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# 1879

## PLAYER'S COMPANION

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# 1879

# PLAYER'S COMPANION

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# DEDICATIONS

**"This book is dedicated to all those who play in and contribute to the *1879* product line: past, present, and future. It is only through your support that this game world exists, and only through your involvement that it can continue to grow."**

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**This game takes place in an alternate history form our own world. As such, numerous actual historical personalities, events, religions, and other institutions are referenced. No endorsement, approval, disrespect, disparagement, or other opinion or view on actual, real-world persons, faiths, nations, or other entities is intended, implied, or imputed. This is a work of fiction based on our world.**

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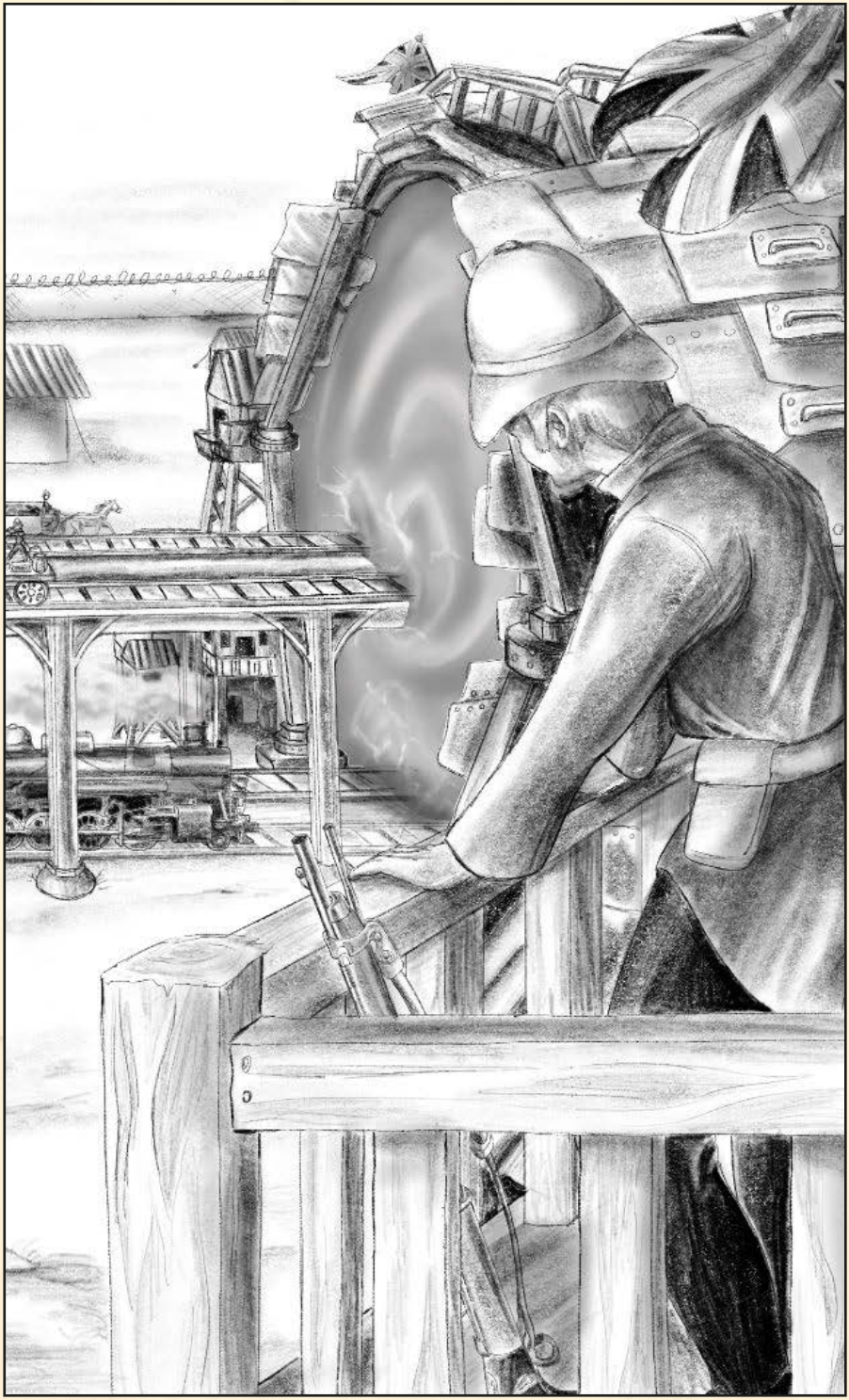

# 1879 PLAYERS COMPANION

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## Introduction

*"I am prepared to go anywhere, provided it be forward."*
*– David Livingstone*

1879 takes place in an alternate history, where Prince Albert survived and became a champion of science in the British Empire, where Queen Victoria took up the cause of women's rights after Dr. Elizabeth Garrett Anderson saved both the Prince Consort and young Albert, the royals' son. The Raj still holds power in India. The Confederacy survived the War of Secession and North America has balkanized. The Prussians have made significant advances in electrical technology, catching up to and threatening to surpass British microsteam. Elsewhere, the course of history is familiar, yet different, creating opportunities for both the heroic and the dastardly.

In this world, a Weird Science experiment in Greenwich Park opened a portal, the Rabbit Hole, to another world, and let loose a flood of mana, magical energy, into Earth. The surge precipitated the return of Earth's own magic, and now the victims of Looking Glass Fever, the Boojums, divide into the four subtypes of elf, dwarf, snark, and troll, having emerged from human stock as their innate magical nature expressed itself. With the rail lines of the Iron Tunnel extended through the Rabbit Hole, the British Empire expanded into the new world, the Grosvenor Land or simply the Gruv, to run headlong into two races.

The Samsut are descended from the Akkadians and Babylonians and Hittites, suggesting that three thousand years or so ago there was another portal. Having found a trove of technology from a highly advanced and long vanished civilization, the Samsut treat mana, or life energy, as a power

source. Their military carries mana-powered railgun rifles, and deploys battery-powered undead as shock troops. They view the British as despoilers of the land and wasters of precious energy. The British view the Samsut as despoilers of the dead. Of course they went to war.

The Saurids call themselves native to the Gruv, and are descended from something resembling a velociraptor the way humans are (according to Charles Darwin) descended from something like a monkey. All of them amphibious, but some spending more time in the water than others, they divide into three primary cultures, Plains, Mountains, and Forest, with different views on gender roles, religion, and appropriate use of technology. All of them know of machinery and fossil fuels, but choose to live without them, substituting biological sciences and handcrafted items for steam and factory production. A fourth, the kistalmi, high in the mountains, may have more advanced uses of low-impact technology, but hold themselves remote from the rest of the world, not welcoming visitors.

# How to Use This Book

This book expands on the materials presented in the ***1879 Players Guide***. It provides the Warden and Master Tiers for the ***Players Guide*** Professions, and shows how to build new Professions, with new ones provided as examples. New Skills extend the abilities of the Professions. Skill Knacks, specializations that enable characters to use their Skills to create specific effects, augment

the existing and newly introduced Skills. By widening the scope of what Skills allow characters to do, Knacks expand the types of actions adventurers can perform, and create greater opportunity to make each character unique.

New Equipment is introduced, from weapons to armor to everyday traveling kit. Weird Science Devices get their own chapter, with items produced by Herons, Newtonians, and Prometheans. The Magic section shows how to create both new KAVs and new Base Spells, and provides a large number of each. Fetishes and foci, that absorb Strain or provide Spellcasting or Summoning bonuses, are introduced, with mechanics for building and using them. New Orders, Faiths, and Schools are described. Non-magical Secret Societies also exist, with the socialist Levellers and the scientific atheists calling themselves the Reasonable Men being described.

Analytical and Differential Engines receive considerable attention. The system for creating new cardware is provided, with a demonstration of how this works, allowing Byron and Lovelace characters to write their own code. Finance is discussed, with details on how banking worked in the Victorian era, a topic of vital interest to the Byron (and the Fiddler). Integration of Engines with the retail world is explained, with game stats for point of sale cardpunches and Differential Engine-driven cash registers. Opportunities for Byron adventures get explored in extensive sidebars and in-character annotations.

Finally, political conspiracy creates new conflicts and story possibilities for both player characters and GMCs. Social Level receives much deeper consideration, with its effects on how finances are handled, the British Empire's Honours system, and a game mechanic for Connections, because it's not what you know but whom.

# 1879 PLAYERS COMPANION

## Professions: High Tiers

Each Profession is divided into Tiers (Novice, Journeyman, Warden, Master) at critical points in the Professional Rank, indicating the character's general level of experience. Player characters normally begin the game as an Initiate, at Professional Rank 1, as described in the ***1879 Players Guide***. They advance to each consecutive Tier as they gain experience, measured in Adventure Points, Skill Rank gain, and advancement in Professional Rank. Each Tier includes lists of the Core and Optional Skills a character may learn at that level of experience, and any special Abilities the character gains at that Tier. This chapter expands the existing Professions from the ***1879 Players Guide***, providing the Warden and Master Tiers for each.

### New Skills and Substitution

Some Professions may substitute Bombardier, Espionage, or Munitions for other Skills in the Novice or Journeyman pools by dropping a Skill from the pool. The dropped Skill can still be learned, but only as a Free Skill. The following table shows where in the Professions this may be done.

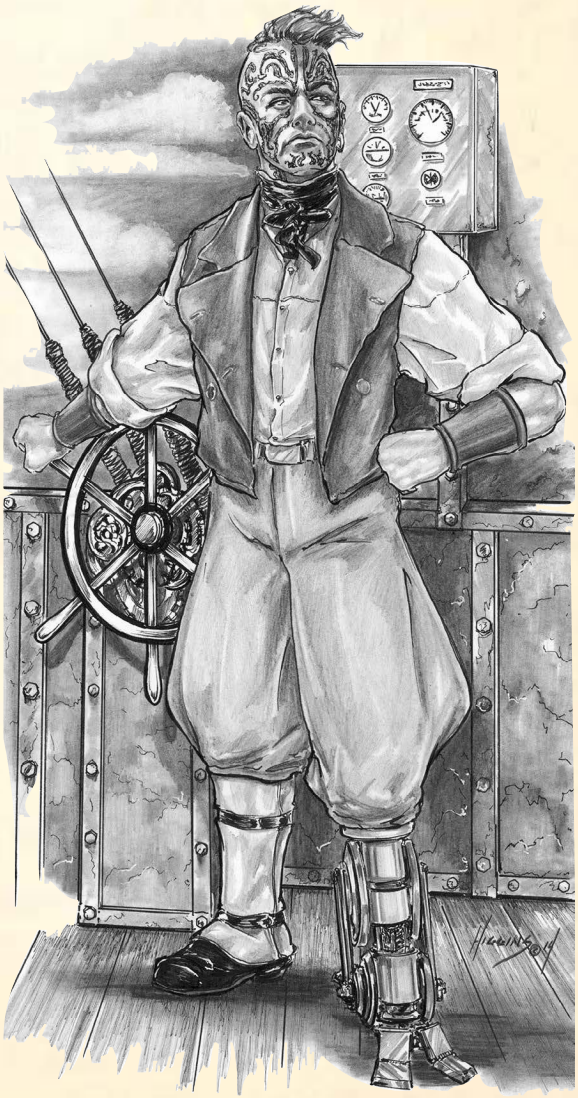
### Skill Substitutions Table

| | Bombardier | Espionage | Munitions |
|---|---|---|---|
| Novice Core: | Airship Pilot | Explorer, Investigator | Sailor, Soldier |
| Novice Optional: | Brassman, Military Officer, Soldier | Aristocrat, Brassman, Byron, Doctor; Dodger, Journalist, Military Officer, Scientist, Shaman, Weird Scientist | Airship Pilot, Big Game Hunter, Explorer, Military Officer, Pioneer |
| Journeyman Core: | | Fiddler | |
| Journeyman Optional: | Weird Scientist | Big Game Hunter, Byron, Doctor, Mage, Medium, Priest, Sailor, Soldier | Brassman, Scientist, Weird Scientist |

## High Tiers

Following are the Warden and Master Tiers for the Professions described in the *1879 Players Guide*, with Core and Optional Skills. At Journeyman, Warden, and Master, special Abilities are gained for each Tier. The mechanics of these are explained in each Profession at the appropriate Tier. All of the abilities are gained upon achieving the Tier, with some requiring further investment, such as taking permanent Damage.

As an option, the Abilities may be gained one at a time, as each Professional Rank within the Tier is gained, with the player deciding which Ability of those available their character gains. For example, the Airship Pilot could gain +1 Recovery Test per day at Professional Rank 5, when they become a Journeyman, and then +1 to their Mystic Defense at 6, Karma for DEX at 7, and **Better Than You, Old Chap** at 8. At Professional Rank 9, the Airship Pilot becomes a Warden, and the cycle begins again with the Warden-Tier Abilities.



# Airship Pilot

## Skills and Abilities

*WARDEN*

Core Skills

Disarming Smile, Escape Plan, Impressive Display, Leadership, Tactics, Taunt, Winning Smile

Optional Skills

Anticipate Blow, Conversation, Espionage, Etiquette, Forgery, Knowledge (Trade Routes), Resist Pain

**Abilities**

- The character may spend one point of Karma on any DEX-only Test.
- The character gains +1 to their Mystic Defense.
- The character gains +1 Recovery Test per day.
- **Better Than You, Old Chap:** Once per conflict, whether ship to ship combat, an airborne contest, or other confrontation, the Airship Pilot may use their Impressive Display to gain an advantage over their opponent. After a successful Pilot Airship Test, the character may make an Impressive Display Test against the opposing pilot's Social Defense, at a bonus of +2 Steps per success from the Pilot Airship Test. Successes from the Impressive Display Test may be used as Step bonuses (+1 Step per success) to a Test later in the scene against the same opponent. This later Test does not have to use Pilot Airship – it could, e.g., use Tactics or Taunt – and can target the opposing pilot directly or can target their airship. Using Firearms to shoot at the opponent's Kipp regulator, for example, would qualify for the bonus.

*MASTER*

Core Skills

Diplomacy, Lasting Impression, Resist Taunt, Second Chance, Steely Stare

Optional Skills

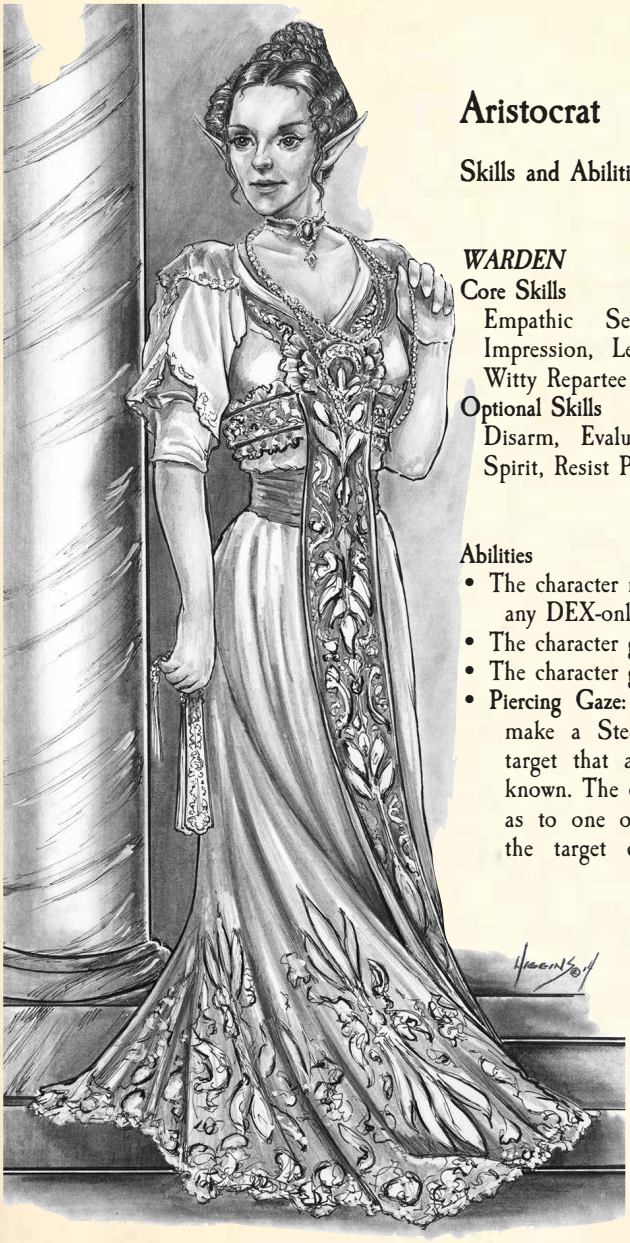
Evidence Analysis, Perfect Focus, Undermine, Witty Repartee, Wound Balance

**Abilities**

- The character's Karma Step increases by +1.
- The character's Max Karma increases by 15 points.
- **At the Last Second:** The Airship Pilot must spend 3 permanent Damage Points to gain this Ability. Once obtained, the Airship Pilot may spend extra Karma on a failed Pilot Airship Test, up to the Rank of the Skill. The Airship Pilot must declare the amount of Karma to spend before rolling the extra dice, and may not invoke the Ability twice on the same Test. Strain or Recovery Tests may not be substituted for Karma for this ability. The Airship Pilot may not spend extra Karma on a successful Test.

**Notes**

- The Airship Pilot may use Escape Plan to find a route for their ship past known dangers, with the ship itself counting as a fellow character. Anyone on board the ship gets counted in with the vessel itself for this purpose.
- The Knowledge Skills listed are used as follows. See the **Skills** chapter (pg.123) for the more general definitions of these Skills.
- **Trade Routes:** The Airship Pilot knows what firms and independent merchants are doing business, what they are buying and selling, and the paths by which they move their goods. This Skill can be used to help find employment, locate a merchant, locate a source or buyer for goods, and other related business actions.



## Aristocrat

### Skills and Abilities

***WARDEN***

**Core Skills**

Empathic Sense, Inspire Others, Lasting Impression, Leadership, Oratory, Steely Stare, Witty Repartee

**Optional Skills**

Disarm, Evaluate, Knowledge (Finance), Lion Spirit, Resist Pain, Seduction, Undermine

**Abilities**

- The character may spend one point of Karma on any DEX-only Test.
- The character gains +1 to their Mystic Defense.
- The character gains +1 Recovery Test per day.
- **Piercing Gaze:** For 2 Strain, the character may make a Steely Stare Test and convince the target that all of their innermost secrets are known. The character may then make a surmise as to one of those secrets. On one success, the target confirms or denies the surmise silently, with a shake or nod of the head. On two successes, the target replies verbally, and adds one further bit of information clarifying the surmise. On three or more successes, the target breaks down and admits to everything, possibly including details about the issue, and other issues that weren't previously suspected. On a Rule Of One result, the target laughs derisively, dismisses the surmise out of hand (whether or not it is true), and gains +2 to their Social Defense against the character for the character's Steely Stare Rank in days.

***MASTER***

**Core Skills**

Bardic Voice, Cutting Words, Disarming Smile, Distract, Impressive Display

**Optional Skills**

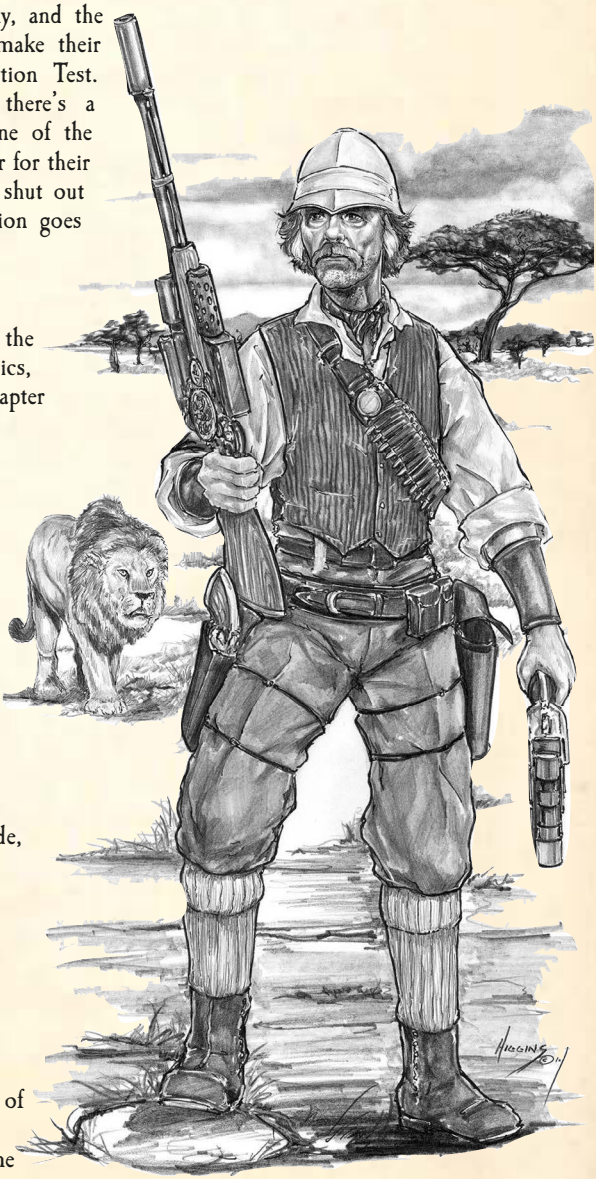
Anticipate Blow, Knowledge (Law), Perfect Focus, Second Chance, Tactics

**Abilities**

- The character may spend one point of Karma on any CHA-only Test.
- The character's Max Karma increases by 15 points.
- **Explosive Bon Mot:** The Aristocrat can make a quip in a social gathering that utterly destroys the mood and the presentation that someone else was trying to build. Make a Taunt Test against the target, and spend 2 points of Strain. On one success, the audience reacts with mild humour, disrupting the target's build-up, and forcing them to start over if they want to achieve their result. Any Social advantage the target had gained – Attitude shifts, Step bonuses, etc. - are lost. On two successes, the audience laughs, and the target takes a -2 Step penalty to any attempt to regain control of the situation. On three or more successes, the audience finds the quip uproariously funny, and the target is completely unable to make their point or complete their Interaction Test. On a Rule Of One result, there's a moment of silence, and then one of the audience admonishes the character for their behaviour. The character is then shut out of the conversation as all attention goes to the target.

**Notes**

- The Knowledge Skills listed use the standard definitions and mechanics, as described in the **Skills** chapter (pg.123).



# Big Game Hunter

**Skills and Abilities**

***WARDEN***

**Core Skills**

Frighten Animals, Leadership, Long Shot, Resist Taunt, Second Shot, Steely Stare, True Shot

**Optional Skills**

Animal Companion Durability, Bribery, Command, Incite Stampede, Knowledge (History), Lion Spirit, Resist Pain

**Abilities**

- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- The character may use one point of Karma on any DEX-only Tests.
- **Spoor of the Beast:** The Big Game Hunter can change their scent, using

locally available materials, so that they smell like a local animal of their choice. This ability may be used to blend in, to challenge, or to draw animals. Antelope do not spook and run when they smell another antelope approaching. Lions will go on alert and prepare to fight if they smell another lion in the area, but will begin stalking if they think a lone prey animal is nearby.

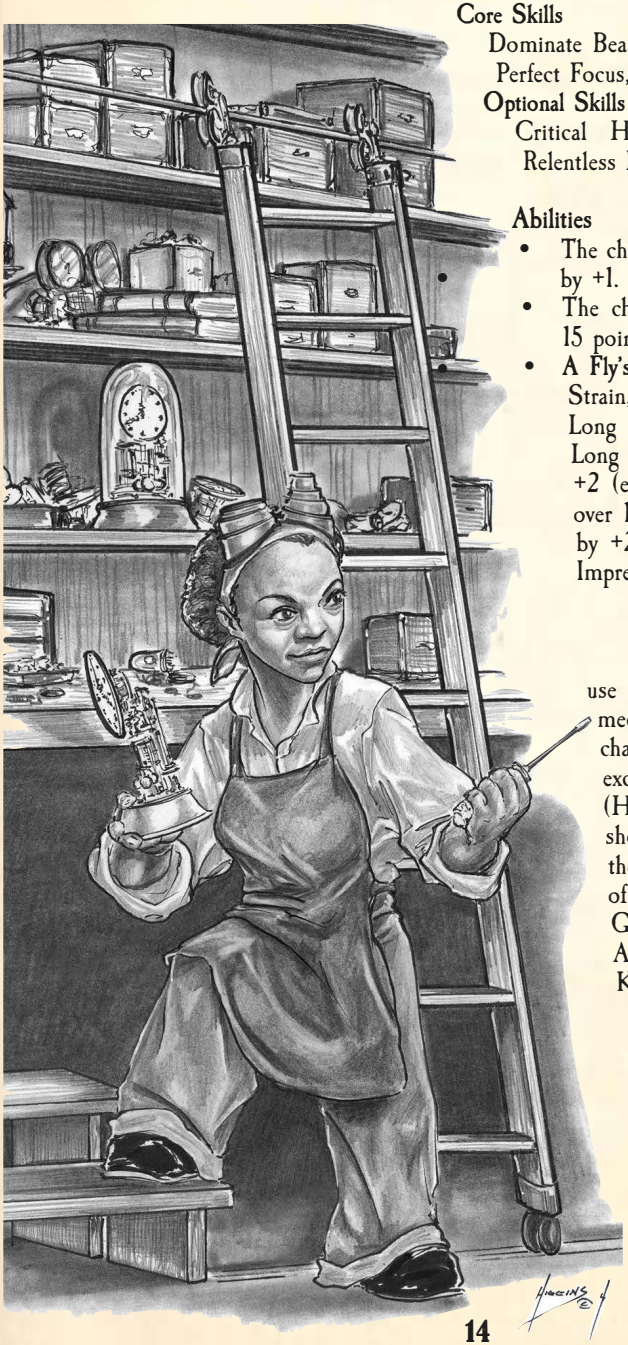
### *MASTER*

**Core Skills**

Dominate Beast, Lasting Impression, Multi-Shot, Perfect Focus, Snap Shot

**Optional Skills**

Critical Hit, Detect Trap, Disarm Trap, Relentless Recovery, Unflinching Fortitude



**Abilities**

- The character's base Karma Step increases by +1.
- The character's Max Karma increases by 15 points.
- **A Fly's Wing at a Hundred Yards:** For 6 Strain, the Big Game Hunter may use Long Shot and True Shot together, with Long Shot's range extension increased by +2 (even if this puts the effective Rank over 15) and True Shot's Test increased by +2. This automatically counts as an Impressive Display for any onlookers.

**Notes**

The Knowledge Skills listed use the standard definitions and mechanics, as described in the **Skills** chapter (pg.123), with the following exception. The Knowledge (History) Skill at the Warden Tier should be applied to the region where the Big Game Hunter spends most of their time. For example, if the Big Game Hunter resides primarily in Africa, the Skill should be defined as Knowledge (African History).

# Brassman

## Skills and Abilities

*WARDEN*

Core Skills

Awareness, Evidence Analysis, Fast Hand, Forge Armor, Forge Weapon, Impressive Display, Show Armor Flaw

Optional Skills

Diplomacy, Engine Programming, Escape Plan, Forgery, Knowledge (Telegraphy), Leadership, Stealthy Stride

Abilities

- The character's Physical Defense increases by +1.
- The character may use one point of Karma on any PER-only Tests.
- The character gains +1 Recovery Test per day.
- **Percussive Operation:** The Brassman may coerce a device to work by striking it. The character must spend at least one minute studying the device. The Brassman then taps, strikes, or thumps the device, possibly with a tool, spends 3 points of Strain, and makes a Clockwork + PER Test at +3 Steps against the device's Physical Defense or Hardware Defense, whichever is greater. If successful, the device performs as required. If the operation requires extended performance, the device works as demanded for ten minutes per success. On a Rule Of One result, the device breaks spectacularly, with pieces flying off in multiple directions. Further attempts at Percussive Operation are at -2 Steps per attempt, and do the Brassman's STR in damage to the device as an armor defeating hit.

*MASTER*

Core Skills

Arcane Mutterings, Lasting Impression, Perfect Focus, Resist Taunt, Second Chance

Optional Skills

Acting, Craftsman (Woodworking), Knowledge (Chemistry), Lip Reading, Shake It Off

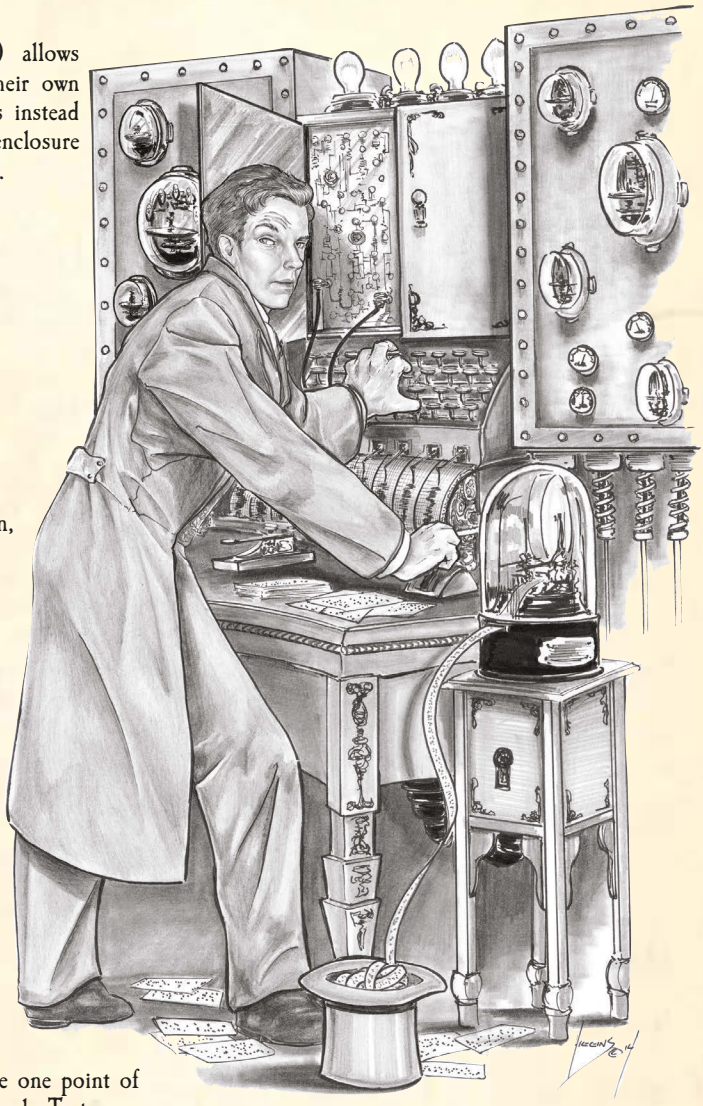
Abilities

- The character may use one point of Karma on any WIL-only Test.
- The character's Max Karma increases by 15 points.
- **Percussive Repair:** Given at least five minutes of study, the Brassman can spend 5 points of Strain, strike a malfunctioning device, and knock its workings back into place, restoring it to function. This is a temporary repair, and will hold for the Brassman's Clockwork Skill Rank in days. At the end of that time, the device malfunctions spectacularly, and requires double the usual effort to restore it to working order again.

