

PAUL "WIGGY" WADE-WILLIAMS

FREE

ALL FOR ONE

Régime Diabolique

RICHELIEU'S GUIDE TO

Daily Expenses

❧ *Introduction* ❧

This free supplement takes a quick look at daily costs of living, with specific reference to taverns and inns. Everything in this supplement is optional, there for the Gamemaster to use or ignore as he sees fit.

Do We Need to Buy Drinks?

Due to the way the Wealth Resource works, characters don't usually need to find money to cover everyday expenses. Thus, a nobleman can host an elaborate ball or buy extravagant gifts for his peers, both an expected part of his lifestyle, even if his character sheet says he has no excess monthly income. For Musketeers, everyday expenses tends to run to drinking, gambling, and wenching in varying ratios. For Gamemasters who want a basic idea of how much it costs to socialize, or if you're a Gamemaster who likes characters to account for all their purchases, this product provides some basic information.

No Money?

A character without the Wealth Resource has no spare cash at the end of each month. Whether a poor laborer with naught to show but blisters and aching limbs or a powerful duke with vast estates and an income the size of a large village, his spare cash is still zero. Of course, spare cash does not in any way relate to actual lifestyle. The duke enjoys an opulent lifestyle during the month and wants for little, while the laborer has few luxuries and likely goes short of staple goods much of the time, but at the end of the month neither has anything to spare.

If you're planning on enforcing the prices in this supplement, or if you just want characters to have a handful of *livres* for emergency purchases (or bribes), characters can earn a few coins between adventures. Note that this rule only applies to characters without the Wealth Resource—those with even Wealth 0 have a guaranteed amount of spare change after daily expenses.

At the start of each month (or adventure if you prefer), a character may make a Skill roll of his choice to determine how many *livres* he has in his purse. The choice of Skill will help determine the income source. With a little thought, almost any Skill can be used. There is only one restriction, which we'll discuss in a moment.

Picking Gambling, for example, means the character spent what spare cash he might have had trying his luck at cards or dice. A scholar might pick Academics, Art, or Science,

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perhaps working as a private tutor. A noble might decide to use Diplomacy, representing better handling of his finances or a small business transaction. Martial Skills might represent a brief stint as a private guard (Musketeers are allowed to moonlight), or maybe the character turned the tables on would-be thieves and ended up stealing from them.

For each success he rolls, the character earns one *livre*. The only restriction is the character may never earn more than 10 *livres* this way—to earn that sort of money each month he needs to invest in the Wealth Resource. Failure results in no extra coins for one reason or another. A critical failure earns the character no *livres*, and may be used by the Gamemaster as a scenario hook.

For instance, a Musketeer may have tried Gambling to earn a few extra coins. Alas, he rolls a critical failure. The Gamemaster decides one of his opponents is a petty nobleman. He has caught the character cheating and gives him a choice—perform a small favor, or be ousted publicly as a cheat and have his reputation tarnished.

While in general we recommend the character pick his Skill, the Gamemaster may wish to present opportunities to the characters instead. He might decide a nobleman friend of a character invites him to a game of cards. Maybe a character is offered a chance to ride a horse in a competition or deliver a message. Someone may offer him a temporary post as a scribe or clerk, or hire him as a doctor. Or perhaps he is asked to rough up a business competitor or love rival. The character has the right to refuse, of course, but if he does he earns no spending money that month.

This option gives the Gamemaster the opportunity to set up a prelude to a later adventure (“You remember that young rake whose love rival you beat up? Well...”). It also means characters will not default to their highest Skill each and every opportunity, representing the fact that sometimes a character must do whatever is necessary to make a little extra money.

Taverns and Inns

Taverns and inns were chosen to highlight daily expenses partly because they are ubiquitous, and partly because at some point the characters are going to require their services. This is especially true on long journeys, where inns offer respite from the weather, marauding bandits, or the dark terrors that stalk the night. The key difference between a tavern and an inn is guest rooms—inn have them, taverns do not.

Even in this enlightened age most taverns and inns are dark and dingy—glass is expensive, as are lanterns. The main source of light, and warmth, is the hearth, with candles providing secondary illumination. Darkness shrouds the corners, allowing patrons privacy yet allowing them to see who enters.

Only the highest quality inns and taverns approach a standard of cleanliness considered decent today. Straw covers the floor, glasses and mugs are shown a dishcloth

before being refilled and passes to another customers, scraps of food and spilt drinks litter the floor, and the air is often thick with the stench of unwashed bodies, smoke from the fire, and the scent of cooking.

Outside of large communities, where space is not at a premium, taverns and inns often have many outbuildings. Inns boast stables, both may have areas for livestock and a vegetable garden, plus storage areas and external pantries for bulk goods. Except for stables, taverns and inns in towns and cities lack this space, forcing them to make use of cellars for storage and back yards for livestock.

