

ALL FOR ONE

Régime Diabolique

Character Generation Cheat Sheet

Version 2.3

By Nestor and Keith

Sources

AFO - All For One	EC - Expanded Characters	WD - Wondrous Devices	DE - Daily Expenses
CS - Creatures of Sin	NC - Nobles & Courtiers	NA - Nautical Adventures	CH - The Church
RAD - Radicals	FS - Fencing Schools	VJ - Villainy & Justice	FC - The French Colonies
WAR - Warfare	SCI - Science	PG - Paris Gothique	ENT - Entertainment
CS2 - Creatures of Sin 2	ALC - Alchemy	FIN - Finances	HEA - Healthcare
FS2 - Fencing Schools 2	ID - Intrigue & Diplomacy	BC - The Barbary Coast	FAS - Fashion

Step One: Archetypes

Pick One

Academic AFO	Natural Philosopher AFO
Adventurer AFO	Noble AFO
Criminal AFO	Occultist AFO
Doctor AFO	Outcast EC
Everyman VJ	Patron EC
Guardian EC	Soldier AFO
Hunter AFO	Spy AFO
Judiciary VJ	Survivor AFO
Luminary AFO	Swordsman AFO

Step Two: Motivations

Pick One

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

Step Three: Primary Attributes

Spend 15 Points, on a one-to-one basis, minimum of 1, maximum of 5

Body AFO	Charisma AFO
Dexterity AFO	Intelligence AFO
Strength AFO	Willpower AFO

Step Four: Secondary Attributes

Calculate; may be affected by Talents

Size AFO	0
Move AFO	Strength + Dexterity (or Athletics)
Perception AFO	Intelligence + Willpower
Initiative AFO	Dexterity + Intelligence
Defense AFO	Body + Dexterity - Size (Passive = Body, Active = Dexterity)
Stun AFO	Body
Health AFO	Body + Willpower + Size

Step Five: Skills

Spend 15 Points, on a one-to-one basis, min. of 1, max. 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, Occult, Philosophy, Religion <i>AFO, PG</i>
Acrobatics	Dexterity	Balance, Breakfall, Contortion, Juggling, Tumbling <i>AFO</i>
Animal Handling	Charisma	Cats, Dogs, Horses, Birds, Rodents <i>AFO</i>
Archery	Dexterity	Bows, Crossbows, Nets, Slings <i>AFO</i>
Art •	Intelligence	Music, Painting, Sculpture, Writing <i>AFO</i>
Athletics	Strength	Climbing, Jumping, Running, Swimming, Swinging, Throwing <i>AFO, NA</i>
Bomb Making	Intelligence	Casing, Fuses, Gunpowder, Placement, Trigger <i>RAD, PG</i>
Brawl	Strength	Dirty Tricks, Grappling, Kicking, Punching, Throws <i>AFO</i>
Bureaucracy	Intelligence	Academia, Church, Government, Legal, Military <i>AFO</i>
Con	Charisma	Bluff, Fast Talk, Lying, Tricks, Seduction <i>AFO</i>
Craft •	Intelligence	Blacksmithing, Carpentry, Dressmaking, Masonry, Medicines, Tailoring, Weaponsmithing <i>AFO, PG, FAS</i>
Diplomacy	Charisma	Etiquette, Leadership, Negotiation, Persuasion, Politics <i>AFO</i>
Empathy	Intelligence	Body Language, Emotions, Intuition, Lies, Motives <i>AFO</i>
Fencing •	Strength	Anatomie, Cavalerie, Danse, Dardi, Del Rio, Drunkard, English, Geometria, German, L'Epee Gracieuse, Leonardo, Nocturne, Pike, Position de Fer, Renoir, Rodriguez, Scarlotti, Spanish, Staff, Tarrasque, Umberto, Venus <i>AFO, FS, FS2, PG</i>
Firearms	Dexterity	Arquebus, Blunderbuss, Musket, Pistol <i>AFO</i>
Gambling	Intelligence	Active Games, Board Games, Card Games, Cheating, Dice Games <i>AFO</i>
Gunnery	Intelligence	Falconet, Falcon, Legitimate Culverin, Bastard Culverin, Great Culverin, Cannon <i>AFO</i>
Intimidation	Charisma	Interrogation, Orders, Staredown, Threats, Torture <i>AFO</i>
Investigation	Intelligence	Crimes, Enigmas, Interview, Research, Search <i>AFO</i>
Larceny	Dexterity	Alarms, Lockpicking, Pickpocketing, Sleight of Hand, Strong Boxes <i>AFO</i>
Linguistics	Intelligence	Codes, Deciphering, Gestures, Lip Reading, Translation <i>AFO</i>
Magick •	Willpower	(Requires Magickal Aptitude Talent) Aeromancy, Alchemy, Benignus, Cryomancy, Divination, Enchantment, Faunamancy, Floramancy, Geomancy, Herbalism, Homomancy, Hydromancy, Necromancy, Pyromancy, Transmutation, Transportation <i>AFO, PG</i>
Medicine	Intelligence	Diagnosis, Diseases, First Aid, Surgery, Veterinary <i>AFO</i>
Melee	Strength	Axes, Clubs, Knives, Spears, Swords <i>AFO</i>
Natural Philosophy •	Intelligence	Biology, Chymistry, Engineering, Geology, Physics <i>AFO</i>
Performance	Charisma	Acting, Dancing, Musical Instrument, Oratory, Singing <i>AFO</i>
Ride	Dexterity	Dismount/Mount, Galloping, Jumping, Remaining Seated, Vehicles <i>AFO</i>
Seamanship	Intelligence	Knots, Navigation, Pilot, Rigging, Sea Lore <i>NA</i>
Spying	Intelligence	Alias, Bribery, Forgery, Speed Read, Unobtrusive <i>WD</i>
Stealth	Dexterity	Camouflage, Disguise, Hiding, Shadowing, Sneaking <i>AFO</i>
Streetwise	Charisma	Black Market, Carousing, Hagglng, Rumors, Scrounging <i>AFO</i>
Survival	Intelligence	Foraging, Hunting, Navigation, Shelter, Tracking <i>AFO</i>
Warfare	Intelligence	Logistics, Organization, Strategy, Tactics, Terrain <i>AFO</i>