Notes

The Knowledge Skills listed use the standard definitions and mechanics, as described in the **Skills** chapter (pg.123), with the following modifications and considerations.

**Craftsman (Woodworking)** allows the Brassman to build their own cabinetry for their devices instead of having to specify the enclosure for someone else to build.



## Byron

### Skills and Abilities

***WARDEN***

Core Skills

Danger Sense, Diplomacy, Escape Plan, Impressive Display, Lip Reading, Resist Taunt, Taunt

Optional Skills

Acting, Distract, Flirting, Knowledge(Law), Leadership, Safe Thought, Winning Smile

Abilities

- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- The character may use one point of Karma on any DEX-only Test.
- **Intuitive Guess:** With a previously successful Research Test against the Social Defense of an Engine operator or Lovelace, the Byron may divine their console password. The Byron spends 3 points of Strain and makes an Engine Programming Test against the Software Defense of the Mill, at +1 for each extra success in the Research Test. If successful, the Byron guesses the user's password and gains access to the Engine from the system console.

***MASTER***

Core Skills

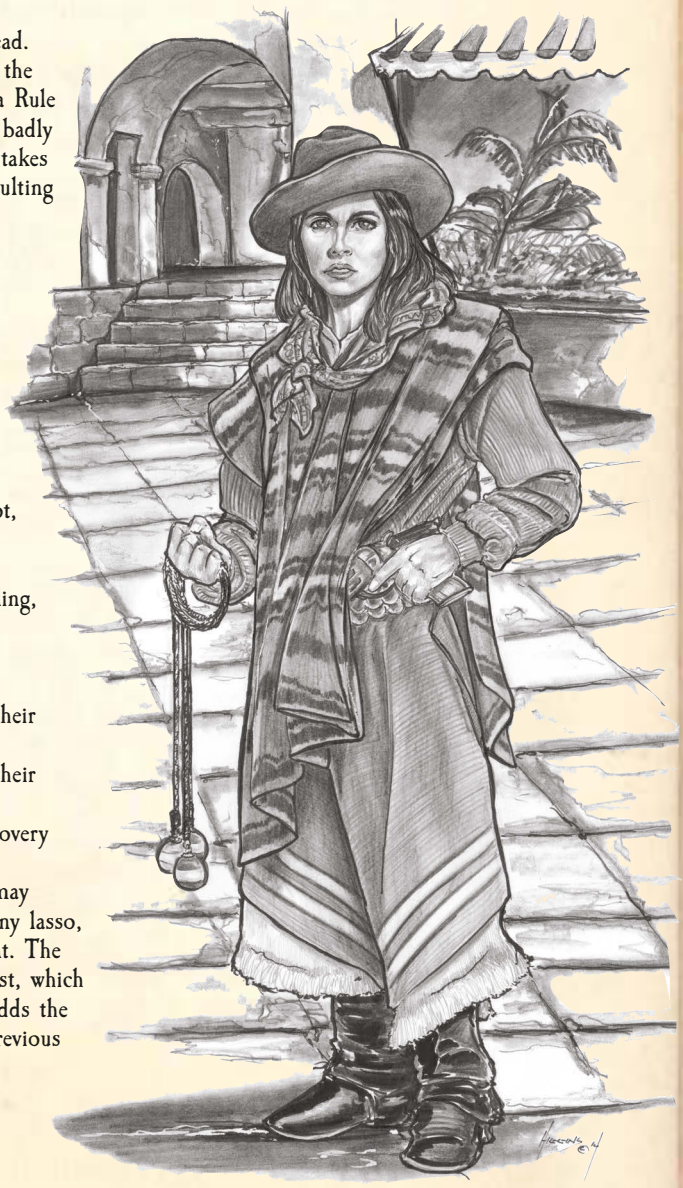
Conversation, Lasting Impression, Perfect Focus, Second Chance, Undermine

Optional Skills

Avoid Blow, Inspire Others, Resist Pain, Shake It Off, Wound Balance

**Abilities**

- The character's Max Karma increases by 15.
- The character gains +2 to their Mystic Defense.
- **Reading the Machine:** The Byron has become so attuned to Engine operations that they can mentally resolve the sound or visual representation of unencrypted Engine data on the fly. Upon listening to an Engine in operation, or seeing the pattern of electrical or hydraulic signals in a line, the Byron can spend 5 Strain and make an Engine Programming Test to interpret the sound or image into data in their head. Accuracy is determined by the number of successes. On a Rule Of One result, the Byron badly misinterprets the data and takes double Strain, possibly resulting in a Wound.



## Cowboy

**Skills and Abilities**

***WARDEN***

Core Skills
Incite Stampede, Leadership, Poison Resistance, Trick Shot, Wheeling Defense

Optional Skills
Critical Hit, Haggle, Gambling, Physician, Resist Pain

**Abilities**

- The character gains +1 to their Social Defense.
- The character gains +1 to their Physical Defense.
- The character gains +1 Recovery Test per day.
- **Double Tie:** The Cowboy may spend 2 Strain to secure any lasso, rope, or other entanglement. The Cowboy makes a DEX Test, which may include Karma, and adds the result of the Test to the previous Entangle Target Number.

*MASTER*

Core Skills

Anticipate Blow, Multi-Shot, Relentless Recovery, Second Chance, Snap Shot

Optional Skills

Animal Companion Durability, Diplomacy, Lion Spirit, Perfect Focus, Unflinching Fortitude

Abilities

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **Fizzing Horsemanship:** The Cowboy can spend up to their Wound Threshold in Strain, and buy +1 Step to an Equestrian Test for every 2 points of Strain. Successes from the Equestrian Test may be exchanged, 1 success per Step, for a Step bonus to an immediately subsequent Test made by the mount.

## Doctor

Skills and Abilities

*WARDEN*

Core Skills

Disarming Smile, Engaging Banter, Oratory, Resist Taunt, Undermine

Optional Skills

Inspire Others, Poison Resistance, Resist Pain, Safe Thought, Witty Repartee

Abilities

- The character gains +1 to their Social Defense.
- The character gains +1 to their Mystic Defense.
- The character's Recovery Step increases by +1.
- **Close Enough:** In an emergency, the Doctor can treat a patient without the proper equipment, using what's ready to hand. The character makes a Physician Test against the patient's Current Damage and takes 4 Strain. If successful, the Doctor bodges together the equipment necessary, remembers an obscure technique that doesn't require anything fancy, and makes a Physician Test at +2 Steps to treat the patient, ignoring any situational penalties. For example the Doctor might defibrillate a patient in cardiac arrhythmia by dunking their head in a bucket of water, thus invoking the diving reflex.

*MASTER*

Core Skills

Cutting Words, Incite Mob, Perfect Focus, Second Chance, Winning Smile

Optional Skills

Knowledge (Secrets of the Aristocracy), Lion Spirit, Soul Aegis, Truth Through Lies, Vicious Wound

Abilities

- The character gains +2 to their Social Defense.
- The character's Max Karma increases by 15.
- **I'll Save This Patient if it Kills Me:** The Doctor may transfer any or all of their remaining Recovery Tests for the day to a patient, at a cost of 5 Strain each. They may purchase additional Recovery Tests (up to the Doctor's Recovery Tests Per Day) to transfer for 8 Strain each, a total cost of 13 Strain. Each Recovery Test requires fifteen minutes to transfer. This represents the extra effort and heroic measures used by the Doctor to save the patient, and is not a magical effect.

**Notes:**
- The Doctor can use Oratory as a trigger for Incite Mob, relieving the physician of the indignity of having to run around and scream like an anarchist.

# Dodger

**Skills and Abilities**

***WARDEN***
**Core Skills**
Escape Plan, Now You Don't, Resist Taunt, Spot Armor Flaw, Steely Stare
**Optional Skills**
Defense, Fluid Movement, Leadership, Life Check, Safe Thought

**Abilities**
- The character gains +1 to their Physical Defense.
- The character gains +1 Recovery Test per day.
- The character may spend Karma for Recovery Tests.
- **Ream Fine Buzz:** Once per combat, the Dodger may spend 5 Strain and make a Now You Don't Test at no penalty against an opponent. If the Test succeeds, the Dodger may take an item from the opponent, add an item to their possessions, or swap an item for one the Dodger has, with the opponent unaware of what has happened. Any item not secured or in the opponent's hands may be affected. Thus, the Dodger could take the opponent's knife from its belt sheath, as long as there is no retaining strap, and substitute a cucumber for it, or take a policeman's handcuff key in case they lose the fight and are shackled.

***MASTER***
**Core Skills**
Multi-Strike, Perfect Focus, Second Chance, Soul Aegis, Truth Through Lies
**Optional Skills**
Lion Heart, Relentless Recovery, Resist Pain, Slowing Strike, Vicious Wound

**Abilities**
- The character's Max Karma increases by 15.
- The character gains +2 to their Mystic Defense.
- **No Prison Can Hold Me:** The Dodger can escape from any confinement. The character spends 2 Karma (Strain cannot be substituted) and makes an Escape Plan Test at +8 Steps. On more than one success, the Dodger escapes without having to make further Tests, due to the thoroughness of their plan. If the Test fails, it may be repeated once per day as long as the failure did not invoke the Rule of One. A failed Test indicates that the Dodger spotted a flaw in their plan before executing it. Only on a Rule of One result is the Dodger caught trying to carry out the plan.

# Explorer

**Skills and Abilities**

***WARDEN***

**Core Skills**

Escape Plan, Graceful Exit, Inspire Others, Leadership, Safe Path

**Optional Skills**

Defense, Lion Heart, Pilot (Airship / Ship / Vehicle), Resist Pain, Sure Mount

**Abilities**

- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- The character's Recovery Step increases by +1.
- **Aha, There It Is:** The Explorer may spend up to their Wound Threshold in Strain, and gain +1 Step per Strain Point to a Perception or Awareness Test. This test may only be used to locate either: a hidden structure or buried object if outdoors, or a hidden door or other secret passageway if indoors. The Explorer must spend one full minute in concentration to invoke this ability.

***MASTER***

**Core Skills**

Oratory, Perfect Focus, Second Chance, Steely Stare, Undermine

**Optional Skills**

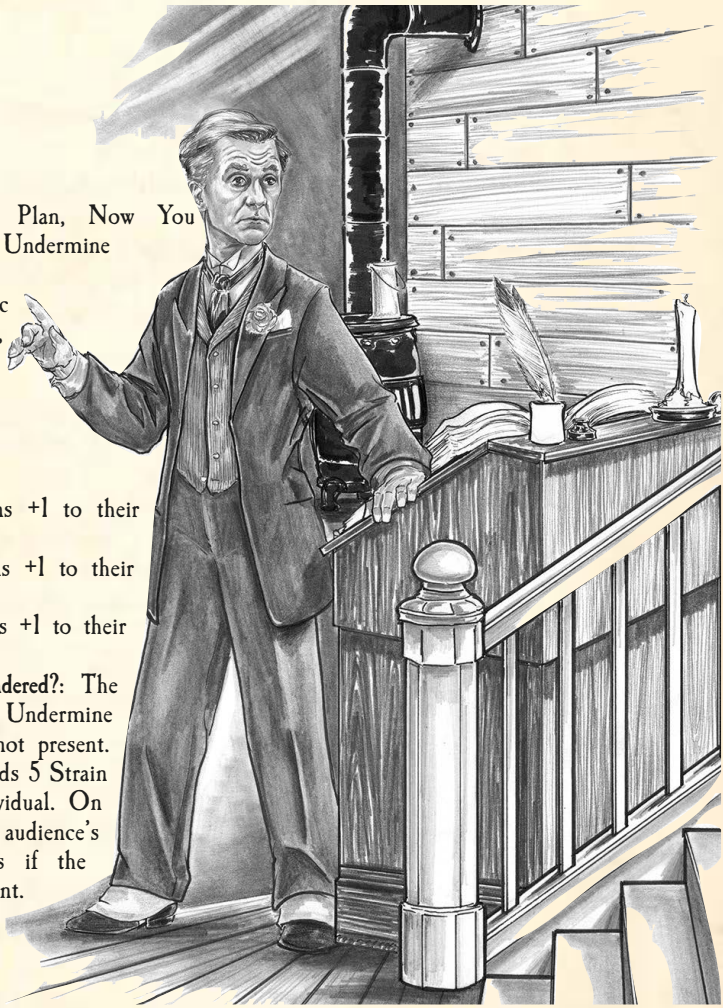
Lion Spirit, Now You Don't, Relentless Recovery, Resist Taunt, Unflinching Fortitude

**Abilities**

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **Be Good Chaps and Give Us A Hand, Won't You?:** The Explorer spends their Wound Threshold in Strain, and gains one automatic success and +5 Steps to an Oratory Test to

convince the locals to provide assistance. This may be for carrying home the treasure, rendering medical aid, sharing food and water, or any other purpose directly related to exploration and returning with the results.

## Fiddler



**Skills and Abilities**

***WARDEN***

**Core Skills**

Diplomacy, Escape Plan, Now You Don't, Resist Taunt, Undermine

**Optional Skills**

Defense, Empathic Sense, Lion Heart, Safe Thought, Seduction

**Abilities**

- The character gains +1 to their Social Defense.
- The character gains +1 to their Physical Defense.
- The character gains +1 to their Recovery Step.
- **Haven't You Wondered?:** The Fiddler may Undermine someone who is not present. The character spends 5 Strain to target the individual. On one success, the audience's Attitude shifts as if the target were present. On two or more successes, the effect (both to Attitude and to the target's Social Defense) lasts for the Fiddler's Undermine Rank in hours, giving time for (among other things) word to get back to the target and impact their Social Defense. On a Rule of One result, the audience's Attitude toward the Fiddler drops by one degree, and remains there until action is taken to change it, representing the Fiddler's loss of credibility.

***MASTER***

**Core Skills**

Bardic Voice, Cutting Words, Second Chance, Truth Through Lies, Witty Repartee

**Optional Skills**

Disarming Smile, Life Check, Lion Spirit, Perfect Focus, Soul Aegis

**Abilities**

- The character gains +2 to their Social Defense.
- The character's Max Karma increases by 15.
- **Spinning Suspicion Into Gold:** The Fiddler may deflect suspicion and regain trust by making a Witty Repartee Test against an Unfriendly (or worse) target's Social Defense. The Fiddler spends their Wound Threshold in Strain, and gains +1 Step per Strain Point to the Test. On one success, the Fiddler convinces the target that their doubts were groundless, and their Attitude moves up one step towards Neutral. For each two extra successes, the target's Attitude increases by one, and can rise above Neutral.

## Investigator

**Skills and Abilities**

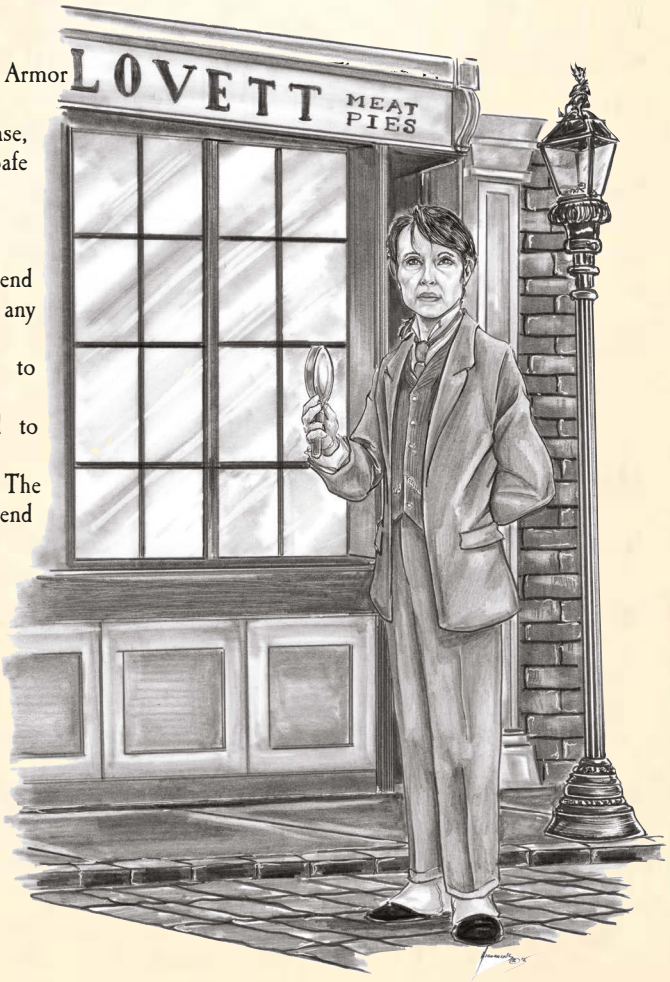
***WARDEN***

**Core Skills**

Diplomacy, Disarm, Spot Armor

**Optional Skills**

Critical Hit, Defense, Leadership, Resist Pain, Safe Thought




**Abilities**

- The character may spend on point of Karma on any PER-only Tests.
- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Physical Defense.
- **In Dolor Veritas:** The Investigator must spend 2 permanent Damage Points to gain this ability. How and why a person attacks others reveals information about themselves. Any time a person directly involved in a current investigation attacks the Investigator, they learn one key secret about that person, or related to them, for every Wound or cumulative Wound's worth of

Damage Points taken. If the attack is against the Investigator's Social Defense, the Investigator learns one key secret for each extra success the attack scores. Multiple attacks by the same person in one scene count as a single attack.

*MASTER*

Core Skills

Cutting Words, Oratory, Second Chance, Soul Aegis, Witty Repartee

Optional Skills

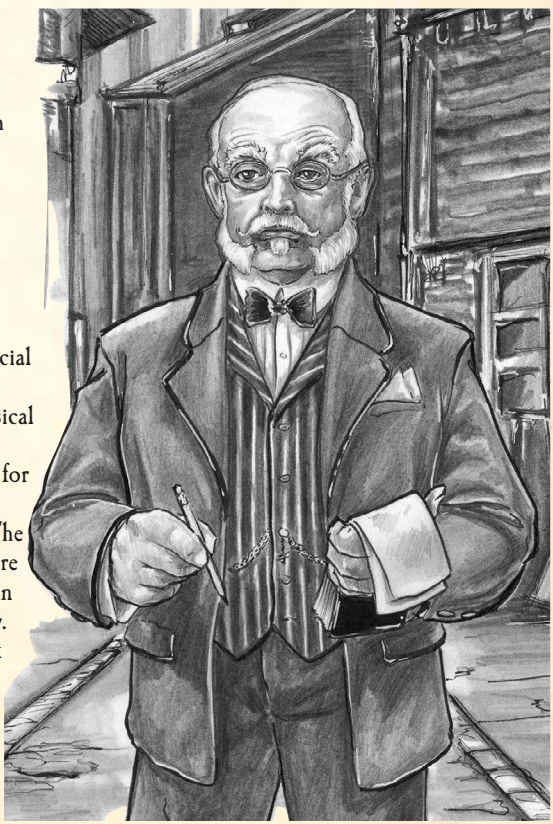
Escape Plan, Perfect Focus, Relentless Recovery, Resist Magic, Unflinching Fortitude

Abilities

- The character's Max Karma increases by 15.
- The character gains +1 Recovery Test per day.
- **"Things Only I Would Know" for £500**: The Investigator may spend a Wound's worth of Strain to recall an obscure fact from some vaguely related field of knowledge that ties together the available information, gaining a critical insight into the case at hand. The Gamemaster determines the actual fact involved, and provides the revelation that the Investigator has, although the player is encouraged to suggest possible facts.

# Journalist

Skills and Abilities



*WARDEN*

Core Skills

Diplomacy, Leadership, Oratory, Truth Through Lies, Undermine

Optional Skill

Bardic Voice, Disarming Smile, Incite Mob, Safe Thought, Wound Balance

Abilities

- The character gains +1 to their Social Defense.
- The character gains +1 to their Physical Defense.
- The character may spend Karma for Recovery Tests.
- **Fearless In Pursuit of the Story**: The Journalist knows that the story they are working on is more important than their own physical or social safety. They may add their Writing Rank to any Test against intimidation or fear, or to their Social or Mystic Defense against intimidation or fear. This gives them a "coolness under fire" equal to a veteran soldier, able to report from the front lines calmly

while shells explode around them. They may disregard any difference in Social Level that would put them at a disadvantage, for Strain equal to double the difference. A SL3 Journalist questioning a SL5 Aristocrat would spend 4 Strain to avoid the SL penalty.

*MASTER*

Core Skills

Cutting Words, Lion Heart, Perfect Focus, Steely Stare, Witty Repartee

Optional Skills

Defense, Second Chance, Soul Aegis, Stout Constitution, Unflinching Fortitude

Abilities

- The character gains +2 to their Social Defense.
- The character's Max Karma increases by 15.
- **Ironclad Integrity:** Nothing is more important than the truth. The Journalist may add their Profession Skill Rank as a Step bonus to resist Taunts that impugn their honesty, to their Social Defense to resist attempts at Bribery, and to any other resistance to having their integrity questioned or subverted. They may also use this ability to defend their good name, adding the same Step bonus to encourage others to believe in their honesty. The Journalist must spend Strain equal to their Rank in order to use this ability.

## Mage

Skills and Abilities

*WARDEN*

Core Skills

Astral Pocket, Astral Survey, Glyph of Unweaving, Rapid Fire Casting, Steely Stare

Optional Skills

Leadership, Lifesight, Resist Taunt, Safe Thought, Undermine

Abilities

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Mesmeric Influence:** The magician may add up to their Wound Threshold in Step bonus to their Empathic Command, Hypnotize, or Steely Stare Skill Tests, paying 1 point of Strain per Step. When this ability is used, the magician's eyes glow slightly, lighten in colour, darken, or otherwise change appearance in a

mystically significant way. Onlookers may make an Awareness or PER Test at +3 Steps to realize that the magician is exerting a mystic influence.

***MASTER***

**Core Skills**

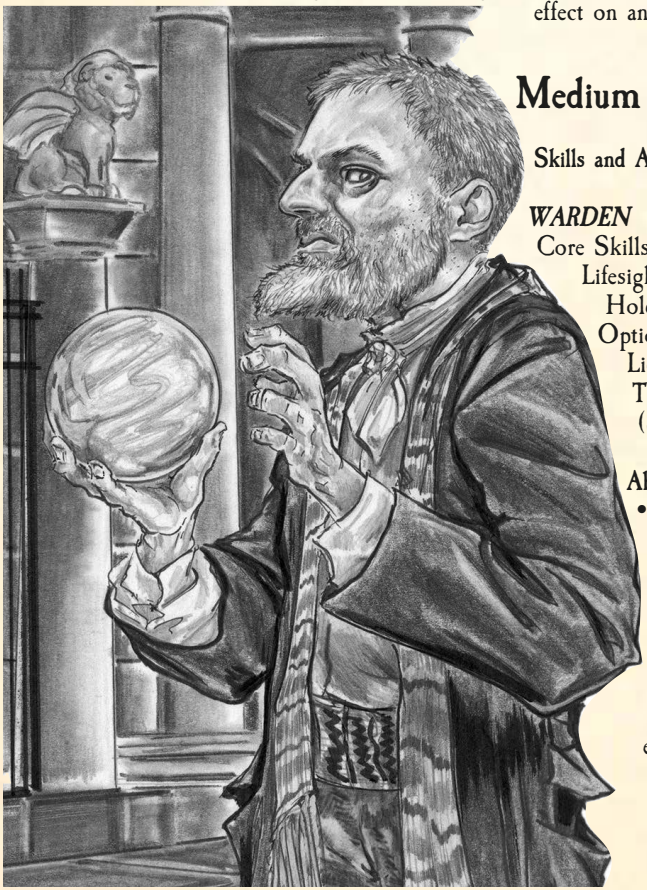
Cutting Words, Glyph of Shielding, Perfect Focus, Second Chance, Soul Aegis

**Optional Skills**

Diplomacy, Disarming Smile, Memory Probe, Resist Pain, Witty Repartee

**Abilities**

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **Casting Circle:** For 5 Strain, the Mage may take one minute to create a magical circle on the ground around themselves. While standing in this circle, the Mage's Spellcasting and Effect Tests are at +5 Steps. The circle does not affect any other magician. The circle lasts for 10 minutes; the Mage can extend the duration of the circle up to their Spellcasting Rank in hours by taking a Wound's worth of Strain. While the circle may be marked with a material component, such as salt or chalk, the physical component is just a focusing aid to creating the circle. Once created, damage to the markings has no effect on the circle. The circle has no effect on any other magician.



## Medium

**Skills and Abilities**

***WARDEN***

**Core Skills**

Lifesight, Spirit Command, Spirit Hold, Thought Link, (Spell slot)

**Optional Skills**

Lion Heart, Resist Pain, Safe Thought, Truth Through Lies, (Spell slot)

**Abilities**

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character may spend Karma for Recovery Tests.
- **Overpowering Will:** The Medium may seize someone else's attention and hold it through force of will. The target may be a living person, or may be an ancestral spirit or other intelligent non-physical entity.

The Medium spends 6 Strain and makes a Willforce Test at +4 Steps against the target's Mystic Defense. On one success, the Medium holds the target's attention for one minute, and may deliver whatever monologue they choose with the target unable to reply. The target's Attitude toward the Medium, or the subject of the Medium's monologue, is shifted one step in the direction the Medium chooses. Any physical interruption breaks the hold. The target must make a WIL Test against the Medium's Overpowering Will Test result, or be Harried for four rounds. If the target gets a Rule of One result on their WIL Test, they are utterly convinced of whatever the Medium has said, with their Attitude toward the subject or the Medium shifted as far as it will go, and Harried for five minutes. Onlookers must make a WIL Test against the result of the Medium's Overpowering Will Test to intervene. Extra successes on the Overpowering Will Test may be applied as Step bonuses to an Arcane Mutterings, Empathic Command, Frighten, Graceful Exit, Hypnotize, Slough Blame, or Spirit Command Test, against the same target, that immediately follows the Overpowering Will action. If the Medium has a Rule of One result on their Overpowering Will Test, they are Harried, and at an extra -2 to all Defenses against their intended target, for 5 minutes.

***MASTER***

**Core Skills**

Memory Probe, Perfect Focus, Second Chance, Soul Aegis, (Spell Slot)

**Optional Skills**

Astral Survey, Diplomacy, Resist Taunt, Undermine, (Spell Slot)

**Abilities**

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **That Will Be Enough of That:** The Medium may seize control of a number of spirits up to their Spirit Hold Rank. The Medium makes a Spirit Hold Test at +5 Steps against the highest Mystic Defense among the target spirits, +1 for each additional spirit after the first. If successful, the Medium spends a Wound's worth of Strain and controls all of the spirits for the normal duration of their Spirit Hold Skill.
- The Medium may spend up to a Wound's worth of Strain to gain an equal Step bonus to Spirit Hold or Spirit Command against a single spirit. This may be used only once per scene.

The Medium gains the following Spells to their Spell Slot pools at the indicated Tiers.

## Medium Spell Slot Pools (High Tiers)

| Spell | Tier | Spell | Tier |
|---|---|---|---|
| Convince | Novice | Deny Karma | Journeyman |
| Improve Personal Armor (Mystic) | Novice | Force the Truth | Journeyman |
| Alter Memory | Journeyman | Reduce Karma | Journeyman |
| Astral Projection | Journeyman | Write Memory | Warden |
| Coincidental Disruption | Journeyman | Astral Double | Master |

# Military Officer

**Skills and Abilities**

***WARDEN***

**Core Skills**

Command, Oratory, Rally, (Second Attack / Shot), Strategy

**Optional Skills**

Conversation, Escape Plan, Lion Spirit, Resist Pain, (Sure Mount / Maneuver)

**Abilities**

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Line of Retreat:** By spending a Wound's worth of Strain, the Military Officer may use Escape Plan during battle to find the optimal route for withdrawing their troops. The analysis takes 3 combat rounds as a Sustained Action instead of 30 minutes. The Escape Plan Test is made against the Tactics total Step of the opposing commander. On one success, the withdrawing Military Officer takes 10% casualties, on two successes, 5% casualties, and on three or more successes no casualties at all. On a Rule of One result, the line of withdrawal turns out to be an ambush, and the Military Officer takes 25% casualties before they may attempt to Rally and counterattack.

***MASTER***

**Core Skills**

Bardic Voice, Concentrated Assault, (Multi-Charge / Shot / Strike), Second Chance, Soul Aegis

**Optional Skills**

Defense, Perfect Focus, Relentless Recovery, Song of Battle, Unflinching Fortitude

**Abilities**

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- **Your Tactics Are As Well Known As You:** The Military Officer has studied their opponent thoroughly, and knows the enemy's past battles and favourite stratagems. The Military Officer may add the opposing commander's Reputation as a Step Bonus to Command, Concentrated Assault, Danger Sense, Inspire Others, Strategy, or Tactics Tests during battle against that opponent. If the enemy leadership changes, the Military Officer must pay 5 Strain to adjust their plans to the new opponent, or lose the Reputation bonus for the remainder of the battle. Of course, the opposing officer may be able to use the same ability.

