower class, so Streetwise is a good choice. A lot of people pass through their hands, both high- and lowborn, so Diplomacy and Empathy enable them to converse with all social strata.

When it comes to spending Skills, the character may wish to Specialize. If you want to keep things realistic, physicians should be limited to Medicine Specializations of Diagnosis and Diseases, as should apothecaries with the Skill. Surgeons should be limited to First Aid and Surgery. These restrictions apply only during character generations—once he enters play, the character may develop as he wishes.

The character's choice of zero-level Resources is up to him, with the same caveats and suggestions as above. Although we strongly suggest the character has a Follower (his lackey), it is not required. Contacts might represent fellow healthcare professionals or members of a university faculty, while an Ally or Patron could be an important or powerful person whose life the character has saved. It can also represent someone who sees potential in the character, and who wants to promote his work.

Status best fits a physician, as these are the cream of healthcare trade, being learned men and social climbers. Rank fits best with physicians who have taken a teaching post, though any individual might have joined or

### Mental Illness

Diseases are not just restricted to the physical body. In this age, mental illnesses are often attributed physical causes, as with any other disease. Of course, one cannot catch a mental illness from "disease spores" or by being in close proximity to madmen (at least not without very prolonged exposure in confined quarters for the latter).

The Gamemaster may wish to saddle a character with a Flaw simulating a mental illness during play. Perhaps the character witnessed a particularly traumatic event, underwent extensive physical and mental torture, or suffered a major loss, such as the death of a loved one at the hands of a villain. Mental illness Flaws gained in play might be short-lived, perhaps lasting an adventure, or until the character does something to boost his confidence.

The following Flaws represent many different types of mental illness that can be gained in play.

**Suggested Flaws:** Aloof, Amnesia (after a head injury or traumatic event), Delusion, Depressed, Herd Mentality, Hypochondriac, Malaise, Obsession, Paranoia, Phobia, Short-Temper.

been conscripted into the army. Fame works with any of the three professionals, and indicates the character has come to the attention of the public for his work. Similarly, Wealth means he has developed a profitable business. Refuge works well as a place of business, giving the character the tools he needs to ply his craft.

### Medical Characters

*All for One* is primarily an action game. Where there is action there is danger, and where there is danger there is the risk of injury. Regardless of whether the core focus of your game is the King's Musketeers, radicals attempting to overthrow the King, members of a noble's household, agents of a bishop, the crew of a ship, itinerant monster hunters, or a literary circle, there is always room for a healer in the group.

Although modern doctors typically refrain from violence, and are classed as noncombatants in modern militaries, healers in *All for One* are not bound by such conventions. A barber-surgeon may be a champion bare-knuckle boxer or a Musketeer, a physician might be an accomplished fencer (Anatomie is a perfect style), and an apothecary might have an unhealthy interest in grenades. Thus, playing a healer does not prevent one from joining in with the action and getting one's hands dirty.

In an ongoing campaign where the healer character is new to the group, he usually needs little introduction. In most cases, he is someone whose services the other characters have used in the past, and who now accompanies them on their adventures for his own reasons.

## Battlefield Medic

Archetype: Soldier

Motivation: Hope

Style: 3

Health: 4

### Primary

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

### Secondary Attributes

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

Skill	Base	Levels	Rating	Average
Bureaucracy	3	2	5	(2+)
Craft: Medicines	3	1	4	(2)
Diplomacy	2	2	4	(2)
Empathy	3	2	5	(2+)
Firearms	3	2	5	(2+)
Medicine	3	4	7	(3+)
Melee	3	2	5	(2+)
Ride	3	2	5	(2+)

### Talents

Herb Lore (Always considered to have supplies when making Medicine rolls)
Lifesaver (Heals one lethal or two nonlethal wounds per one success rolled on his Medicine roll)

### Resources

Followers 0 (Mule; stretcher bearer)
Rank 0 (Musketeer; +1 Social bonus)

### Flaw

Merciful (+1 Style point when he shows compassion to an enemy or refuses to retaliate when wronged)
-----------------------------------------------------------------------------------------------------

Weapons	Rating	Size	Attack	Average
Punch	0N	0	0N	(0)N
Rapier	2L	0	7L	(3+)L
Matchlock musket	3L	0	8L	(4)L

*"Of course you'll live! It's only a scratch."*

## Character Background

The human body has always fascinated me. As a boy I worked for the local barber-surgeon, helping him perform minor surgical procedures, stitching wounds closed, and mopping up the blood. When time allowed, I read books on medicine and anatomy, familiarizing myself with the teachings of learned doctors and of the correct terms for the various organs, muscles, and bones.

