



Character Generation Cheat Sheet

Version 1

By Nestor

Step One: Archetypes

(AFO: 8-10, EC: 2) Pick One

Academic	Noble
Adventurer	Occultist
Criminal	Outcast
Doctor	Patron
Guardian	Soldier
Hunter	Spy
Luminary	Survivor
Natural Philosopher	Swordsman

Step Two: Motivations

(AFO: 10-12, EC: 3) Pick One

Duty	Love
Escape	Mystery
Faith	Power
Fame	Preservation
Glory	Redemption
Greed	Revenge
Honor	Survival
Hope	Truth
Justice	Wisdom

Step Three: Primary Attributes

(AFO: 13-15) Spend 15 Points, on a one-to-one basis, minimum of 1, maximum of 5

Body	Charisma
Dexterity	Intelligence
Strength	Willpower

Step Four: Secondary Attributes

(AFO: 15-17) Calculate; may be affected by Talents

Size = 0

Move = Strength + Dexterity (or Athletics)

Perception = Intelligence + Willpower

Initiative = Dexterity + Intelligence

Defense = Passive + Active - Size

Passive Defense = Body

Active Defense = Dexterity

Stun = Body

Health = Body + Willpower + Size

Legend:AFO – All For One, EC – Expanded Characters, WD – Wondrous Devices

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Step Five: Skills!

(AFO: 19-27, WD: 2) Spend 15 Points, on a one-to-one basis, minimum of 1, maximum of 5

Skill Specializations cost ½ Points and add +1 to Skill; no more than one Specialization per Skill at character creation

Musketeer characters have the following skills as Zero-Level Skills: Fencing or Melee, Firearms, Ride, plus an additional Zero-Level Skill fitting their background

Skill	Attribute	Specializations
Academics •	Intelligence	History, Law, Literature, Philosophy, Religion
Acrobatics	Dexterity	Balance, Breakfall, Contortion, Juggling, Tumbling
Animal Handling	Charisma	Cats, Dogs, Horses, Birds, Rodents
Archery	Dexterity	Bows, Crossbows, Nets, Slings
Art •	Intelligence	Music, Painting, Sculpture, Writing
Athletics	Strength	Climbing, Jumping, Running, Swimming, Throwing
Brawl	Strength	Dirty Tricks, Grappling, Kicking, Punching, Throws
Bureaucracy	Intelligence	Academia, Church, Government, Legal, Military
Con	Charisma	Bluff, Fast Talk, Lying, Tricks, Seduction
Craft •	Intelligence	Blacksmithing, Carpentry, Masonry, Medicines, Weaponsmithing
Diplomacy	Charisma	Etiquette, Leadership, Negotiation, Persuasion, Politics
Empathy	Intelligence	Body Language, Emotions, Intuition, Lies, Motives
Fencing •	Strength	Anatomic, Cavalerie, Danse, Dardi, Del Rio, Position de Fer, Renoir, Scarlotti, Spanish
Firearms	Dexterity	Arquebus, Blunderbuss, Musket, Pistol
Gambling	Intelligence	Active Games, Board Games, Card Games, Cheating, Dice Games
Gunnery	Intelligence	Falconet, Falcon, Legitimate Culverin, Bastard Culverin, Great Culverin, Cannon
Intimidation	Charisma	Interrogation, Orders, Staredown, Threats, Torture
Investigation	Intelligence	Crimes, Enigmas, Interview, Research, Search
Larceny	Dexterity	Alarms, Lockpicking, Pickpocketing, Sleight of Hand, Strong Boxes
Linguistics	Intelligence	Codes, Deciphering, Gestures, Lip Reading, Translation
Magick •	Willpower	(Requires Magickal Aptitude Talent) Aeromancy, Alchemy, Benignus, Cryomancy, Divination, Enchantment, Faunamancy, Floramancy, Geomancy, Homomancy, Hydromancy, Necromancy, Pyromancy, Transmutation, Transportation
Medicine	Intelligence	Diagnosis, Diseases, First Aid, Surgery, Veterinary
Melee	Strength	Axes, Clubs, Knives, Spears, Swords
Natural Philosophy •	Intelligence	Biology, Chymistry, Engineering, Geology, Physics
Performance	Charisma	Acting, Dancing, Musical Instrument, Oratory, Singing
Ride	Dexterity	Dismount/Mount, Galloping, Jumping, Remaining Seated, Vehicles
Spying	Intelligence	Alias, Bribery, Forgery, Speed Read, Unobtrusive
Stealth	Dexterity	Camouflage, Disguise, Hiding, Shadowing, Sneaking
Streetwise	Charisma	Black Market, Carousing, Hagglng, Rumors, Scrounging
Survival	Intelligence	Foraging, Hunting, Navigation, Shelter, Tracking
Warfare	Intelligence	Logistics, Organization, Strategy, Tactics, Terrain