## Pioneer

**Skills and Abilities**

***WARDEN***

**Core Skills**

Blind Fire, Diplomacy, Incite Stampede, Safe Path, Trick Shot

**Optional Skills**

Critical Hit, Fluid Movement, Leadership, Lion Spirit, Resist Taunt

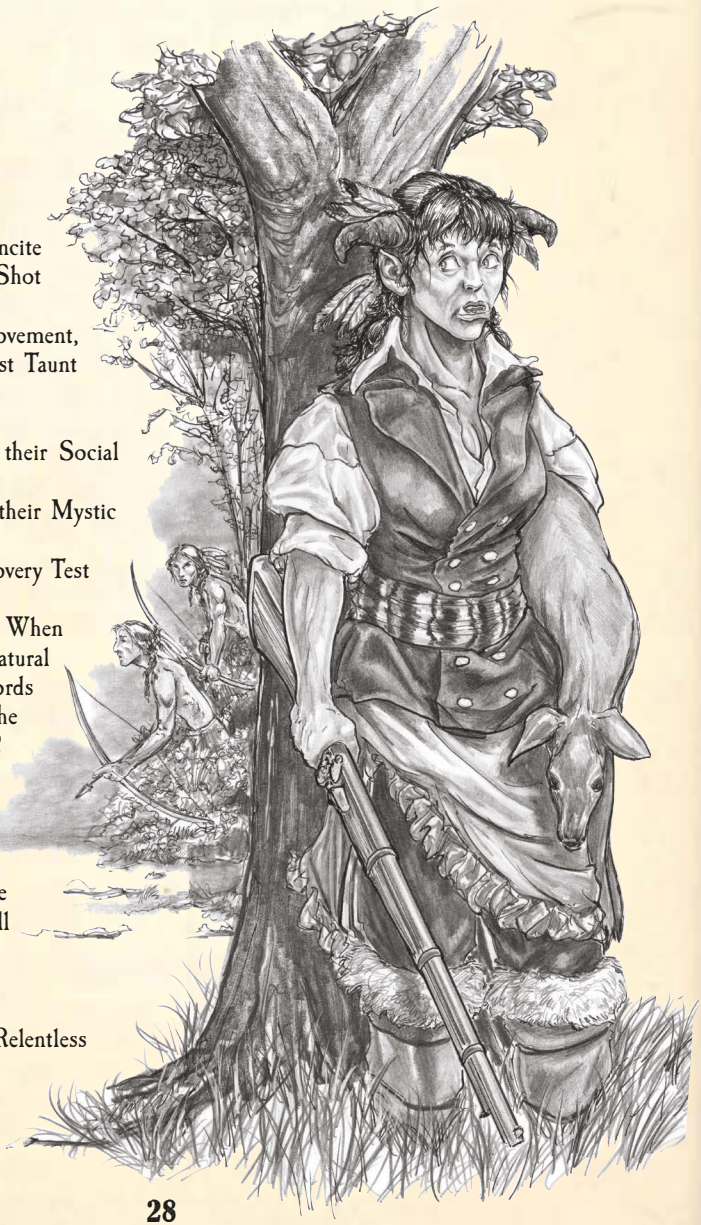
**Abilities**

- The character gains +1 to their Social Defense.
- The character gains +1 to their Mystic Defense.
- The character gains +1 Recovery Test per day.
- **Ghost Among The Trees:** When in a forest or other natural environment that affords at least partial cover, the Pioneer may spend 2 Strain to gain +2 Steps to their Stealthy Stride or Fluid Movement Skills. They may do so once per scene, with the effect lasting their Skill Rank in combat rounds.

***MASTER***

**Core Skills**

Forge Firearm, Multi-Shot, Relentless Recovery, Snap Shot, Steely Stare



Optional Skills
Engaging Banter, Perfect Focus, Resist Pain, Second Chance, Unflinching Fortitude

Abilities
- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- **Tough as an Old Boot:** For 3 Strain, the Pioneer may spend one extra Karma on any TOU-based Core Skill Test. For 4 Strain, the Pioneer may add their Karma Step to their Unflinching Fortitude for their Karma Step in hours.

# Priest

Skills and Abilities

*WARDEN*
Core Skills
Astral Survey, Bardic Voice, Oratory, Spirit Command, Summoning Circle
Optional Skills
Arcane Mutterings, Incite Mob, Lasting Impression, Resist Taunt, Safe Thought

Abilities
- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character may spend one point of Karma on any CHA-only Tests.
- **Winning Their Souls:** Once per week, the Priest may attempt to convert a GMC to the Priest's Faith. The GMC must have a Friendly or better Attitude toward the Priest and a Neutral or better Attitude toward the Faith. The Priest spends thirty minutes with the GMC, explaining the advantages of the Faith as appropriate to its practices. The player spends 3 Strain and makes a Charisma-based Knowledge (Religion) Test. Since that is a Core Skill, the player may spend Karma on this Test. The Priest increases the GMC's Attitude in regards to the Faith by one step per success. If the GMC's Attitude towards the Faith increases to Awestruck, the GMC becomes a convert. Gamemasters should note that there are few things as zealous as a new convert. The GMC will recur frequently in the Priest's life, perhaps at inopportune moments, and for possibly longer than is convenient.

*MASTER*
Core Skills
Disarming Smile, Glyph of Shielding, Glyph of Unweaving, Second Chance, Truth Through Lies
Optional Skills
Emotion Song, Lion Spirit, Memory Probe, Perfect Focus, Soul Aegis

Abilities

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **Favor of the Divine:** Once per week, the Priest may invoke their deity, divine principle, or other theurgical ideal, and spend 6 Strain to achieve an automatic three successes on one Skill or raw

Attribute Test. The Priest must take one full day and celebrate the formal rites of their Faith, with any requisite costs, audience / congregation presence, and/or time in isolated meditation or other requirements, before this ability may be used again.

## Sailor

**Skills and Abilities**

***WARDEN***

**Core Skills**

Champion Challenge, Emotion Song, Oratory, Rally, Resist Taunt

**Optional Skills**

Bardic Voice, Defense, Lion Spirit, Resist Pain, Seduction

**Abilities**

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Heave Together Now:** The Sailor may coordinate a group effort, providing cadence to keep the crew working in synch with each other. The character makes an Emotion Song Test at a bonus equal to their Crew Ship/Airship Rank against the highest Social Defense in the crew, +1 for each additional crew member after the first. Each success adds +1 Step to all Tests the crew make in unison or to the same immediate goal. The effect lasts a number of minutes equal to the Sailor's Emotion Song Rank. If the Sailor does not know Emotion Song, they may substitute a CHA Test, and use their CHA Step for the duration in combat rounds.

***MASTER***

**Core Skills**

Concentrated Assault, Diplomacy, Multi-Strike, Relentless Recovery, Second Weapon

**Optional Skills**

Inspire Others, Perfect Focus, Second Chance, Song of Battle, Vicious Wound

Abilities

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- **Fighting For The Vessel's Honour:** The Sailor may spend 5 points of Strain to represent the vessel they serve aboard against the champion of another vessel. The Sailor adds the Reputation of their vessel to their Champion Challenge Test as a Step Bonus. If the Sailor is the commander of the vessel, they add their own Reputation to the Test as well. The outcome of the single combat affects both the vessel and its crew. Ship-to-ship battles have been conceded based on the outcome of a duel between ships' champions.

## Scientist

Skills and Abilities

*WARDEN*

Core Skills

First Impression, Leadership, Resist Taunt, Undermine, Witty Repartee

Optional Skills

Bardic Voice, Disarming Smile, Knowledge (Select), Lion Heart, Safe Thought

Abilities

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character may spend one point of Karma on any PER-only Tests.
- **Deeper Understanding:** The Scientist can extrapolate from the principles of their field of specialization to the world in general, applying what they have learned in their studies to other endeavours. For 4 Strain, the Scientist can add their Professional Skill Rank to any Skill Test other than combat actions. For example, the Scientist could add their Profession Skill Rank to a Mechanic Test, representing knowledge of the underlying theory of machines, or a Taunt Test, representing knowledge of how the mind and culture interact, but not to a Firearms Test, although it could be added to a Craft Firearms Test. The player must explain how the Professional Skill applies to the Test before using this ability.

*MASTER*

Core Skills

Cutting Words, Lasting Impression, Oratory, Perfect Focus, Soul Aegis

Optional Skills

Escape Plan, Exploding Ammunition, Knowledge (Select), Second Chance, Truth Through Lies

Abilities

- The character gains +2 to their Social Defense.
- The character's Max Karma increases by 15.
- **Academic Duel:** The Scientist may challenge another Scientist in their field of knowledge. Using Reputation + PER as the Skill Rank, the Scientist makes a Champion Challenge Test against

their opponent's Social Defense, and spends 4 Strain. Instead of single combat, each Scientist presents a short paper or demonstration of their primary field of Knowledge (their Profession Skill). The effects of the Champion Challenge Test apply to all aspects of the presentation – the Knowledge Skill Test to prepare it, any ancillary Tests such as Mechanic or Craftsman to set up the demonstration apparatus, and the Social Skill(s) used to deliver it. Taking more than one full day to make the presentation results in an automatic loss. The winner of the academic duel gains a +2 Step bonus per success on the Champion Challenge Test to all actions targeting the opponent and their scientific faction for the winner's Reputation in days, while the opponent and their faction are at -2 Steps per success to all actions against the winner and their side for the same period. The Gamemaster may determine other effects, such as gain or loss of Social Level, changes in GMC Attitude, and so forth.

## Shaman

**Skills and Abilities**

***WARDEN***

**Core Skills**

Glyph of Unweaving, Lion Heart, Spirit Command, Summoning Circle, Thought Link

**Optional Skills**

Diplomacy, Inspire Others, Leadership, Resist Taunt, Safe Thought

**Abilities**

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Astral Projection:** The Shaman's spirit can leave their body for brief periods of time. The Shaman makes a Willforce Test against the Damage Step of astral space in the area (see the **Astral Damage Table** on p.436 of the ***1879 Gamemaster's Guide***), and takes half the Damage Step in Strain to cross the boundary. The Shaman's effective Force Rating is equal to their Professional Rank. The Shaman may project astrally for a number of minutes equal to their Profession Rank. Each minute after that time limit expires, the Shaman takes damage equal to their Wound Threshold, including a Wound. See the **Astral Denizens** chapter of the ***1879 Gamemaster's Guide*** for more on astral projection, astral travel, and the requisite game mechanics.

*MASTER*

**Core Skills**

Astral Survey, Glyph of Shielding, Memory Probe, Soul Aegis, Truth Through Lies

**Optional Skills**

Bardic Voice, Lion Spirit, Oratory, Perfect Focus, Second Chance

**Abilities**

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **Big Name in the Spirit World:** The Shaman has gained considerable reputation among the spirits. The character spends 5 permanent Damage Points to gain this ability, which grants +5 Steps to all spirit-related Skills in the Core and Optional lists (Summon, Spirit Hold, Spirit Talk, Orbiting Spy, Spirit Dodge, Spirit Command, Summoning Circle). This bonus counts under the Rule of Three.

## Soldier

**Skills and Abilities**

*WARDEN*

**Core Skills**

Blind Fire, Life Check, Rally, Steely Stare, Tactics

**Optional Skills**

Critical Hit, Defense, Fluid Movement, Lion Heart, Resist Pain

**Abilities**

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Leading Through Example:** If the Soldier leads a charge, attack, or rescue action during battle, the character may spend 3 Strain and 1 Karma to

make a Rally Test, with the Karma die included. In addition to the effects of the Rally, other soldiers in the Soldier's unit, and any Friendly forces fighting alongside them, may gain +1 to their Physical Defense and +1 Step per success to their Action Tests, for the Soldier's Rally Rank in rounds. This affects a maximum of the Soldier's Rally Rank +1 individuals. The Soldier must take command during the combat action. The Physical Defense and Action Step bonuses are lost if the Soldier takes a Wound and is Knocked Down.

*MASTER*

Core Skills

Concentrated Assault, (Multi-Shot / Multi-Charge), Snap Shot, True Shot, Vicious Wound

Optional Skills

Lion Spirit, Perfect Focus, Relentless Recovery, Second Chance, Unflinching Fortitude

Abilities

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- **Old-Timer's Luck:** The Soldier may spend 1 Karma to turn an Attack Test against them that scores more than one success into a failure. This ability may only be used once per week.

## Tribal Warrior

Skills and Abilities

*WARDEN*

Core Skills

Champion Challenge, Command, Rally, Second Attack, Strategy

Optional Skills

Critical Hit, Defense, Life Check, Lion Spirit, Show Armor Flaw

Abilities

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Mystic Defense.
- The character gains +1 Recovery Test per day.
- **Spectacular Strike:** Once per day, the Tribal Warrior may spend extra Karma on a Melee Weapons, Throwing Weapons, or Missile Weapons Test. The character spends 2 Strain per Karma Point, and may buy extra Karma for the Test up to their Melee Weapons Skill Rank. This also counts as an Impressive Display Test against all onlookers, using the result of the Attack Test.

*MASTER*

Core Skills

Concentrated Assault, Multi-Strike, Relentless Recovery, Second Shot, Weapon Breaker

Optional Skills

Perfect Focus, Resist Pain, Second Chance, Unflinching Fortitude, Vicious Wound

Abilities

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- **Fearsome Reputation:** For 2 points of Permanent Damage, the Tribal Warrior gains terrifying renown. They may add +5 Steps to any Social Test against a single enemy or an enemy force, or against an ally or an allied force that is temporarily opposing or needs convincing, such as a Command Test against friendly forces. However, the Tribal Warrior takes a -2 Step (or similar -2 penalty) to interactions that require diplomacy or a non-confrontational attitude. It's difficult to be friendly with people who are afraid of you.

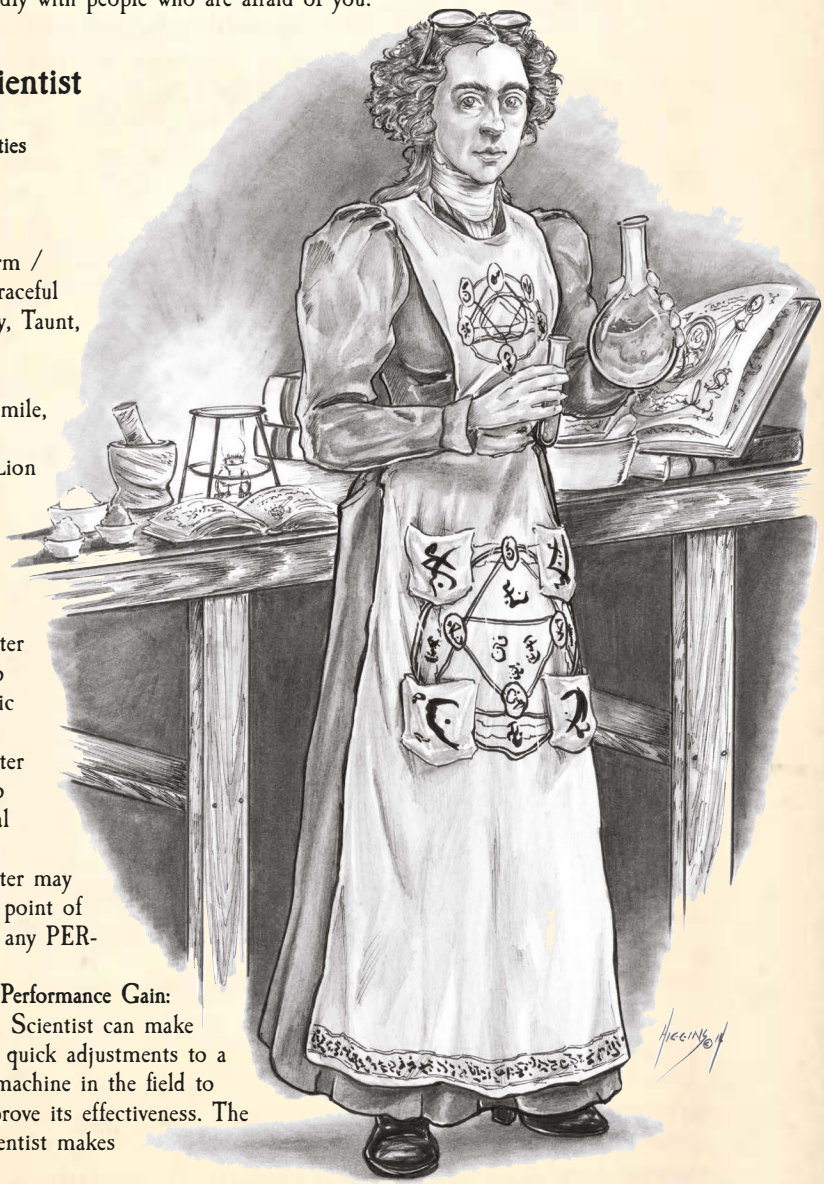
## Weird Scientist

Skills and Abilities

***WARDEN***

**Core Skills**
Forge (Firearm / Weapon), Graceful Exit, Oratory, Taunt, Undermine

**Optional Skills**
Disarming Smile, Escape Plan, Leadership, Lion Spirit, Safe Thought



Abilities

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character may spend one point of Karma on any PER-only Tests.
- **Temporary Performance Gain:** The Weird Scientist can make a series of quick adjustments to a device or machine in the field to briefly improve its effectiveness. The Weird Scientist makes

a Craft Device Test against the device's Mystic Defense. For each success, the device gains +1 Step to any statistic. All Step gains must be applied to the same statistic. For example, the Weird Scientist could improve a device's Effect Step by +2, but could not improve the Effect Step by +1 and the Physical Armor by +1. The Step gain lasts for the Weird Scientist's Craft Device Rank in minutes. At the end of the duration, the device's statistics revert to normal. On a Rule of One result, the Weird Scientist does their Craft Device Rank in damage to the device.

***MASTER***

**Core Skills**

Cutting Words, Perfect Focus, Resist Taunt, Soul Aegis, Witty Repartee

**Optional Skills**

Diplomacy, Engaging Banter, Inspire Others, Second Chance, Steely Stare

**Abilities**

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **I'll Show You All!**: The Weird Scientist can make an Impressive Display Test against the Mystic Defense of a creation they have just completed, with the usual +2 bonus from the crafting Test, and add any successes as +1 Step bonuses to the creation's statistics. Multiple successes may be split up among statistics. This can only be used for creating grand devices, complex potions that require three months of brewing, or other creations that require sustained actions over considerable time to be created, and will be used before a large crowd, with the intent of overawing the onlookers. When the creation is deployed, the Weird Scientist may add the number of successes from the creation-time Impressive Display Test as a Step bonus to a new Impressive Display Test against the audience. Both of the Impressive Display Tests can only be used once each, one for creating the item, and the other for the grand reveal.

**Notes:**

- At Warden, the Weird Scientist picks one of Forge Firearm or Forge Weapon as a Core Skill. The other becomes available as a Free Skill.

# 1879 PLAYERS COMPANION

## New And Variant Professions

*"Don't be afraid! We won't make an author of you, while there's an honest trade to be learnt, or brick-making to turn to."*
*– Charles Dickens*

Professions determine the Core and Optional Skills that define both player and Gamemaster characters. Core Skills can have Karma spent on them to improve their Action Dice. Optional Skills, while still important to the Profession, are not significant enough to allow Karma use. Each Tier of a Profession also includes a list of special Abilities the character gains at that Tier.

This chapter shows how Professions are built, and provides guidelines for creating new ones, either from scratch or as Variants of existing Professions. Variants, alternate ways of playing the character type, have different options for some Core and Optional Skills, and may have different Abilities as well. For example, the Aristocrat Profession, the person of noble birth, includes the Dilettante Variant, the bored wealthy person who's seeking adventure for something to do. A number of new and Variant Professions close out the chapter, giving new options for both Player Characters and GMCs.

### Racial Restrictions

Not all races work properly with all of the Professions. Sometimes, this is due to physical constraints. Trolls are just too big to be Airship Pilots. Cultural issues may preclude a Profession. Most Terrestrials don't have the links to the land and the ancestors, or the cultural upbringing, to follow the Shaman path of the tribal races and the Saurids. Professions that have racial restrictions will explain why certain races do not normally fit the Profession. If the player can come up with a good backstory as to why this particular individual would fit the Profession, and the Gamemaster approves, racial restrictions may be set aside. For example, a troll character could follow the Cowboy Profession in the Grosvenor World, where there are mounts big and strong enough to carry a troll. As with any rule in this book, the players and GM are free to set it aside in its entirety if they so desire.

# How to Build a Profession

This section provides game mechanics and guidance for creating new Professions for 1879.

## The Profession Skill

Creating a new Profession starts with defining the central focus of the career path. While Professions advance in stages, each focusing on a different aspect of the career, the Profession as a whole revolves around one Skill, one specific thing that the Profession does that defines it. This is the Profession Skill.

For example, the Military Officer spends their Initiate Tier learning how to fight. While they do pick up some Optional Skills that give them Social abilities, such as First Impression, these are less important at this point in the officer's career. At Novice, they begin to develop both as fighters and socially, gaining a Social attack (Impressive Display) as a Core Skill, and standing out more on the battlefield with Skills such as Riposte and Taunt. As the Military Officer advances to Journeyman, they take on Leadership roles, acquiring the Skill of that name as well as Inspire Others. They also become more charming, learning Diplomacy and Winning Smile, and cementing their reputation as dashing and a bit rakish by adding Seduction to their Optional Skill pool, having already acquired Flirting previously. At Warden, the Military Officer no longer takes the field so much, but instead takes Command of large deployments. Oratory gives them the Skill to address the troops, Rally the ability to pull them back together in the face of the enemy, and Strategy expands Tactics to directing regiments and battalions effectively. They learn to keep an eye behind them, militarily and in social situations, as their career path becomes more political. Finally, at Master, the Military Officer becomes a force to be reckoned with, directing their forces with devastating results to the enemy. Their Bardic Voice can be heard clearly above the din of battle, urging their troops on and challenging the foe. Throughout this entire path winds one single thread: leading troops effectively. At the centre of the Military Officer's career lies Tactics, the Skill of sending troops where they are most needed.

*There's them what says that even that changes, with progression in rank. I mean, we've all heard that it's Lieutenants what study tactics, whilst Captains study strategy and Generals study logistics. But what do I know? I ain't got to that top level yet.*
*– Major Zachariah Clementine, Army of the Confederacy*

The Profession Skill can be chosen from the Novice or Journeyman lists. Warden and Master Skills cannot be Profession Skills, as they cannot be learned by people just beginning to follow a Profession.

## Core and Optional Skills

Once the Profession Skill is chosen, the Core and Optional Skills for each Tier must be selected. The way the Professions were built for the ***1879 Players Guide*** and this book was to go through the list of available Skills and write down the name of every Skill that might be appropriate to the Profession at each Tier. Skills were then selected from that list for the Core and Optional pools based on how directly relevant each Skill was to the Profession. Whether or not a Skill had a Test associated with it also influenced placement. Skills that are used only for their Rank, such as Tiger Spring, should be placed as Optional Skills, as no Karma will ever be spent for them.

Each Tier gets a set number of Skills in the Core and Optional pools (the number is the same for both pools):

- Initiate: 5
- Novice: 5
- Journeyman: 7
- Warden: 5
- Master: 5

## Tier Abilities

With the Skills distributed, the Tier Abilities must be chosen. Three are gained at Journeyman and Warden, and two at Master. These may:

- provide Defense bonuses
  - +1 at Journeyman or Warden, +2 at Master
  - to Physical, Mystic, or Social Defense
- Provide Recovery bonuses
  - +1 Step to Recovery
  - +1 Recovery Test per Day
- add the ability to use Karma in a new way, or grant additional Maximum Karma
  - Allow Karma for an Attribute-only Test
  - Allow Karma for Recovery Tests
  - Increase Maximum Karma by 15 (Master only)

In addition to these bonuses, one special Ability at each Tier grants an augmentation to a Skill, or gives the character a power or talent that is in keeping with their Profession, but not defined as a Skill. These special Abilities generally add a Step Bonus under specific circumstances, and may cost Strain to use. Tier Abilities are customarily named, sometimes with a descriptive (the Fiddler gets **Plausible Deniability**) or an inside joke or cultural reference (the Doctor's **It's Not Lupus**). The following table shows the range for these Abilities by Tier.

## Ability Structure by Tier

| Tier | Step Bonus | Strain Cost | Karma Required | Duration |
|---|---|---|---|---|
| Journeyman | 1-3 | 1-2 | No | rounds / minutes |
| Warden | 3-5 | 3-4 | Recommended | minutes / hours, can extend with blood magic |
| Master | 6+ | 5+ | Yes | Special |

## Completing the Profession

Once the Core Skills have been selected for the Profession, go through them and count up how many apply to each of the six Attributes. The two that score the highest become the **Important Attributes**.

If any **Racial Restrictions** apply to the Profession, note them, and explain why they exist. It's not enough to say that snarks and trolls can't be submarine Sailors. An explanation of the tight quarters of such craft prohibiting snarks and trolls due to their large frames is required.

List the **Starting Equipment** for the Profession. This generally includes appropriate clothing and the tools of the trade. For example, the Cowboy starts with a mount (including saddle and tack), a rifle, rugged clothing suitable for the environment, basic camping gear, and a rope to use as a lasso or lariat. This does not come out of the character's Starting Funds.

The **Suggested Social Level** should be determined by considering the position the Profession holds in its native culture, with a second Social Level for the British Empire if the Profession comes from elsewhere. Tribal Warriors hold a high Social Level in their native culture, where the warrior tradition is respected, but are often regarded as savages barely better than animals by the British upper class, resulting in a 4/2 Social Level. All criminal Professions receive a Social Level of 1, with the option of passing for a higher Social Level if the character's true calling isn't known. The Fiddler often finds acceptance at higher Social Levels, if their mannerisms and dress are correct, but only as long as they're not discovered to be frauds.

**Starting Funds** and **Income** should be commensurate with the Profession's Social Level and earning potential. Look at the **Starting Funds and Income By Social Level** table on page 75 of the *1879 Players Guide*, and compare the new Profession to existing ones. Notice that Priests tend to have a low Income, regardless of their Social Level, as they're not usually in it for the money (or at least shouldn't be).

If you're doing a formal writeup on the Profession to share with other players, or post on a fan website, note that Professions start off with a flavour quote and a first or second person description of how the Profession sees itself. This should be one or two paragraphs that summarize what the Profession does, what it contributes to society as a whole, and what it brings to an adventuring party. The writeup should leave the reader eager to play one of these characters.

Finally, build a test character and play it to see if the new Profession works in play the way it was designed to. Try advancing the character through its Tiers and see how the potential and style of play changes. Don't be afraid to go back and adjust the Profession.

# New Professions

## Engineer

*"Oh, certainly, you can piddle around with tiny clockworks and clever gadgets, but when you need serious machinery, that's when you call me, when you decide to scale up to real industrial power."*

You want clever toys to impress people in the parlour or the club, or get you into and out of some firm's building quietly, go talk to a Brassman. You have eighty thousand tons of copper ore to haul out of a mountain, across a swamp, and through the Rabbit Hole? Here's the man for the job. The Engineer designs and oversees the build of serious machinery, locomotives and steamships and pumps capable of lifting three tons of water up a mineshaft with each stroke of the piston. Bridges, tunnels, tall buildings, shipyards, fortifications of steel that will turn back the Samsut? He's on it.

The Engineer works with iron, steel, and high pressure steam, the kind of motive power that pushes ships across the ocean and locomotives down the track. He spans rivers with cantilevers and suspension cables and flying arches, and puts tunnels through mountains with explosives and hydraulic drills. From the drafting board to the railyard to the rolling stock, he creates the machinery that made the Industrial Revolution happen and keeps the world in motion. Not for him the delicate parlour toys of brass and glass and gemstones. His dreams take up hundreds of miles at a single go, leaping across the world on rails, bringing continents together with iron hulls and propellers the size of a windmill. If you've got a new world to colonize, and two worlds to bridge, you've come to the right man.

**Important Attributes:** PER, CHA
**Profession Skill:** Civil Engineering or Field Engineering (pick one)
**Racial Restrictions:** Saurids – their culture does not support the Profession
**Starting Equipment:** Good clothing (Suit, city boots, dress hat)
Field clothing (canvas trousers, shirt, work boots, flat cap)
Drafting tools
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 3

**Skills and Abilities**

***INITIATE***
**Core Skills**
Awareness, Civil Engineering or Field Engineering (whichever was not selected as the Profession Skill), Knowledge (Mathematics), Mechanic, Navigation
**Optional Skills**
Clockwork, Craftsman (Select), Eidetic Memory, Firearms, Melee Weapons

***NOVICE***
**Core Skills**
Craft Firearm, Evidence Analysis, Mapmaking, Research, Taunt
**Optional Skills**
Craft Armor, Craftsman (Select), Cryptography, Engine Programming, First Impression

***JOURNEYMAN***
**Core Skills**
Diplomacy, Forge Firearm, Impressive Display, Inspire Others, Leadership, Munitions, Spot Armor Flaw
**Optional Skills**
Bribery, Craftsman (Select), Forge Armor, Gunnery, Haggle, Lasting Impression, Resist Taunt

**Abilities**
- The character may spend Karma on any PER-only Test.
- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- **It's a Very Bad Design:** The Engineer can spot fatal flaws in machinery and construction. The character makes a Civil/Field Engineering Test against the Mystic Defense of the target and spends 2 Strain. If successful, they spot a fundamental design flaw in the target, and know how to exploit it to bring the entire thing crashing down. Additional successes may be used as Impressive Display bonuses if there is an audience to the demolition. On a Rule of One result, the Engineer is impressed with the design and does not believe it can be brought down. Whether the Engineer incorporates the design's flaw into a later work of their own is up to the player and the Gamemaster.

***WARDEN***
**Core Skills**
Escape Plan, Lion Heart, Oratory, Show Armor Flaw, Witty Repartee

Optional Skills
Disarm, Engaging Banter, Safe Thought, Steely Stare, Undermine

Abilities
- The character may spend Karma on any CHA-only Test.
- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- **We Need Bigger Guns:** The Engineer can use their Craft Firearm and Forge Firearm to build and improve artillery, ship's guns, and other military-grade ordnance. This adds +2 to the Strain for each Skill. For Craft Firearm, use a Target Number of 25 for the Test, and assume that the Size of the ordnance is equal to 12 plus the number of Step 25 multiples in the Damage Step. Thus, the effective Size for a 7 pounder cannon, which has a Damage Step of 2 x 25, the effective Size would be 14, and so building the cannon would require accumulating 14 successes against a Target Number of 25. Forge Firearm requires a number of days equal to the current Damage Step of the weapon. Forging a 7 pounder cannon would require 50 days (2 times 25, the Damage Step). A successful Forge Firearm Test adds one Step 25 multiplier to ball shot regardless of the number of successes, and the number of successes to canister shot. Three successes can still improve the Rate of Fire.

*MASTER*
Core Skills
Cutting Words, Disarming Smile, Long Shot, Perfect Focus, Second Chance
Optional Skills
Defense, Graceful Exit, Lion Spirit, Stout Constitution, Unflinching Fortitude

Abilities
- The character gains +1 Recovery Test per day.
- The character's Max Karma increases by 15.
- **Artillery Ranging:** The Engineer may use their Long Shot Skill with military ordnance. Take 2 extra Strain, and extend the weapon's Range by 10% of the base range times the Long Shot Rank. An Engineer with a Long Shot Skill of Rank 11 could therefore extend the weapon's range by 110% for one shot, at a cost of 3 Strain. The Engineer must use their Gunnery Skill to fire the weapon.

Notes:

The Engineer may select a specialty for their **Craftsman (Select) Skills** from anything appropriate – metalworking, woodworking, glassblowing, or whatever relates to their work. The Craftsman Skills represent practical experience with the materials they incorporate in their designs.
**Melee Weapons** is most often used with improvised weapons (see the ***1879 Players Guide***, p. 250), such as a spanner or a Stilson wrench. Engineers do not normally own or carry swords or pole arms, but they know how to abuse their tools as weaponry when necessary. When using a tool as a weapon, Engineers do not take the Improvised Weapon penalty.