Quality varies immensely. Brewing is an expensive business to set up, and only the best quality taverns and inns brew their own ale or ferment their own wine. Small taverns and inns may offer no food, or just a simple fare of not quite stale bread and overripe cheese, and maybe a little thin soup or a slice of smoked sausage. Wealthy patrons might pay the innkeeper to arrange a better meal, but regardless of quality that comes at a premium price. At best it will include roast chicken or rabbit, meat easily accessible from the market. Food may be served in trenchers (bowls made of stale bread), beer in clay mugs, and wine straight from a wineskin into the drinker’s mouth.

Rooms tend to be small, dark, and cold—a poor tavern or inn often has just a single hearth unless it has a kitchen, in which case it boasts two. Bedding is changed seasonally, as is the straw covering the floor. In many cases guests must either sleep two or more to a room, or grab space on the common room floor. Few rooms have working locks, forcing guests who desire privacy to shove chairs under the door handle. Even the rats are mangy creatures.

Upper class establishments, however, may boast a well-stocked pantry. More exotic foods such as venison might be available, as well as potatoes from the New World. Food is served on wooden plates, and beer poured from enamel jugs into decorated clay mugs. Wine is purchasable by the bottle. These taverns and inns offer cleaner room with a wash basin (soap is not provided), carpets or rugs to keep feet off the cold floor, and a small hearth. Every room has a lockable door, sometimes with a bar for added security.

Taverns and inns are noisy places by day. Patrons laugh and joke loudly, or issue overly dramatic taunts and threats. Mugs slam onto tables, orders are shouted to bring more ale, wine, or food, wooden plates rattle, and musicians and singers belt out noisy tunes and songs. The fire crackles and spits loudly, as if fiery elemental sprites wish to join the revelry.

Outside of the great towns and cities, they take on a different atmosphere by night. Citizens crowd around the hearth’s feeble glow for comfort or sit deep in the flickering shadows so as not to be seen should anything unholy care to make its presence felt. Loud voices are replaced by hushed whispers of war, corruption, and evil stalking the land. Citizens stare into their tankards, bemoaning their lot in life, but thankful things are not

worse. In troubled areas, strangers are greeted with intense suspicion, when they are allowed in after dark. Every clink of a mug or rattle of a plate causes folk to dart their eyes and sharply inhale, followed by exhales and muttered prayers and curses when the origin of the sudden noise is realized.

Common Services

Unless otherwise noted, all prices are in *livres*. Accommodation includes one meal of similar standard, but not drinks.

Inn (per person per night)	Cost
Excellent quality*	7+
Good quality*	3
Common quality**	1
Poor quality	10 sous
Stabling (per horse)	4 sous

* Private room.

** Can be a private room for an extra *livre*.

Food/Drink	Cost
Ale, one gallon	6 sous
Ale, one mug	1 sou
Brandy, one mug	5 sous
Cider, one mug	2 sous
Wine, one bottle, good quality	1 <i>livre</i>
Wine, one bottle, common	3 sous
Meal, excellent*	5 <i>livres</i>
Meal, good**	2 <i>livres</i>
Meal, common***	8 sous
Meal, poor****	4 sous
Horse feed, per day	15 sous

* Fresh bread, variety of cheese, meat and vegetable soup, beef, pork, lamb, or venison (either sliced or in a creamy sauce), goose liver pate, stuffed partridge, variety of pastries, potatoes, fresh vegetables.

** Fresh bread, cheese, meat and vegetable soup, hunk of beef, pork, rabbit, or chicken, smoked sausage or bacon, some fresh vegetables, stuffed pastry.

*** Bread, cheese, thin vegetable soup with a single chunk of meat.

**** Almost stale bread, thin soup with no lumps of vegetable (and definitely no meat), overripe cheese.

Entertainment	Cost
Lady's "company"	5 sous to 100 <i>livres</i>
Opera ticket*	2 sous to 12 <i>livres</i>
Theater ticket*	1 sou to 8 <i>livre</i>

* Depending on the establishment, who is performing, and where one wishes to sit..

Sample Lackeys

Bouncer

Follower 0

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

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

Skills: Brawl 4, Intimidation 4

Talents/Resources: None

Flaws: Short Temper (-2 penalty to Willpower rolls to keep his cool. +1 Style point when his short temper causes trouble)

Weapons: Punch 4N

Tavern Keeper

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: Brawl 3, Diplomacy 4, Streetwise 4

Talents/Resources: None

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

Weapons: Punch 3N

Wandering Entertainer

Follower 0

Primary Attributes: Body 1, Dexterity 1, Strength 1, Charisma 3, Intelligence 2, Willpower 1

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

Skills: Performance 4 (*pick one* 5), Streetwise 4 (*Rumors* 5), Survival 4

Talents/Resources: None

Flaws: Superstitious (+1 Style point whenever his eccentricities cause him trouble, or if one of his beliefs turns out to be true)

Weapons: Punch 0N

Woodcutter

Follower 0

Primary Attributes: Body 2, Dexterity 1, Strength 3, Charisma 1, Intelligence 1, Willpower 1