• Specialized Skill

Step Five-A: Fencing Styles

Style	Disarm	Feint	Parry	Thrust	Slash
Anatomic	-1		+1	+1	-1
Cavalerie		+1 when fighting from horseback			
Danse	-1		+1	-1	+1
Dardi		+1	+1	-1	-1
Del Rio	+1	+1		-1	-1
Position de Fer		-1	+1	+1	-1
Renoir	-1	-1	+1		+1
Scarlotti	+1		+1	-1	-1
Spanish	-1	-1		+1	+1

Step Six: Talents

(AFO: 27-41, EC: 4) Pick one Talent or Resource

Musketeer characters begin with the Followers and Rank Resources at Level 0.

Talent	Prerequisite	Benefit
Accuracy	—	Reduced called shot penalties
<i>Agile</i> ●	—	+1 Dexterity rating
Alertness	—	+2 Perception rating
Animal Affinity	—	+1 Charisma bonus dealing with animals
Attractive	—	+1 Charisma bonus dealing with people
Barbed Tongue	Charisma 3	+2 bonus in social duels
Blind Fight	—	Reduced penalty for poor visibility
Block	Brawl 4	Perform block as a reflexive action
Blunt Strike	Melee 4	Do nonlethal damage with lethal weapons
Bold Attack	Charisma 3	Use Charisma with a specific combat Skill
<i>Bold Defense</i>	Charisma 3	Use Charisma for Active Defense rating
Calculated Attack	Intelligence 3	Use Intelligence with a specific combat Skill
<i>Calculated Defense</i>	Intelligence 3	Use Intelligence for Active Defense rating
Callous Rider	Ride 4	Exert your mount to gain Ride bonus
Captivate	Performance 4	Temporarily entrance targets
<i>Charismatic</i> ●	—	+1 Charisma rating
<i>Climb</i>	—	Improved climbing speed
<i>Combat Aptitude</i>	Intelligence 3	Exchange attack and Defense dice
Combat Skill	Skill 4	+2 Defense with specific non-combat Skill
Counterstrike	Brawl 4	Damage attacker with a successful Block
<i>Danger Sense</i>	—	Reduced surprise penalty
Diehard	—	Improved death threshold
<i>Direction Sense</i>	—	Always know direction
Dodge	Athletics 4	Perform dodge as a reflexive action
Evasive Riding	Ride 4	Use Ride Skill for Defense roll
Fearsome	Intimidate 4	Temporarily frighten opponents
Finesse Attack	Dexterity 3	Use Dexterity with a specific combat Skill
Florentine	Dexterity 3	Reduced penalty for two-weapon attacks
Flurry	Dexterity 3	Reduced penalty for multiple strikes
Focused Attack	Willpower 3	Use Willpower with a specific combat Skill
<i>Focused Defense</i>	Willpower 3	Use Willpower for Passive Defense rating
<i>Giant</i> ●	—	+1 Size rating
Guardian	Intelligence 3	Provide Defense bonus to allies
<i>Headstrong</i>	Willpower 3	Use Willpower for Stun rating
Herb Lore	Medicine 4	Use natural supplies for medicine
High Pain Tolerance	—	Reduced penalty for wounds
Inspire	Diplomacy 4	Provide Skill bonus to allies
<i>Intelligent</i> ●	—	+1 Intelligence rating
Iron Jaw	—	+1 Stun rating
<i>Iron Will</i> ●	—	+1 Willpower rating
Jack of All Trades	Intelligence 3	Improved untrained Skill rolls
<i>Jump</i>	—	Improved jumping distance
<i>Keen Sense</i> ●	—	+4 Perception rating with a specific sense
Knockout Blow	Brawl 4	Improved knockout ability
Lethal Blow	Brawl 4	Do lethal damage with Brawl attacks
<i>Lifesaver</i>	Medicine 4	Improved healing ability
<i>Long Shot</i>	—	Double weapon ranges
Lucky	—	+2 bonus to any one roll per game session
<i>Magickal Aptitude</i>	—	Ability to channel magical energy