### *Example Character*

Professional Rank: 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 14: 6/D10 | STR: 8: 4/D6 | TOU: 10: 5/D8 |
| PER: 18: 7/D12 | WIL: 10: 5/D8 | CHA: 15: 6/D10 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 8 | Mystic Defense: 10 | Social Defense: 9 |
| Initiative: 6 | Movement: 6 | Carrying Capacity: 60 |
| Mystic Armor Bonus: 2 | Social Level: 3 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 20 | Death: 25 | Wound Threshold: 7 |
| Recovery: 2 | | |

**LANGUAGES**

English (British): Speak; R/W

**ARMOR**

Ballistic Vest (Silk): Phys 5, Myst 0, Init 0

**WEAPONS**

Light Pistol, 20 rounds

**EQUIPMENT**

Weekday suit, city boots
Cotton shirt, wool trousers, hiking boots
Sunday suit
Artisan's tools (drafting)
Measuring tools (tape measure, micrometer, protractor)

**CONNECTIONS:**

Connection: Architect at railway company
Connection: Draftsman
Connection: Railway civil engineer

**MONEY:**

£8/5/-

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Field Engineering | Prof | 3 | 10 |
| Speak Language | F | 1 | 8 |
| Read/Write Language | F | 1 | 8 |
| Awareness | C | 1 | 8 |

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Civil Engineering | C | 1 | 8 |
| Knowledge (Mathematics) | C | 1 | 8 |
| Mechanic | C | 1 | 7 |
| Craftsman (Metalworking) | O | 1 | 8 |
| Eidetic Memory | O | 1 | 8 |
| Firearms | O | 1 | 7 |
| Melee Weapons | O | 1 | 7 |
| Knowledge (Natural Philosophy) | F | 2 | 9 |
| Drawing | F | 1 | 7 |
| Conversation | F | 1 | 7 |
| Avoid Blow | F | 2 | 8 |
| Shake It Off | F | 1 | 6 |

## Gambler

*"Would you care to make it a bit more interesting? Say, ten pounds against your watch?"*

The Gambler truly does live by her wits, balancing her life and career on each hand of cards, each throw of the dice. She re-assesses the odds from moment to moment, knowing that in the end the house always comes out ahead and all debts get paid. Whether she works the bars as a card sharp or billiards hustler, runs a three card monte table on a street corner, or haunts the baccarat tables of the aristocracy, the Gambler keeps a close eye on the crowd, watching for the ready mark and the Peelers or house plain clothes security. The adventuring party that needs to shift the odds in their favour would do well to ask a Gambler to come along. The Gambler will be punctual at the rendezvous point. She has a brand new watch that keeps impeccable time.

**Important Attributes:** DEX, CHA
**Profession Skill:** Gambling
**Racial Restrictions:** None
**Starting Equipment:** Nice clothing, Derringer, Cards, dice, or other gambling devices
Gambling Stake (no less than one quarter and no more than one half of starting funds set aside as working capital, not to be touched)
**Starting Funds:** Moderate

Income: Moderate
Suggested Social Level: 1 (but can pass for much higher)

Skills and Abilities

*INITIATE*
Core Skills
Awareness, Eidetic Memory, Empathic Sense, First Impression, Streetwise
Optional Skills
Avoid Blow, Distract, Firearms, Slough Blame, Unarmed Combat

*NOVICE*
Core Skills
Danger Sense, Evaluate, Impressive Display, Lasting Impression, Taunt
Optional Skills
Disguise, Haggle, Lip Reading, Picking Pockets, Stealthy Stride

*JOURNEYMAN*
Core Skills
Conceal Object, Diplomacy, Engaging Banter, Fast Hand, Graceful Exit, Resist Taunt, Steely Stare
Optional Skills
Bribery, Conversation, Craftsman (Gambling Devices), Etiquette, Hypnotize, Sprint, Stout Constitution

Abilities
- The character gains +1 to their Social Defense.
- The character may spend Karma on any DEX-only Test.
- The character gains +1 to their base Karma step.
- **Tweaking The Odds:** The Gambler can figure the chance of a thing happening, and see where the odds might be tilted in their favour. By spending one point of Strain and doing nothing else for one combat round, the Gambler may make an Awareness Test against a Target Number chosen by the Gamemaster, based on the task difficulty, to analyse the situation and determine the possible outcomes and the probabilities of each. The Gambler may then pick one possible outcome, and reduce the Target Number for that outcome by 1 for each two Strain spent, up to the Gambler's Wound Threshold, regardless of which character must make the critical Test. Using this Ability takes up the Gambler's entire action for a second combat round. Appropriate narrative should be agreed upon by the Gambler's player and the Gamemaster. This Ability may be used only once per scene.

*WARDEN*
Core Skills
Escape Plan, Now You Don't, Truth Through Lies, Undermine, Witty Repartee
Optional Skills
Disarming Smile, Incite Mob, Lion Spirit, Resist Pain, Safe Thought

Abilities
- The character gains +1 to their Physical Defense.

- The character may spend Karma for Recovery Tests.
- The character gains +1 Recovery Test per day.
- **Reading the Table:** The Gambler may make a Truth Through Lies Test against each player currently at the table, or each opponent in a conflict, as a series of Free actions in a single combat round, at a Strain cost of 2 points per target character. For each success, the Gambler gains +1 Step to a single Test against the opposing character(s). (If the opposition consists of more than one character, only one Test may be made against the group with the bonus from this Ability.) The Gambler takes a penalty of -1 Step for each failure. If any of the Truth Through Lies Tests result in a Rule of One, the Gambler totally misreads that character, and the character is exempted from the result of the Gambler's action Test. If the Gambler does not know the Truth Through Lies Skill, they cannot use this Ability.

### *MASTER*

**Core Skills**

Cutting Words, Oratory, Perfect Focus, Second Chance

**Optional Skills**

Disarm, Leadership, Lion Heart, Soul Aegis, Unflinching Fortitude

**Abilities**

- The character gains +2 to their Social Defense.
- The character's Max Karma increases by 15.
- **Going All In:** The Gambler may improve their odds, or their party's odds, in a dire situation by taking a massive risk. The Target Number of the critical Test may not be less than the Gambler's Gambling Skill Rank plus their Professional Rank. The character may spend up to their Gambling Skill Rank in Karma on the Test, regardless of who actually makes the Test, at a cost of 4 points of Strain per Karma Point. The player must narrate how the Gambler contributes to the action in a way that risks the Gambler's (or the entire party's) reputation, fortune, possessions, or life. A failure on the critical Test is treated as a Rule of One result.

**Notes**

The Gambler never willingly spends their Gambling Stake. This is the seed money they need to get into a game. Without it, they cannot pursue their Profession. If it gets dipped into, or any part of it is lost, the Gambler must replenish it at their first opportunity.

The Gambler can make a Perception-based Gambling Skill Test to recall the rules, or a specific rule, of any game specifically designed for gambling. Thus, the Gambler can remember how to play baccarat, but not whist.

## *Example Character*

**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 13: 6/D10 | STR: 8: 4/D6 | TOU: 9: 4/D6 |
| PER: 16: 7/D12 | WIL: 11: 5/D8 | CHA: 18: 7/D12 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 8 | Mystic Defense: 9 | Social Defense: 10 |
| Initiative: 6 | Movement: 6 | Carrying Capacity: 60 |
| Mystic Armor Bonus: 2 | Social Level: 1 | |

**KARMA**
Current Karma: 6 Max Karma: 6 Karma Die: D8
**DAMAGE**
Unconsciousness: 18 Death: 22 Wound Threshold: 7
Recovery: 2

**LANGUAGES**
English (British): Speak; R/W
German: Speak, R/W

**ARMOR**
Ballistic Vest (Cotton): Phys 4, Myst 0, Init 0

**WEAPONS**
Derringer (Light Pistol), 10 rounds

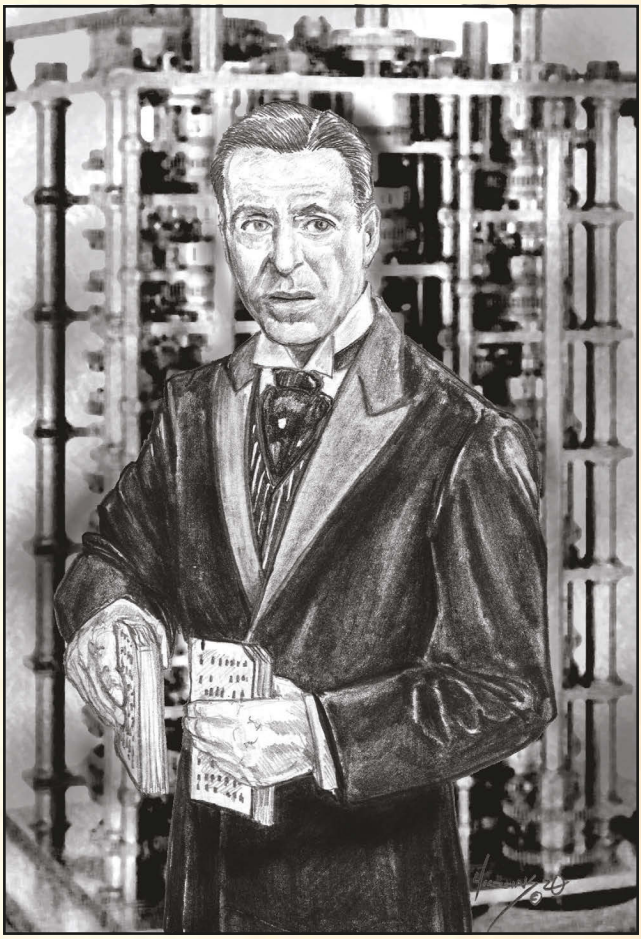
**EQUIPMENT**
Weekday suit, city boots
Sunday suit
Artisan's tools (Forgery)

**MONEY**
£1/5/-

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| First Impression | Prof | 3 | 10 |
| Speak Language | F | 2 | 9 |
| Read/Write Language | F | 2 | 9 |
| Acting | C | 1 | 8 |
| Disguise | C | 1 | 8 |
| Forgery | C | 1 | 7 |
| Lock Picking | C | 1 | 7 |
| Winning Smile | C | 1 | 8 |
| Eidetic Memory | O | 1 | 8 |
| Firearms | O | 1 | 7 |
| Knowledge (Business) | O | 1 | 8 |
| Knowledge (Building Security) | F | 1 | 8 |
| Knowledge (Secrets of the Aristocracy) | F | 1 | 8 |
| Heartening Laugh | F | 1 | 8 |
| Lip Reading | F | 1 | 8 |
| Detect Trap | F | 1 | 8 |

## Lovelace



*"Read the fabulous manual. You may substitute a stronger word for fabulous beginning with the same letter if appropriate."*

Engines have plenty of legitimate uses. Some find the Byrons romantic. Others call them criminals. Best to stay on the right side of the law, and put your skill and know-how to work for the profit of the firm. What some find boring, others find eminently respectable. Knowledge such as yours puts you well above the average tradesman, and makes a nice bit of coin as well. What profits the merchants profits Britain, after all, and it's nice to be able to publicly take credit for your efforts without risking arrest.

**Important Attributes:** PER, DEX
**Profession Skill:** Engine Programming
**Racial Restrictions:** Saurids, as their technology level does not support this Profession
**Starting Equipment:** Decent suit, city boots, respectable hat, Toolbag and tools
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 3

**Skills and Abilities**

***INITIATE***
**Core Skills**
Clockwork, Eidetic Memory, Knowledge (Mathematics), Mechanic, Research
**Optional Skills**
Awareness, Danger Sense, Firearms, Slough Blame, Taunt

***NOVICE***
**Core Skills**
Cryptography, Field Engineering, Haggle, Knowledge (Telegraphy), Resist Taunt

**Optional Skills**
Avoid Blow, First Impression, Impressive Display, Knowledge (Engine Community), Knowledge (Finance)

### *JOURNEYMAN*
**Core Skills**
Conversation, Evidence Analysis, Graceful Exit, Inspire Others, Leadership, Resist Magic, Steely Stare
**Optional Skills**
Engaging Banter, Etiquette, Knowledge (Building Security), Lasting Impression, Lion Heart, Mapmaking, Unarmed Combat

**Abilities**
- The character gains +1 to their Social Defense.
- The character may spend Karma on any PER-only Test.
- The character gains +1 to their base Karma Step.
- **Programmatic Exit:** The Lovelace may use Graceful Exit during Engine Combat to overcome a Byron's actions through in-depth knowledge of the Engine's code. When confronted with a successful action by a Byron that puts the Lovelace at a disadvantage, for example a jam or lockdown, the Lovelace may pay Strain equal to the number of successes required for the Byron's action, and make a Graceful Exit Test against the Byron's Engine Programming Test result, to invoke a hidden subroutine or loophole in the code. If successful, the Lovelace exits the error condition and regains control of the Engine. The code does not have to have been written by the Lovelace prior to the combat scene. This Ability may only be used once under any specific combination of Byron, Engine, and error condition, ever, as the Byron will know about the programmatic exit in future conflicts.

### *WARDEN*
**Core Skills**
Diplomacy, Disarming Smile, Escape Plan, Lip Reading, Witty Repartee
**Optional Skills**
Defense, Knowledge (Law), Lion Spirit, Safe Thought, Winning Smile

**Abilities**

- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- The character may use Karma for any DEX-only Test.
- **Disaster Recovery Planning:** Lovelaces may use Escape Plan pre-emptively to create contingencies for data transfer and other sensitive operations. For example, the Lovelace may use Escape Plan to create a contingency plan in case a paper tape is intercepted while being carried by messenger from one location to another. The Lovelace makes an Escape Plan Test, and records the test result, which is then compared against the Test result for the attempted theft. If the Escape Plan test result is higher, the contingency plan works and the theft is foiled.

### *MASTER*
**Core Skills**
Cutting Words, Oratory, Perfect Focus, Second Chance, Undermine

**Optional Skills**
Distract, Resist Pain, Shake It Off, Soul Aegis, Wound Balance

**Abilities**
- The character's Max Karma increases by 15.
- The character gains +2 to their Mystic Defense.
- **Code Analysis:** The Lovelace can gain information about the author through analysing the programming and style of the cardware. Generally, this is done to trace the Byron who slipped illicit cardware into the Engine. The process requires time according to the Difficulty of the task the cardware was attempting to perform, just like Engine Programming (one hour for an Easy task, two for an Average, three for a Hard, four for a Very Hard, and five for a Heroic), plus 2 points of Strain per hour. Make an Engine Programming Test at +5 Steps against the Engine Programming Test result of the code's author (which must have been recorded to compare to the Software Defense of the targeted Engine). On one success, the Lovelace knows of recent exploits at other firms that have used the same or a similar technique. On two successes, the Lovelace also recognises the style as if it were a signature, and knows the identity of the author, which may be only the Byron's street name depending upon whether they've been unmasked by the law or the industry at any point. Unfortunately, since job control language, that loads and runs cardware, and is the part that has to be customized for each Engine, is highly restrictive in its structure, there's no way to have a style with it. This means the Lovelace has no guarantee from this analysis that the person who ran the cardware was the person who wrote it. On three or more successes, the Lovelace can trace the cardware to its command and control point, if the program has a routine that connects to an external system, or identify the specific make and model of Engine on which the cardware was tested and compiled, if it's a standalone program with no external communication routines. The Gamemaster may modify the results of the analysis as appropriate to the storyline.

**Notes**
Knowledge (Engine Community) can be used to find contacts within the industry, such as locating a cardware developer specializing in inventory systems. It can also be used to determine someone's reputation, making a Test against the person's Social Defense to know their Social Level and background, if that person is part of the community.

## *Example Character*

*"One precise measurement is worth a thousand expert opinions, as the Admiral said."*
**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 13: 6/D10 | STR: 11: 5/D8 | TOU: 12: 5/D8 |
| PER: 16: 7/D12 | WIL: 15: 6/D10 | CHA: 15: 6/D10 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 8 | Mystic Defense: 9 | Social Defense: 9 |
| Initiative: 6 | Movement: 6 | Carrying Capacity: 95 |
| Mystic Armor Bonus: +3 | Social Level: 3 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**
Unconsciousness: 24 Death: 29 Wound Threshold: 8
Recovery: 2

**LANGUAGES**
English (British): Speak; R/W
Turkish: Speak

**ARMOR**
Leather Jacket (fashionable) (5/0)

**WEAPONS**
Pocket pistol, Damage 5 / +2

**EQUIPMENT**
Nice suit, not bespoke but of good tailoring. Proper linen cuffs and collar, not celluloid. Well kept city boots. A reasonably fashionable hat for someone on the border between tradesman and craftsman. Toolbag and tools

**CONNECTIONS**
Connection: Gruber and Company Ltd., trackers and hailers of taxis, hansoms, hackneys, and other conveyances for private hire.
Connection: Cardware Developer Lao Lai-mang, inventor of Picnic Basket, a data organization and compression utility that is currently selling like coffee at the Baltic Exchange
Connection: Parts Monger at the Turkish Market.

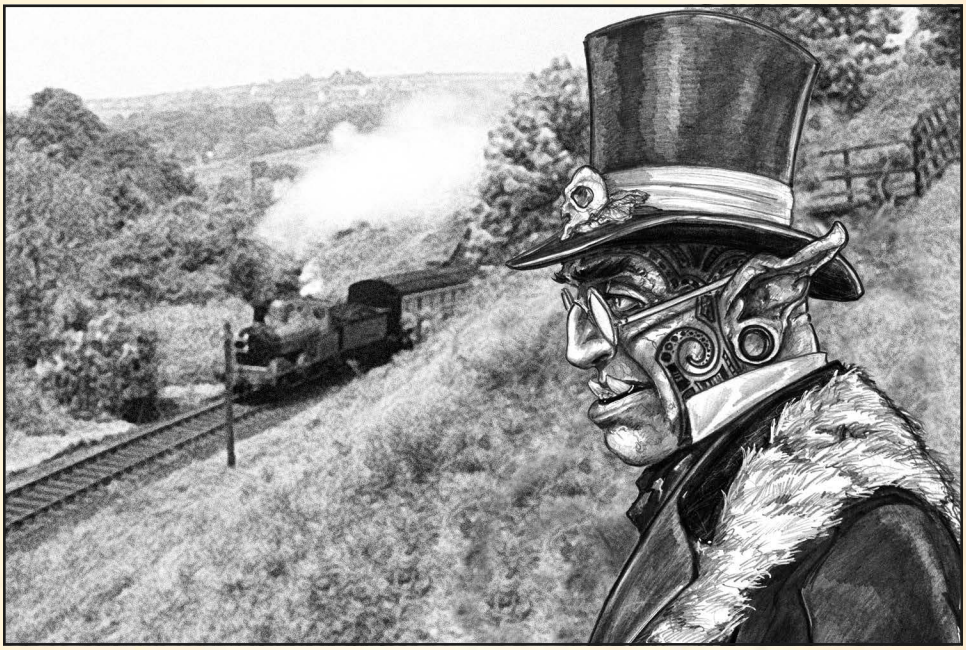
**MONEY**
£6/-/-

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Engine Programming | Prof | 3 | 10/2D8 |
| Speak Language | F | 2 | 9/D8+D6 |
| Read/Write Language | F | 1 | 8/2D6 |
| Clockwork | C | 1 | 7/D12 |
| Eidetic Memory | C | 1 | 7/D12 |
| Knowledge (Mathematics) | C | 1 | 8/2D6 |
| Research | C | 1 | 8/2D6 |
| Awareness | O | 1 | 8/2D6 |
| Firearms | O | 1 | 7/D12 |
| Slough Blame | O | 1 | 7/D12 |
| Taunt | O | 1 | 7/D12 |
| Knowledge (London Geography) | F | 2 | 9/D8+D6 |
| Knowledge (Fashion) | F | 1 | 8/2D6 |
| Streetwise | F | 2 | 8/2D6 |
| Knowledge (Byrons) | F | 1 | 8/2D6 |

**Notes**
The Knowledge (Fashion) Skill can be used with Social Actions that involve knowing the proper cut of a man's suit this year, or what sort of decorations are women wearing on their hats in London, or other questions of stylish dress and presentation.

## Mystic Warrior



*"If you learn precision in your strikes, speed and power will follow. Over time, one can hone one's body into a lethal weapon all of its own."*

The Mystic Warrior has gone well beyond fighting without ranged weaponry. Through years of training, they have developed techniques that enhance their combat prowess, turning them into living examples of Tueller's axiom, that within a specific range, firearms are less effective than an edged weapon or an unarmed strike. As they advance, Mystic Warriors gain abilities that increase their speed and power, increasing the distance across which they have the advantage, and allowing them to strike through armour to deliver a killing blow regardless of their opponent's protections. While some Mystic Warriors disdain weaponry entirely, seeing themselves as the weapon, others will employ blades, staves, chains, and other close-assault weaponry, and some will use thrown weapons. Missiles and firearms, however, have no place in the Mystic Warrior's repertoire. Their fighting techniques prove that such are useless against someone who knows how to move faster than a bowman can nock an arrow, and strike harder than a bullet from a revolver.

Like the Medium, the Mystic Warrior has a list of spells that can be taken as Skills. These consist of physical buffs, combat abilities, and the like. The first Mystic Warrior on Earth, after the opening of the Rabbit Hole, was a Maori rugby player. His haka could call out his strongest opponent to face him, or send all his opponents running in panic.

**Important Attributes:** DEX, WIL
**Profession Skill:** Unarmed Combat
**Racial Restrictions:** None
**Starting Equipment:** Street clothing, boots, Fighting clothing, Melee weapon of choice (optional) Throwing weapon of choice (optional), clothing, Sturdy boots, Camping gear
**Starting Funds:** Low
**Income:** Moderate
**Suggested Social Level:** 3

**Skills and Abilities**

***INITIATE***
**Core Skills**
Avoid Blow, Melee Weapons, (Spell slot), Swift Kick, Throwing Weapons
**Optional Skills**
Athletics, Awareness, Shake It Off, Swimming, Tiger Spring

***NOVICE***
**Core Skills**
Anticipate Blow, Maneuver, Riposte, (Spell slot), Surprise Strike
**Optional Skills**
Battle Shout, Sprint, Stealthy Stride, Wood Skin, Wound Balance

***JOURNEYMAN***
**Core Skills**
Disarm, Lion Heart, Momentum Attack, Resist Taunt, Second Attack, (Spell slot), Spot Armor Flaw
**Optional Skills**
Cobra Strike, Crushing Blow, Frighten, Life Check, (Spell slot), Steely Stare, Taunt

**Abilities**
- The character gains +1 to their Physical Defense.
- The character gains +1 to their Mystic Defense.
- The character gains +1 Recovery Test per day.
- **Killing Blow:** For 2 Strain, the Mystic Warrior may spend one point of Karma on the Damage Test of a successful Unarmed Combat attack. This may be done a number of times equal to their Unarmed Combat Rank in any one scene

***WARDEN***
**Core Skills**
Champion Challenge, Fast Hand, Frenzy, Leadership, (Spell slot)
**Optional Skills**
Critical Hit, Defense, Fluid Movement, Lion Spirit, Resist Pain

**Abilities**

- The character gains +1 to their Mystic Defense.
- The character may spend Karma on any DEX-only Test.
- The character may spend Karma on Recovery Tests.
- **Unified Assault:** The Mystic Warrior may coordinate their allies for a single attack against a single target when in mass melee. The character makes a Leadership Test against the highest Social Defense among their allies. If successful, they take command for one combat round and direct their strikes against the target designated by the Mystic Warrior. All Attacks and Damage Tests for this assault are at +1 Step for each success scored on the Leadership Test. This Ability may be used only once per combat.

*MASTER*

**Core Skills**

Concentrated Assault, Multi-Strike, (Spell slot), Vicious Wound, Weapon Breaker

**Optional Skills**

Perfect Focus, Relentless Recovery, Second Chance, (Spell slot), Unflinching Fortitude

**Abilities**

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- **Mana Strike:** The Mystic Warrior must spend 5 permanent Damage Points to gain this Ability. The Mystic Warrior may spend up to their Unarmed Combat Skill Rank in Karma on a single Damage Test resulting from a successful Unarmed Combat Attack. This Ability may be used only once per combat or scene. If directed against a nonliving target, the strike does ten percent of the Test result, rounded up from 0.5, in Barrier Rating damage. If the damage exceeds the Physical Armor of the target, the target's armour is destroyed.

**Notes**

The Spell slots are filled by picking from the following table. Spells available at lower Tiers remain available at higher Tiers. These Spells are innate abilities, treated as Skills, and have a Rank of their own used in place of the Spellcasting Rank. Otherwise, they work the same as the base spells in the Spells chapter (1879 Players Guide), including Casting Time, Range, Effect, and Strain. Spells taken as Core Skills may have Karma spent on their Skill Test as with any Core Skill. Spells taken as Optional Skills may not have Karma spent on them unless the base spell requires it.

Spells marked as (Select) must have the specific target chosen when the spell is learned. For example, at Initiate, the Mystic Warrior may choose Improve Sense as Improve Sight, Improve Vision, Improve Touch, etc., each as a separate Spell slot. All spells that affect targets other than the Mystic Warrior, such as Stun, require touch. Damaging spells such as Stun can be used in place of a Damage Test after an opponent has been struck with Unarmed Combat or Melee / Throwing Weapons. Shockwave is an exception, and can be used in place of an Attack Test.

### *Example Character*

*Distance is a cover for the weak to cower behind; the strong stand their ground and fight face to face.*

| Tier | Spell |
|---|---|
| Initiate | Improve Sense (Select); Stun |
| Novice | Improve Damage; Improve Defense Rating (Select); Improve Movement; Improve Skill (Select); Improve Strike; Reduce Damage; Reduce Defense Rating (Select); Reduce Movement; Reduce Skill (Select) |
| Journeyman | Deny Defense Rating (Select); Deny Movement; Deny Skill (Select); Improve Attribute (Select); Improve Karma; Reduce Attribute (Select); Shockwave |
| Warden | Augment Self; Mass Demolition |
| Master | Astral Double; Mass Destruction |

Professional Rank: 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 16: 7/D12 | STR: 13: 6/D10 | TOU: 13: 6/D10 |
| PER: 12: 5/D8 | WIL: 14: 6/D10 | CHA: 13: 6/D10 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 9 | Mystic Defense: 7 | Social Defense: 8 |
| Initiative: 7 | Movement: 6 | Carrying Capacity: 125 |
| Mystic Armor Bonus: +2 | Social Level: 3 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 26 | Death: 32 | Wound Threshold: 9 |
| Recovery: 3 | | |

**LANGUAGES**

Maori: Speak, R/W
English (British): Speak, R/W

**ARMOR**

Leather Jacket (3/0)

**WEAPONS**

Taiaha (staff)
Patu (club/short sword)

**EQUIPMENT**
Street clothing, boots
Fighting clothing
Rugby uniform, cleated shoes

**CONNECTIONS:**
Connection: Local self-defence studio owner
Connection: Rugby coach
Connection: Senior Mystic Warrior (mentor/trainer)

**MONEY:**
£2/17/-

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Unarmed Combat | Prof | 2 | 9 |
| Speak Language | F | 2 | 7 |
| Read/Write Language | F | 2 | 7 |
| Avoid Blow | C | 1 | 8 |
| Melee Weapons | C | 2 | 9 |
| Swift Kick | C | 1 | 8 |
| Spell Slot (Stun) | C | 1 | 6 |
| Athletics | O | 1 | 8 |
| Shake It Off | O | 1 | 7 |
| Swimming | O | 1 | 7 |
| Tiger Spring | O | 1 | – |
| Knowledge (Rugby) | F | 1 | 6 |
| Knowledge (Maori Culture) | F | 1 | 6 |
| Artist (Carving) | F | 1 | 7 |
| First Impression | F | 1 | 7 |
| Winning Smile | F | 1 | 7 |

## Nurse

*"We have been in every war, with every fallen soldier, and at every bedside. If not for us, who would administer the medications, change the bandages, and comfort the family? The doctors only see the wound or the illness. We see the person behind the injury and the disease. Doctors cure. Nurses care."*

Nursing has been a commitment and a life, not just a profession, since before the American War of Secession. The Crimean brought it to the public mind, with the emergence of a name and a face, that of Florence Nightingale, to represent the women (and men) who saw to the wellbeing of Britain's sons after the war left them maimed and sick. In the current era, nurses have become highly trained medical professionals in their own right. They backstop the doctors, watch for drug interactions and sepsis, and provide the human touch required for healing. When the patient does not survive, more often than not it is the nurse who sits down with the family, who gently breaks the news, or provides understanding when the doctor has made their clinical pronouncement and moved on to the next case. Someone must be there to wipe the fevered brow, to hold the trembling hand, and to see to the emotional needs as well as the physical. It's exhausting work, emotionally as well as physically, and far too often unrecognised, but every year new classes graduate, take the Pledge, and enter a lifetime of service as rigorous as that of any nun.

**Important Attributes:** PER, CHA
**Profession Skill:** Empathic Sense
**Racial Restrictions:** None
**Starting Equipment:** Uniform or habit with sensible shoes
Decent clothing for off duty
Healing kit
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 3

Skills and Abilities

*INITIATE*

Core Skills

Avoid Blow, Awareness, Eidetic Memory, First Impression, Research

Optional Skills

Haggle, Knowledge (Pharmacology), Slough Blame, Stealthy Stride, Winning Smile

*NOVICE*

Core Skills

Danger Sense, Distract, Lasting Impression, Shake It Off, Streetwise

Optional Skills

Arcane Mutterings, Evidence Analysis, Knowledge (Medicine), Physician, Taunt

*JOURNEYMAN*

Core Skills

Conceal Object, Diplomacy, Engaging Banter, Impressive Display, Inspire Others, Leadership, Resist Taunt

Optional Skills

Conversation, Disarm, Fast Hand, Graceful Exit, Heartening Laugh, Lion Heart, Stout Constitution

Abilities

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character may spend Karma on Recovery Tests.
- **I've Seen Worse:** The Nurse does not require a Willpower Test to deal with ordinary grossness, such as severed limbs, spilled intestines, or bodily output. They gain a Step Bonus equal to their Professional Rank in resisting fear or disgust of extraordinary or supernatural sorts, such as spells or charnel pits. Afterwards, in the next scene, the Nurse must take a few moments to regain their composure, with a brief cathartic action such as swearing or praying, or indulging in a minor non-intoxicating vice such as smoking. Failure to vent results in a -1 Step penalty, cumulative, to all Willpower Tests until catharsis is achieved.

*WARDEN*

Core Skills

Disarming Smile, Oratory, Steely Stare, Truth Through Lies, Witty Repartee

Optional Skills

Bribery, Etiquette, Lion Spirit, Resist Pain, Undermine

Abilities

- The character gains +1 to their Social Defense.
- The character may spend Karma on CHA-only Tests.
- The character gains +1 Recovery Test per day.
- **Eyebrow of Doom:** The Nurse may force the truth from someone who has just lied or omitted a crucial fact with the raise of an eyebrow. Make a Steely Stare Test, with Karma required. On two or more successes, the target blurts out the actual facts of the matter. This Ability may be used only once per scene.

*MASTER*

**Core Skills**

Bardic Voice, Cutting Words, Now You Don't, Perfect Focus, Second Chance

**Optional Skills**

Hypnotize, Poison Resistance, Relentless Recovery, Soul Aegis, Unflinching Fortitude

**Abilities**

- The character gains +2 to their Social Defense.
- The character's Max Karma increases by 15.
- **Boundless Determination:** The Nurse must spend 3 permanent Damage Points to gain this Ability. The Nurse may spend 5 Strain to re-roll any failed Willpower or Willpower-based Test, but must accept the second Test result. For an extra 5 Strain, this re-roll may include a point of karma.