Naturally, I had intended to enter university and study medicine, for I wished above all else to become a doctor. But my father would not hear of such nonsense. I had the misfortune, you see, to come from a long line of military officers. My father, a lieutenant in the Cardinal's Guard, demanded I abandon my foolish dreams and follow in the footsteps of my ancestors. Not wishing to disappoint him, I did exactly as he asked.

M. de Tréville was only too pleased to accept me into the King's Musketeers, for my ancestry was well-known to him and thanks to my father I knew enough of martial arts to hold my own. My father reacted angrily, as I knew he would, but there was little he could do, for I had obeyed his wishes and joined the army.

The Musketeers are brave men and women, often in the thick of battle or battling France's enemies in an unseen war. My captain has proven unwilling to allow me to fight on the frontlines. He claims I am not yet ready, but I suspect my father, who has the ear of Cardinal Richelieu, has something to do with M. de Tréville's reluctance. Nonetheless, I have put my medical knowledge to good use, though initially I had little experience with sword and musket wounds. Fortunately for my comrades I learn quickly. M. de Tréville has even sponsored me for university, allowing me to attend classes in medicine when time allows. Again, this keeps me from the frontlines.

Accustomed to battlefield injuries, I have recently been called upon to treat stranger wounds—jagged wounds seemingly made by the claws of a wolf or bear, and deep burns. My comrades tell me nothing of how they came by such harm, cautioning me against too much interest in matters that do not concern me. That France is at war is no secret, but at present I am unsure who...or what...my fellow Musketeers are truly fighting.

## Roleplaying

You are a compassionate soul, dedicated to easing the pain and suffering of others, no matter what flag they march under, which king they follow, or which God they offering praise. You are not a pacifist, but you refrain from unnecessary violence. You do not seek recognition or reward for your deeds—that you can save a life is reward enough.



## Deluded Scientist

Archetype: Doctor

Motivation: Love

Style: 3

Health: 6

### Primary

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

### Secondary Attributes

Size: 0	Initiative: 5
Move: 4	Defense: 5
Perception: 6	Stun: 3

Skill	Base	Levels	Rating	Average
Academics: Philosophy	3	2	5	(2+)
Fencing: Anatomy	2	3	5	(2+)
Investigation	3	2	5	(2+)
Linguistics	3	1	4	(2)
Magick: Alchemy	3	3	6	(3)
Medicine	3	4	7	(3+)
Natural Philosophy: Chymistry	3	2	6	(3)

### Talents

Magickal Aptitude (Alchemy)

### Resources

Fencing School 1 (L'Académie de l'Anatomie; +2 bonus)

Followers 0 (Body Snatcher)

Status 0 (Doctor of Medicine; +1 Social bonus)

### Flaw

Obsession (+1 Style point whenever obsession causes him to do something dangerous or endanger someone else's life)

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

*"God has cursed me, but I shall defy him! I shall bring back the dead!"*

## Character Background

Long ago my life was a happy one. The son of a poor tailor, I was head-over-heels in love with Eloise, the daughter of one of my father's rich clients. She was my world, my sole reason for living. Her father would not deign to allow her to marry one so lowly, so I set my sights upon achieving a worthy profession. Gifted but not precocious, I attended university in Paris, whereupon I studied to become a doctor, a learned trade and one sure to impress my beloved's father. I was not to be disappointed. Our wedding was the happiest day of my life. I had it all, but in the blink of an eye I had nothing.

My Eloise was taken from me by sickness. What sin had I committed so grievous that He would take from me the one thing in life I loved? My parents and friends tried to console me, tried to tell me it was part of His great plan, but I would not traffic with such nonsense. He had robbed me, and I demanded justice. Oft did I rally aloud against His crime, giving birth to rants which caused any of my friends to abandon me, for my words were blasphemy. But a new friend was soon to enter my life.