• Specialized Skill

Step Five-A: Fencing Styles

Style	Disarm	Feint	Parry	Thrust	Slash
Anatomie <i>AFO</i>	-1		+1	+1	-1
Cavalerie <i>AFO</i>			+1 when fighting from horseback		
Danse <i>AFO</i>	-1		+1	-1	+1
Dardi <i>AFO</i>		+1	+1	-1	-1
Del Rio <i>AFO</i>	+1	+1		-1	-1
Dervish <i>BC</i>	-1	+1		-1	+1
Drunkard <i>FS2</i>	+1	+1		-1	-1
English <i>FS2</i>	-1		+1	-1	+1
Geometria <i>FS2</i>	-1		+1	+1	-1
German <i>FS2</i>	-1	-1	+1		+1
L'Epee Gracieuse <i>PG, FS2</i>	+1	-1		+1	-1
Leonardo <i>FS2</i>	-1	+1		-1	+1
Nocturne <i>FS2</i>	-1	+1		-1	+1
Pike <i>FS2</i>	-1	+1	-1	+1	-1
Position de Fer <i>AFO</i>		-1	+1	+1	-1
Quwah <i>BC</i>	+1	-1		-1	+1
Renoir <i>AFO</i>	-1	-1	+1		+1
Rodriguez <i>FS2</i>	-1		-1	+1	+1
Scarloti <i>AFO</i>	+1		+1	-1	-1
Spanish <i>AFO</i>	-1	-1		+1	+1
Staff <i>FS2</i>	-1	-1	+1	+1	
Tarrasque <i>FS2</i>	+1	-1		+1	-1
Umberto <i>FS2</i>	+1	-1	+1		-1
Venus <i>FS2</i>	-1	+1		+1	-1

Step Six: Talents

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>AFO</i>
Acrobatic Defense	Fencing: Dervish 4	Use Acrobatics for Active Defense rating <i>BC</i>
Acrobatic Strike	Fencing: Dervish 4	Can exert to use Acrobatics as synergy with fencing attack <i>BC</i>
<i>Agile</i> ●	—	+1 Dexterity rating <i>AFO</i>
Aim on the Move	Firearms 4	Can take a Move action and still gain the aim bonus <i>FS2</i>
Alertness	—	+2 Perception rating <i>AFO</i>
All for One	Brawl 4/Fencing 4/Melee 4	+2 Teamwork bonus to chosen adjacent ally <i>FS2</i>
Alternate Identity	—	Has a full alternate identity <i>ID</i>
Animal Affinity	—	+1 Charisma bonus dealing with animals <i>AFO</i>
Attractive	—	+1 Charisma bonus dealing with people <i>AFO</i>
Backflip Kick	Fencing: Dervish 4	Can follow up a stunning attack with a free action kick <i>BC</i>
Barbed Tongue	Charisma 3	+2 bonus in social duels <i>AFO</i>
Beat	Fencing: Tarrasque 4	Can cause opponent to lose Active Defense <i>FS2</i>
Berserker Fury	Fencing: Spanish 4	Exert to gain Strength-based Skill bonus <i>FS</i>
Bind	Fencing: Umberto 4	Can bind opponent's weapon <i>FS2</i>
Blind Fight	—	Reduced penalty for poor visibility <i>AFO</i>
Block	Brawl 4	Perform block as a reflexive action <i>AFO</i>
Blunt Strike	Melee 4	Do nonlethal damage with lethal weapons <i>AFO</i>
Bold Attack	Charisma 3	Use Charisma with a specific combat Skill <i>AFO</i>
<i>Bold Defense</i>	Charisma 3	Use Charisma for Active Defense rating <i>AFO</i>
Breaking Blow	Fencing: Tarrasque 4	Do Structure damage to objects with unarmed attacks <i>FS2</i>
Calculated Attack	Intelligence 3	Use Intelligence with a specific combat Skill <i>AFO</i>
<i>Calculated Defense</i>	Intelligence 3	Use Intelligence for Active Defense rating <i>AFO</i>
Callous Rider	Ride 4	Exert your mount to gain Ride bonus <i>AFO</i>
Captivate	Performance 4	Temporarily entrance targets <i>AFO</i>
<i>Charismatic</i> ●	—	+1 Charisma rating <i>AFO</i>
<i>Climb</i>	—	Improved climbing speed <i>AFO</i>
Cloak the Form	Fencing: Dardi 4	Use cloak to gain cover <i>FS</i>
<i>Combat Aptitude</i>	Intelligence 3	Exchange attack and Defense dice <i>AFO</i>
Combat Clinch	Brawl 4	Damage opponent with a successful Grapple <i>FS</i>
Combat Skill	Skill 4	+2 Defense with specific non-combat Skill <i>AFO</i>
Corps-à-Corps	Fencing: Rodriguez 4	Grapple to enter close quarter combat <i>FS2</i>
Counterstrike	Brawl 4	Damage attacker with a successful Block <i>AFO</i>
Damage Control	Craft: Carpentry 4	Reduced penalty for Structure damage <i>NA</i>
<i>Danger Sense</i>	—	Reduced surprise penalty <i>AFO</i>
Danse Macabre	Fencing: Danse 4	Use Performance: Dance for synergy when attacking <i>FS</i>
<i>Deadly Hands</i>	Brawl 4	Do Lethal damage with Brawl attacks <i>FS</i>
Deceptive Strike	Fencing: Dervish 4	1 st attack damage is used as bonus to 2 nd with twin attacks <i>BC</i>
Delayed Blow	Brawl 4	Can delay damage from unarmed attack <i>FS</i>
Diehard	—	Improved death threshold <i>AFO</i>
<i>Direction Sense</i>	—	Always know direction <i>AFO</i>
Dirty Blow	Fencing: Del Rio 4	Make second attack if stun opponent <i>FS</i>
Disarming Flesh	Fencing: Venus 4	Use Con: Seduction for Active Defense with one maneuver <i>FS2</i>
Disarming Parry	Fencing: Umberto 4	May reflexively disarm as part of the Parry maneuver <i>FS2</i>
Disarming Strike	Fencing: Del Rio 4	Reduced penalty to Disarm maneuver <i>FS</i>
Disease Resistance	Body 3	Improved resistance to disease and illness <i>FC</i>
Dodge	Athletics 4	Perform dodge as a reflexive action <i>AFO</i>
Double Load	Archery: Slings 4	Can launch two stones with one throw <i>BC</i>
Dragoon	Ride 4	Use Ride skill for firearm attack when riding <i>FS</i>
Drunkard's Blow	Fencing: Drunkard 4	+1 bonus to Disarm and Trip maneuvers <i>FS2</i>

