



# ALL FOR ONE

## Régime Diabolique

*Musketeer Roleplaying*

NAME: \_\_\_\_\_  
 PLAYER: \_\_\_\_\_  
 ARCHETYPE: \_\_\_\_\_  
 MOTIVATION: \_\_\_\_\_  
 NOTES \_\_\_\_\_

**PRIMARY ATTRIBUTES**

BODY		INTELLIGENCE	
CHARISMA		STRENGTH	
DEXTERITY		WILLPOWER	

STYLE \_\_\_\_\_ REP. \_\_\_\_\_  
 HEALTH POINTS \_\_\_\_\_ X.P. \_\_\_\_\_

LETHAL  
 NON-LETHAL

**SECONDARY ATTRIBUTES**

INITIATIVE		SIZE	
PERCEPTION		DEFENSE	
MOVE		STUN	

**TALENTS**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**RESOURCES**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**SKILLS**    BASE + LEV. = RAT.    (AV)

_____	+	=	( )
_____	+	=	( )
_____	+	=	( )
_____	+	=	( )
_____	+	=	( )
_____	+	=	( )
_____	+	=	( )
_____	+	=	( )
_____	+	=	( )
_____	+	=	( )
_____	+	=	( )

**FLAWS**

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

LIVRES: \_\_\_\_\_

NOTES: \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_

**WEAPON**

TYPE: \_\_\_\_\_

RATING:    AV:    DMG: \_\_\_\_\_

STR:    RNG: \_\_\_\_\_

RATE:    SPEED:    MOD: \_\_\_\_\_

AMMO:    CAP:    WT: \_\_\_\_\_

RELOADS: \_\_\_\_\_

**WEAPON**

TYPE: \_\_\_\_\_

RATING:    AV:    DMG: \_\_\_\_\_

STR:    RNG: \_\_\_\_\_

RATE:    SPEED:    MOD: \_\_\_\_\_

AMMO:    CAP:    WT: \_\_\_\_\_