Depressed, I spent my time at my fencing school, working off my anger. Here I happened to make the acquaintance of one M. Louis de Ferrer. Unlike my friends, He did not quail at my railing against God. Rather, he asked me how far I would go to see my Eloise again. My answer was apparently the right one, for he told me he was privy to knowledge that would soothe my tormented soul and allow me to avenge the wrong done unto me.

The study of alchemy, a forbidden art, should have been abhorrent to me, a man of reason and logic, but M. de Ferrer avowed that there was a compound of the Philosopher's Stone capable of returning life to those departed. I set aside my medical practice and began to delve into the magickal arts, converting my laboratory to one dedicated to alchemy and hiring an assistant who could be trusted to keep quiet about the nature of my work. Thus far I have managed to create an elixir that keeps my Eloise's mortal remains from decaying, but the secret of returning her soul to her fair form eludes me.

## Roleplaying

You are a good man at heart, but that heart is now tainted with the burning desire to bring your dead wife back to life. You have begun your journey down a dark road, but there is nothing you would not do to complete your goal, to hold your wife in your arms once more. Perhaps you are damned, but if God has truly cursed you, then there is nothing left to lose, is there?

## Faith Healer

Archetype: Everyman

Motivation: Faith

Style: 3

Health: 4

### Primary

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

### Secondary Attributes

Size: -1	Initiative: 5
Move: 4	Defense: 5
Perception: 6	Stun: 2

Skill	Base	Levels	Rating	Average
Acrobatics	2	2	4	(2)
Brawl	2	3	5	(2+)
Con	3	2	5	(2+)
Larceny	3	2	5	(2+)
Magick: Benignus	3	3	6	(3)
Stealth	2	2	5	(2+)
Streetwise	3	2	5	(3)
Survival	3	1	4	(2)

### Talents

Disease Resistance (+2 bonus to Body rolls related to disease and illness)
Magickal Aptitude (Theurgy)

### Resources

Followers 0 (Dog)
Patron 0 (Musketeer whose life you saved; +1 bonus)

### Flaw

Young (+1 Style point whenever her size causes her difficulty or she is patronized because of her young age)
--------------------------------------------------------------------------------------------------------------

Weapons	Rating	Size	Attack	Average
Punch	0N	-1	4N	(2)N

*"Don't worry, I will pray for my angel to make everything better."*

## Character Background

Until the age of six I was a normal person. I played with my friends and helped my mummy and daddy with chores, just like all the other children in my village. But then I got sick. My parents called the local healer, a wise old woman who smelled funny, and she gave me medicine that tasted horrible. It didn't do any good, though. Even the priest came to see me. I'm not sure what he said because he was speaking Latin, but it made mummy cry.

While I was sick an angel came to visit me. I know he was an angel because he said he was, and angels cannot lie. He said that God had chosen me for a special task, and that my illness would pass. He said some other things as well, but he made me promise not to repeat them, so I won't. On Sunday, six days after falling sick, I woke up. My fever had gone and I felt much better than I did before I got sick. Mummy and daddy were very happy, and they cried with joy.

Everything seemed normal until my dog broke his leg. Daddy wanted to kill him so he wouldn't be in pain any more, but I wouldn't let him. I hugged my dog and prayed hard to my angel. I felt strange, and my hands began to glow like candles. I touched my dog's broken leg, and it mended. Daddy just stood there, his mouth wide open. Then he told me not to tell anyone about what just happened.

I was ten when I used my angel-power again. A friend of mine had a bad fall and was bleeding everywhere. I prayed to my angel, and he sent the healing power again. The village priest, who witnessed this, said I was possessed by Satan, but I wasn't. Daddy punched the priest, which was very naughty of him, and then dragged me away. Later that day he took me to my elderly aunt's house in Paris, saying I had to stay there until he came for me. But daddy never came back.

My aunt was a mean lady and didn't like my dog, so I ran away. I was looking for food in an alley when I saw a man who had been hurt. I called upon the angel again, and he helped the man. The man said he was a Musketeer and served the king. He was very friendly, and gave me food. Now he looks after me by giving me food and letting me stay with his friends. Sometimes he lets me go with him when he works for the king.

## Roleplaying

Although young, you are possessed of strong faith. There is no doubt in your mind that God has gifted you with a miraculous power, even if others, including supposed men of faith, call you a witch.