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Talent	Prerequisite	Benefit
Drunkard's Dance	Fencing: Drunkard 4	Use Con for Active Defense with one maneuver <i>FS2</i>
Drunkard's Feint	Fencing: Drunkard 4	Gain +1 bonus to attack by tricking opponent <i>FS2</i>
Escape Artist	Acrobatics 4	Use Acrobatics to escape from bonds <i>FS</i>
Evasive Riding	Ride 4	Use Ride Skill for Defense roll <i>AFO</i>
Expeditious Retreat	Fencing: Scarlotti 4	Can move away from stunned opponent as a free action <i>FS</i>
<i>Famine Hardy</i>	—	Half damage from starvation and thirst <i>FC</i>
<i>Fashionable</i>	Charisma 3	Can increase Charisma bonus from wearing fancy clothes <i>FAS</i>
Fearsome	Intimidation 4	Temporarily frighten opponents <i>AFO</i>
Fearsome Attack	Intimidation 4	Use Intimidation skill for unarmed or melee attack roll <i>NC</i>
<i>Feign Death</i>	Con 4	Can pretend to be dead <i>FS</i>
Finesse Attack	Dexterity 3	Use Dexterity with a specific combat Skill <i>AFO</i>
First Strike	Fencing: Renoir 4	Can make single attack as a free action <i>FS</i>
Flawless Accent	—	Can disguise accent <i>PG</i>
Flèche	Fencing: Leonardo 4	Can charge without losing Active Defense <i>FS2</i>
Florentine	Dexterity 3	Reduced penalty for two-weapon attacks <i>AFO</i>
Flurry	Dexterity 3	Reduced penalty for multiple strikes <i>AFO</i>
Focused Attack	Willpower 3	Use Willpower with a specific combat Skill <i>AFO</i>
<i>Focused Defense</i>	Willpower 3	Use Willpower for Passive Defense rating <i>AFO</i>
Fortune Telling	Investigation: Enigmas 4	Can attempt to deduce future <i>ENT</i>
<i>Furious Slash</i>	Fencing: Spanish 4	Increased bonus for Total Attack action <i>FS</i>
<i>Gathering the Storm</i>	Fencing: Quwah 4	At start of turn, can lower initiative to add bonus to attack <i>BC</i>
<i>Geometry of Form</i>	Fencing: Geometria 4	Use Fencing: Geometria for Initiative <i>FS2</i>
Geometry of Style	Fencing: Geometria 4	+2 bonus after studying opponent <i>FS2</i>
<i>Giant</i> ●	—	+1 Size rating <i>AFO</i>
Grappling Sword	Fencing: German 4	Use Fencing: German for Brawl when grappling <i>FS2</i>
Guardian	Intelligence 3	Provide Defense bonus to allies <i>AFO</i>
Hardened Drinker	Body 3	Can consume more alcohol safely <i>FS2</i>
<i>Headstrong</i>	Willpower 3	Use Willpower for Stun rating <i>AFO</i>
Herb Lore	Medicine 4	Use natural supplies for medicine <i>AFO</i>
High Pain Tolerance	—	Reduced penalty for wounds <i>AFO</i>
Inspire	Diplomacy 4	Provide Skill bonus to allies <i>AFO</i>
<i>Intelligent</i> ●	—	+1 Intelligence rating <i>AFO</i>
Iron Jaw	—	+1 Stun rating <i>AFO</i>
Iron Stance	Fencing: Position de Fer 4	Improved resistance to Knockback <i>FS</i>
<i>Iron Will</i> ●	—	+1 Willpower rating <i>AFO</i>
Jack of All Trades	Intelligence 3	Improved untrained Skill rolls <i>AFO</i>
<i>Jump</i>	—	Improved jumping distance <i>AFO</i>
Keen Sense ●	—	+4 Perception rating with a specific sense <i>AFO</i>
Killer Looks	Fencing: Venus 4	Use beauty to improve attacks <i>FS2</i>
Knockout Blow	Brawl 4	Improved knockout ability <i>AFO</i>
Leg Strike	Fencing: German 4	+1 Knockback bonus when using great sword <i>FS2</i>
Lethal Blow	Brawl 4	Do lethal damage with Brawl attacks <i>AFO</i>
<i>Lifesaver</i>	Medicine 4	Improved healing ability <i>AFO</i>
<i>Long Shot</i>	—	Double weapon ranges <i>AFO</i>
Lucky	—	+2 bonus to any one roll per game session <i>AFO</i>
<i>Magickal Aptitude</i>	—	Ability to channel magical energy <i>AFO</i>
<i>Magic Sensitivity</i> ●	—	Sensitive to magickal phenomena <i>AFO</i>
Master of the Wind	Seamanship 4	+2 Seamanship bonus for 1 Structure damage <i>NA</i>
Mobile Attack	Dexterity 3	Move and attack simultaneously <i>AFO</i>
Mobile Defense	Fencing: Leonardo 4	Use Move rating for Defense <i>FS2</i>
<i>Moneywise</i>	Intelligence 3	Improved Wealth Resource <i>AFO</i>
<i>Mounted Attack</i>	Ride 4	Use Ride skill for attack roll <i>AFO</i>
Mounted Charge	Ride 4	May charge without losing Active Defense <i>AFO</i>
<i>Musketeer</i>	—	Reload weapon in half the time <i>AFO</i>