**Notes**

Nurses can use one of their Eidetic Memory slots to remember patient details for the patients currently under their care. This allows them to carry the patient's entire chart in their mind and remember it whenever needed.

When a patient, a caregiver, or someone else directly connected with a patient lies to a Nurse regarding information directly related to the patient's health or care, this triggers an automatic Awareness Test against the person's Mystic Defense. An omission from the patient's chart, whether deliberate or accidental, also triggers this Test. If successful, the Nurse knows that they are being lied to or that important information is missing. This represents the uncanny intuition that Nurses develop.

## *Example Character*

*"When changing a child's bandages, never underestimate the value of being able to pull a pair of scissors out of their ear."*

**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 13: 6/D10 | STR: 11: 5/D8 | TOU: 11: 5/D8 |
| PER: 16: 7/D12 | WIL: 12: 5/D8 | CHA: 16: 7/D12 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 8 | Mystic Defense: 9 | Social Defense: 9 |
| Initiative: 6 | Movement: 6 | Carrying Capacity: 95 |
| Mystic Armor Bonus: +2 | Social Level: 3 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 22 | Death: 27 | Wound Threshold: 8 |
| Recovery: 2 | | |

**LANGUAGES**
English (British): Speak, R/W
Latin: Speak; R/W

**ARMOR**
None

**WEAPONS**
Knife (dmg 1 / 6 / d10)

**EQUIPMENT**
Uniform (dress, apron, cap)
Everyday clothing
Sturdy boots
Medical kit

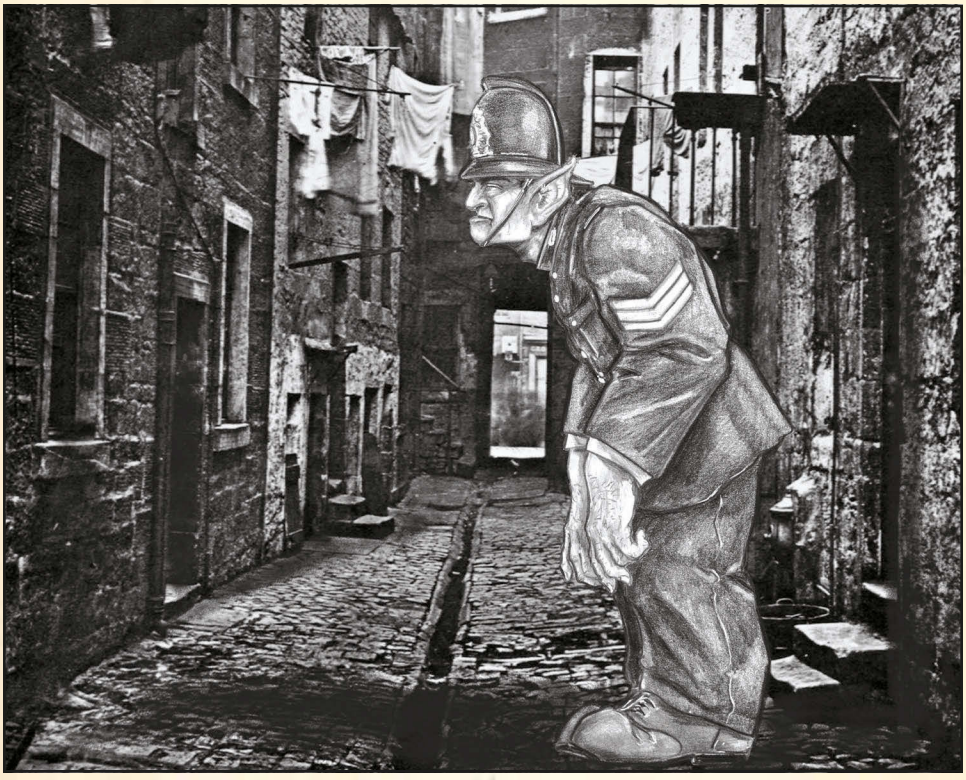
**CONNECTIONS:**
Connection: Pharmacologist at the hospital
Connection: Charity worker at a soup kitchen
Connection: Charge Nurse (mentor)

**MONEY:**
£2/17/-

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Empathic Sense | Prof | 2 | 9 |
| Speak Language | F | 2 | 9 |
| Read/Write Language | F | 2 | 9 |
| Avoid Blow | C | 1 | 7 |
| Awareness | C | 2 | 9 |
| Eidetic Memory | C | 1 | 6 |
| First Impression | C | 1 | 8 |
| Haggle | O | 1 | 8 |
| Knowledge (Pharmacology) | O | 1 | 8 |
| Slough Blame | O | 1 | 8 |
| Stealthy Stride | O | 1 | 7 |
| Knowledge (Anatomy) | F | 2 | 9 |
| Knowledge (Mathematics) | F | 1 | 8 |
| Picking Pockets | F | 2 | 8 |

## Police Officer



*"Now look, I've got yer dead to rights. You can come along peacefully, or I can blow this whistle and fifteen of me mates'll come pounding round the corner and jump on top o'yer."*

There's more to keeping order than strolling up to some ne'er-do-well on a street corner and asking "What's all this then?" A police officer must know what's legal and what isn't, and who's likely to be engaged in activities they shouldn't pursue. Being there before the crime is committed is worth twice over being there afterwards. Less of a mess if it's headed off before it happens. Pay attention. There's always someone up to no good. Yes, the Police Officer has grown cynical and jaded, and expects the worst of people. It's an occupational hazard. Try spending a few years keeping order on the streets and see what that does.

**Important Attributes:** DEX, PER
**Profession Skill:** Streetwise
**Racial Restrictions:** Saurids – their culture does not support the Profession
**Starting Equipment:** Duty uniform, Nightstick, Whistle
**Starting Funds:** Low
**Income:** Low
**Suggested Social Level:** 2

Skills and Abilities

*INITIATE*

Core Skills

Awareness, Melee Weapons, Shake It Off, Sprint, Unarmed Combat

Optional Skills

Climbing, Eidetic Memory, Frighten, Knowledge (Law), Surprise Strike

*NOVICE*

Core Skills

Battle Shout, Danger Sense, Evidence Analysis, Firearms, Taunt

Optional Skills

Conversation, Equestrian, First Impression, Lock Picking, Stealthy Stride

*JOURNEYMAN*

Core Skills

Avoid Blow, Diplomacy, Disarm, Life Check, Resist Taunt, Second Attack, Steely Stare

Optional Skills

Anticipate Blow, Etiquette, Evaluate, Leadership, Lion Heart, Lip Reading, Stout Constitution

Abilities

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character may spend Karma on PER-only Tests.
- **What's All This Then?:** The Police Officer may attempt to intimidate a target into confessing what they were planning. The character makes a Steely Stare Test and spends 2 points of Strain. On one success, the target blurts out a random fact about their current activities. Two successes brings more information, and three or more successes causes the target to spill their entire plan. On a Rule of One result, the target gains +2 to their Social Defense against the Police Officer for one day, and may make a Taunt attack against the Police Officer without spending Strain.

*WARDEN*

Core Skills

Disarming Smile, Inspire Others, Rally, Slowing Strike, Truth Through Lies

Optional Skills

Critical Hit, Defense, Lion Spirit, Resist Pain, Undermine

Abilities

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Mystic Defense.
- The character gains +1 Recovery Test per day.
- **Patterns of Crime:** This Ability allows the Police Officer to spot a pattern among crimes in an area, and use that to track down the criminal, or to recall known criminals whose methods fit the crimes being committed. Both of these require a minimum of four hours of effort to be put in before the Test can be made.
- To spot a pattern, at least three crimes must have been committed and investigated by the department the Police Officer serves with. Each crime after the third that the Police Officer has personally investigated grants a +1 Step Bonus to the Test. The Police Officer makes an Evidence Analysis Test against the Mystic Defense of the criminal (supplied by the Gamemaster). On

one success, the Police Officer triangulates the probable location of the criminal's home or base of operations to within a three-block by three-block area. With two successes, the probable location is narrowed to a two block by two block area. On three or more successes, the Police Officer knows the street on which the criminal makes their residence or base.

- To recall specific criminals whose mode of operations fits the pattern of existing crimes, the Police Officer makes an Evidence Analysis Test against the highest Mystic Defense of the possible suspects, +1 for each suspect after the first. Again, at least three crimes must have been committed and investigated by the department the Police Officer serves with. Each crime after the third that the Police Officer has personally investigated grants a +1 Step Bonus to the Test. On one success, the Police Officer narrows down the pool to three possible suspects. On two successes, the pool is narrowed to two. On three or more successes, the Police Officer proves logically that only one possible suspect fits the pattern.

*MASTER*

**Core Skills**

Bardic Voice, Concentrated Assault, Multi-Strike, Oratory, Weapon Breaker

**Optional Skills**

Knowledge (Secrets of the Aristocracy), Perfect Focus, Relentless Recovery, Second Chance, Unflinching Fortitude

**Abilities**

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- **Predictive Analysis:** The Police Officer can predict where the next major crime is going to take place, or when a specific type of crime will happen, or what the plan of a master criminal is most likely to be. Make a Perfect Focus Test after the character has put in four hours of effort. If it succeeds, the Police Officer may make an Evidence Analysis Test against the Mystic Defense of the area, or the targeted criminal, after a second four hours of effort. Each success on this Test grants a +1 Step Bonus to all Tests that directly act toward stopping the crime. For example, the Police Officer may apply the bonus to Pilot Vehicle and Navigation to get to the scene more quickly, and to Sprint and Unarmed Combat to capture the criminal. The bonus goes away after one full day. This Ability cannot be used more than once in any seven day period.

## *Example Character*

*"I would never show disrespect toward the military, but they aren't the only ones fighting wars. Even in peacetime, there's a war waged on the streets every day between the criminal element and the keepers of the law. I put myself between society and those who would prey on it, so that respectable citizens can carry on with their lives."*

**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 14: 6/D10 | STR: 12: 5/D8 | TOU: 12: 5/D8 |
| PER: 15: 6/D10 | WIL: 12: 5/D8 | CHA: 14: 6/D10 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 8 | Mystic Defense: 9 | Social Defense: 8 |
| Initiative: 5 | Movement: 6 | Carrying Capacity: 110 |
| Mystic Armor Bonus: 2 | Social Level: 2 | |

**KARMA**
Current Karma: 6 Max Karma: 6 Karma Die: D8

**DAMAGE**
Unconsciousness: 24 Death: 29 Wound Threshold: 8
Recovery: 2

**LANGUAGES**
English (British): Speak, R/W

**ARMOR**
Ballistic vest (Cotton): Phys 4, Myst 0, Init -1

**WEAPONS**
Nightstick (treat as Club)

**EQUIPMENT**
Duty uniform, workman's boots
Weekday suit, city boots

**CONNECTIONS:**
Connection: Senior police officer (mentor)
Connection: Dodger (informant)
Connection: Dockside warehouse foreman

**MONEY:**
£-/6/5

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Streetwise | Prof | 1 | 7 |
| Speak Language | F | 1 | 7 |
| Read/Write Language | F | 1 | 7 |
| Awareness | C | 1 | 7 |
| Knowledge (Law) | C | 1 | 7 |
| Melee Weapons | C | 1 | 7 |
| Sprint | C | 1 | – |
| Climbing | O | 1 | 7 |
| Eidetic Memory | O | 1 | 7 |
| Shake It Off | O | 1 | 6 |
| Surprise Strike | O | 1 | 7 |
| Knowledge (Building Security) | F | 2 | 8 |
| Riposte | F | 1 | 7 |
| Flirting | F | 1 | 7 |
| Tiger Spring | F | 1 | – |
| Tracking | F | 1 | 7 |
| Wound Balance | F | 1 | 6 |

# Spy

*"I'm sorry, I haven't the foggiest notion what you're talking about. I'm a civilian surveyor for the British Ordnance, hence the maps and drafting tools and theodolite. In my spare time, I'm an amateur ornithologist, a bird watcher, thus the binoculars and camera and notebook. If you're looking for someone engaged in espionage, perhaps you should start with the guards at your facility. They're in the hotel bar every night, complaining loudly of how little they're paid."*

The Spy deals in information, gathered surreptitiously and passed on in secret. This may be political in nature, with the Spy serving their government against a rival power, or industrial, with economic instead of national interests involved. The Spy may be a plant, working inside the rival organization to gather information at the source, or a handler, routing the plant collections on to a control back at the agency. The most talented serve as moles, deeply embedded in the rival structure and working their way up to a position of trust before beginning to send information of the most sensitive nature back home. Field operatives enjoy the most latitude, but take the most risk, as they travel into rival-controlled areas to perform their own surveys, and bring the information out themselves. They may also serve as handlers for plants who don't have a regular local collection.

The risk is considerable. Even in these enlightened times, the penalty for spying for a foreign power is still, by long standing tradition, hanging, although some governments don't bother with the ceremony and just shoot the captured spy, once they've been wrung dry through forcible interrogation. To survive, the Spy must be able to pass themselves off as someone innocuous, a person who would never be suspected of engaging in espionage, just a clark who happens to stop at a particular bookshop every Friday to exchange a bit of their pay packet for a new volume, and wouldn't dream of leaving sensitive information on a sheet of foolscap tucked into a dreary romance from fifty years ago that's never going to sell. No one would ever suspect the mousy little clark of having a go-bag under their bed with false papers, a change of clothing, money in three currencies, and a pistol, ready in case their network gets rolled up and they have to make a dash for the border in the middle of the night.

**Important Attributes:** DEX, CHA
**Profession Skill:** Espionage
**Racial Restrictions:** None
**Starting Equipment:** Ordinary clothing, Codebook, Pistol (optional), False papers
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 3

Skills and Abilities

*INITIATE*
Core Skills: Awareness, Cryptography, Disguise, Eidetic Memory, Forgery
Optional Skills
Avoid Blow, Danger Sense, Etiquette, Firearms, Unarmed Combat

*NOVICE*
Core Skills
Bribery, First Impression, Lip Reading, Lock Picking, Streetwise
Optional Skills
Anticipate Blow, Evidence Analysis, Flirting, Slough Blame, Stealthy Stride

*JOURNEYMAN*
Core Skills
Conceal Object, Diplomacy, Engaging Banter, Fast Hand, Graceful Exit, Resist Magic, Resist Taunt
Optional Skills
Disarm, Evaluate, Mapmaking, Munitions, Picking Pockets, Seduction, Sprint, Steely Stare

Abilities
- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character may spend Karma on PER-only Tests.
- **Turn or Burn:** The Spy can convince a target that they hold critical information that could cause trouble for the target, and may either turn the target, converting them into a plant working for the spy's organisation, or burn them, blackmailing the target into working for the spy or revealing critical information.
- Make a Diplomacy Test against the target's Social Defense to turn them.
- On two or more successes, the target agrees to work for the Spy, but will demand the payoff in one month.
- On three or more successes, the turn period extends to six months. In either case, another Diplomacy Test can be made at the end of the period to extend it, at a cumulative -1 Step penalty. (The penalty increases each time the turn period is extended.) A failure results in the target betraying the Spy to their own organisation once left alone.
- A Rule of One results in immediate betrayal and an alarm raised.
- Make a Steely Stare Test against the Target's Social Defense to burn them.
- On two or more successes, the target provides the required information or performs one act of espionage against their own organisation, but resents the Spy and will not willingly work for them again.
- On three or more successes, the target can be called on a second time. A failure results in the target immediately betraying the Spy to their own organisation, while a Rule of One results in the target immediately attacking the Spy with intent to kill.
- Each subsequent time a target is burned, the Spy takes a cumulative -2 Step penalty to the Steely Stare Test.

*WARDEN*
Core Skills
Disarming Smile, Escape Plan, Hypnotize, Truth Through Lies, Witty Repartee

Optional Skills
Defense, Incite Mob, Lion Spirit, Resist Pain, Safe Thought

Abilities
- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character may spend Karma on CHA-only Tests.
- **There Was Always a Contingency Plan:** When an operation goes awry, for example the Spy and a plant being discovered during a handoff, the Spy may fall back to an alternate plan even if no such plan was constructed in-game earlier. Make an Escape Plan Test, Karma required, against the Social Defense of the opposition leader, or the highest Social Defense among the opposition. For each success, the Spy gains a +2 Step Bonus to one Test using any Skill to recover from the failure, and may claim one advantage, connection, or item other than a weapon that was prepared in case of such an event. For example, the Spy could use Fast Hand to switch the incriminating documents for real estate paperwork, and claim that the real estate papers were in their pocket the entire time. Yes, this allows the Spy's player to retroactively prepare.

*MASTER*
Core Skills
Bardic Voice, Cutting Words, Empathic Sense, Perfect Focus, Soul Aegis
Optional Skills
Gambling, Relentless Recovery, Second Chance, Unflinching Fortitude, Weapon Breaker

Abilities
- The character gains +2 to their Social Defense.
- The character's Max Karma increases by 15.
- **Control the Op:** The Spy can direct the efforts of other agents for a more effective operation. Make an Espionage Test against the opposing organisation leader's Social Defense, or the highest Social Defense among the opposition. For each success, all agents in the operation, up to the Spy's Espionage Skill Rank, receive +1 Step to all Tests directly related to the operation for one full day. The Spy controlling the operation may not take any other actions other than rest and meals during this time, and must remain in communication with the field agents. Any field agent who misses a communications checkpoint loses the bonus. (Agents may operate for up to half a day between communications checkpoints.)

Notes
The Spy can use Evaluate to determine the value of information both to their own organisation and to its origin.
The Spy must use one of their Free Skill Ranks during character creation to purchase a second spoken language.

## *Example Character*

*"Forgive me, I'm a delivery agent here to buy a hard to find book. Do you have "Les Lettres de Mademoiselle Aïssé", edited by Voltaire?"*

Professional Rank: 1

ATTRIBUTES

| | | |
|---|---|---|
| DEX: 16: 7/D12 | STR: 10: 5/D8 | TOU: 11: 5/D8 |
| PER: 13: 6/D10 | WIL: 13: 6/D10 | CHA: 16: 7/D12 |

**CHARACTERISTICS**

Physical Defense: 9 | Mystic Defense: 8 | Social Defense: 9
Initiative: 7 | Movement: 6 | Carrying Capacity: 80
Mystic Armor Bonus: +2 | Social Level: 3

**KARMA**

Current Karma: 6 | Max Karma: 6 | Karma Die: D8

**DAMAGE**

Unconsciousness: 22 | Death: 27 | Wound Threshold: 8
Recovery: 2

**LANGUAGES**

English (British): Speak; R/W
French: Speak; R/W

**ARMOR**

Heavy leather jacket

**WEAPONS**

Medium pistol

**EQUIPMENT**

Business suit, Traveling coat, Codebook, False identity papers

**CONNECTIONS:**

Connection: Paris field agent
Connection: Paris HQ handler
Connection: London HQ handler

**MONEY:**

£12/5/7

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Espionage | Prof | 2 | 9 |
| Speak Language | F | 2 | 8 |
| Read/Write Language | F | 2 | 8 |
| Awareness | C | 2 | 8 |
| Cryptography | C | 1 | 7 |
| Eidetic Memory | C | 1 | 7 |
| Forgery | C | 1 | 8 |
| Avoid Blow | O | 1 | 8 |
| Danger Sense | O | 1 | 8 |
| Etiquette | O | 1 | 8 |
| Firearms | O | 1 | 8 |
| Knowledge (Telegraphy) | F | 1 | 7 |
| Knowledge (Paris) | F | 1 | 7 |
| Pilot Vehicle | F | 2 | 9 |
| Equestrian | F | 1 | 8 |

# Profession Variants

A Variant is a version of a Profession that focuses more closely on one facet, or a different permutation, of the Profession. For example, the Outlaw is a Variant of the Cowboy Profession. Cowboys take care of livestock, ride well, shoot straight, and generally tend to the frontier. Outlaws have gone bad, and prey on the frontier, taking advantage of the wide open spaces to catch their targets out in the open and then disappear into the wilderness. The Core and Optional Skills for both Profession and Variant draw from the same pool, though they may appear at different Tiers (and in some cases, the two may have different Professional Skills). The Free Skills chosen by the character as they advance will help further define them, and may also be strongly influenced by their Variant.

## Making New Variants

If a player decides that they want to play out a character of a particular Profession's skill set, but wants to play a Variant with a different focus than those listed, they can use the existing list to make a new Variant. New Variants should select their Professional Skill and the Core Skills for each tier before starting with the Variant, though they don't necessarily need to select which rank each Core Skill will be applied to. Any and all new Variants should be discussed with the Gamemaster ahead of time to determine if the change in focus is acceptable and will fit within their campaign.

To create a Variant from an existing Profession, the player may:

- Swap a Core Skill with an Optional Skill from the same Tier (1 point)
- Replace an Optional Skill with a new Skill not previously known by the Profession (1 point)
- Replace a Core Skill with a new Skill not previously known by the Profession (2 points)
- Move a Skill to another Tier (2 points, assessed against the source Tier)

No more than four points may be spent per Tier. If the rebuild requires more points than this, what is being created is not a Variant, but a new Profession.

### Example Variants

Note that the Skills listed under each Variant are suggested, and may be modified according to the Making New Variants rules. The Skill progression used by the Variant character should be agreed upon by both player and Gamemaster, and as far in advance of character advancement as possible.

## Armour Officer (Military Officer Variant)

*"All the jockeys and footdraggers in the Army can't clear a path through the enemy as fast as one squadron of mobile armour. We just have to convince the last of the old-line senior officers that we're not self-positioning artillery, that we need to be at the front, not up on the high ground."*

The Armour Officer specialises in kettles, the new armoured vehicle technology that brings heavy firepower to the front lines. They know their machines well enough to teach the enlisted men how to repair and maintain them. Understanding that new technology requires new tactics causes them intense frustration as generals who fought in the Crimean insist on seeing only the cannon, and not the armour and mobility and the Maxims that can sweep infantry out of the way. Battlefield experience proves that kettles are best deployed like cavalry, pushing forward to break enemy lines, and as the reports of kettle battalion successes accumulate, and old generals retire, the official strategies are changing. Not always fast enough, though, and a hotheaded young officer in command of thirty tons of steel and gunnery doesn't always wait for orders before charging the enemy, convinced of their invulnerability and tactical superiority.

**Important Attributes:** DEX, PER
**Profession Skill:** Tactics
**Racial Restrictions:** None
**Starting Equipment:** Field uniform (2 sets, Dress uniform, Pistol, Dress Saber, Rifle or Carbine (if appropriate), Toolbag, reference manuals
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 3

**Skills and Abilities**

***INITIATE***
**Core Skills**
Crew Vehicle, Firearms, Gunnery, Melee Weapons, Pilot Vehicle
**Optional Skills**
Eidetic Memory, Etiquette, Mechanic, Navigation, Unarmed Combat

***NOVICE***
**Core Skills**
Awareness, Field Engineering, Impressive Display, Shake It Off, Taunt
**Optional Skills**
Avoid Blow, Clockwork, Craft Firearm, First Impression, Tiger Spring

***JOURNEYMAN***
**Core Skills**
Danger Sense, Inspire Others, Leadership, Long Shot, Lion Heart, Resist Taunt, Steely Stare
**Optional Skills**
Craft Armor, Diplomacy, Haggle, Lasting Impression, Munitions, Spot Armor Flaw, Stout Constitution

**Abilities**
- The character gains +1 to their Physical Defense.
- The character may spend Karma on any CHA-only Test.
- The character may spend Karma on Recovery Tests.
- **Rally:** This Ability cannot be learned until the character knows the Inspire Others Skill. The Armour Officer can give courage back to troops that have broken. The character makes an Inspire Others Test as normal, paying 2 Strain. Affected characters gain the usual bonus, but also gain +1 to WIL Tests to stand firm in the face of danger. This works against both magical and non-magical Fear attacks. Characters that succeed at their WIL Test turn and face

the enemy. The effect lasts the Armour Officer's Inspire Others Rank in combat rounds. The Armour Officer can reduce the Target Number of the Inspire Others Test by spending 1 Strain per additional character. This does not have to reduce the TN penalty to zero. For example, if the Armour Officer wants to Rally a troop of twenty men, the TN would be at +19. The Armour Officer could spend 9 Strain to reduce the penalty to +10.

### *WARDEN*

**Core Skills**

Blind Fire, Command, Oratory, Rally, Strategy

**Optional Skills**

Conversation, Escape Plan, Lion Spirit, Resist Pain, Show Armor Flaw

**Abilities**

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Line of Retreat:** By spending a Wound's worth of Strain, the Armour Officer may use Escape Plan during battle to find the optimal route for withdrawing their troops. The analysis takes 3 combat rounds as a Sustained Action instead of 30 minutes. The Escape Plan Test is made against the Tactics total Step of the opposing commander. On one success, the withdrawing Armour Officer takes 10% casualties, on two successes, 5% casualties, and on three or more successes no casualties at all. On a Rule of One result, the line of withdrawal turns out to be an ambush, and the Armour Officer takes 25% casualties before they may attempt to Rally and counterattack.

### *MASTER*

**Core Skills**

Bardic Voice, Concentrated Assault, Multi-Shot, Second Chance, Soul Aegis

**Optional Skills**

Defense, Perfect Focus, Relentless Recovery, Song of Battle, Unflinching Fortitude

**Abilities**

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- Your Tactics Are As Well Known As You: The Armour Officer has studied their opponent thoroughly, and knows the enemy's past battles and favourite stratagems. The Armour Officer may add the opposing commander's Reputation as a Step Bonus to Command, Concentrated Assault, Danger Sense, Inspire Others, Strategy, or Tactics Tests during battle against that opponent. If the enemy leadership changes, the Armour Officer must pay 5 Strain to adjust their plans to the new opponent, or lose the Reputation Bonus for the remainder of the battle. Of course, the opposing officer may be able to use the same Ability.

## *Example Character*

*"Blast and damn. That's burnt out, and it'll be a week getting a spare from the depot. Private Jenkins, be a good egg and find me another of these, and make sure you don't pay more than a quid for it, that's all I've got left."*

Professional Rank: 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 16: 7/D12 | STR: 11: 5/D8 | TOU: 12: 5/D8 |
| PER: 16: 7/D12 | WIL: 11: 5/D8 | CHA: 13: 6/D10 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 9 | Mystic Defense: 9 | Social Defense: 8 |
| Initiative: 7 | Movement: 6 | Carrying Capacity: 95 |
| Mystic Armor Bonus: +2 | Social Level: 3 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 24 | Death: 29 | Wound Threshold: 8 |
| Recovery: 2 | | |

**LANGUAGES**

English (British): Speak, R/W
German: Speak; R/W

**ARMOR**
Ballistic Silk Jacket (6/0)

**WEAPONS**
Medium Revolver (6/+3)

**EQUIPMENT**
Field uniform (good, for inspection)
Field uniform (grease stained, for actual work)
Dress uniform (hardly ever worn)

**CONNECTIONS:**
Connection: Regimental commander / mentor
Connection: Engineering professor at Sandhurst
Connection: Batman good at scrounging

**MONEY:**
£1/3/-

SKILLS

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Tactics | Prof | 3 | 10/2D8 |
| Speak Language | F | 2 | 9/D8+D6 |
| Read/Write Language | F | 2 | 9/D8+D6 |
| Crew Vehicle | C | 1 | 8/2D6 |
| Firearms | C | 1 | 8/2D6 |
| Gunnery | C | 1 | 8/2D6 |
| Melee Weapons | C | 1 | 8/2D6 |
| Pilot Vehicle | C | 1 | 8/2D6 |
| Eidetic Memory | O | 1 | |
| Mechanic | O | 1 | 8/2D6 |
| Navigation | O | 1 | 8/2D6 |
| Knowledge (Mathematics) | F | 1 | 8/2D6 |
| Knowledge (Military History) | F | 2 | 9/D8+D6 |
| Mapmaking | F | 1 | 8/2D6 |
| Knowledge (Natural Philosophy) | F | 1 | 8/2D6 |

## Armour Trooper (Soldier Variant)

*"Yeah, it's hot and noisy, but riding in a kettle beats hell out of marching across an open field into enemy fire."*

Whether a driver, a gunner, a mechanic, or the much-desired post of engineer that leads to promotion and officer candidacy, the Armour Soldier serves as crew of their vehicle like a sailor serves aboard their ship, with a sense of pride and belonging. Officially, kettles just have designating numbers, but unofficially, every armoured vehicle has a name, often one won in combat, and the Armour Soldier is just as likely to have that name tattooed as a sailor is the name of their vessel. Sure, the jockeys and the footsloggers don't give the kettles much respect, not until they've seen them in battle anyway, but the future belongs to steam and steel.

**Important Attributes:** PER, DEX, TOU
**Profession Skill:** Mechanic
**Racial Restrictions:** Troll – they don't fit in the kettles (and are generally treated as kettles all on their own); Saurid - culture does not support the knowledge of machinery.
**Starting Equipment:** Field uniform (2); Dress uniform; Carbine with Bayonet; Pack with bedroll and field kit; Tool kit
**Starting Funds:** Low
**Income:** Low
**Suggested Social Level:** 2
**Skills and Abilities**

*INITIATE*

Core Skills

Avoid Blow, Crew Vehicle, Firearms, Shake It Off, Sprint

Optional Skills

Awareness, Melee Weapons, Stealthy Stride, Knowledge (Steam Technology), Unarmed Combat

*NOVICE*

Core Skills

Charge, Craft Armor, Gunnery, Munitions, Pilot Vehicle

Optional Skills

Danger Sense, Haggle, Navigation, Slough Blame, Tiger Spring

*JOURNEYMAN*

Core Skills

Craft Firearm, Field Engineering, Impressive Display, Long Shot, Double Charge, Second Shot, Stout Constitution

Optional Skills

Clockwork, Disarm, Eagle Eye, Frighten, Leadership, Mapmaking, Wilderness Survival

Abilities

- The character gains +1 to their Physical Defense.
- The character's Recovery Step increases by +1.
- The character may spend Karma on DEX-only Tests.
- **Comrades In Arms:** Once per battle, the Soldier may call upon the combined strength of the allies that fight beside them. The character pays 3 Strain per ally, restricted to those within one grid space / hex / arm's reach, and a number of people equal to the Soldier's Firearms Skill Rank. The Soldier adds their combat Skill Ranks to the Soldier's own for a single Attack Test. The Skill Ranks added must be from the same Skill the Soldier is using. Thus, if the Soldier uses Firearms for the Attack Test, only Ranks from the allies' Firearms Skills can be applied. If the Soldier attacks using Melee Weapons, only Ranks from the allies' Melee Weapons Skill may be applied. The allies do not have to be of the same Profession as the Soldier, only trained in the same Skills. Being included in the use of this Ability does not prevent the next Soldier in the line from using it as well. Soldiers are trained to coordinate their use of Comrades in Arms so that a platoon can all reinforce each other for a single devastating attack.

