

INVESTIGATORS

THIERRY RENAULT

Serjant (Sergeant), age 34

STR 65 CON 80 SIZ 60 DEX 55 INT 75
APP 65 POW 80 EDU 80 SAN 80 HP 14
DB: +1D4 Build: 1 Move: 8 MP: 16 Luck: 60

Combat

Fighting (Brawl) 50% (25/10), damage 1D3+1D4
Pistol, Flintlock* 90% (45/18), damage 1D6+1
Saber 70% (35/14), damage
1D8+1+1D4
Dodge 50% (25/10)

*1 shot every 4 rounds. Carries two pistols.

Skills

Climb 30% (15/6) Credit Rating 30% (15/6)
Fighting (Sword) 70% (35/14) Firearms (Handgun) 90% (45/18)
Firearms (Rifle) 65% (32/13) First Aid 30% (15/6)
Intimidate 40% (20/8) Jump 25% (12/5)
Language (French) 80% (40/16) Language (Latin) 20% (10/4)
Law 55% (27/11) Listen 55% (27/11)
Navigate 40% (20/8) Persuade 60% (30/12)
Psychology 15% (7/3) Ride 50% (25/10)
Spot Hidden 65% (32/13) Stealth 30% (15/6)
Survival 40% (20/8) Throw 25% (12/5)
Track 20% (10/4)

Backstory: Paris, June 1789

- **Description:** you are broad shouldered and thickset, with grizzled hair.
- **Ideology/Beliefs:** you believe the current monarchy of Louis XVI should be replaced by a constitutional monarchy, such as that of England, so that the absolute power of the king is checked by an elected parliament. The parliament would, of course, be composed of those best suited to lead by birthright and position in society—the aristocracy.
- **Significant People:** your beloved wife Marguerite, who has made do with next to nothing in the past, but is now sharing in your prosperity. You dote on your two baby daughters, Lucie and Olivie.
- **Traits:** prudent, follows Captain Malon's orders, and you have been decorated for your sensible leadership.
- **Injuries & Scars:** a half-healed hole in your left cheek from a pistol shot while fighting the Dutch.



Comrades

- **Beaumains:** hard working but never seems to let on what he is thinking.
- **Dupois:** a drunkard but dependable when sober. His wife's death hit him hard.
- **Pressi:** a young romantic, likely to get himself or all of them killed.
- **Babin:** a stalwart and loyal fellow injured in combat, now acts as messenger.
- **Hugel:** first class scout, forager, and vivandier—but a terrible soldier.

INVESTIGATORS

MICHEL BEAUMAINS

Soldat (Soldier), age 29

STR 90 CON 50 SIZ 80 DEX 50 INT 70
APP 45 POW 60 EDU 60 SAN 60 HP 13
DB: +1D6 Build: 2 Move: 8 MP: 12 Luck: 50

Combat

Fighting (Brawl) 80% (40/16), damage 1D3+1D6
Musket, Flintlock* 55% (27/11), damage 1D10+4
Bayonet 75% (37/15), damage 1D8+1+1D6
Dodge 50% (25/10)

**1 shot every 4 rounds. Carries musket with a bayonet.*

Skills

Credit Rating 20% (10/4) Fast Talk 50% (25/10)
Fighting (Spear) 75% (37/15) Firearms (Rifle) 55% (27/11)
First Aid 60% (30/12) History 35% (17/7)
Intimidate 20% (10/4) Jump 30% (15/6)
Language (French) 60% (30/12) Language (Latin) 35% (17/7)
Law 25% (12/5) Listen 35% (17/7)
Mechanical Repair 20% (10/4) Natural World 50% (25/10)
Persuade 50% (25/10) Psychology 20% (10/4)
Ride 50% (25/10) Spot Hidden 55% (27/11)
Stealth 20% (10/4) Throw 45% (22/9)
Track 60% (30/12)