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

Skills: Athletics 4, Melee 4, Survival 4

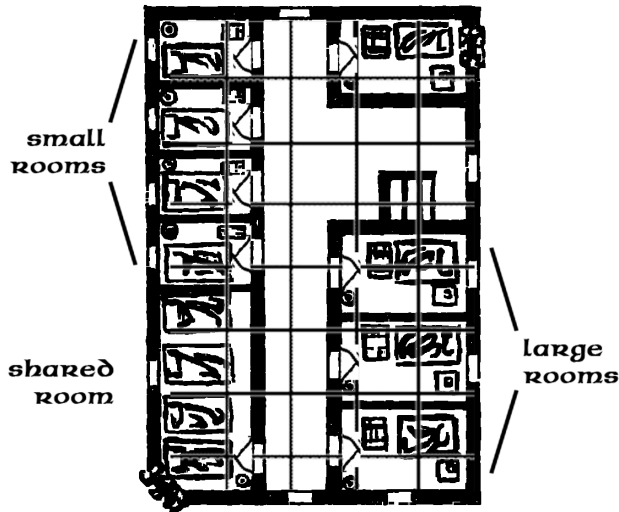
Talents/Resources: None

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

Weapons: Punch 1N, Axe 7L

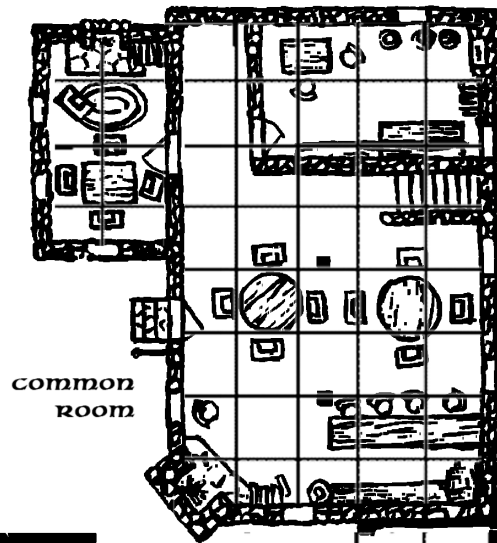
1 sq. = 2 yds.

innkeeper's
room



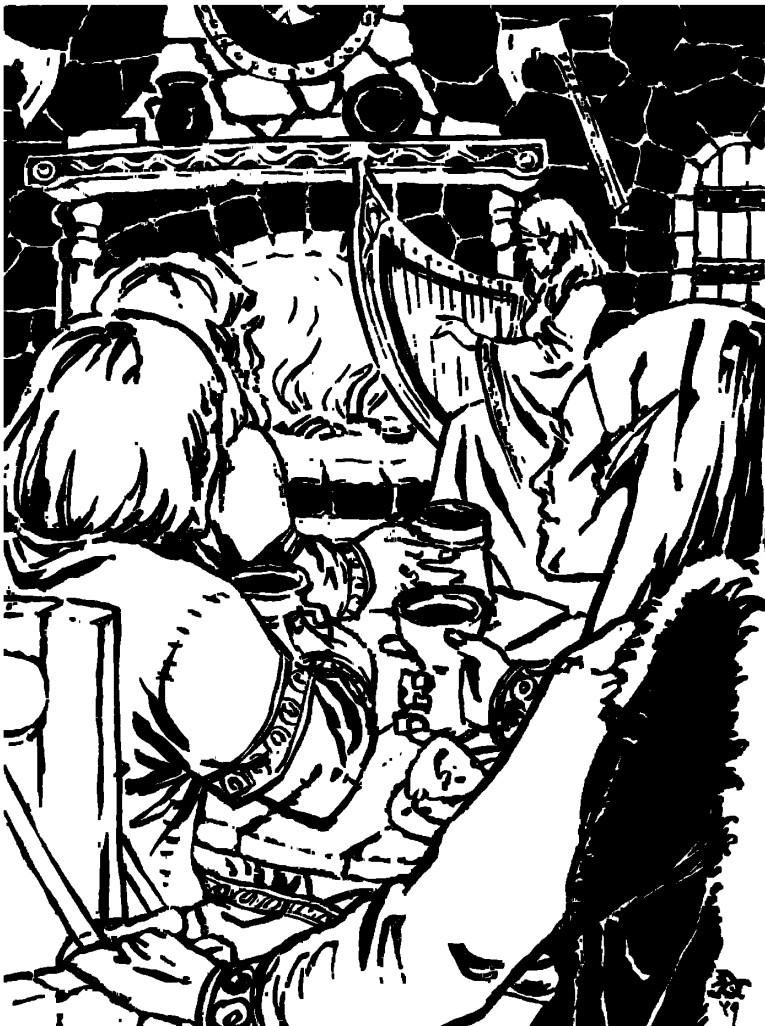
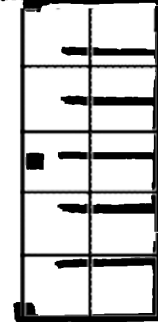
parlor

kitchen



common
room

stables



Key:

-  fireplace
-  table
-  door
-  stairs
-  bed/chamber pot
-  barrel
-  chest
-  bed side table/candle
-  stool
-  window
-  support post
-  table and chairs