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Talent	Prerequisite	Benefit
<i>Natural Leader</i>	Charisma 3	Recruit temporary allies <i>AFO</i>
<i>One for All</i>	Diplomacy 4	Use one Initiative roll for allies <i>FS2</i>
Pack Mule	—	Treat encumbrance level as one level less <i>AFO</i>
Painful Jab	Fencing: Anatomie 4	+1 to stun opponent <i>FS</i>
Parry	Fencing School/Melee 8	Perform parry as a reflexive action <i>AFO</i>
<i>Patient Strike</i>	Fencing: Scarlotti 4	Gains bonus to attack by Parrying <i>FS</i>
Provoke	Con 4	Temporarily provoke opponents <i>AFO</i>
<i>Quick Draw</i>	—	Draw weapon as a reflexive action <i>AFO</i>
<i>Quick Healer</i> ●	Body 3	Double the normal healing rate <i>AFO</i>
Quick Reflexes	—	+2 Initiative rating <i>AFO</i>
<i>Rabble Rouser</i>	Charisma 3	Can recruit temporary Followers <i>ID</i>
Ricochet Shot	Firearms 4	Reduced called shot penalty for cover <i>AFO</i>
Ride by Attack	Ride 4	Mount may move and attack simultaneously <i>AFO</i>
Ride the Wind	Seamanship 4	+2 Speed bonus while piloting <i>NA</i>
Riposte	Fencing School/Melee 8	Damage attacker with a successful Parry <i>AFO</i>
<i>Rising Handspring</i>	—	Stand up as reflexive action <i>AFO</i>
Robust	—	+2 Health rating <i>AFO</i>
<i>Run</i>	—	Improved running speed <i>AFO</i>
Savvy Fighter	Dexterity 3	Improved Defense ability <i>AFO</i>
Set for Charge	Fencing: Pike 4	Can attack charging opponent <i>FS2</i>
Shield Bash	Fencing: English 4	Can attack with sword and shield simultaneously <i>FS2</i>
Shoulder Barge	Fencing: Tarrasque 4	Can shove opponent without having to charge <i>FS2</i>
Skill Aptitude	—	+2 Skill rating with a specific Skill <i>AFO</i>
Skilled Assistant	—	Improved teamwork bonus <i>AFO</i>
<i>Speed Aim</i>	Firearms 4	+2 Aim bonus to Firearms attack <i>FS2</i>
Sprinter	Fencing: Leonardo 4	Can sprint longer <i>FS2</i>
Stable	—	+2 Sanity rating <i>CS2</i>
Staggering Blow	Brawl 4	Improved knockback ability <i>AFO</i>
Static Defense	Fencing: Position de Fer 4	Forfeit Move and gain +2 bonus to Defense <i>FS</i>
Steady Aim	Firearms 4	+6 Maximum Aim bonus <i>FS2</i>
Stop-Thrust	Fencing: Rodriguez 4	Can perform a stop-thrust attack <i>FS2</i>
<i>Strong</i> ●	—	+1 Strength rating <i>AFO</i>
Strong Attack	Strength 3	Use Strength with a specific combat Skill <i>AFO</i>
<i>Strong Defense</i>	Strength 3	Use Strength for Passive Defense rating <i>AFO</i>
Subtle Strike	Stealth 4	Can use Stealth for attack roll <i>AFO</i>
<i>Supreme Focus</i>	Fencing: Quwah 4	Can exert to add Willpower rating to fencing attack <i>BC</i>
<i>Surgical Precision</i>	Fencing: Anatomie 4	Reduced penalty for Called Shots with fencing attack <i>FS</i>
Sweep	Brawl 4/Fencing 4/Melee 4	Reduced sweep attack penalty <i>EC</i>
Swift	—	+2 Move rating <i>AFO</i>
Swift Mount	Ride 4	Mount gains +2 Move rating <i>AFO</i>
Swirl of the Cape	Fencing: Dardi 4	+2 bonus when using cloak to perform Disarm or Trip <i>FS</i>
<i>Swim</i>	—	Improved swimming speed <i>AFO</i>
Sword & Shield as One	Fencing: English 4	Can use Defense bonus from buckler to attack instead <i>FS2</i>
The Great Dances	Fencing: Danse 4	Use Performance: Dance rating for Active Defense <i>FS</i>
<i>Time Sense</i>	—	Always know time <i>AFO</i>
Tinker	Craft 4	Improved tool bonus <i>AFO</i>
<i>Total Recall</i> ●	—	Never forget anything <i>AFO</i>
<i>Tough</i> ●	—	+1 Body rating <i>AFO</i>
Tough Attack	Body 3	Use Body with a specific combat Skill <i>AFO</i>
Trick Rider	Ride 4	Improved riding ability <i>FS</i>
Tricky Fighter	Intelligence 3	+2 bonus when performing tricks <i>AFO</i>
Trip & Stab	Fencing: German 4	Use Fencing: German for Brawl when tripping
Twist and Flick	Fencing: Umberto 4	No penalty when disarming <i>FS2</i>
Unarmed Parry	Brawl 4	Can block melee weapons <i>AFO</i>