## Quacksalver

Archetype: Criminal

Motivation: Greed

Style: 3

Health: 5

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

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

Skill	Base	Levels	Rating	Average
Athletics	2	3	5	(2+)
Brawl	2	2	4	(2)
Con	4	4	8	(4)
Fast Talk			9	(4+)
Diplomacy	4	1	5	(2+)
Empathy	2	2	4	(2)
Intuition			5	(2+)
Larceny	2	2	4	(2)
Streetwise	4	2	6	(3)

Talents
*Bold Defense (Uses Charisma instead of Dexterity when calculating Active Defense and Defense ratings)
Run (Running speed is doubled)

Resources
Followers 0 (Beggar; miraculously cured of "ailments" every time he demonstrates his medicines)
Wealth 0 (10 livres)

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

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

*"Guaranteed to cure all ills known to man, at only 5 sous a bottle, sirs!"*

## Character Background

I grew up in a Church orphanage, my parents having abandoned me as a small child. I don't know why, and I am sure they had good reasons. The priests believed that hard work was good for the soul, and we were a source of cheap labor. We received very little for our toils, but I had a God-given talent for persuading others to share with me. In their wisdom, the priests decided I should work in the apothecary. I had little interest in the manufacture of herbal remedies, but I did learn a valuable lesson—medicine was money.

I left the orphanage at the age of 12, though in truth it is fairer to say I was thrown out to make my own way in the world. For a few years I played the helpless orphan act, persuading the rich to spare a few sous. Life was hard, but I earned a reasonable living.

One day I attended one of the great fairs, keen to use my skills on the huge crowds. There, I saw a trader haggling with a customer. Neither could agree a price, and the patron seemed about to walk away when I broke into the conversation. With a few well-chosen phrases, I managed to convince the customer not only to buy the goods, which were admittedly of very dubious quality, but also to pay a higher price than he intended. The trader threw me a livre as reward, then took it back and offered me a job, instead. We worked the markets for years, lining our pockets by selling goods of dubious value and origin to gullible patrons, while I perfected my sales patter.

Of course, I realized that I could make more money if I set up my own business. I convinced the trader to let me buy the next lot of supplies, and promptly ran off with his money. Recalling the fortune the priests made selling medicines, and knowing that there are always sick and needy souls in search of cures, I purchased a few basic wares and set myself up as an itinerant apothecary. Of course, my medicines are harmless concoctions with no curative properties, but the sick and his money are soon parted.

That's a nasty looking boil you have on your neck. Let me get you something to cure that. Trust me, this is the genuine article, purchased from a real apothecary. Just 5 sous, and it's yours, good sir.

## Roleplaying

You are a con man, preying on the gullibility, pain, and desperation of the sick and infirm. Some may call you evil, but you see yourself as a charitable soul, peddling hope rather than guaranteed cures. And in these dark times, men need all the hope they can get, right?

## Vengeful Assassin

Archetype: Soldier

Motivation: Revenge

Style: 3

Health: 4

### Primary

Body: 2

Charisma: 3

Dexterity: 2

Intelligence: 3

Strength: 3

Willpower: 2

### Secondary Attributes

Size: 0

Initiative: 5

Move: 5

Defense: 4

Perception: 5

Stun: 2

Skill	Base	Levels	Rating	Average
Acrobatics	2	2	4	(2)
Athletics	3	3	6	(3)
Fencing: Anatomie	3	4	7	(3+)
Investigation	3	1	4	(2)
Medicine	3	3	6	(3)
Stealth	2	3	5	(2+)
Streetwise	3	1	4	(2)

### Talents

Parry (Perform Parry as a reflexive action)

Surgical Precision (Ignores modifiers equal to her Medicine level when making a Called Shot to hit a vital area)

### Resources

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

Follower 0 (Bomb throwing radical)

### Flaw

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

Weapons	Rating	Size	Attack	Average
Punch	0N	0	1N	(0+)N
Rapier	2L	0	9L	(4+)L
Dagger	1L	0	8L	(4)L