*WARDEN*

Core Skills

Blind Fire, Life Check, Rally, Steely Stare, Tactics

Optional Skills

Critical Hit, Defense, Fluid Movement, Lion Heart, Resist Pain

Abilities

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Leading Through Example:** If the Soldier leads a charge, attack, or rescue action during battle, the character may spend 3 Strain and 1 Karma to make a Rally Test, with the Karma die included. In addition to the effects of the Rally, other soldiers in the Soldier's unit, and any

Friendly forces fighting alongside them, may gain +1 to their Physical Defense and +1 Step per success to their Action Tests, for the Soldier's Rally Rank in rounds. This affects a maximum of the Soldier's Rally Rank +1 individuals. The Soldier must take command during the combat action. The Physical Defense and Action Step Bonuses are lost if the Soldier takes a Wound and is Knocked Down.

***MASTER***

**Core Skills**

Concentrated Assault, Multi-Shot, Snap Shot, True Shot, Vicious Wound

**Optional Skills**

Lion Spirit, Perfect Focus, Relentless Recovery, Second Chance, Unflinching Fortitude

**Abilities**

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- **Old-Timer's Luck:** The Soldier may spend 1 Karma to turn an Attack Test against them that scores more than one success into a failure. This Ability may only be used once per battle.

**Notes**

The Armour Soldier may use Skills that specify "mount", such as Charge, with their vehicle if they are the current pilot. In addition, the Skill transfers its benefit to the vehicle, even if the Skill description states that it does not.

The Armour Soldier may use Firearms-related Skills, such as True Shot and Multi-Shot, with crew-served weaponry aboard their vehicle, such as the machine gun or cannon. If a Firearms Test is called for in the Skill description, substitute a Gunnery Test.

## *Example Character*

*"Can you bring her round to the left just a little? We've got infantry trying to get up close and cause us trouble! There you go, you buggers, have a taste of Birmingham lead!"*

**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 16: 7/D12 | STR: 12: 5/D8 | TOU: 13: 6/D10 |
| PER: 16: 7/D12 | WIL: 13: 6/D10 | CHA: 10: 5/D8 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 9 | Mystic Defense: 9 | Social Defense: 7 |
| Initiative: 6 | Movement: 6 | Carrying Capacity: 110 |
| Mystic Armor Bonus: +2 | Social Level: 2 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**
Unconsciousness: 26 Death: 32 Wound Threshold: 9
Recovery: 3

**LANGUAGES**
English (British): Speak, R/W
**ARMOR**
Cotton Ballistic Jacket (6/0)

**WEAPONS**
Light Carbine (7/+3) with Bayonet (4)

**EQUIPMENT**
Field uniform (for inspection)
Field uniform (greasy, for actual work)
Dress uniform
Pack with bedroll and field kit, Tool kit

**CONNECTIONS**
Connection: Birmingham gun factory foreman
Connection: Recruiting Sergeant
Connection: Dodger (cousin)

**MONEY**
£-/8/2

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Mechanic | Prof | 3 | 10/2D8 |
| Speak Language | F | 1 | 8/2D6 |
| Read/Write Language | F | 1 | 8/2D6 |
| Avoid Blow | C | 1 | 8/2D6 |
| Crew Vehicle | C | 1 | 8/2D6 |
| Firearms | C | 1 | 8/2D6 |
| Shake It Off | C | 1 | 7/D12 |
| Awareness | O | 1 | 8/2D6 |
| Melee Weapons | O | 1 | 8/2D6 |
| Knowledge (Steam Technology) | O | 1 | 8/2D6 |
| Unarmed Combat | O | 1 | 8/2D6 |
| Knowledge (Military) | F | 2 | 9/D8+D6 |
| Knowledge (Birmingham) | F | 1 | 8/2D6 |
| Distract | F | 1 | 6/D10 |
| Lip Reading | F | 2 | 7/D12 |
| Streetwise | F | 1 | 6/D10 |

# Cavalry Officer (Military Officer Variant)

*"An officer without a horse is an infantryman."*

The Cavalry Officer knows they are better than the footsloggers, by the simple virtue of having the privilege to ride into battle, like knights and barons once did. They keep at least two mounts, one for travel and one for battle, and they're not always the obvious choices. The massive Percheron gelding with the solid lines? He's built for carrying a lot of weight over a long distance, and serves admirably on the march. When the bugle sounds, that's when the short-bodied mare with the nimble legs comes into play. Better a horse than can get you into and back out of harm's way quickly and with agility than some great crashing brute who's going to run you headlong into the foe.

**Important Attributes:** DEX, CHA
**Profession Skill:** Tactics
**Racial Restrictions:** None
**Starting Equipment:** Field uniform (2 sets), Dress uniform, Pistol, Saber, Carbine, Lance
Mounts – 1 travel, 1 battle
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 4

**Skills and Abilities**

***INITIATE***
**Core Skills**
Avoid Blow, Equestrian, Firearms, Melee Weapons, Navigation
**Optional Skills**
Eidetic Memory, Etiquette, First Impression, Heartening Laugh, Unarmed Combat

***NOVICE***
**Core Skills**
Anticipate Blow, Awareness, Impressive Display, Shake It Off, Tiger Spring
**Optional Skills**
Animal Handling, Flirting, Lasting Impression, Riposte, Taunt

***JOURNEYMAN***
**Core Skills**
Charge, Danger Sense, Disarm, Inspire Others, Leadership, Lion Heart, Steely Stare
**Optional Skills**
Animal Bond, Diplomacy, Haggle, Resist Taunt, Seduction, Stout Constitution, Winning Smile

**Abilities**
- The character gains +1 to their Physical Defense.

- The character may spend Karma on any CHA-only Test.
- The character may spend Karma on Recovery Tests.
- **Rally:** The Cavalry Officer can give courage back to troops that have broken. The character makes an Inspire Others Test as normal, paying 2 Strain. (This Ability cannot be learned until the character knows the Inspire Others Skill.) Affected characters gain the usual bonus, but also gain +1 to WIL Tests to stand firm in the face of danger. This works against both magical and non-magical Fear attacks. Characters that succeed at their WIL Test turn and face the enemy. The effect lasts the Cavalry Officer's Inspire Others Rank in combat rounds. The Cavalry Officer can reduce the Target Number of the Inspire Others Test by spending 1 Strain per additional character. This does not have to reduce the TN penalty to zero. For example, if the Cavalry Officer wants to Rally a troop of twenty men, the TN would be at +19. The Cavalry Officer could spend 9 Strain to reduce the penalty to +10.

### *WARDEN*

**Core Skills**

Command, Oratory, Rally, Second Attack, Strategy

**Optional Skills**

Conversation, Escape Plan, Lion Spirit, Resist Pain, Sure Mount

**Abilities**

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Line of Retreat:** By spending a Wound's worth of Strain, the Cavalry Officer may use Escape Plan during battle to find the optimal route for withdrawing their troops. The analysis takes 3 combat rounds as a Sustained Action instead of 30 minutes. The Escape Plan Test is made against the Tactics total Step of the opposing commander. On one success, the withdrawing Cavalry Officer takes 10% casualties, on two successes, 5% casualties, and on three or more successes no casualties at all. On a Rule of One result, the line of withdrawal turns out to be an ambush, and the Cavalry Officer takes 25% casualties before they may attempt to Rally and counterattack.

### *MASTER*

**Core Skills**

Bardic Voice, Concentrated Assault, Multi-Charge, Second Chance, Soul Aegis

**Optional Skills**

Defense, Perfect Focus, Relentless Recovery, Song of Battle, Unflinching Fortitude

**Abilities**

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- **Your Tactics Are As Well Known As You:** The Cavalry Officer has studied their opponent thoroughly, and knows the enemy's past battles and favourite stratagems. The Cavalry Officer may add the opposing commander's Reputation as a Step Bonus to Command, Concentrated Assault, Danger Sense, Inspire Others, Strategy, or Tactics Tests during battle against that

opponent. If the enemy leadership changes, the Cavalry Officer must pay 5 Strain to adjust their plans to the new opponent, or lose the Reputation Bonus for the remainder of the battle. Of course, the opposing officer may be able to use the same Ability.

### *Example Character*

*"Colour Sergeant, we'll have a volley with carbines on the first pass, then come about. If the enemy is in disarray at that point, we'll draw sabers and charge, else we'll give them a second pass with carbines. No sense closing until we've softened them up."*

**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 16: 7/D12 | STR: 13: 6/D10 | TOU: 13: 6/D10 |
| PER: 13: 6/D10 | WIL: 12: 5/D8 | CHA: 14: 6/D10 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 9 | Mystic Defense: 8 | Social Defense: 8 |
| Initiative: 7 | Movement: 6 | Carrying Capacity: 125 |
| Mystic Armor Bonus: +2 | | |
| Social Level: 4 | | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 26 | Death: 32 | Wound Threshold: 9 |
| Recovery: 3 | | |

**LANGUAGES**

English (British): Speak, R/W
French: Speak; R/W

**ARMOR**

Military-issue Leather Coat (5/0)

**WEAPONS**

Saber (6), Lance (6), Medium Revolver Pistol (6/+3)
Heavy Carbine (9/+4), Medium pistol, 50 rounds

**EQUIPMENT**

Field uniform, Dress uniform

**CONNECTIONS**

Connection: Horse Breeder
Connection: Regimental Veterinarian
Connection: Feed Supplier

**MONEY**

£6/18/-

SKILLS

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Tactics | Prof | 3 | 9/D8+D6 |
| Speak Language | F | 2 | 8/2D6 |
| Read/Write Language | F | 2 | 8/2D6 |
| Equestrian | C | 1 | 8/2D6 |
| Firearms | C | 1 | 8/2D6 |
| Melee Weapons | C | 1 | 8/2D6 |
| Navigation | C | 1 | 7/D12 |
| Eidetic Memory | O | 1 | 6/D10 |
| Etiquette | O | 1 | 7/D12 |
| First Impression | O | 1 | 7/D12 |
| Unarmed Combat | O | 1 | 8/2D6 |
| Knowledge (Zoology) | F | 1 | 7/D12 |
| Knowledge (Military) | F | 1 | 7/D12 |
| Battle Shout | F | 1 | 7/D12 |
| Eagle Eye | F | 1 | 7/D12 |
| Physician | F | 1 | 7/D12 |

## Cavalry Trooper (Soldier Variant)

*"Mr. Poinsett's manual will make you a trooper, but no soldier ever became a cavalryman without being a horseman first."*

Every new recruit, on taking the Queen's shilling, is asked a question that will determine their future: "Can you ride?" A woman or man who answers yes gets a chance to prove it. If they can handle a horse they've just met, get into the saddle, and dismount in proper order, they'll not be marching afoot eight abreast, but riding two and two. The Cavalry hasn't got time to train recruits in basic horsemanship any more than the infantry has time to teach people how to walk. This has led to a slightly larger percentage of women in the cavalry than in the infantry, both in the officers' ranks and in the enlisted, as women who seek a recruiter tend to come from backgrounds where they were taught to ride. Not every horsewoman is of gentle birth; quite a few come from farming families where boys do the heavy lifting and girls see to the livestock. The Cavalry doesn't care about sex or social class. They only care that the new recruit can take care of and ride a horse properly and is ready to learn how to fight while mounted.

**Important Attributes:** STR, DEX, TOU
**Profession Skill:** Firearms
**Racial Restrictions:** None
**Starting Equipment:** Field uniform, Dress uniform, Carbine, Bayonet, Pack with bedroll and field kit
**Starting Funds:** Low
**Income:** Low
**Suggested Social Level:** 2

Skills and Abilities

*INITIATE*

Core Skills

Animal Handling, Avoid Blow, Equestrian, Melee Weapons, Shake It Off

Optional Skills

Awareness, Sprint, Stealthy Stride, Streetwise, Unarmed Combat

NOVICE

Core Skills

Animal Bond, Anticipate Blow, Battle Shout, Charge, Sure Mount

Optional Skills

Danger Sense, Haggle, Navigation, Slough Blame, Tiger Spring

*JOURNEYMAN*

Core Skills

Double Charge, Frenzy, Impressive Display, Mount Attack, Stout Constitution, Wheeling Attack, Wheeling Defense

Optional Skills

Battle Bellow, Disarm, Eagle Eye, Frighten, Leadership, Mapmaking, Wilderness Survival

Abilities

- The character gains +1 to their Physical Defense.
- The character's Recovery Step increases by +1.
- The character may spend Karma on DEX-only Tests.
- **Comrades In Arms:** Once per battle, the Soldier may call upon the combined strength of the allies that fight beside them. The character pays 3 Strain per ally, restricted to those within one grid space / hex / arm's reach, and a number of people equal to the Soldier's Firearms Skill Rank. The Soldier adds their combat Skill Ranks to the Soldier's own for a single Attack Test. The Skill Ranks added must be from the same Skill that the Soldier is using. Thus, if the Soldier uses Firearms for the Attack Test, only Ranks from the allies' Firearms Skills can be applied. If the Soldier attacks using Melee Weapons, only Ranks from the allies' Melee Weapons Skill may be applied. The allies do not have to be of the same Profession as the Soldier, only trained in the same Skills. Being included in the use of this Ability does not prevent the next Soldier in the line from using it as well. Soldiers are trained to coordinate their use of Comrades in Arms so that a platoon can all reinforce each other for a single devastating attack.

*MASTER*

Core Skills

Concentrated Assault, Multi-Charge, Snap Shot, True Shot, Vicious Wound

Optional Skills

Lion Spirit, Perfect Focus, Relentless Recovery, Second Chance, Unflinching Fortitude

Abilities

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.

- **Old-Timer's Luck:** The Soldier may spend 1 Karma to turn an Attack Test against them that scores more than one success into a failure. This Ability may only be used once per week.

**Notes**

- Any action the Cavalry Soldier can take to support or draw strength from a fellow soldier can also be extended to their own mount or that or their comrade in arms.

## *Example Character*

*"Oh, aye, ye can call us jockeys if ye like, but who'll be clamorin' for a squadron ta break an enemy line in the mornin', eh? Let's see those great clankin' kettles move fast enough to kite off the skeletons."*

**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 16: 7/D12 | STR: 13: 6/D10 | TOU: 14: 6/D10 |
| PER: 13: 6/D10 | WIL: 13: 6/D10 | CHA: 13: 6/D10 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 9 | Mystic Defense: 8 | Social Defense: 8 |
| Initiative: 7 | Movement: 6 | Carrying Capacity: 125 |
| Mystic Armor Bonus: +2 | Social Level: 2 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 28 | Death: 34 | Wound Threshold: 9 |
| Recovery: 3 | | |

**LANGUAGES**

English (British): Speak, R/W
Scots Gaelic: Speak, R/W

**ARMOR**

Leather long coat (5/0)

**WEAPONS**

Heavy Carbine (9/+4) with Bayonet (4)
Lance (6)

**EQUIPMENT**

Field uniform, Stable uniform, Dress uniform

**CONNECTIONS**

Connection: Colour Sergeant in another regiment (uncle)
Connection: Regimental veterinarian (mentor)
Connection: Gin palace barkeeper

**MONEY**

£-/15/-

SKILLS

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Firearms | Prof | 3 | 10/2D8 |
| Speak Language | F | 2 | 8/2D6 |
| Read/Write Language | F | 2 | 8/2D6 |
| Avoid Blow | C | 1 | 8/2D6 |
| Equestrian | C | 1 | 8/2D6 |
| Melee Weapons | C | 1 | 8/2D6 |
| Shake It Off | C | 1 | 7/D12 |
| Awareness | O | 1 | 7/D12 |
| Animal Handling | O | 1 | 7/D12 |
| Stealthy Stride | O | 1 | 8/2D6 |
| Unarmed Combat | O | 1 | 8/2D6 |
| Knowledge (Scots History) | F | 1 | 7/D12 |
| Knowledge (Farming) | F | 1 | 7/D12 |
| Knowledge (Animal Medicine) | F | 2 | 8/2D6 |
| Physician | F | 1 | 7/D12 |

## Dilettante (Aristocrat Variant)

*"Well, isn't all this just so terrifically exciting! Just wait until I tell the fellows at the cribbage table about what I've been doing! They'll be positively green, you know. And the ladies do love a man of adventure. Dropping a hint or two of perils I've faced in the Gruv during a waltz and I'll be able to sweep them off their feet in more ways than one."*

The Dilettante is wealthy, bored, and desperate for something new. If it has a lot of teeth, or a terribly long way down if one slips, or the chance to nearly freeze to death, as long as there's no body parts lost and it makes a good story back at the club, he's all for it. Although a rakish scar can add a certain dashing air to one's appearance. Yes, he knows how to handle a pistol, one doesn't place large bets unless one is well versed in duelling. He can handle himself passably well in a fight, although he'll be offended by ungentlemanly behaviour. Not quite cricket, going at someone with a broken bottle, you know. Afterwards, he can apologise for the ruckus in at least two languages. Now, where are we off to?

Characters following this Variant pursue a more active existence than the usual Aristocrat. As such, they swap physically active Skills from the Optional lists with more social Skills from the Core lists, such as trading Animal Training for Graceful Exit in the Journeyman Tier. Dilettantes willing to risk scandal may trade Core or Optional Skills from the Aristocrat lists for less reputable abilities, such as Lock Picking.

**Important Attributes:** PER, CHA
**Profession Skill:** Diplomacy
**Racial Restrictions:** Saurid – race does not have the cultural position natively
**Starting Equipment:** Everyday nice clothing, Formal clothing,
Travelling togs, with suitable outdoor boots
Riding horse with tack, Duelling sword, Pistol
**Starting Funds:** Well Off
**Income:** Well Off

Suggested Social Level: 5
Skills and Abilities

*INITIATE*
Core Skills
Equestrian, Etiquette, Firearms, First Impression, Melee Weapons
Optional Skills
Conversation, Hunting, Knowledge (Secrets of the Aristocracy), Knowledge (Geography), Wilderness Survival

*NOVICE*
Core Skills
Animal Handling, Avoid Blow, Gambling, Resist Taunt, Taunt
Optional Skills
Entertainer, Flirting, Knowledge (Politics), Riposte, Slough Blame

*JOURNEYMAN*
Core Skills
Animal Training, Awareness, Bribery, Engaging Banter, Haggle, Knowledge (Wild Animals), Unarmed Combat
Optional Skills
Graceful Exit, Knowledge (Court Protocol), Shake It Off, Sure Mount, Swimming, Trick Riding, Winning Smile

Abilities
- The character gains +1 to their Physical Defense.
- The character gains +1 Recovery Test per day.
- The character may use Karma on any CHA-only Test.
- **Witty Rejoinder:** For 2 Strain, the Dilettante may Riposte a Taunt, turning it back on its originator. Use of Riposte in this way bases the Test off CHA instead of DEX. If the Dilettante does not have the Riposte Skill, they may make a raw CHA Test in its place for an additional 1 Strain. The Riposted Taunt affects its originator with the result of the Riposte Test. Extra successes may result in applause from onlookers. On a Rule Of One Result, the Dilettante loses their train of thought halfway through, and is left spluttering and unable to reply to anything for five minutes.

*WARDEN*
Core Skills
Empathic Sense, Inspire Others, Lasting Impression, Leadership, Oratory, Steely Stare, Witty Repartee
Optional Skills
Disarm, Evaluate, Knowledge (Finance), Lion Spirit, Resist Pain, Seduction, Undermine

Abilities
- The character gains +1 to their Karma Step.
- The character may spend Karma on any PER-only Test.
- The character gains +1 to their Physical Defense.
- **Piercing Gaze:** For 2 Strain, the character may make a Steely Stare Test and convince the target that all of their innermost secrets are known. The character may then make a surmise as to one of those secrets. On one success, the target confirms or denies the surmise silently, with a shake or nod of the head. On two successes, the target replies verbally, and adds one further bit

of information clarifying the surmise. On three or more successes, the target breaks down and admits to everything, possibly including details about the issue, and other issues, that weren't previously suspected. On a Rule Of One result, the target laughs derisively, dismisses the surmise out of hand (whether or not it is true), and gains +2 to their Social Defense against the character for the character's Steely Stare Rank in days.

***MASTER***

**Core Skills**

Bardic Voice, Cutting Words, Disarming Smile, Distract, Impressive Display

**Optional Skills**

Anticipate Blow, Knowledge (Law), Perfect Focus, Second Chance, Tactics

**Abilities**

- The character may spend Karma on any CHA-based Test.
- The character's Max Karma increases by 15 points.
- **Explosive Bon Mot:** The Dilettante can make a quip in a social gathering that utterly destroys the mood and the presentation that someone else was trying to build. Make a Taunt Test against the target, and spend 2 points of Strain. On one success, the audience reacts with mild humour, disrupting the target's build-up, and forcing them to start over if they want to achieve their result. Any Social advantage the target had gained – Attitude shifts, Step Bonuses, etc. - are lost. On two successes, the audience laughs, and the target takes a -2 Step penalty to any attempt to regain control of the situation. On three or more successes, the audience finds the quip uproariously funny, and the target is completely unable to make their point or complete their Interaction Test. On a Rule Of One result, there's a moment of awkward silence, and then one of the audience admonishes the character for their behaviour. The character is then shut out of the conversation as all attention goes to the target.

## *Example Character*

*"Do you think they will shoot at us? Yes, I can ride harder, don't use that tone with me. But if they will shoot at us, I should jolly well like to shoot back! I have this new brace of pistols I've just been dying to try out! Sorry, was that an unfortunate choice of words?"*

**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 14: 6/D10 | STR: 12: 5/D8 | TOU: 13: 6/D10 |
| PER: 13: 6/D10 | WIL: 13: 6/D10 | CHA: 14: 6/D10 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 8 | Mystic Defense: 8 | Social Defense: 8 |
| Initiative: 6 | Movement: 6 | Carrying Capacity: 110 |
| Mystic Armor Bonus: 2 | Social Level: 5 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**
Unconsciousness: 26 Death: 32 Wound Threshold: 9
Recovery: 3

**LANGUAGES**
English (British): Speak, R/W
German: Speak, R/W
French: Speak, R/W

**ARMOR**
Ballistic Vest (Silk): Phys 5, Myst 0, Init 0

**WEAPONS**
Light Pistol, Rapier

**EQUIPMENT**
Sunday suit with silk hat, city boots
Outdoor clothing – shirt, trousers, weskit, sporting jacket, hiking or riding boots
Horse, riding, with tack

**CONNECTIONS**
Connection: Gun dealer
Connection: Travel agent
Connection: Barkeeper at the Adventurers Club

**MONEY**
£130/-/-

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Diplomacy | Prof | 3 | 9/D8+D6 |
| Speak Language | F | 3 | 9/D8+D6 |
| Read/Write Language | F | 3 | 9/D8+D6 |
| Equestrian | C | 2 | 8/2D6 |
| Etiquette | C | 1 | 7/D12 |
| Firearms | C | 1 | 7/D12 |
| First Impression | C | 1 | 7/D12 |
| Melee Weapons | C | 1 | 7/D12 |
| Knowledge (Geography) | O | 1 | 7/D12 |
| Hunting | O | 1 | 7/D12 |
| Knowledge (Secrets of the Aristocracy) | O | 1 | 7/D12 |
| Wilderness Survival | O | 1 | 7/D12 |
| Lock Picking | F | 1 | 7/D12 |
| Climbing | F | 1 | 7/D12 |

# Galvanic Mage (Mage Variant)

*"We are so far from knowing all the agents of nature and their diverse modes of action that it would not be philosophical to deny phenomena solely because they are inexplicable in the actual state of our knowledge. But we ought to examine them with an attention all the more scrupulous as it appears more difficult to admit them."*

*– Pierre-Simon Laplace, (1814). Essai philosophique sur les probabilités*

The Galvanic Mage has a working knowledge of natural philosophy, what is starting to become known as physics, and an understanding of alchemy and magical engineering. While remaining primarily a spellcaster, the Galvanic Mage can build their own Weird Science devices and brew their own potions when needed, reflecting the emphasis on well-rounded education. It's highly recommended that one of the Free Skills at Initiate be spent on a musical instrument, to reflect the requirement within the von Helmholtz circle of being able to play and contribute to the weekly chamber sessions.

**Important Attributes:** PER, WIL
**Profession Skill:** Spellcasting
**Racial Restrictions:** Saurids – they have Shamans and Priests but no Mages
**Starting Equipment:** Proper clothing, Laboratory gear as required
Magical Focus – wand, amulet, coin, or other
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 3

**Skills and Abilities**

***INITIATE***
**Core Skills**
Astral Sight, Awareness, Dispel Magic, Eidetic Memory, Magic Theory
**Optional Skills**
Pilot Vehicle, Artisan (Embroidery), Cryptography, Knowledge (Natural Philosophy), Research

***NOVICE***
**Core Skills**
Arcane Mutterings, Craftsman (Magical Tools), Empathic Command, Empathic Sense, Impressive Display
**Optional Skills**
Alchemy, Craft Device, Danger Sense, Firearms, Stealthy Stride

***JOURNEYMAN***
**Core Skills**
Evidence Analysis, Frighten, Hypnotize, Resist Magic, Suppress Curse, True Sight, Willforce

Optional Skills
Forge Device, Slough Blame, Conceal Object, Graceful Exit, Mechanic, Taunt, Thought Link

Abilities
- The character gains +1 to their Mystic Defense.
- The character may spend 1 Karma Point on spell Effect Tests.
- The character may spend Karma on any WIL-only Test.
- **Prêt á Lancer:** The Mage keeps their spells embroidered on their clothing, or otherwise represented symbolically on a clothing item, and maintains attunement to this item. The character spends 2 points of blood magic to bond the clothing item, which cannot be healed as long as the item exists. The item must be in direct contact with the Mage's skin when they cast spells from it in order to gain the Grimoire Casting advantage. Touching the item with a hand is sufficient. The bonded grimoire item can be used as a targeting focus against the Mage if stolen or otherwise obtained. Often this item is concealed in some way, such as putting the embroidery on the inside of an ascot or scarf.

***WARDEN***
Core Skills
Astral Pocket, Astral Survey, Glyph of Unweaving, Rapid Fire Casting, Steely Stare
Optional Skills
Leadership, Lifesight, Resist Taunt, Safe Thought, Undermine

Abilities
- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Mesmeric Influence:** The magician may add up to their Wound Threshold in Step Bonus to their Empathic Command, Hypnotize, or Steely Stare Skill Tests, paying 1 point of Strain per Step. When this ability is used, the magician's eyes glow slightly, or lighten in colour, or darken, or otherwise change appearance in a mystically significant way. Onlookers may make an Awareness or PER Test at +3 Steps to realize that the magician is exerting a mystic influence.

***MASTER***
Core Skills
Cutting Words, Glyph of Shielding, Perfect Focus, Second Chance, Soul Aegis
Optional Skills
Diplomacy, Disarming Smile, Memory Probe, Resist Pain, Witty Repartee

Abilities
- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **Casting Circle:** For 5 Strain, the Mage may take one minute to create a magical circle on the ground around themselves. While standing in this circle, the Mage's Spellcasting and Effect Tests are at +5 Steps. The circle does not affect any other magician. It lasts for 10 minutes.

The Mage can extend the duration of the circle to their Spellcasting Rank in hours by taking a Wound's worth of Strain. While the circle may be marked with a material component, such as salt or chalk, the physical component is just a focusing aid to creating the circle. Once created, damage to the markings has no effect on the circle.

### *Example Character*

*"Through that innate faculty called Reason, we discover laws and apply them with thought, perhaps a little more directly than Professor von Helmholtz originally meant."*

**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 12: 5/D8 | STR: 10: 5/D8 | TOU: 13: 6/D10 |
| PER: 16: 7/D12 | WIL: 16: 7/D12 | CHA: 12: 6/D10 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 7 | Mystic Defense: 9 | Social Defense: 7 |
| Initiative: 5 | Movement: 6 | Carrying Capacity: 80 |
| Mystic Armor Bonus: +3 | Social Level: 3 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 26 | Death: 32 | Wound Threshold: 9 |
| Recovery: 3 | | |

**LANGUAGES**

English (British): Speak, R/W
Latin: Speak; R/W
German: Speak, R/W

**ARMOR**

Leather long coat (5/0)

**WEAPONS**

Pocket pistol, Damage 5 / +2

**EQUIPMENT**

Good quality suit embroidered with a few magical symbols, city boots, proper hat
Laboratory clothing – shirt, dungarees, leather apron
Magical tools as appropriate

**CONNECTIONS**

Connection: Shopkeeper at an arcane supplies emporium
Connection: Librarian at a university
Connection: Mentor within the Ordnung Galvanisches

**MONEY**

£5/6/-

SKILLS

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Spellcasting | Prof | 3 | 10/2D8 |
| Speak Language | F | 3 | 10/2D8 |
| Read/Write Language | F | 3 | 10/2D8 |
| Astral Sight | C | 1 | 8/2D6 |
| Dispel Magic | C | 1 | 8/2D6 |
| Eidetic Memory | C | 1 | 8/2D6 |
| Magic Theory | C | 1 | 8/2D6 |
| Pilot Vehicle | O | 1 | 8/2D6 |
| Artisan (Embroidery) | O | 1 | 7/D12 |
| Knowledge (Natural Philosophy) | O | 1 | 8/2D6 |
| Research | O | 1 | 8/2D6 |
| Knowledge (London Geography) | F | 1 | 8/2D6 |
| Knowledge (Berlin Geography) | F | 1 | 8/2D6 |
| Musician (Viola) | F | 1 | 7/D12 |

## Heron (Weird Scientist Variant)

*"You may brag about your abilities, but machinery does not lie. It either works or it does not."*

Following in the footsteps of Heron of Alexandria, the Herons seek the deeper mysteries of a mechanistic universe through building their own machinery. Mathematics have no meaning until they are applied. Engineering requires the discipline of science and mathematics to guide it, or it becomes gadgetry for its own sake, useless fripperies cobbled together to satisfy the whim of a moment. Yes, patrons demand entertainment, and the Heron will put together something shiny and whirring to keep them amused and the coin flowing, but the real work is behind the stage. Each design, each experiment, each completed device brings the Heron one step closer to understanding the true operation of reality.