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Talent	Prerequisite	Benefit
Unflappable	Willpower 3	+2 bonus to Horror rolls <i>CS2</i>
Vigorous Defense	Dexterity 3	Reduced penalty for multiple attackers <i>AFO</i>
Wary Fighter	Fencing: Del Rio 4	+2 bonus to resist Tricks <i>FS</i>
<i>Weather Sense</i>	—	Can accurately predict the weather <i>FC</i>
<i>Well-Connected</i>	Charisma 3	Improved Contacts Resource <i>AFO</i>
Well-Educated	Intelligence 3	General expertise with one Specialized Skill <i>AFO</i>
Wounding Disarm	Fencing: Quwah 4	Can inflict damage on a successful Disarm <i>BC</i>
Yield No Ground	Fencing: Position de Fer 4	Improved ability to avoid Knockback or Knockdown <i>FS</i>

<italics> Unique Talent

● only available during character creation

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

Step Six-A: Fencing Schools

School	Style	Prerequisites
Accademia degli Sporchi Trucchi <i>AFO, FS</i>	Del Rio	Con 4
Dardi School <i>AFO, FS</i>	Dardi	Willpower 3
Deutsche Fechtschule <i>FS2</i>	German	Strength 3
English Style <i>FS2</i>	English	Body 3
L'Académie de Cavalerie <i>AFO, FS</i>	Cavalerie	Ride 4
L'Académie de l'Anatomie <i>AFO, FS</i>	Anatomie	Medicine 4
L'Académie de l'Epee Gracieuse <i>PG, FS2</i>	L'Epee Gracieuse	Acrobatics 4
L'Académie de Pugilism <i>AFO, FS</i>	Pugilism	Brawl 4
L'Académie de Vénus <i>FS2</i>	Venus	Charisma 3 *
L'Académie des Mousquetaires <i>FS2</i>	—	Firearms 4
La Escuela Balear <i>BC</i>	—	Archery: Slings 4
L'École de Danse <i>AFO, FS</i>	Danse	Performance 4
L'École de la Pensée <i>FS2</i>	Geometria	Intelligence 3
L'École des Ivrognes <i>FS2</i>	Drunkard	Con 4
L'École des Ombres <i>FS2</i>	Nocturne	Stealth 4
L'École de Position de Fer <i>AFO, FS</i>	Position de Fer	Body 3
L'Épée en Bois <i>FS2</i>	Staff	Dexterity 3
Leonardo's Academy <i>FS2</i>	Leonardo	Athletics: Running 4
Renoir's Academy <i>AFO, FS</i>	Renoir	Dexterity 3
Rodriguez's Academy <i>FS2</i>	Rodriguez	Dexterity 3
Scarlotti's Academy <i>AFO, FS</i>	Scarlotti	Intelligence 3
Spanish Style <i>AFO, FS</i>	Spanish	Strength 3
The School of Aeje <i>BC</i>	Dervish	Acrobatics 4
The School of Pike <i>FS2</i>	Pike	Strength 3
The School of Quwah <i>BC</i>	Quwah	Strength 3
Umberto's Academy <i>FS2</i>	Umberto	Dexterity 3