*"Of course you can't breathe...  
I just pierced your right  
lung."*

## Character Background

I did not have a childhood. I do not recall my parents, nor know why I was taken from them. From an early age I was trained to kill in the name of France, to strike at the enemies the authorities could not touch. My only contact with humanity for the first 16 years of my life was my mentor, a hard but fair man whose face was perpetually hidden behind a velvet mask. I was 17 when I killed my first man, a minor bureaucrat my mentor said had been diverting funds to Spanish sympathizers in Picardy. I felt no pity as he begged for his life, nor did I feel remorse afterward, for I was serving France... and I have killed many more since. On one mission I crashed through the window of my target's office, only to discover three members of the King's Musketeers waiting for me. Although I escaped with my life, my curiosity was piqued as to why the King's personal guard would be protecting the life of a traitor. Discrete inquiries soon revealed the truth: the man I was sent to kill was a staunch loyalist. Further investigation revealed my worst nightmare: all the men I had slain were supporters of the King, not his enemies. Broken in heart and mind, I realized I had been played all my life, used as a pawn in someone's personal agenda against King Louis. I waited patiently until the messenger delivered my next orders, for my mentor had abandoned me once my training was complete, my only communication with whomever he served was via written missive. Little more than a lackey, he could tell me nothing of my mentor or who sent the orders. I left him in my room, a bloody reply to their most recent instructions, a warning that my days of servitude were over.

I have spent the years since both running and searching. Whoever I once served seemingly has declared my life forfeit, for he has sent many assassins to end it. Unfortunately for them, I learned my lessons all too well. Yet no matter how many I kill, more are sent. But I will not vanish into the night like a common thief, spending the rest of my days hiding in fear. Whoever had me trained is an enemy of France, and he must be made to pay for the blood I have spilled. No matter what it takes, no matter who he is, I shall find him and destroy him.

## Roleplaying

You killed a dozen men while believing you acted in France's best interests, and you have killed twice that number since out of revenge. Your overriding goal is to survive long enough to hunt down the man who duped you and show him exactly how well you mastered the killing arts.



## *Sample Lacks*

### *Anatomical Fencer*

#### **Follower 1**

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

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

**Skills:** Athletics 4, Brawl 4, Fencing: Anatomie 4, Medicine 4, Natural Philosophy: Biology 4

**Talents:** None

**Resources:** Fencing School: L'Académie de l'Anatomie 1 (+2 bonus)

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

**Weapons:** Punch 4N, Rapier 6L

### *Anatomist*

#### **Follower 0**

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

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

**Skills:** Medicine 4, Natural Philosophy: Biology 5

**Talents/Resources:** None

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

**Weapons:** Punch 0N

### *Apothecary*

#### **Follower 0**

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

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

**Skills:** Craft: Medicines 5, Natural Philosophy: Chymistry 4

**Talents/Resources:** None

**Flaws:** Poor Vision (+1 Style point whenever his poor vision causes him to make a critical mistake)

**Weapons:** Punch 0N

### *Barber*

#### **Follower 0**

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

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

**Skills:** Medicine 4 (*First Aid* 5), Streetwise 4 (*Rumors* 5)

**Talents/Resources:** None

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

**Weapons:** Punch 0N, Small knife 0L

### *Body Snatcher*

#### **Follower 0**

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

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

**Skills:** Athletics 4 (*Digging* 5), Melee 4 (*Shovel* 5)

**Talents/Resources:** None

**Flaws:** Impulsive (+1 Style point whenever his impulsiveness gets him or his companions into serious trouble)

**Weapons:** Punch 0N, Shovel 6N

### *Medical Student*

#### **Follower 0**

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

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

**Skills:** Academics: Philosophy 4, Medicine 3, Natural Philosophy: Biology 4

**Talents/Resources:** None

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

**Weapons:** Punch 0N

### *Surgeon*

#### **Follower 0**

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

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

**Skills:** Bureaucracy 4 (*Academia* 5), Medicine 4 (*Surgery* 5)

**Talents/Resources:** None

**Flaws:** Aloof (+1 Style point whenever his business-like attitude causes him trouble)

**Weapons:** Punch 0N

### *Veterinarian*

#### **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:** Animal Handling 4 (*Pick one* 5), Medicine 4 (*Veterinary* 5)

**Talents/Resources:** None

**Flaws:** Shy (+1 Style point whenever he misses out on getting recognition or a reward for his actions because he won't assert himself)

**Weapons:** Punch 0N