Backstory: Paris, June 1789

- **Description:** thin and very tall, you stoop your shoulders and duck your head in an effort to make yourself appear the same height as everyone else.
- **Significant People:** you look after your old father, Remi, a farmer. The man is crippled after a lifetime of hard toil. You have moved him from Nanterre to Paris. Without your support, your father would soon die.
- **Traits:** a smart, loyal, politically minded young man, with an eye for opportunity.
- **Injuries & Scars:** you lost an eye in a tavern brawl in Charenton, an outlying district of Paris (where the insane asylum is)— they're all mad in Charenton “they” say.
- **Ideology/Beliefs:** the condition of France is pitiable. The best chance for France to regain her former glory is for the Third Estate (the common people) to challenge the absolute rule of Louis XVI. This may need violence if those in power refuse to share. An ardent follower of Rosseau, you believe that the only way for the people of France to be truly free is to rule themselves. You keep quiet about these beliefs in barracks. You work as a soldier to support your aged father, who would otherwise starve. However, you do discuss politics with those you trust.



Comrades

- **Serjant Renault:** a good man who happens to follow the wrong orders.
- **Dupois:** a cantankerous old peasant, blind to the deprivations of the King.
- **Pressi:** a spirited young man, likeable but utterly hopeless in his cause.
- **Babin:** a deluded loyalist who has brains but refuses to use them.
- **Hugel:** a prudent Breton and, like all Bretons, a fellow revolutionary.

INVESTIGATORS

JEAN DUPOIS

Soldat (Soldier), age 49

STR 80 CON 90 SIZ 70 DEX 45 INT 60
APP 40 POW 55 EDU 40 SAN 55 HP 16
DB: +1D4 Build: 1 Move: 8 MP: 11 Luck: 55

Combat

Fighting (Brawl) 85% (42/17), damage 1D3+1D4
Fighting (Knife) 85% (42/17), damage 1D4+2+1D4
Musket, Flintlock* 60% (30/12), 1 shot every 4 rounds,
damage 1D10+4
Bayonet 30% (15/6), damage 1D8+1+1D4
Dodge 40% (20/8)

*1 shot every 4 rounds. Carries musket with a bayonet, and a long butcher's knife.

Skills

Climb 20% (10/4)	Credit Rating 20% (10/4)
Drive Carriage 50% (25/10)	Fighting (Spear) 30% (15/6)
Firearms (Rifle) 60% (30/12)	First Aid 30% (15/6)
Intimidate 55% (27/11)	Jump 20% (10/4)
Language (French) 40% (20/8)	Listen 55% (27/11)
Locksmith 55% (27/11)	Mechanical Repair 25% (12/5)
Persuade 15% (7/3)	Psychology 20% (10/4)
Ride 50% (25/10)	Sleight of Hand 60% (30/12)
Spot Hidden 45% (22/9)	Stealth 70% (35/14)
Swim 40% (20/8)	Throw 60% (30/12)

Backstory: Paris, June 1789

- **Description:** a sour, stubborn Gascon peasant, you volunteered for the army 25 years ago to escape a life of endless drudgery in the stony fields of home. Your surliness and drinking habits mean you have never been promoted beyond the rank of private, although when sober, you obey orders well.
- **Ideology/Beliefs:** a devout monarchist and believer in the divine right of the French kings. You have no time for these so-called “revolutionaries.”
- **Significant People:** the only person you ever loved died last year—Sylvie, your wife of 20 years. She was taken by cholera, spread by the miasmas rising from the corpse-choked earth of the Cimetière des Saints-Innocents. Now you love no one. Your grim demeanor prevents you from forming new friendships. In truth, you prefer the company of animals to the company of men.
- **Traits:** once you have made up your mind to something, you do not waver. Not yet an old man, you act like you are already old—your mother said you were born old.
- **Injuries & Scars:** face is disfigured with pockmarks from smallpox in your youth.



Comrades

- **Serjant Renault:** a good leader who has earned your respect.
- **Beaumains:** a dangerous fool.
- **Pressi:** a young idiot.
- **Babin:** an annoying optimist.
- **Hugel:** a hard bargainer.

INVESTIGATORS

CHRISTOPHE PRESSI

Soldat (Soldier), age 20

STR 65 CON 50 SIZ 60 DEX 70 INT 50
APP 85 POW 55 EDU 70 SAN 55 HP 11
DB: +1D4 Build: 1 Move: 9 MP: 11 Luck: 60

Combat

Fighting (Brawl) 60% (30/12), damage 1D3+1D4
Musket, Flintlock* 85% (42/17), damage 1D10+4
Bayonet 20% (10/4), damage 1D8+1+1D4
Rapier 70% (35/14), damage 1D6+1+1D4
Dodge 50% (25/10)

*1 shot every 4 rounds. Carries musket with a bayonet, and a rapier.

