

ALL FOR ONE

Régime Diabolique

Halloween Freebie

❧ Introduction ❧

That faint glow on the horizon is the dawn of the Enlightenment. While a few scholars and natural philosophers are already making valiant progress in the scientific arts, the true dawn of the Age of Reason is a decade and more away. Before that can happen, Europe must end its war in the Holy Roman Empire and England must endure a brutal civil war. Until the light of knowledge drives away the shadows of ignorance, demons and witchcraft still retain their firm grip on the minds, hearts, and souls of men.

Electricorpse

There are some who already have knowledge of future scientific principals. Unfortunately, their gift is not pure, for it is tainted by the influence of Belphegor, the demon of invention. While he makes no claim to be the father of the Enlightenment, his baleful presence serves to ensure it prospers down the centuries.

The phenomenon of electricity, made manifest in the awesome power of lightning and static electricity, is nothing more than a scientific curiosity in this age. William Gilbert, an English scientist, coined the word *electricus* in 1600, though it will be another decade before the word "electricity" appears in the English language, and over a century before any true study into its nature is conducted.

In 1791, Luigi Galvani embarks on a false road that causes him to believe electricity is how the nerves transit signals to the muscles (the famous twitching frog legs experiment). Although he made no reference to past experiments, his work was not entirely original, for in his studies he came across a forbidden text written in the early 17th century. Neither is it coincidence that Frankenstein sought to use electricity to bring his creation to life, though in his folly he used Galvani's work as the basis of his affront to God.

Some years ago, on a dark and stormy night, an unnamed scientist, his mind filled with visions planted there by demons, began work on a fell creation. Copper plates were inserted on either side of a corpse's spine, and its flesh soaked in brine to the point of saturation. The lifeless corpse twitched, then rose unsteadily to its feet. Alas, the scientist's belief he had restored the spark of life to the recently dead was quickly dashed, for while was obedient to his commands, it lacked consciousness. In truth, the electricity the plates and brine-soaked flesh created had nothing to do with its animation—that was the work of necromancy disguised as scientific principal.

The birth of the creature known as the electricorpse came later. By replacing the

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corpse's fingernails with gold plates, its creator (whether this was the same scientist is not recorded) discovered it could produce a powerful shock, more than enough to kill a grown man. Whereas any corpse can be animated as a walking dead, only fresh corpses (less than three days old) can be used to create electricorpse.

An electricorpse can induce ten electric shocks before its body dries out. After this, it must be soaked in brine. Each two hours of total immersion provides enough electrolyte for a single discharge.

Archetype <i>Construct</i>		Motivation <i>Duty</i>		
Style: 0		Health: 0*		
Primary Attributes				
Body: 2		Charisma: 0		
Dexterity: 2		Intelligence: 0		
Strength: 2		Willpower: 2		
Secondary Attributes				
Size: 0		Initiative: 2		
Move: 4		Defense: 4		
Perception: 2		Stun: N/A		
Skills	Base	Levels	Rating	(Average)
Athletics	2	2	4	(2)
Brawl	2	2	4	(2)
Intimidation	0	4	4	(2)
Stealth	2	2	4	(2)
Talents				
High Pain Tolerance 2 (Ignore wound penalties)				
Resources				
None				
Flaw				
Bestial (Character cannot communicate or use tools)				
Weapons	Rating	Size	Attack	(Average)
Electric shock**	3L	0	7L	(3+)L

* *Electricorpse*s are immune to nonlethal damage and cannot be stunned.

** An electricorpse need only make a *Touch Attack* (ignores *Passive Defense*) to inflict damage. If it successfully grapples a target, the victim takes 3L damage each round until the corpse runs out of charge or the grapple is broken, whichever comes first.

Golgothan

Golgotha, the Place of the Skull, the site where Jesus of Nazareth was crucified, has a counterpart in Hell. Here, sinners are buried in burning sand and the flesh on their heads slowly devoured by infernal insects sent by Beelzebub, Lord of the Flies. Throughout their torment,

which can last centuries, the sinners scream in agony and misery. When the last scrap of flesh is devoured, the bare skulls are severed from the spine and imbued with unholy energy turning them into Golgothans. Mortals with an interest in forbidden lore sometimes refer to them more plainly as screaming skulls.

Golgothans appear exactly like a mundane skull. Hidden within the cranium is the tortured soul of the sinner. These vile abominations can move slowly by flying. When they move in this manner, the air is filled with the sounds of a vast swarm of flies.

Golgothans are summoned by mortal demonists to serve as guardians, for they have no need to sleep, and, more rarely as unholy assassins.

Archetype <i>Demon</i>		Motivation <i>Duty</i>		
Style: 0		Health: 3*		
Primary Attributes				
Body: 1		Charisma: 0		
Dexterity: 3		Intelligence: 1		
Strength: 1		Willpower: 4		
Secondary Attributes				
Size: -4		Initiative: 4		
Move: 0 [4**]		Defense: 8		
Perception: 5		Stun: 1		
Skills	Base	Levels	Rating	(Average)
Brawl	2	2	4	(2)
Intimidation	0	6	8***	(4)
Stealth	2	2	8****	(4)
Talents				
Fearsome (May make an Intimidation roll against all opponents within 10 feet)				
*Robust (+2 Health rating)				
***Skill Aptitude (+2 Intimidation rating)				
Resources				
None				
Flaw				
Bestial (Character cannot communicate beyond screaming or use tools)				
Weapons	Rating	Size	Attack	(Average)
Bite	0L	+4	8L	(4)L

* *Golgothans* are immune to nonlethal damage.

** *Flying*. *Golgothans* cannot move except by flying.

*** *Golgothans* have a +4 Size bonus to *Stealth*.

Death Scream: Once per day, a Golgothan can emit a terrifying scream, releasing the agon and torment it endured in its creation as a long, ululating wail. Such is the anguish contained in this unholy scream that it can kill a man with fright. The Golgothan makes an Intimidation roll against all opponents within 10 feet. Victims resist using Willpower. Each additional success the Golgothan scores inflicts 1L damage.