THIERRY RENAULT
Serjant (Sergeant), age 24

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* (F2) 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)
French 80% (40/16)  Intimidate 40% (20/8)
Jump 25% (12/5)  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**: broad shouldered and thickset, with grizzled hair.
- **Ideology/Beliefs**: believes 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**: his beloved wife Marguerite, who has made do with next to nothing in the past, but is now sharing in his prosperity. He dotes on his two baby daughters, Lucie and Olivie.
- **Traits**: prudent, follows Captain Malon's orders, and has been duly decorated for his sensible leadership.
- **Injuries & Scars**: a half-healed hole in his 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.
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)
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, he stoops his shoulders and ducks his head in an effort to make himself appear the same height as everyone else.

• 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.

• Significant People: looks after his 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: smart, loyal, politically minded young man, with an eye for opportunity.

• Injuries & Scars: 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.

Comrades

• Sergeant 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.
JEAN DUPOIS
Soldat (Soldier), age 49

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR</td>
<td>80</td>
</tr>
<tr>
<td>CON</td>
<td>90</td>
</tr>
<tr>
<td>SIZ</td>
<td>70</td>
</tr>
<tr>
<td>DEX</td>
<td>45</td>
</tr>
<tr>
<td>INT</td>
<td>60</td>
</tr>
<tr>
<td>APP</td>
<td>55</td>
</tr>
<tr>
<td>POW</td>
<td>55</td>
</tr>
<tr>
<td>EDU</td>
<td>40</td>
</tr>
<tr>
<td>SAN</td>
<td>55</td>
</tr>
<tr>
<td>HP</td>
<td>16</td>
</tr>
<tr>
<td>Build</td>
<td>1</td>
</tr>
<tr>
<td>Move</td>
<td>8</td>
</tr>
<tr>
<td>MP</td>
<td>11</td>
</tr>
<tr>
<td>Luck</td>
<td>55</td>
</tr>
</tbody>
</table>

**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)
- **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.
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)
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 Benoit. 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

• Serjeant 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.
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)  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 extravert, enthusiastic, 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.
JOSEPH HUGEL
Vivandière (Water Bearer), age 27

<table>
<thead>
<tr>
<th>Attribute</th>
<th>Score</th>
</tr>
</thead>
<tbody>
<tr>
<td>STR</td>
<td>55</td>
</tr>
<tr>
<td>CON</td>
<td>75</td>
</tr>
<tr>
<td>SIZ</td>
<td>50</td>
</tr>
<tr>
<td>DEX</td>
<td>60</td>
</tr>
<tr>
<td>INT</td>
<td>70</td>
</tr>
<tr>
<td>APP</td>
<td>50</td>
</tr>
<tr>
<td>POW</td>
<td>70</td>
</tr>
<tr>
<td>EDU</td>
<td>20</td>
</tr>
<tr>
<td>SAN</td>
<td>70</td>
</tr>
<tr>
<td>HP</td>
<td>12</td>
</tr>
<tr>
<td>Luck</td>
<td>60</td>
</tr>
</tbody>
</table>

**DB:** 0  
**Build:** 0  
**Move:** 9  
**MP:** 14

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

**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)

**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)
- 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 vivandière, 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 her disguise. A skilled bargainer, cook, and forager.
- **Injuries & Scars:** “Joseph” has no injuries or scars and keeps clear of fellow Bretons in case one of them knows that 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.