Skills

Art/Craft (Sing) 70% (35/14) Charm 55% (27/11)
Climb 60% (30/12) Credit Rating 20% (10/4)
Fast Talk 20% (10/4) Fighting (Spear) 20% (10/4)
Fighting (Sword) 70% (35/14) Firearms (Rifle) 85% (42/17)
First Aid 30% (15/6) Jump 70% (35/14)
Language (French) 70% (35/14) Language (Latin) 45% (22/9)
Listen 75% (37/15) Mechanical Repair 15% (7/3)
Occult 30% (15/6) Psychology 20% (10/4)
Ride 70% (35/14) Spot Hidden 65% (32/13)
Stealth 50% (25/10) Throw 35% (17/7)

Backstory: Paris, June 1789

- **Description:** dashing and handsome. Born to a peasant family but adopted by a local abbe and educated for the priesthood. When it was clear your passionate nature was ill suited for the Church, your patron obtained a place for you in the army. You believe you are destined for great things. You are not an aristo and, thus, not eligible to become an officer; but listening to Thierry and Michel's talk, it seems that the times are changing. You dream of becoming a captain—no, better yet a colonel! Or what about General Pressi, gaining glory for mad, headlong, and reckless acts!
- **Ideology/Beliefs:** you believe in love and romance.
- **Significant People:** your beloved Melodie, daughter of Comte Benoît. The proud Comte despises you and has forbidden the match. You snatch glimpses of each other in Church on Sundays.
- **Traits:** handsome, dashing, charismatic and hot-tempered. You do everything at full speed. Reflection comes later, if at all.
- **Injuries & Scars:** outwardly unmarked, you nurse a broken heart for Melodie.



Comrades

- **Serjant Renault:** a by-the-rules leader with no inclination to seize glory.
- **Beaumains:** interesting fellow with intriguing ideas about equality.
- **Dupois:** a tragic figure to be pitied. Who could blame him for drinking?
- **Babin:** a romantic with unquenchable *joie de vivre* despite his wooden hand.
- **Hugel:** a kindly ear for woes but a heart of stone if asked for a loan.

INVESTIGATORS

ÉTIENNE BABIN

Sapeur d'infanterie (infantry sapper), age 39

STR 65 CON 55 SIZ 75 DEX 50 INT 60
APP 70 POW 70 EDU 50 SAN 70 HP 13
DB: +1D4 Build: 1 Move: 7 MP: 14 Luck: 50

Combat

Fighting (Brawl) 60% (30/12), damage 1D3+1D4
Pistol, Flintlock* 55% (27/11), damage 1D6+1
Fighting (Axe) 60% (30/12), damage 1D8+1D4
Dodge 30% (15/6)

*1 shot every 4 rounds. Carries a pistol and an axe.

Skills

Climb 30% (15/6)	Credit Rating 25% (12/5)
Fast Talk 50% (25/10)	Firearms (Pistol) 55% (27/11)
Firearms (Artillery) 55% (27/11)	First Aid 40% (20/8)
History 35% (17/7)	Intimidate 40% (20/8)
Jump 45% (22/9)	Language (French) 50% (25/10)
Listen 20% (10/4)	Mechanical Repair 50% (25/10)
Natural World 50% (25/10)	Persuade 50% (25/10)
Psychology 40% (20/8)	Ride 40% (20/8)
Spot Hidden 55% (27/11)	Stealth 20% (10/4)
Throw 45% (22/9)	Track 60% (30/12)

Backstory: Paris, June 1789

- **Description:** large, robust, and handsome. You exude joie de vivre. You were a gunner until your left hand was blown off by an errant gunpowder charge. Your good looks and military bearing meant that (rather than being discharged) you were transferred to the non-combatant role of Sapeur d'infanterie, where you are placed in the front rank of parades, stand sentry, and carry messages. Your parade uniform includes a black apron, a large axe, and a beaver-skin hat.
- **Ideology/Beliefs:** the army has looked after you, and you are a proud and devout Monarchist. Someone has to be the king, so good luck to him. Who cares anyway? There's nothing to be done about it. Better to eat, drink, and enjoy yourself!
- **Significant People:** you adopted an orphaned gunner boy, César, and devote your savings to putting the young man through school and now university. César is studying to be a doctor in Montpellier. You are proud to bursting of César but miss him desperately.