Talent	Prerequisite	Benefit
<i>Magic Sensitivity</i> ●	—	Sensitive to magickal phenomena
Mobile Attack	Dexterity 3	Move and attack simultaneously
<i>Moneywise</i>	Intelligence 3	Improved Wealth Resource
<i>Mounted Attack</i>	Ride 4	Use Ride skill for attack roll
Mounted Charge	Ride 4	May charge without losing Active Defense
<i>Musketeer</i>	—	Reload weapon in half the time
<i>Natural Leader</i>	Charisma 3	Recruit temporary allies
Pack Mule	—	Treat encumbrance level as one level less
Parry	Fencing School/Melee 8	Perform parry as a reflexive action
Provoke	Con 4	Temporarily provoke opponents
<i>Quick Draw</i>	—	Draw weapon as a reflexive action
<i>Quick Healer</i> ●	Body 3	Double the normal healing rate
Quick Reflexes	—	+2 Initiative rating
Ricochet Shot	Firearms 4	Reduced called shot penalty for cover
Ride by Attack	Ride 4	Mount may move and attack simultaneously
Riposte	Fencing School/Melee 8	Damage attacker with a successful Parry
<i>Rising Handspring</i>	—	Stand up as reflexive action
Robust	—	+2 Health rating
<i>Run</i>	—	Improved running speed
Savvy Fighter	Dexterity 3	Improved Defense ability
Skill Aptitude	—	+2 Skill rating with a specific Skill
Skilled Assistant	—	Improved teamwork bonus
Staggering Blow	Brawl 4	Improved knockback ability
<i>Strong</i> ●	—	+1 Strength rating
Strong Attack	Strength 3	Use Strength with a specific combat Skill
<i>Strong Defense</i>	Strength 3	Use Strength for Passive Defense rating
Subtle Strike	Stealth 4	Can use Stealth for attack roll
Swift	—	+2 Move rating
Swift Mount	Ride 4	Mount gains +2 Move rating
<i>Swim</i>	—	Improved swimming speed
<i>Time Sense</i>	—	Always know time
Tinker	Craft 4	Improved tool bonus
<i>Total Recall</i> ●	—	Never forget anything
<i>Tough</i> ●	—	+1 Body rating
Tough Attack	Body 3	Use Body with a specific combat Skill
Tricky Fighter	Intelligence 3	+2 bonus when performing tricks
Unarmed Parry	Brawl 4	Can block melee weapons
Vigorous Defense	Dexterity 3	Reduced penalty for multiple attackers
<i>Well-Connected</i>	Charisma 3	Improved Contacts Resource
Well-Educated	Intelligence 3	General expertise with one Specialized Skill

<italics> Unique Talent

● only available during character creation

(AFO: 42-51)

Resource	Description
Ally	Close friend or relative who can be counted on for help
Contacts	Network of associates who may be called on for items and/or information
Fame	Reputation, notoriety, and influence due to your character's popularity
Fencing School	Member of a specific school
Followers	Faithful friends and retainers who accompany your character
Patron	A powerful patron, teacher, or protector who looks out for your character
Rank	Rank and membership in a secret or exclusive organization
Refuge	A safe and comfortable home. Private retreat, or secret laboratory
Status	Social status and income due to your character's profession or birthright
Talisman	Unique and powerful item designed to make magick easier to invoke
Wealth	Income and assets, plus amount of money available to invest

Step Six-A: Fencing Schools

School	Style	Prerequisites
Accademia degli Sporchi Trucchi	Del Rio	Con 4
Dardi School	Dardi	Willpower 3
L'Académie de Cavalerie	Cavalerie	Ride 4
L'Académie de l'Anatomie	Anatomie	Medicine 4
L'Académie de Pugilism	Pugilism	Brawl 4
L'École de Danse	Danse	Performance 4
L'École de Position de Fer	Position de Fer	Body 3
Renoir's Academy	Renoir	Dexterity 3
Scarlotti's Academy	Scarlotti	Intelligence 3
Spanish Style	Spanish	Strength 3