* must be female

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Step Six-B: Lackeys

Lackey	Rank	Lackey	Rank
Accountant <i>NC</i>	Follower 0	Debt Collector <i>FIN</i>	Follower 0
Actor, Talented <i>ENT</i>	Follower 0	Debunker of Charlatans <i>ALC</i>	Follower 0
Actor, Untalented <i>ENT</i>	Follower 0	Dedicated Follower of Fashion <i>FAS</i>	Follower 0
Agitator <i>CS</i>	Ally 1	Destroyer of Reputations <i>ID</i>	Follower 1
Alchemical Doctor <i>ALC</i>	Follower 1	Diplomatic Attaché <i>ID</i>	Follower 0
Alchemist <i>NC, PG</i>	Follower 1	Disguise Artist <i>FAS</i>	Follower 0
Anatomical Fencer <i>HEA</i>	Follower 1	Dog Groomer <i>FAS</i>	Follower 0
Anatomist <i>HEA</i>	Follower 0	Dragoon <i>WAR</i>	Follower 0
Animal Handler <i>AFO</i>	Follower 0	Dressmaker or Tailor <i>FAS</i>	Follower 0
Apprentice Magician <i>AFO</i>	Follower 1	Entertainer <i>NC</i>	Follower 0
Apothecary <i>HEA</i>	Follower 0	Experienced Burglar <i>VJ</i>	Follower 1
Armchair General <i>SCI</i>	Follower 0	Explorer <i>FC</i>	Follower 0
Aspiring Composer <i>SCI</i>	Follower 0	Fake Relic Seller <i>CH</i>	Follower 0
Ballet Performer <i>PG</i>	Follower 0	Fashionable Fencer <i>FAS</i>	Follower 1
Bar Wench <i>EC</i>	Follower 0	Financial Backer <i>FIN</i>	Follower 1
Barbary Corsair <i>BC</i>	Follower 0	Financial Clerk <i>FIN</i>	Follower 0
Barbary Diplomat <i>BC</i>	Follower 0	Financier <i>PG</i>	Follower 0
Barber <i>HEA</i>	Follower 0	Finder of Secrets <i>ID</i>	Follower 0
Barmaid <i>PG</i>	Follower 0	First Mate <i>NA</i>	Follower 1
Beggar <i>PG, FIN</i>	Follower 0	Former Galley Slave <i>BC</i>	Follower 0
Boatman <i>PG</i>	Follower 0	Fortune Teller, Fake <i>ENT</i>	Follower 0
Body Snatcher <i>HEA</i>	Follower 0	Fortune Teller, Genuine <i>ENT</i>	Follower 1
Bodyguard <i>NC</i>	Follower 1	Fur Trapper <i>FC</i>	Follower 0
Bomb Maker <i>RAD</i>	Follower 0	Gambler <i>EC</i>	Follower 0
Bomb Throwing Radical <i>RAD</i>	Follower 0	Garrison Commander <i>FC</i>	Follower 1
Bouncer <i>DE, PG</i>	Follower 0	Generic Con Man <i>VJ</i>	Follower 0
Bourgeois Lady <i>PG</i>	Follower 0	Geologist <i>ALC</i>	Follower 0
Bureaucrat <i>PG</i>	Follower 0	Grenadier <i>WAR</i>	Follower 0
Cabin Boy <i>NA</i>	Follower 0	Gullible Freshman <i>SCI</i>	Follower 0
Camp Follower <i>WAR</i>	Follower 0	Gullible Patron <i>ALC</i>	Follower 1
Carriage Driver <i>NC, PG</i>	Follower 0	Gypsy Dancing Girl <i>EC</i>	Follower 0
Charlatan Alchemist <i>ALC</i>	Follower 1	Harem Girl <i>BC</i>	Follower 0
Choir Boy <i>CH</i>	Follower 0	Healer <i>AFO</i>	Follower 0
City Priest/Monk <i>PG</i>	Follower 0	Herald <i>AFO</i>	Follower 0
Code Breaker <i>ID</i>	Follower 0	Herbalist Friar <i>CH</i>	Follower 0
Company Bureaucrat <i>FC</i>	Follower 0	Highwayman <i>VJ</i>	Follower 1
Composer <i>ALC</i>	Follower 0	Hunter <i>EC</i>	Follower 0
Corsair <i>NA</i>	Follower 0	Imam/Religious Scholar <i>BC</i>	Follower 0
Counterfeit Crank <i>VJ</i>	Follower 0	Indian Medicine Man <i>FC</i>	Follower 1
Courtier <i>EC, PG</i>	Follower 0	Indian Scout <i>FC</i>	Follower 0
Crier <i>PG</i>	Follower 0	Indian Warrior <i>FC</i>	Follower 0
Crusty Old Sea Dog <i>NA</i>	Follower 0	Intendant de Finances <i>FIN</i>	Follower 1
Customs Agent <i>FIN</i>	Follower 1	Islamic Poet <i>BC</i>	Follower 0
Daughter of Charity <i>PG</i>	Follower 0	Knight of Malta <i>BC</i>	Follower 1
Daughter of Medea <i>EC</i>	Follower 1	Knight of St. Michael <i>CH</i>	Follower 1
Day Laborer <i>PG</i>	Follower 0	Laboratory Assistant <i>ALC</i>	Follower 0