**Important Attributes:** PER, CHA
**Profession Skill:** Craft Device
**Racial Restrictions:** Saurids – their culture does not support the Profession
**Starting Equipment:** Decent clothing, Fancy suit for making presentations
Lab clothing / protective gear, Tool kit
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 3

Skills and Abilities

*INITIATE*

Core Skills

Artisan (Metalwork), Clockwork, Eidetic Memory, Impressive Display, Mechanic

Optional Skills

Cryptography, Firearms, Knowledge (Mathematics), Magic Theory, Research

*NOVICE*

Core Skills

Awareness, Craft Armor, Craft Firearm, Evidence Analysis, Field Engineering

Optional Skills

Arcane Mutterings, Bribery, Civil Engineering, Engine Programming, Spellcasting

*JOURNEYMAN*

Core Skills

Craft Weapon, Forge Armor, Forge Device, Haggle, Slough Blame, Taunt, True Sight

Optional Skills

Disarm, Crew (Airship / Ship / Vehicle), Exploding Ammunition, Pilot (Airship / Ship / Vehicle), Resist Magic, Spot Armor Flaw, Willforce

Abilities

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their base Karma Step.
- The character may spend Karma on the Effect Test when using Craft Device to build a spell or other power into a device.
- **Hasty Bodge-up:** The Heron can build a device in the field out of spare parts that performs its function once and once only, then falls apart, with key components too badly damaged to re-use. The character makes a Craft Device Test and pays 2 Strain. On one success, the device performs as designed, once. On two successes, the Effect Step of the device gains +1. On three or more successes, the Weird Scientist may use Karma on the Effect Test. On a Rule of One result, the device misfires when assembled, doing its Effect Step in damage to the Weird Scientist, and potentially to an area of effect, as determined by the Gamemaster.

*WARDEN*

Core Skills

Forge Firearm, Graceful Exit, Lion Heart, Oratory, Undermine

Optional Skills

Disarming Smile, Escape Plan, Leadership, Lion Spirit, Safe Thought

Abilities

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character may spend Karma on PER-only Tests.
- **Temporary Performance Gain:** The Weird Scientist can make a series of quick adjustments to a device or machine in the field to briefly improve its effectiveness. The Weird Scientist makes a Craft Device Test against the device's Mystic Defense. For each success, the device gains +1 Step to any statistic. All Step gains must be applied to the same statistic. For example, the Weird Scientist could improve a device's Effect Step by +2, but could not improve the Effect Step by +1 and the Physical Armor by +1. The Step gain lasts for the Weird Scientist's Craft

Device Rank in minutes. At the end of the duration, the device's statistics revert to normal. On a Rule of One result, the Weird Scientist does their Craft Device Rank in damage to the device.

***MASTER***

**Core Skills**

Cutting Words, Perfect Focus, Resist Taunt, Soul Aegis, Witty Repartee

**Optional Skills**

Diplomacy, Engaging Banter, Inspire Others, Second Chance, Steely Stare

**Abilities**

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **I'll Show You All!**: The Heron can make an Impressive Display Test against the Mystic Defense of a creation they have just completed, with the usual +2 bonus from the crafting Test, and add any successes as +1 Step Bonuses to the creation's statistics. Multiple successes may be split up among statistics. This can only be used for creating grand devices, complex potions that require three months of brewing, or other creations that require sustained actions over considerable time to be created, and will be used before a large crowd, with the intent of overawing the onlookers. When the creation is deployed, the Weird Scientist may add the number of successes from the creation-time Impressive Display Test as a Step Bonus to a new Impressive Display Test against the audience. Both of the Impressive Display Tests can only be used once each, one for creating the item, and the other for the grand reveal.

## *Example Character*

*"Knowledge is inseparable from the use to which it is put."*

**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 13: 6/D10 | STR: 11: 5/D8 | TOU: 11: 5/D8 |
| PER: 16: 7/D12 | WIL: 12: 5/D8 | CHA: 16: 7/D12 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 8 | Mystic Defense: 9 | Social Defense: 9 |
| Initiative: 6 | Movement: 6 | Carrying Capacity: 95 |
| Mystic Armor Bonus: +2 | Social Level: 3 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 22 | Death: 27 | Wound Threshold: 8 |
| Recovery: 2 | | |

**LANGUAGES**
English (British): Speak, R/W
German: Speak, R/W
French: Speak, R/W

**ARMOR**
Silk Ballistic Jacket (6/0)

**WEAPONS**
Medium Revolver (6/+3)

**EQUIPMENT**
Decent clothing, Fancy suit for making presentations
Lab clothing / protective gear, Tool kit

**CONNECTIONS**
Connection: Parts Supplier at the Turkish Market
Connection: Wealthy patron who is owed a fancy device
Connection: Brassman

**MONEY**
£9/14/-

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Craft Device | Prof | 3 | 10/2D8 |
| Speak Language | F | 3 | 10/2D8 |
| Read/Write Language | F | 3 | 10/2D8 |
| Artisan (Metalwork) | C | 1 | 8/2D6 |
| Clockwork | C | 1 | 8/2D6 |
| Impressive Display | C | 1 | 8/2D6 |
| Mechanic | C | 1 | 8/2D6 |
| Firearms | O | 1 | 7/D12 |
| Knowledge (Mathematics) | O | 1 | 8/2D6 |
| Magic Theory | O | 1 | 8/2D6 |
| Research | O | 1 | 8/2D6 |
| Knowledge (Secrets of the Aristocracy) | F | 1 | 8/2D6 |
| Knowledge (Natural Philosophy) | F | 1 | 8/2D6 |
| Lock Picking | F | 1 | 7/D12 |

## Marine (Soldier Variant)

*"The footsloggers and the jockeys and the kettle drivers, not a one could do a bloody thing if someone didn't clear the beach for them to land."*

The Royal Navy has no infantry. Their job is to sail the ships and command the high seas. When it comes time to put troops ashore, that's where Her Majesty's Marines come in. They regard the Navy as glorified troop carriers. They wear cork-lined armour so they can swim to shore if need be, and fight their way onto the beach. The Marines are also trained in boarding actions, to take an enemy ship in the midst of battle while the vessel carrying them continues to engage the rest. There's talk of weaponising the military's airships. The Marines are already training with parachutes.

**Important Attributes:** STR, DEX, TOU
**Profession Skill:** Firearms
**Racial Restrictions:** None
**Starting Equipment:** Field uniform, Dress uniform, Rifle, Bayonet
Pack with bedroll and field kit
**Starting Funds:** Low
**Income:** Low
**Suggested Social Level:** 2

**Skills and Abilities**

***INITIATE***
**Core Skills**
Avoid Blow, Maneuver, Melee Weapons, Shake It Off, Unarmed Combat
**Optional Skills**
Awareness, Crew Ship, Sprint, Stealthy Stride, Swimming

***NOVICE***
**Core Skills**
Anticipate Blow, Battle Shout, Climbing, Riposte, Wound Balance
**Optional Skills**
Danger Sense, Haggle, Navigation, Slough Blame, Tiger Spring

***JOURNEYMAN***
**Core Skills**
Crushing Blow, Frenzy, Impressive Display, Long Shot, Momentum Attack, Second Shot, Stout Constitution
**Optional Skills**
Battle Bellow, Disarm, Eagle Eye, Frighten, Leadership, Mapmaking, Wilderness Survival

**Abilities**
- The character gains +1 to their Physical Defense.
- The character's Recovery Step increases by +1.
- The character may spend Karma on DEX-only Tests.

- **Comrades In Arms:** Once per battle, the Marine may call upon the combined strength of the allies that fight beside them. The character pays 3 Strain per ally, restricted to those within one grid space / hex / arm's reach, and a number of people equal to the Marine's Firearms Skill Rank. The Soldier adds their combat Skill Ranks to the Soldier's own for a single Attack Test. The Skill Ranks added must be from the same Skill that the Marine is using. Thus, if the Marine uses Firearms for the Attack Test, only Ranks from the allies' Firearms Skills can be applied. If the Marine attacks using Melee Weapons, only Ranks from the allies' Melee Weapons Skill may be applied. The allies do not have to be of the same Profession as the Marine, only trained in the same Skills. Being included in the use of this Ability does not prevent the next Marine in the line from using it as well. Marines are trained to coordinate their use of Comrades in Arms so that a platoon can all reinforce each other for a single devastating attack

***WARDEN***

**Core Skills**

Blind Fire, Life Check, Rally, Steely Stare, Tactics

**Optional Skills**

Critical Hit, Defense, Fluid Movement, Lion Heart, Resist Pain

**Abilities**

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Leading Through Example:** If the Marine leads a charge, attack, or rescue action during battle, the character may spend 3 Strain and 1 Karma to make a Rally Test, with the Karma die included. In addition to the effects of the Rally, other soldiers in the Marine's unit, and any Friendly forces fighting alongside them, may gain +1 to their Physical Defense and +1 Step per success to their Action Tests, for the Marine's Rally Rank in rounds. This affects a maximum of the Marine's Rally Rank +1 individuals. The Marine must take command during the combat action. The Physical Defense and Action Step Bonuses are lost if the Marine takes a Wound and is Knocked Down.

***MASTER***

**Core Skills**

Concentrated Assault, Multi-Shot, Snap Shot, True Shot, Vicious Wound

**Optional Skills**

Lion Spirit, Perfect Focus, Relentless Recovery, Second Chance, Unflinching Fortitude

**Abilities**

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- **Old-Timer's Luck:** The Marine may spend 1 Karma to turn an Attack Test against them that scores more than one success into a failure. This Ability may only be used once per week.

## *Example Character*

*"Them that learns all they can about their trade is them what gets promoted. Gettin' promoted puts y' at the back of the line goin' ashore. Y'still wade through the surf under enemy fire, but y're not on point any more."*

Professional Rank: 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 16: 7/D12 | STR: 13: 6/D10 | TOU: 14: 6/D10 |
| PER: 13: 6/D10 | WIL: 13: 6/D10 | CHA: 13: 6/D10 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 9 | Mystic Defense: 8 | Social Defense: 8 |
| Initiative: 6 | Movement: 6 | Carrying Capacity: 125 |
| Mystic Armor Bonus: +2 | Social Level: 2 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 28 | Death: 34 | Wound Threshold: 9 |
| Recovery: 3 | | |

**LANGUAGES**

English (British): Speak, R/W

**ARMOR**

Cork-lined boiled leather (5/0, +1 Step to Swimming)

**WEAPONS**

Repeating Rifle (9/+4) with Bayonet (6)

**EQUIPMENT**

Field uniform, Dress uniform
Pack with bedroll and field kit

**CONNECTIONS**

Connection: Ship's provisioner's clerk
Connection: Gunsmith (Manchester)
Connection: Newspaper editor

**MONEY**

£1/12/-

SKILLS

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Firearms | Prof | 3 | 10/2D8 |
| Speak Language | F | 1 | 7/D12 |
| Read/Write Language | F | 1 | 7/D12 |
| Avoid Blow | C | 1 | 8/2D6 |
| Melee Weapons | C | 1 | 8/2D6 |
| Shake It Off | C | 1 | 7/D12 |
| Unarmed Combat | C | 1 | 8/2D6 |
| Awareness | O | 1 | 7/D12 |
| Crew Ship | O | 1 | 8/2D6 |
| Sprint | O | 1 | – |
| Swimming | O | 1 | 7/D12 |
| Knowledge (Manchester) | F | 1 | 7/D12 |
| Knowledge (Military History) | F | 1 | 7/D12 |
| Artist (Drawing) | F | 2 | 8/2D6 |
| Craft Firearm | F | 1 | 7/D12 |
| Surprise Strike | F | 2 | 9/D8+D6 |

## Mumper (Mage Variant)

*"Nar, officer, you must be mistakin' me for some old granny. I wouldn't be knowin' a magic wand from a tree branch if you beat me with it, not suggestin' you do so, mind you."*

The Mumper does their best to keep a low profile, at least where the law is concerned. All this talk about licensing, and being charged with violations of the Fireworks Act for setting off a bang or two, makes them nervous. The more the law knows about what you're up to, the less well off you are, in the sense of how much coin you get charged just for carrying on your family traditions, never mind your general state of health and ability to walk around without running into iron bars.

**Important Attributes:** PER, WIL
**Profession Skill:** Spellcasting
**Racial Restrictions:** Saurids – they have Shamans and Priests but no Mages
**Starting Equipment:** Passable clothing, scruffy hat, scuffed boots
Magical focus – wand, amulet, coin, or other
**Starting Funds:** Low
**Income:** Low
**Suggested Social Level:** 1

**Skills and Abilities**

***INITIATE***
**Core Skills**
Astral Sight, Awareness, Dispel Magic, Eidetic Memory, Magic Theory

Optional Skills
Artisan (Embroidery), Cryptography, Evaluate, Stealthy Stride, Streetwise

*NOVICE*
Core Skills
Arcane Mutterings, Craftsman (Magical Tools), Empathic Command, Empathic Sense, Impressive Display
Optional Skills
Danger Sense, Lock Picking, Melee Weapons, Slough Blame, Unarmed Combat

*JOURNEYMAN*
Core Skills
Evidence Analysis, Frighten, Hypnotize, Resist Magic, Suppress Curse, True Sight, Willforce
Optional Skills
Bribery, Conceal Object, Graceful Exit, Knowledge (Building Security), Mechanic, Taunt, Thought Link

Abilities
- The character gains +1 to their Mystic Defense.
- The character may spend 1 Karma Point on spell Effect Tests.
- The character may spend Karma on any WIL-only Test.
- **Prêt á Lancer:** The Mage keeps their spells embroidered on their clothing, or otherwise represented symbolically on a clothing item, and maintains attunement to this item. The character spends 2 points of blood magic to bond the clothing item, which cannot be healed as long as the item exists. The item must be in direct contact with the Mage's skin when they cast spells from it in order to gain the Grimoire Casting advantage. Touching the item with a hand is sufficient. The bonded grimoire item can be used as a targeting focus against the Mage if stolen or otherwise obtained. Often this item is concealed in some way, such as putting the embroidery on the inside of an ascot or scarf.

*WARDEN*
Core Skills
Astral Pocket, Astral Survey, Glyph of Unweaving, Rapid Fire Casting, Steely Stare
Optional Skills
Escape Plan, Lifesight, Resist Taunt, Safe Thought, Undermine

Abilities
- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Mesmeric Influence:** The Mumper may add up to their Wound Threshold in Step Bonus to their Empathic Command, Hypnotize, or Steely Stare Skill Tests, paying 1 point of Strain per Step. When this ability is used, the magician's eyes glow slightly, or lighten in colour, or darken, or otherwise change appearance in a mystically significant way. Onlookers may make an Awareness or PER Test at +3 Steps to realize that the magician is exerting a mystic influence.

*MASTER*

Core Skills

Cutting Words, Glyph of Shielding, Perfect Focus, Second Chance, Soul Aegis

Optional Skills

Diplomacy, Disarming Smile, Memory Probe, Resist Pain, Witty Repartee

Abilities

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **Casting Circle:** For 5 Strain, the Mumper may take one minute to create a magical circle on the ground around themselves. While standing in this circle, the Mage's Spellcasting and Effect Tests are at +5 Steps. The circle does not affect any other magician. It lasts for 10 minutes. The Mage can extend the duration of the circle to their Spellcasting Rank in hours by taking a Wound's worth of Strain. While the circle may be marked with a material component, such as salt or chalk, the physical component is just a focusing aid to creating the circle. Once created, damage to the markings has no effect on the circle.

## *Example Character*

*"Sure, picks an' a force key'll open a lock, I ken how to do 'at, but they leave scratches an' jemmyin' it with the right words don't leave no marks."*

Professional Rank: 1

ATTRIBUTES

| | | |
|---|---|---|
| DEX: 12: 5/D8 | STR: 11: 5/D8 | TOU: 12: 5/D8 |
| PER: 16: 7/D12 | WIL: 16: 7/D12 | CHA: 12: 5/D8 |

CHARACTERISTICS

| | | |
|---|---|---|
| Physical Defense: 7 | Mystic Defense: 9 | Social Defense: 7 |
| Initiative: 5 | Movement: 6 | Carrying Capacity: 95 |
| Mystic Armor Bonus: +3 | Social Level: 1 | |

KARMA

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

DAMAGE

| | | | |
|---|---|---|---|
| Unconsciousness: 24 | Death: 29 | Wound Threshold: 8 | Recovery: 2 |

LANGUAGES

English (British): Speak, R/W

ARMOR

Beat-up Leather Coat (4/0)

WEAPONS

Knife (1)

**EQUIPMENT**
Shabby clothing, Scrap-metal wand
Grimoire tattooed on inside of left arm

**CONNECTIONS**
Connection: Money-changer
Connection: Stolen-goods cleaner
Connection: Leader of local gang

**MONEY**
£-/10/3

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Spellcasting | Prof | 3 | 10/2D8 |
| Speak Language | F | 1 | 8/2D6 |
| Read/Write Language | F | 1 | 8/2D6 |
| Astral Sight | C | 1 | 8/2D6 |
| Awareness | C | 1 | 8/2D6 |
| Dispel Magic | C | 1 | 8/2D6 |
| Magic Theory | C | 1 | 8/2D6 |
| Cryptography | O | 1 | 8/2D6 |
| Evaluate | O | 1 | 8/2D6 |
| Stealthy Stride | O | 1 | 6/D10 |
| Streetwise | O | 1 | 6/D10 |
| Knowledge (London Geography) | F | 2 | 9/D8+D6 |
| Knowledge (Street Gangs) | F | 1 | 8/2D6 |
| Haggle | F | 2 | 7/D12 |
| Sprint | F | 2 | – |

## Naval Officer (Military Officer Variant)

*"Recollect that you must be a seaman to be an officer and also that you cannot be a good officer without being a gentleman." – Admiral Lord Nelson*

The Naval Officer is the latest in a chain that stretches back to before there was a Britain. An island nation depends first and foremost on her fleets. The British Navy has held off the Armada, beaten Napoleon, and chased down pirates in the West Indies. Heirs to Drake and Nelson, the officers of the Navy maintain a long and proud tradition and will not brook any interference.

**Important Attributes:** PER, CHA
**Profession Skill:** Tactics
**Racial Restrictions:** None
**Starting Equipment:** Field uniform (2 sets), Dress uniform, Pistol, Saber
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 3

Skills and Abilities

*INITIATE*

Core Skills

Avoid Blow, Crew Ship, Firearms, Melee Weapons, Navigation

Optional Skills

Eidetic Memory, Etiquette, First Impression, Heartening Laugh, Knowledge (Mathematics)

*NOVICE*

Core Skills

Awareness, Gunnery, Impressive Display, Pilot Ship, Read Ocean

Optional Skills

Flirting, Lasting Impression, Riposte, Shake It Off, Taunt

*JOURNEYMAN*

Core Skills

Danger Sense, Diplomacy, Disarm, Inspire Others, Leadership, Lion Heart, Steely Stare

Optional Skills

Field Engineering, Haggle, Resist Taunt, Spot Armor Flaw, Stout Constitution, Tiger Spring, Winning Smile

Abilities

- The character gains +1 to their Physical Defense.
- The character may spend Karma on any CHA-only Test.
- The character may spend Karma on Recovery Tests.
- **Rally:** This Ability cannot be learned until the character knows the Inspire Others Skill. The Naval Officer can give courage back to troops that have broken. The character makes an Inspire Others Test as normal, paying 2 Strain. Affected characters gain the usual bonus, but also gain +1 to WIL Tests to stand firm in the face of danger. This works against both magical and non-magical Fear attacks. Characters that succeed at their WIL Test turn and face the enemy. The effect lasts the Naval Officer's Inspire Others Rank in combat rounds. The Naval Officer can reduce the Target Number of the Inspire Others Test by spending 1 Strain per additional character. This does not have to reduce the TN penalty to zero. For example, if the Naval Officer wants to Rally a troop of twenty men, the TN would be at +19. The Naval Officer could spend 9 Strain to reduce the penalty to +10.

*WARDEN*

Core Skills

Command, Oratory, Rally, Show Armor Flaw, Strategy

Optional Skills

Conversation, Critical Hit, Escape Plan, Lion Spirit, Resist Pain

Abilities

- The character gains +1 to their Physical Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Line of Retreat:** By spending a Wound's worth of Strain, the Naval Officer may use Escape

Plan during battle to find the optimal route for withdrawing their troops. The analysis takes 3 combat rounds as a Sustained Action instead of 30 minutes. The Escape Plan Test is made against the Tactics total Step of the opposing commander. On one success, the withdrawing Naval Officer takes 10% casualties, on two successes, 5% casualties, and on three or more successes no casualties at all. On a Rule of One result, the line of withdrawal turns out to be an ambush, and the Naval Officer takes 25% casualties before they may attempt to Rally and counterattack.

*MASTER*

Core Skills

Bardic Voice, Concentrated Assault, Second Chance, Soul Aegis

Optional Skills

Defense, Perfect Focus, Relentless Recovery, Song of Battle, Unflinching Fortitude

Abilities

- The character gains +2 to their Physical Defense.
- The character's Max Karma increases by 15.
- **Your Tactics Are As Well Known As You:** The Naval Officer has studied their opponent thoroughly, and knows the enemy's past battles and favourite stratagems. The Naval Officer may add the opposing commander's Reputation as a Step Bonus to Command, Concentrated Assault, Danger Sense, Inspire Others, Strategy, or Tactics Tests during battle against that opponent. If the enemy leadership changes, the Naval Officer must pay 5 Strain to adjust their plans to the new opponent, or lose the Reputation Bonus for the remainder of the battle. Of course, the opposing officer may be able to use the same Ability.

Notes

- The Naval Officer may use Skills that give advantage in combat, such as Spot Armor Flaw and Critical Hit, against enemy vessels when commanding a crew in combat. The Officer does not need to be in command of the ship, only of the crew performing the action, such as giving orders to the gunner's mate.

## *Example Character*

*"Three points to starboard, Mr. Glencoe, we'll shoot the current and overtake them at the far end of the strait. Just keep us no less than a hundred yards from the shore, there's rocks under the waterline."*

Professional Rank: 1

ATTRIBUTES

| | | |
|---|---|---|
| DEX: : 13: 6/D10 | STR: 12: 5/D8 | TOU: 13: 6/D10 |
| PER: 16: 7/D12 | WIL: 13: 6/D10 | CHA: 14: 6/D10 |

CHARACTERISTICS

| | | |
|---|---|---|
| Physical Defense: 8 | Mystic Defense: 9 | Social Defense: 8 |
| Initiative: 6 | Movement: 6 | Carrying Capacity: 110 |
| Mystic Armor Bonus: +2 | Social Level: 3 | |

KARMA

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**
Unconsciousness: 26 Death: 32 Wound Threshold: 9

Recovery: 3
**LANGUAGES**
English (British): Speak, R/W
French: Speak, R/W

**ARMOR**
Ballistic Vest (Cotton) (4/0)

**WEAPONS**
Saber (6), Medium Revolver (6/+3)

**EQUIPMENT**
Field uniform
Dress uniform

**CONNECTIONS**
Connection: Provisioner
Connection: Senior officer / mentor
Connection: Foreign Office intelligence agent

**MONEY**
£6/4/-

SKILLS

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Tactics | Prof | 3 | 10/2D8 |
| Speak Language | F | 2 | 9/D8+D6 |
| Read/Write Language | F | 2 | 9/D8+D6 |
| Crew Ship | C | 1 | 7/D12 |
| Firearms | C | 1 | 7/D12 |
| Melee Weapons | C | 1 | 7/D12 |
| Navigation | C | 1 | 8/2D6 |
| Eidetic Memory | O | 1 | 7/D12 |
| Etiquette | O | 1 | 7/D12 |
| First Impression | O | 1 | 7/D12 |
| Knowledge (Mathematics) | O | 1 | 8/2D6 |
| Knowledge (Naval History) | F | 1 | 8/2D6 |
| Knowledge (Oceanography) | F | 1 | 8/2D6 |
| Mapmaking | F | 1 | 8/2D6 |
| Swimming | F | 2 | 8/2D6 |

# Newtonian (Weird Scientist Variant)

*"The athanor is merely a symbol of the furnace we are all tried in; the reduction, the trials we are put to and the resultant distillation of our character."*

Saying that Newtonians brew potions is rather like saying that priests produce holy water. Well, yes, they do, but it's only a small part of their work. Much of their laboratory effort is symbolic in nature rather than literal, seeking the Perfections of the Material, the Biologic, and the Spiritual in the reactions and reductions. They do not care what the public may think. They know, without the least shred of doubt, that their work will lead Humanity up the stair that Newton revealed and into the dawn of a new Enlightenment.

**Important Attributes:** PER, WIL
**Profession Skill:** Alchemy
**Racial Restrictions:** Saurids – their culture does not support the Profession
**Starting Equipment:** Decent clothing, Lab clothing / protective gear
Potion bandolier (or other way of keeping bottles and flasks at the ready)
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 3

**Skills and Abilities**

*INITIATE*
**Core Skills**
Eidetic Memory, Knowledge (Chemistry), Impressive Display, Research, Throwing Weapons
**Optional Skills**
Craftsman (Glass), Firearms, Magic Theory, Spellcasting, Taunt

*NOVICE*
**Core Skills**
Arcane Mutterings, Awareness, Evidence Analysis, Field Engineering, Poison Resistance
**Optional Skills**
Bribery, Cryptography, Haggle, Knowledge (Botany), Resist Taunt

*JOURNEYMAN*
**Core Skills**
Exploding Ammunition, Lion Heart, Munitions, Steely Stare, Temperature, True Sight, Willforce
**Optional Skills**
Conceal Object, Disarm, Engine Programming, Resist Magic, Slough Blame, Spot Armor Flaw, Stout Constitution

**Abilities**
- The character gains +1 to their Mystic Defense.
- The character gains +1 to their base Karma Step.
- The character may spend Karma on the Effect Test when using Craft Device to build a spell or other power into a device.
- **Hasty Admixture:** The Weird Scientist can concoct a potion in the field out of scrounged or

immediately available ingredients, the effect of which may be anything the Gamemaster will allow, and is not restricted to the spells known. The character makes an Alchemy Test and pays 5 Strain. On one success, the potion performs as designed. On two successes, the Effect Step of the potion gains +1. On three or more successes, the Newtonian may use Karma on the Effect Test. On a Rule of One result, the potion explodes when mixed, doing its Effect Step in damage to the Weird Scientist, and potentially to an area of effect, as determined by the Gamemaster. This Ability may be used no more than once per game session.

### *WARDEN*

**Core Skills**

Astral Pocket, Graceful Exit, Oratory, Safe Thought, Undermine

**Optional Skills**

Disarming Smile, Escape Plan, Leadership, Lion Spirit, Show Armor Flaw

**Abilities**

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character may spend Karma on PER-only Tests.
- **Bumping This One Up a Little:** The Newtonian can toss in a last minute additive to improve a potion's effectiveness. The Newtonian makes an Alchemy Test against the potion's Effect Step. For each success, the potion gains +1 Step to any Test required for its use (normally the Effect Test). All Step gains must be applied to the same Test. On a Rule of One result, the potion explodes, doing its Effect Step in damage to the Weird Scientist. This Ability does not cost Strain, and can be used multiple times in one scene.

### *MASTER*

**Core Skills**

Cutting Words, Perfect Focus, Relentless Recovery, Soul Aegis, Witty Repartee

**Optional Skills**

Diplomacy, Engaging Banter, Inspire Others, Second Chance, Steely Stare

**Abilities**

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **I'll Show You All!:** The Newtonian can make an Impressive Display Test against the Mystic Defense of a creation they have just completed, with the usual +2 bonus from the crafting Test, and add any successes as +1 Step Bonuses to the creation's statistics. Multiple successes may be split up among statistics. This can only be used for creating grand devices, complex potions that require three months of brewing, or other creations that require sustained actions over considerable time to be created, and will be used before a large crowd, with the intent of overawing the onlookers. When the creation is deployed, the Weird Scientist may add the number of successes from the creation-time Impressive Display Test as a Step Bonus to a new Impressive Display Test against the audience. Both of the Impressive Display Tests can only be used once each, one for creating the item, and the other for the grand reveal.

## *Example Character*

*"As Professor Coelho said, this is why alchemy exists, so that everyone will search for his treasure, find it, and then want to be better than he was in his former life. Lead will play*

*its role until the world has no further need for lead; and then lead will have to turn itself into gold. That's what alchemists do. They show that, when we strive to become better than we are, everything around us becomes better, too."*

**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 13: 6/D10 | STR: 11: 5/D8 | TOU: 13: 6/D10 |
| PER: 16: 7/D12 | WIL: 16: 7/D12 | CHA: 10: 5/D8 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 8 | Mystic Defense: 9 | Social Defense: 6 |
| Initiative: 6 | Movement:6 | Carrying Capacity: 95 |
| Mystic Armor Bonus: +3 | Social Level: 3 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 26 | Death: 32 | Wound Threshold: 9 |
| Recovery: 3 | | |

**LANGUAGES**
English (British): Speak, R/W
Latin: Speak, R/W

**ARMOR**
Cotton Ballistic Vest (4/0)

**WEAPONS**
Pocket Pistol (5/+2)

**EQUIPMENT**
Decent clothing, Lab clothing / protective gear
Potion bandolier

**CONNECTIONS**
Connection: Senior Newtonian (mentor)
Connection: Clark at the Registry Office, whom they owe for their Fireworks License
Connection: Chemists' supplier

**MONEY**
£4/6/-

SKILLS

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Alchemy | Prof | 3 | 10/2D8 |
| Speak Language | F | 2 | 9/D8+d6 |
| Read/Write Language | F | 2 | 9/D8+d6 |
| Eidetic Memory | C | 1 | 8/2D6 |
| Knowledge (Chemistry) | C | 1 | 8/2D6 |
| Impressive Display | C | 1 | 6/D10 |
| Research | C | 1 | 8/2D6 |
| Cryptography | O | 1 | 8/2D6 |
| Firearms | O | 1 | 7/D12 |
| Magic Theory | O | 1 | 8/2D6 |
| Spellcasting | O | 1 | 8/2D6 |
| Knowledge (London East End) | F | 1 | 8/2D6 |
| Knowledge (Wine) | F | 1 | 8/2D6 |
| Danger Sense | F | 1 | 7/D12 |
| Evaluate | F | 1 | 8/2D6 |
| Unarmed Combat | F | 1 | 7/D12 |

# OBV Officer (Mage Variant)

*"Chin up, soldiers! We'll see how these stinkers like a taste of proper British lightning! That'll give them what-for!"*

Commissioned in Her Majesty's Army, sworn defender of the Empire, member of a prestigious lodge with very strict admission requirements, the Mage of the Order of Britannia Victorious is not just privy to the arcane secrets of the universe, they are an officer and a gentleman or lady. Standards must be upheld. For what use is it for Britain to prevail if it isn't done by the Code?