Step Seven: Flaws

(AFO: 51-55) Pick one (Optional)

Flaw	Description
Physical Flaws	
Blind •	Automatically fail sight rolls
Clumsy	Has poor coordination
Crippled •	Cannot walk
Deaf •	Automatically fail hearing rolls
Dwarf	Not as big or as strong as others
Dying	Has an incurable disease and may soon die
Elderly	Advanced in age
Glass Jaw	Easily stunned or knocked out
Hard of Hearing	Poor hearing and may misunderstand speech
Illness	May be incapacitated by illness
Lame •	Has a bad leg or foot and moves slower than others
Low Pain Tolerance	Has extreme sensitivity to pain
Mute •	Can't speak and must write or gesture instead
Obese	Larger and slower than normal
One Arm	Missing an arm and has trouble doing work
One Eye	Missing an eye and has poor depth perception
Poor Vision	Bad eyesight and has trouble identifying things
Sickly	Illness causes major discomfort
Skinny	Has a weak physique
Young •	Child or youth
Mental Flaws	
Absent-Minded	Often forgets or overlooks important details

Flaw	Description
Addiction	Hooked on a specific substance or activity
Amnesia	Has lost his memory and may have flashbacks
Blasé	Easily jaded and bored
Coward ●	Afraid of conflict and may run from a fight
Curious	Fascinated by the unknown
Delusion	Suffers from hallucinations
Depressed	Sad and pessimistic
Envious	Wants what other people have
Gluttonous	Continually eating
Illiterate	Dyslexic or uneducated and cannot read or write
Impulsive	Impatient and reckless and often gets in trouble
Lustful	Has an eye for the ladies and a strong libido
<i>Megalomania</i>	Delusions of grandeur
Obsession	A compulsion to perform a particular activity
Overconfident	Foolhardy and sometimes gets in over his head
Paranoia	Anxious and distrusts everyone around him
Phobia	Scared of a particular thing and will avoid it
Short Temper	Has trouble controlling anger
Skeptic	Never takes anything at face value
Thrill-seeker	Addicted to danger
Timid	Nervous and anxious
Vow	Sworn to an action or organization
Social Flaws	
Aloof	Distant and remote
Bad Reputation	Character has a bad name
Callous	Selfish, uncaring, and insensitive of others
Condescending	He is better than everyone else
Criminal	Believed to have committed a serious crime
Disfigured	Ugly, unattractive, and repulsive to others
Fanatical	Zealous and dedicated
Gullible	Believes almost anything
Honest	Never lies
Inscrutable	Mysterious and hard to read
Intolerant	Biased and prejudiced against a certain thing
Liar	Constantly embellishes the truth
Lovelorn	Lovesick and forlorn
Merciful	Compassionate and forgiving
Pacifist ●	Opposed to violence and war for any reason
Secret	Has an embarrassing or shameful secret
Shy	Dislikes social situations and tries to avoid them
Speech Impediment	Has trouble speaking and may be misunderstood
Stubborn	Obstinate and hard-headed
Superstitious	Goes out of her way to follow her unusual beliefs
Vain	Egotistical and narcissistic
Miscellaneous Flaws	
Danger Magnet	Attracts trouble through no fault of her own
Hunted	Pursued by an individual or organization
Poor	Destitute and bad with money
Primitive ●	Unfamiliar with modern technology
Unlucky	Cursed, jinxed, or otherwise unlucky
Weirdness Magnet	Attracts supernatural occurrences
<italics> Severe Flaw	● Cannot be taken by Musketeers

Step Eight: Experience

Spend up to 15 Points

(Unspent Points can be carried into play)

Trait	Experience Point Cost
Primary Attribute	New Attribute Level x 5
Skill	New Skill Level x 2
Skill Specialization	3
Talent	15
Resource	15

Step Nine: Finishing Touches

(AFO: 55) Fill in the rest of the details

- What is your character's name?
- Where did your character come from?
- What does your character look like?
- What gear is your character carrying?

Step Ten: Starting Style Points

(AFO: 56) Start play with up to 5 Style Points

- Taking a Flaw at character generation: 1 pt.
- Writing a character background: 1-3 pts.
- Creating a plot hook (e.g. a rival or dependent) for your character: 1 pt. each
- Using props or costumes for your character: 1 pt.
- Miscellaneous (e.g., hosting the game): 1 pt.