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Lackey	Rank	Lackey	Rank
Lady of the Night <i>EC</i>	Follower 0	Rural Priest <i>CH</i>	Follower 0
Lawyer/Judge <i>PG</i>	Follower 0	Salt Smuggler <i>FIN</i>	Follower 0
Legal Secretary <i>VJ</i>	Follower 1	Satirist <i>RAD</i>	Follower 0
Logistics Arranger <i>WAR</i>	Follower 0	Scribe <i>NC</i>	Follower 0
Lovelorn Musketeer <i>EC</i>	Follower 1	Seductress <i>AFO</i>	Follower 0
Man of Faith & Science <i>CH</i>	Follower 0	Servant <i>PG</i>	Follower 0
Manipulative Servant <i>ID</i>	Follower 0	Ship's Carpenter <i>NA</i>	Follower 0
Marine <i>NA</i>	Follower 0	Ship's Cook <i>NA</i>	Follower 0
Medical Student <i>HEA</i>	Follower 0	Ship's Gunner <i>BC</i>	Follower 0
Merchant <i>FIN</i>	Follower 0	Soul in Need of Saving <i>CH</i>	Follower 0
Messenger <i>ID</i>	Follower 0	Spy <i>ID</i>	Follower 1
Missionary <i>FC</i>	Follower 0	Stage Magician <i>ENT</i>	Follower 1
Mule <i>AFO</i>	Follower 0	Street Performer <i>PG</i>	Follower 0
Musketeer <i>WAR</i>	Follower 0	Street Urchin <i>NC, PG</i>	Follower 0
Navigator <i>NA</i>	Follower 0	Street Vendor <i>PG</i>	Follower 0
Neighborhood Watchman <i>PG</i>	Follower 0	Student <i>PG</i>	Follower 1
Noble 1 <i>PG</i>	Follower 0	Student of Probability <i>SCI</i>	Follower 0
Noble 2 <i>PG</i>	Follower 0	Surgeon <i>HEA</i>	Follower 0
Nun <i>PG</i>	Follower 0	Tavern Keeper <i>DE, PG</i>	Follower 0
Officer <i>WAR</i>	Follower 1	Theatre Actor <i>PG</i>	Follower 0
Overdressed Fop <i>FAS</i>	Follower 0	Thief <i>AFO</i>	Follower 0
Personal Confessor <i>AFO</i>	Follower 1	Torturer <i>CS</i>	Follower 1
Philosophical Chemist <i>ALC</i>	Follower 0	Trainee Alchemical Nez <i>FAS</i>	Follower 1
Pikeman <i>WAR</i>	Follower 0	Trainee Master Gunner <i>WAR</i>	Follower 0
Playwright <i>ENT</i>	Follower 0	Trainee Nez <i>FAS</i>	Follower 0
Poisoner <i>RAD</i>	Follower 0	Tutor <i>NC</i>	Follower 0
Politician <i>ID</i>	Follower 0	Undercity Guide <i>PG</i>	Follower 0
Prigger of Prancers <i>VJ</i>	Follower 0	Undercover Radical <i>RAD</i>	Follower 0
Prizefighter <i>ENT</i>	Follower 0	University Bully <i>SCI</i>	Follower 0
Professional Tennis Player <i>ENT</i>	Follower 1	University Clerk <i>SCI</i>	Follower 0
Prostitute <i>PG</i>	Follower 0	University Professor <i>PG</i>	Follower 1
Radical Thief <i>RAD</i>	Follower 0	Upright Man <i>VJ</i>	Follower 1
Renaissance Man <i>SCI</i>	Follower 1	Veterinarian <i>HEA</i>	Follower 0
Research Assistant <i>SCI</i>	Follower 0	Wandering Entertainer <i>DE</i>	Follower 0
Rosicrucian Scholar <i>RAD</i>	Follower 1	Witchfinder <i>CH</i>	Follower 1
Ruffler <i>VJ</i>	Follower 1	Woodcutter <i>DE</i>	Follower 0
Rumormonger <i>RAD</i>	Follower 0		

Step Seven: Flaws

Pick one (Optional)

Flaw	Description
Physical Flaws	
Albino	Suffers damage in direct sunlight <i>HEA</i>
Allergy	Impaired when exposed to allergy-causing substance <i>HEA</i>
Blind •	Automatically fail sight rolls <i>AFO</i>
Clumsy	Has poor coordination <i>AFO</i>
<i>Crippled</i> •	Cannot walk <i>AFO</i>
Deaf •	Automatically fail hearing rolls <i>AFO</i>
Dwarf	Not as big or as strong as others <i>AFO</i>
Dying	Has an incurable disease and may soon die <i>AFO</i>
Elderly	Advanced in age <i>AFO</i>
Glass Jaw	Easily stunned or knocked out <i>AFO</i>
Hard of Hearing	Poor hearing and may misunderstand speech <i>AFO</i>
<i>Illness</i>	May be incapacitated by illness <i>AFO</i>
Lame •	Has a bad leg or foot and moves slower than others <i>AFO</i>
Landlubber	Suffers from motion sickness while on a ship <i>NA</i>
Lice-infested	Cannot rid his body of lice <i>NC</i>
Low Pain Tolerance	Has extreme sensitivity to pain <i>AFO</i>
Mute •	Can't speak and must write or gesture instead <i>AFO</i>
Obese	Larger and slower than normal <i>AFO</i>
One Arm	Missing an arm and has trouble doing work <i>AFO</i>
One Eye	Missing an eye and has poor depth perception <i>AFO</i>
Poor Vision	Bad eyesight and has trouble identifying things <i>AFO</i>
Ravenous	Needs to eat twice as much as normal <i>FC</i>
Sickly	Illness causes major discomfort <i>AFO</i>
Skinny	Has a weak physique <i>AFO</i>
Slow Healer	Takes longer to recover from injury <i>HEA</i>
Young •	Child or youth <i>AFO</i>
Mental Flaws	
Absent-Minded	Often forgets or overlooks important details <i>AFO</i>
Addiction	Hooked on a specific substance or activity <i>AFO</i>
Amnesia	Has lost his memory and may have flashbacks <i>AFO</i>
Blabber Mouth	Cannot keep a secret <i>SCI</i>
Blasé	Easily jaded and bored <i>AFO</i>
Cautious	Acts only after acquiring all available knowledge <i>SCI</i>
Code of Conduct	Lives by a set of inflexible rules that limit his actions <i>NC</i>
Coward •	Afraid of conflict and may run from a fight <i>AFO</i>
Curious	Fascinated by the unknown <i>AFO</i>
Delusion	Suffers from hallucinations <i>AFO</i>
Depressed	Sad and pessimistic <i>AFO</i>
Easily Lost	Constantly getting turned around and lost <i>NA</i>
Envious	Wants what other people have <i>AFO</i>
Gluttonous	Continually eating <i>AFO</i>
Hard to Train	Resistant to or inept with all new behaviors <i>WAR</i>
Hesitant	Cannot make split-second decisions <i>NC</i>
Hypochondriac	Subject to chronic illness <i>HEA</i>
Illiterate	Dyslexic or uneducated and cannot read or write <i>AFO</i>
Impulsive	Impatient and reckless and often gets in trouble <i>AFO</i>
Lazy	Avoids any form of chore like the plague <i>ID</i>
Loyal	Devoted to one particular cause <i>WAR</i>
Lustful	Has an eye for the ladies and a strong libido <i>AFO</i>