- **Traits:** an extrovert, enthusiast, and optimistic bon vivant. You tend to see the best in everyone, which means cynics often label you a fool. Yet, your good looks and likeability have earned you this current post, so who's the fool now?
- **Injuries & Scars:** has an artificial (wooden) left hand and is slightly deaf from your time in the artillery (basic Listen and Stealth skills). You have trained yourself to load a pistol at speed.

Comrades

- **Serjant Renault:** good blood always shows itself.
- **Beaumains:** always looking to tomorrow, but one today is worth two tomorrows in your opinion.
- **Dupois:** he's had his sorrows and should move on.
- **Pressi:** handsome and knows it; his recklessness will be his undoing.
- **Hugel:** for him, a day without wine is like a day without sunshine.

INVESTIGATORS

JOSEPH HUGEL

Vivandier (Provisioner), age 27

STR 55 CON 75 SIZ 50 DEX 60 INT 70
APP 50 POW 70 EDU 20 SAN 70 HP 12
DB: 0 Build: 0 Move: 9 MP: 14 Luck: 60

Combat

Fighting (Brawl) 60% (30/12), damage 1D3
Musket, Flintlock* 30% (15/6), damage 1D10+4
Bayonet 20% (10/4), damage 1D8+1
Dodge 40% (20/8)

**1 shot every 4 rounds. Carries a musket and bayonet, and a bag of provisions and tools.*

Skills

Art/Craft (Cook) 70% Charm 50% (25/10)
Climb 40% (20/8) Credit Rating 20% (10/4)
Disguise 65% (32/13) Drive Cart 30% (15/6)
Fighting (Spear) 20% (10/4) Firearms (Rifle) 30%
First Aid 50% (25/10) Jump 55% (27/11)
Language (French) 60% (30/12) Language (Latin) 10% (5/2)
Listen 55% (27/11) Mechanical Repair 15% (7/3)
Persuade 70% (35/14) Psychology 45% (22/9)
Ride 30% (15/6) Sleight of Hand 70% (35/14)
Spot Hidden 70% (35/14) Stealth 70% (35/14)
Throw 40% (20/8)

Backstory: Paris, June 1789

- **Description:** small frame, dark complexion, and sturdy—a true Breton peasant.
- **Special:** your real name is Martine Hugel, a woman who is impersonating her husband, Joseph Hugel. Joseph was a vivandier, a serving soldier charged with supplying the troops. He bought the privilege from a Royal agent and Martine did the work: selling food, drink, and luxuries (such as tobacco, wig powder, writing paper, and ink). Then Joseph was injured and was invalided home to the Breton village of Quimper. There, all your savings were spent in his care and all in vain: his leg was amputated. You hit upon a plan. Joseph claimed to be well again and applied to return to a different regiment—and you took his place, bringing your younger sister, Thérèse, as your “wife.” You are disguised as a serving soldier.
- **Ideology/Beliefs:** you are a true Breton and despise the monarchy. You would love to see Brittany an independent country again, as it hasn’t been since Brittany’s “Mad War” against France in 1488.



- **Significant People:** you love your one-legged husband, Joseph, and your spirited sister Thérèse.
- **Traits:** adept at maintaining your disguise. A skilled bargainer, cook, and forager.
- **Injuries & Scars:** you have no injuries or scars and keep clear of fellow Bretons in case one of them knows the real Joseph Hugel (who should have a wooden leg).

Comrades

- **Serjant Renault:** a clever sergeant who knows your worth.
- **Beaumains:** a revolutionary, who shares your ideals for a new order.
- **Dupois:** a stubborn man, you pity the loss of his wife.
- **Pressi:** a dashing young romantic, his love affairs are so cute.
- **Babin:** a sunny optimist but no fool, devoted to his adopted son, César.