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Flaw	Description
Malingering	Fabricates or exaggerates illness for personal gain <i>HEA</i>
Megalomania	Delusions of grandeur <i>AFO</i>
Multiple Personalities	Plays host to two very different, often incompatible personalities <i>WAR</i>
Obsession	A compulsion to perform a particular activity <i>AFO</i>
Obvious	Too loud or careless to stay hidden or hide his intentions <i>NC</i>
Overconfident	Foolhardy and sometimes gets in over his head <i>AFO</i>
Paranoia	Anxious and distrusts everyone around him <i>AFO</i>
Phobia	Scared of a particular thing and will avoid it <i>AFO</i>
Repulsive	People react negatively from disgust <i>ID</i>
Short Temper	Has trouble controlling anger <i>AFO</i>
Skeptic	Never takes anything at face value <i>AFO</i>
Territorial	Will not share <i>FC</i>
Thrill-seeker	Addicted to danger <i>AFO</i>
Timid	Nervous and anxious <i>AFO</i>
Vow	Sworn to an action or organization <i>AFO</i>
Social Flaws	
Alley Child	Utterly unschooled and ignorant of social conventions <i>NC</i>
Aloof	Distant and remote <i>AFO</i>
Animal Antipathy	Animals do not like him <i>FC</i>
Bad Reputation	Character has a bad name <i>AFO</i>
Boring	Incites boredom in other people <i>SCI</i>
Callous	Selfish, uncaring, and insensitive of others <i>AFO</i>
Condescending	He is better than everyone else <i>AFO</i>
Criminal	Believed to have committed a serious crime <i>AFO</i>
Disfigured	Ugly, unattractive, and repulsive to others <i>AFO</i>
Distrustful	Has a hard time trusting others <i>ID</i>
Exiled	Driven out of homeland and cannot return upon pain of death <i>FC</i>
Fanatical	Zealous and dedicated <i>AFO</i>
Forceful	Driven to be the one in charge <i>NC</i>
Gossip	Cannot stop from sharing juicy gossip <i>NC</i>
Gullible	Believes almost anything <i>AFO</i>
Herd Mentality	Resists individualism and aloneness <i>FC</i>
Honest	Never lies <i>AFO</i>
Inscrutable	Mysterious and hard to read <i>AFO</i>
Intolerant	Biased and prejudiced against a certain thing <i>AFO</i>
Judgmental	Makes snap judgments about people and situations and is slow to change them <i>ID</i>
Liar	Constantly embellishes the truth <i>AFO</i>
Lovelorn	Lovesick and forlorn <i>AFO</i>
Masochist	Gets a kick out of feeling pain <i>HEA</i>
Meddler	Gets involved in other people's business <i>SCI</i>
Merciful	Compassionate and forgiving <i>AFO</i>
Nemesis	Character has an implacable rival <i>SCI</i>
No Fashion Sense	Never looks good in clothes <i>FAS</i>
Opinionated	Has an opinion about everything <i>ID</i>
Pacifist •	Opposed to violence and war for any reason <i>AFO</i>
Repulsive	Has some disgusting habit or trait that makes people react badly to him <i>NA</i>
Righteous	Believes the end justifies the means <i>ID</i>
Sadist •	Derives pleasure from inflicting pain <i>NC</i>
Secret	Has an embarrassing or shameful secret <i>AFO</i>
Shy	Dislikes social situations and tries to avoid them <i>AFO</i>
Speech Impediment	Has trouble speaking and may be misunderstood <i>AFO</i>
Stingy	Reluctant to spend money <i>NC</i>
Stubborn	Obstinate and hard-headed <i>AFO</i>

Flaw	Description
Submissive	Wants other to make all the decisions <i>NC</i>
Superstitious	Goes out of her way to follow her unusual beliefs <i>AFO</i>
Vain	Egotistical and narcissistic <i>AFO</i>
Miscellaneous Flaws	
Danger Magnet	Attracts trouble through no fault of her own <i>AFO</i>
Faint-Hearted	Easily horrified, cannot be taken with the Unflappable Talent <i>CS2</i>
Geis	Has a taboo placed upon them that must not be broken <i>PG</i>
Hunted	Pursued by an individual or organization <i>AFO</i>
Poor	Destitute and bad with money <i>AFO</i>
Primitive •	Unfamiliar with modern technology <i>AFO</i>
Unlucky	Cursed, jinxed, or otherwise unlucky <i>AFO</i>
Weirdness Magnet	Attracts supernatural occurrences <i>AFO</i>
<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

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

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