**Important Attributes:** PER, WIL
**Profession Skill:** Crew Spellcasting
**Racial Restrictions:** Saurids – they have Shamans and Priests but no Mages
**Starting Equipment:** Field uniform, Dress uniform, Civilian clothing as needed, Magical focus – wand, amulet, coin, or other, Military-issue Medium Revolver, Military Saber (issued on promotion to Novice Tier)
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 4 (commissioned officer)

**Skills and Abilities**

***INITIATE***
**Core Skills**
Astral Sight, Firearms, Dispel Magic, Eidetic Memory, Magic Theory
**Optional Skills**

Avoid Blow, Cryptography, Equestrian, Knowledge (Military), Research

*NOVICE*

Core Skills

Awareness, Craftsman (Magical Tools), Empathic Command, Empathic Sense, Impressive Display

Optional Skills

Animal Handling, Danger Sense, Etiquette, Melee Weapons, Tactics

*JOURNEYMAN*

Core Skills

Evidence Analysis, Frighten, Hypnotize, Resist Magic, Suppress Curse, True Sight, Willforce

Optional Skills

Animal Bond, Animal Training, Conceal Object, Leadership, Resist Taunt, Taunt, Thought Link

Abilities

- The character gains +1 to their Mystic Defense.
- The character may spend 1 Karma Point on spell Effect Tests.
- The character may spend Karma on any WIL-only Test.
- **Prêt á Lancer:** The Mage keeps their spells embroidered on their clothing, or otherwise represented symbolically on a clothing item, and maintains attunement to this item. The character spends 2 points of blood magic to bond the clothing item, which cannot be healed as long as the item exists. The item must be in direct contact with the Mage's skin when they cast spells from it in order to gain the Grimoire Casting advantage. Touching the item with a hand is sufficient. The bonded grimoire item can be used as a targeting focus against the Mage if stolen or otherwise obtained. Often this item is concealed in some way, such as putting the embroidery on the inside of an ascot or scarf.

*WARDEN*

Core Skills

Astral Pocket, Astral Survey, Glyph of Unweaving, Rapid Fire Casting, Steely Stare

Optional Skills

Command, Heal Animal Companion, Inspire Others, Lifesight, Safe Thought

Abilities

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character gains +1 Recovery Test per day.
- **Mesmeric Influence:** The magician may add up to their Wound Threshold in Step Bonus to their Empathic Command, Hypnotize, or Steely Stare Skill Tests, paying 1 point of Strain per Step. When this Ability is used, the magician's eyes glow slightly, or lighten in colour, or darken, or otherwise change appearance in a mystically significant way. Onlookers may make an Awareness or PER Test at +3 Steps to realize that the magician is exerting a mystic influence.

*MASTER*

Core Skills

Cutting Words, Glyph of Shielding, Perfect Focus, Second Chance, Soul Aegis

Optional Skills

Diplomacy, Disarming Smile, Memory Probe, Resist Pain, Witty Repartee

**Abilities**

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **Casting Circle:** For 5 Strain, the Mage may take one minute to create a magical circle on the ground around themselves. While standing in this circle, the Mage's Spellcasting and Effect Tests are at +5 Steps. The circle does not affect any other magician. It lasts for 10 minutes. The Mage can extend the duration of the circle to their Spellcasting Rank in hours by taking a Wound's worth of Strain. While the circle may be marked with a material component, such as salt or chalk, the physical component is just a focusing aid to creating the circle. Once created, damage to the markings has no effect on the circle.

## *Example Character*

*"Sergeant, keep your platoon between me and the enemy. When I give the word, they drop flat. I'm going to toss a bloody lot of fire, and I do mean that literally, over their heads and straight into the enemy front line. The instant it's gone by, up and charge!"*

**Professional Rank:** 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 13: 6/D10 | STR: 12: 5/D8 | TOU: 13: 6/D10 |
| PER: 14: 6/D10 | WIL: 16: 7/D12 | CHA: 13: 6/D10 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 8 | Mystic Defense: 8 | Social Defense: 8 |
| Initiative: 6 | Movement: 6 | Carrying Capacity: 110 |
| Mystic Armor Bonus: +3 | Social Level: 4 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 26 | Death: 32 | Wound Threshold: 9 |
| Recovery: 3 | | |

**LANGUAGES**

English (British): Speak, R/W
Latin: Speak; R/W

**ARMOR**

Military-Issue Leather Coat (5/0)

**WEAPONS**

Medium Pistol (6/+3)

**EQUIPMENT**

Field uniform, riding boots, Dress uniform, dress shoes

**CONNECTIONS**
Connection: Senior Officer/Mentor, OBV
Connection: Military Tailor
Connection: Relative in the military supplies industry

**MONEY**
£9/4/-

SKILLS

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Spellcasting | Prof | 3 | 9/D8+D6 |
| Speak Language | F | 2 | 8/2D6 |
| Read/Write Language | F | 2 | 8/2D6 |
| Astral Sight | C | 1 | 7/D12 |
| Eidetic Memory | C | 1 | 8/2D6 |
| Firearms | C | 1 | 7/D12 |
| Dispel Magic | C | 1 | 8/2D6 |
| Magic Theory | C | 1 | 7/D12 |
| Animal Handling | O | 1 | 7/D12 |
| Equestrian | O | 1 | 7/D12 |
| Knowledge (Military) | O | 1 | 7/D12 |
| Knowledge (British History) | F | 1 | 7/D12 |
| Knowledge (European Geography) | F | 1 | 7/D12 |
| Navigation | F | 1 | 7/D12 |
| Shake It Off | F | 1 | 7/D12 |
| Tiger Spring | F | 1 | – |

# Outlaw (Cowboy Variant)

*"Alright, you're out gunned and out matched. Drop your weapons and hand over your valuables. And don't no one be gettin' any clever ideas. First one tries to be a hero will be on the ground tryin' to figure out how to keep their innards in. Just play nice and we'll part ways peacefully. You'll be lighter in the purse, but I'll leave you in one piece."*

The Outlaw is most widely known as the rough and tough gun-slinging thug of the American West. While this description in its entirety does not fit all of them, at least a portion of it is true for the vast majority. Outlaws, as the name implies, are those that spend most of their lives outside the established law and order of society, whether by choice or circumstance. What separates them from other criminal types, such as the Dodger, is that they perform their illicit activities through shows of force and intimidation rather than subtlety and guile. If you need to bust in the front door of the bank in the middle of the day, make a display of superior firepower, collect money and loot from the frightened patrons and staff, and storm off before the law arrives, the Outlaw is your man.

Don't think that means they are all simpletons, however. Operating outside the law also often means finding the blind spots to hide in, the loop holes to exploit, and the cracks to fall through. Every Outlaw group needs at least one person who is the brains of the operation.

**Important Attributes:** DEX, TOU
**Profession Skill:** Firearms
**Racial Restrictions:** Troll – there just aren't mounts big enough
**Starting Equipment:** Horse (or equivalent mount) with tack, Repeating Rifle, Medium Revolver, Rugged outdoor clothing, Basic camping gear, Rope (lasso / lariat)
**Starting Funds:** Low
**Income:** Low
**Suggested Social Level:** 1

**Skills and Abilities**

***INITIATE***
**Core Skills**
Equestrian, Melee Weapons, Navigation, Shake It Off, Wilderness Survival
**Optional Skills**
Animal Handling, Animal Training, Awareness, Knowledge (Building Security), Tracking

***NOVICE***
**Core Skills**
Avoid Blow, Lock Picking, Sure Mount, True Shot, Unarmed Combat
**Optional Skills**
Munitions, Surprise Strike, Taunt, Throwing Weapons, Trick Riding

***JOURNEYMAN***
**Core Skills**
Danger Sense, Fast Hand, Impressive Display, Long Shot, Resist Taunt, Second Shot, Steely Stare
**Optional Skills**
Animal Bond, Conceal Object, Eagle Eye, Knowledge (Geography), Mapmaking, Stout Constitution, Winning Smile

**Abilities**
- The character gains +1 to their Physical Defense.
- The character may spend Karma on any TOU-only Test.
- The character's Recovery Step increases by +1.
- **Fancy Ropin'**: By spending 2 Strain, the Outlaw may make a Melee Weapons or Throwing Weapons Test (whichever is higher) to Entangle a target with a lasso in a specific way, without having to make a Called Shot. For example, the Outlaw could drop the lasso over a foe, pinning their arms to their sides and preventing them from drawing or firing a gun, or snare the legs of a fleeing animal in such a way as to hogtie it in a single toss, halting its escape. The result of the Melee Weapons or Throwing Weapons Test is the Target Number to escape the entanglement.

*WARDEN*

Core Skills

Escape Plan, Incite Stampede, Leadership, Poison Resistance, Trick Shot

Optional Skills

Critical Hit, Haggle, Gambling, Physician, Resist Pain

Abilities

- The character gains +1 to their Social Defense.
- The character gains +1 to their Physical Defense.
- The character gains +1 Recovery Test per day.
- **Double Tie:** The Outlaw may spend 2 Strain to secure any lasso, rope, or other entanglement. The Outlaw makes a DEX Test, which may include Karma, and adds the result of the Test to the previous Entangle Target Number.

*MASTER 1*

Core Skills

Anticipate Blow, Multi-Shot, Relentless Recovery, Second Chance, Snap Shot

Optional Skills

Animal Companion Durability, Incite Mob, Lion Spirit, Perfect Focus, Unflinching Fortitude

Abilities

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **Fizzing Horsemanship:** The Outlaw can spend up to their Wound Threshold in Strain, and buy +1 Step to an Equestrian Test for every 2 points of Strain. Successes from the Equestrian Test may be exchanged, 1 success per Step, for a Step Bonus to an immediately subsequent Test made by the mount.

## *Example Character*

*"As long as you don't try to signal the train from Silver City that we're here, you won't get a bullet in your gut. When they stop to take on water, we'll get what we're here for, and then the train crew can untie you and you can get back to your jobs. Or they can bury you. Your choice."*

Professional Rank: 1

ATTRIBUTES

| | | |
|---|---|---|
| DEX: 16: 7/D12 | STR: 13: 6/D10 | TOU: 14: 6/D10 |
| PER: 13: 6/D10 | WIL: 13: 6/D10 | CHA: 13: 6/D10 |

CHARACTERISTICS

| | | |
|---|---|---|
| Physical Defense: 9 | Mystic Defense: 8 | Social Defense: 8 |
| Initiative: 7 | Movement: 6 | Carrying Capacity: 125 |
| Mystic Armor Bonus: +2 | Social Level: 1 | |

**KARMA**
Current Karma: 6 Max Karma: 6 Karma Die: D8

**DAMAGE**
Unconsciousness: 28 Death: 34 Wound Threshold: 9
Recovery: 3

**LANGUAGES**
English (British): Speak, R/W
Hopi (Speak)

**ARMOR**
Leather duster (5/0)

**WEAPONS**
Medium Revolver (6/+3), Repeating Rifle (9/+4)

**EQUIPMENT**
Rugged clothing, riding boots, broad brimmed hat, 100 rounds of ammunition for rifle, 50 for pistol

**CONNECTIONS**
Connection: Railroad Station Clerk
Connection: Saloon Keeper
Connection: Tribal General Store Owner

**MONEY:**
£-/5/6

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Firearms | Prof | 3 | 10/2D8 |
| Speak Language | F | 2 | 7/D12 |
| Read/Write Language | F | 1 | 7/D12 |
| Equestrian | C | 1 | 8/2D6 |
| Melee Weapons | C | 1 | 8/2D6 |
| Shake It Off | C | 1 | 7/D12 |
| Wilderness Survival | C | 1 | 7/D12 |
| Animal Handling | O | 1 | 7/D12 |
| Awareness | O | 1 | 7/D12 |
| Knowledge (Building Security) | O | 1 | 7/D12 |
| Tracking | O | 1 | 7/D12 |
| Knowledge (Train Routes) | F | 1 | 7/D12 |
| Knowledge (Banks) | F | 1 | 7/D12 |
| Bribery | F | 1 | 7/D12 |
| Slough Blame | F | 1 | 7/D12 |
| Sprint | F | 2 | – |

## Promethean (Weird Scientist Variant)

*"Under the most rigorously controlled conditions of temperature, pressure, humidity, and other variables, the organism will do as it damned well pleases."*

While the Herons plod along on their predetermined mechanistic paths, unable to vary from the plan because the bloody thing is already half built, and the Newtonians lose themselves in the insulated confines of their laboratories, reducing the world to a series of reactions, the Prometheans understand that the world is a much more complex, and annoyingly independent, place. The behaviour of single-celled life visible only under a microscope cannot be accurately predicted, only projected as a series of probabilities. One person's favourite dessert may give another hives and difficulty in breathing. The Prometheans rejoice in the infinite diversity and interlocking complexity of Nature, understanding that the quest to truly know it will take many lifetimes, and that the entirety of it is more than any single human brain can ever encompass. The journey is the point in and of itself.

**Important Attributes:** PER, CHA
**Profession Skill:** Craftsman (Biology)
**Racial Restrictions:** Saurids – their culture does not support the Profession
**Starting Equipment:** Nice suit, city boots, proper hat, Lab clothing / protective gear
Physician's bag with appropriate kit
**Starting Funds:** Moderate
**Income:** Moderate
**Suggested Social Level:** 3

**Skills and Abilities**

***INITIATE***
**Core Skills**
Animal Handling, Cryptography, Eidetic Memory, Impressive Display, Physician
**Optional Skills**
Alchemy, Firearms, Knowledge (Biology), Magic Theory, Research

***NOVICE***
**Core Skills**
Awareness, Animal Bond, Animal Training, Creature Analysis, Evidence Analysis
**Optional Skills**
Arcane Mutterings, Astral Sight, Bribery, Knowledge (Chemistry), Spellcasting

***JOURNEYMAN***
**Core Skills**
Dominate Beast, Enhance Animal Companion, Frighten, Haggle, Lion Heart, True Sight, Willforce
**Optional Skills**
Animal Companion Durability, Disarm, Knowledge (Mathematics), Resist Magic, Resist Taunt, Slough Blame, Taunt

**Abilities**
- The character gains +1 to their Mystic Defense.
- The character gains +1 to their base Karma step.
- Creatures created or modified by the Weird Scientist count as Companions for the effects of Animal Companion Durability and Enhance Animal Companion. In addition, creations and modified creatures only require an Attitude of Neutral or better for these Skills to affect them,

instead of Loyal.

- **Rapid Adaptation:** The Weird Scientist may, through introduction of a serum, quick surgery, or other technique, modify an organism in the field. This process requires an hour, and does a Wound plus a Wound's worth of Damage to the organism. The character makes a Craftsman (Biology) Test and pays 3 Strain. On one success, the organism gains +2 Steps to an existing Attribute or power. On two successes, the organism gains a new power within the bounds of possibility for its species, at a Rank equal to the Promethean's Craftsman (Biology) Skill. For example, a dog could gain the Howling Challenge power. On three or more successes, the organism gains one power not native to its species. The aforementioned dog could gain Burning Aura, becoming a hell hound. On a Rule of One result, the organism dies during the procedure, and the Promethean takes a Wound plus damage one point short of twice their Wound Threshold.

### *WARDEN*

**Core Skills**

Animal Leadership, Call Animal Companion, Graceful Exit, Oratory, Undermine

**Optional Skills**

Disarming Smile, Escape Plan, Leadership, Lion Spirit, Safe Thought

**Abilities**

- The character gains +1 to their Mystic Defense.
- The character gains +1 to their Social Defense.
- The character may spend Karma on PER-only Tests.
- **Temporary Performance Gain:** The Weird Scientist can make a quick adjustment to an organism in the field to briefly improve its effectiveness. The Weird Scientist makes a Craftsman (Biology) Test against the organism's Mystic Defense. For each success, the organism gains +1 Step to any statistic. All Step gains must be applied to the same statistic. For example, the Weird Scientist could improve a creature's Breath Weapon Effect Step by +2, but could not improve the Effect Step by +1 and the creature's Physical Armor by +1. The Step gain lasts for the Weird Scientist's Craftsman (Biology) Rank in minutes. At the end of the duration, the organism's statistics revert to normal. On a Rule of One result, the Weird Scientist does their Craftsman (Biology) Rank in damage to the organism.

### *MASTER*

**Core Skills**

Cutting Words, Incite Stampede, Perfect Focus, Soul Aegis, Witty Repartee

**Optional Skills**

Diplomacy, Engaging Banter, Inspire Others, Second Chance, Steely Stare

**Abilities**

- The character gains +2 to their Mystic Defense.
- The character's Max Karma increases by 15.
- **I'll Show You All!:** The Promethean can make an Impressive Display Test against the Mystic Defense of a creation they have just completed, with the usual +2 bonus from the crafting Test, and add any successes as +1 Step Bonuses to the creation's statistics. Multiple successes may be split up among statistics. This can only be used for creating grand devices, complex potions that require three months of brewing, or other creations that require sustained actions over considerable time to be created, and will be used before a large crowd, with the intent of overawing the onlookers. When the creation is deployed, the Promethean may add the

number of successes from the creation-time Impressive Display Test as a Step Bonus to a new Impressive Display Test against the audience. Both of the Impressive Display Tests can only be used once each, one for creating the item, and the other for the grand reveal.

Notes

- Craftsman (Biology) covers adapting and modifying all manner of living things. This Skill fills the gap in the mechanic where pruning and grafting of trees, selective breeding of animals, cross fertilization of plants, and the like would go, gathering all these disparate activities into one Skill for ease of play. The Promethean uses this Skill to create new creatures and plants.
- The Promethean may use their Animal Companion Skills with any of their creations, assuming that the creation is capable of performing the action required by the Skill. Using Call Animal Companion with a plant, for example, simply won't work. Using Incite Stampede with a bucket of flesh-eating bacteria, on the other hand, could be terrifying.

## *Example Character*

*"People fear us, saying that we are seeking to challenge God. I say, if doing away with the reductio ad absurdum of laboratory science and gaining an understanding of Nature in all its grandeur is seeking to elevate us to equals with the Divine, let us blaspheme."*

Professional Rank: 1

**ATTRIBUTES**

| | | |
|---|---|---|
| DEX: 13: 6/D10 | STR: 11: 5/D8 | TOU: 11: 5/D8 |
| PER: 16: 7/D12 | WIL: 13: 6/D10 | CHA: 16: 7/D12 |

**CHARACTERISTICS**

| | | |
|---|---|---|
| Physical Defense: 8 | Mystic Defense: 9 | Social Defense: 9 |
| Initiative: 6 | Movement: 6 | Carrying Capacity: 95 |
| Mystic Armor Bonus: +2 | Social Level: 3 | |

**KARMA**

| | | |
|---|---|---|
| Current Karma: 6 | Max Karma: 6 | Karma Die: D8 |

**DAMAGE**

| | | |
|---|---|---|
| Unconsciousness: 22 | Death: 27 | Wound Threshold: 8 |
| Recovery: 2 | | |

**LANGUAGES**

English (British): Speak; R/W
Latin: Speak, R/W

**ARMOR**

Silk Ballistic Jacket (6/0)

**WEAPONS**

Medium Revolver (6/+3)

**EQUIPMENT**
Nice suit, city boots, proper hat, Lab clothing / protective gear, Physician's bag with appropriate kit, Vial of Streptococcus pyrogenes for emergencies

**CONNECTIONS**
Connection: Animal keeper at Jamrach's Menagerie, Wapping
Connection: Groundskeeper at Kew Gardens
Connection: Chemists' supplier in Chipping Barnet

**MONEY**
£6/5/-

**SKILLS**

| Skill | C/O/F | Skill Rank | Skill Step |
|---|---|---|---|
| Craftsman (Biology) | Prof | 3 | 10/2D8 |
| Speak Language | F | 2 | 9/D8+D6 |
| Read/Write Language | F | 2 | 9/D8+D6 |
| Animal Handling | C | 1 | 8/2D6 |
| Cryptography | C | 1 | 8/2D6 |
| Impressive Display | C | 1 | 8/2D6 |
| Physician | C | 1 | 8/2D6 |
| Firearms | O | 1 | 7/D12 |
| Knowledge (Biology) | O | 1 | 8/2D6 |
| Magic Theory | O | 1 | 8/2D6 |
| Research | O | 1 | 8/2D6 |
| Knowledge (London) | F | 1 | 8/2D6 |
| Knowledge (Building Security) | F | 1 | 8/2D6 |
| Forgery | F | 1 | 7/D12 |

OOMS.
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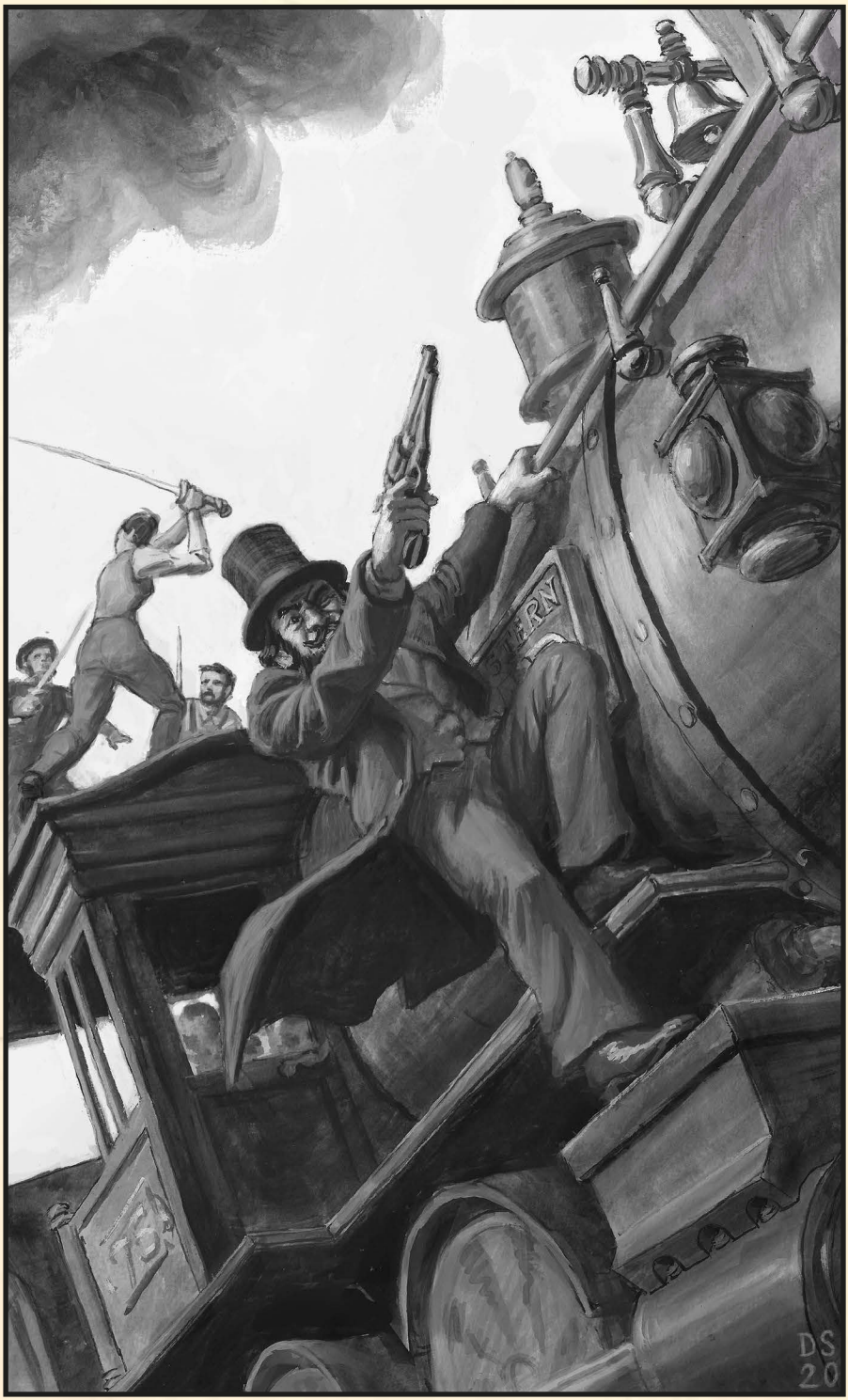
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# 1879 COMPANION

## New Skills

*I consider an human soul without education like marble in the quarry, which shows none of its inherent beauties till the skill of the polisher fetches out the colours, makes the surface shine, and discovers every ornamental cloud, spot and vein that runs through the body of it.*
*– Joseph Addison*

This chapter describes Skills used in the new Professions and Variants introduced in this book, and that become available at the Warden and Master Tiers of existing Professions. Mechanics for Skill use, and an explanation of the listing format, is found in the *1879 Players Guide*.

# Skill Descriptions

## Aerial Combat

**Step:** Rank+Perception **Default:** No
**Action:** Complex **Karma:** No
**Strain:** 0 **Tier:** Novice

The character knows how to fight in the air, from the back of a flying mount or from a flying vehicle, such as a sky chariot. Use this for making position Tests, and in place of Melee Weapons or other attack Skills while airborne.

## Animal Companion Durability

**Step:** Rank **Default:** No
**Action:** NA **Karma:** No
**Strain:** 0 **Tier:** Journeyman

This Skill improves an animal companion's ability to take damage in a similar manner to Durability. For each Rank purchased, increase the companion's Death Rating by its Toughness Step and its Unconsciousness Rating by its Toughness Step times 1.2 (rounded down). The maximum number of animal companions that can benefit from this Skill is equal to the Skill's Rank. An animal companion may only benefit from a single Durability-type Skill at a time.

## Animal Leadership

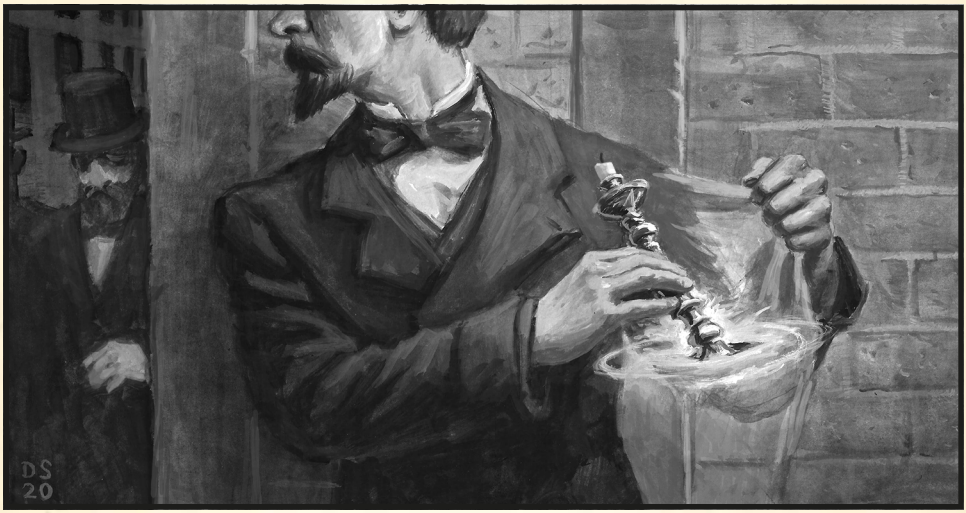
**Step:** Rank+CHA **Default:** No
**Action:** Standard **Karma:** No
**Strain:** 0 **Tier:** Warden

The character befriends and leads a group of animals by making an Animal Leadership Test against the highest Social Defense among the target group, +1 for each additional animal. If successful, the target group accepts the character as a member of the pack. For each success, the animals treat the character as their pack leader for one hour. During this time, the animals obediently follow the character's lead: they attack if the character attacks, run if the character runs, and so on. The character cannot command the animals to action. The Skill does not grant the ability to communicate with them. The character can only lead by example. On a Rule of One result, the character's attempt at usurping the leadership role goes poorly. The animals turn on the character and attack, attempting to drive the character away. They will flee if things turn markedly bad for them (half or more of the pack are killed or injured, or the character's comrades join the fight, for example).

## Astral Pocket

**Step:** Rank+PER **Default:** No
**Action:** Standard **Karma:** Yes
**Strain:** 1 (see text) **Tier:** Warden

*Magic.* The character creates a pocket in astral space in which to store items. No more than one pocket can be active at a time. If successful, the pocket can hold 5 pounds per Rank. Complex living organisms (plants, animals, people) cannot be put into the pocket; it will not accept them. The character may store and retrieve items in and from the pocket at will, but takes 1 Strain when performing either action. The pocket remains in existence for Astral Pocket Rank days or until discarded by the character. An astral pocket may be visible to those who can see into astral space. The viewing character makes an Astral Sight Test against the pocket owner's Mystic Defense. With three successes, the character notices the pocket, which appears as a finely woven net of purple and



silver. The contents of the pocket cannot be seen from astral space. Once detected, an astral pocket can be attacked in the same manner as any astral construct. If the pocket is destroyed, any items in the pocket are deposited into astral space. Unless the owner has some means of entering astral space to retrieve the items, they are lost.

## Astral Survey

**Step:** Rank+WIL **Default:** No
**Action:** Sustained (10min.) **Karma:** Yes
**Strain:** 1 **Tier:** Warden

*Magic.* Using equal parts observation, logic, and divination magic, the character examines astral evidence to determine answers to questions relating to their investigation. The character makes an Astral Survey Test against the Mystic Defense of the person responsible for leaving the evidence. If successful, they learn the answer to one question about the object or place for each success scored. As a general rule, this Skill only answers questions regarding "who", "what", or "how" something happened to an object or place. With three successes, the player could ask the Gamemaster up to three "who", "what", or "how" questions related to the evidence. If the activity occurred within a day of the Test, the character gains a general impression of when the event happened (morning, afternoon, or evening). When using this Skill to evaluate evidence which is more than a day old, add +1 to the Target Number for each day after the first. Other than the increased Target Number, there is no limit to the age of the evidence being analyzed. The Gamemaster must answer the questions posed truthfully, but may be vague in the wording, giving impressions rather than solid facts, due to the nature of astral space. On a Rule of One result, the Gamemaster may give true or false information as they see fit, leaving the characters to figure out if their results were valid or not. Subsequent uses of the Skill in the same situation increase the Target Number by +4 each. This Skill cannot help the character answer the question of "why"—the focus of the examination is on facts, not motive or intent.

*Carter the Mysterious, a stage magician who also works as an occult investigator, has come to the salon of Madame Thibaudet in the middle of the night. Carter suspects the fortune teller of covering her mystic abilities with flummery the same way he does, and of*

*being in league with the Temple of Khoret, a Lodge of bounders responsible for considerable arcane mischief. He's already slipped past her burglar wards, and a second set of wards of greater subtlety that left him with an impression of that ghastly perfume with which Madame Thibaudet saturates herself. He pauses in her front parlor, and takes a moment for an Astral Survey. Carter's player makes a Test against Madame Thibaudet's Mystic Defense, and scores two successes. The player can now ask the GM what sort of magic has the fortune-seller been up to, learning that it has to do with the spirits of the dead and possibly with determining who might be about to join them. The second question, has there been a death here recently, reveals that in fact there has been, leading to the discovery of Madame Thibaudet's recently unoccupied form stuffed in the closet where the controls for the table-shaker are located. Unfortunately, the question Carter most wants to ask now, who was here that could slip past her wards, and recently enough that the wards are still standing after her untimely demise, cannot be answered without another Astral Survey, or the employ of some other means of analysing the evidence.*

## Bank Shot

**Step:** Rank+DEX **Default:** No
**Action:** Standard **Karma:** No
**Strain:** 1 **Tier:** Journeyman

The character ricochets projectiles or thrown weapons off objects, bypassing obstructions such as cover, to strike an obscured, but visible, target. The character points out the objects off which they intend to ricochet their shot, to a number equal to their Bank Shot Rank, then makes a Bank Shot Test as their ranged combat Attack Test, ignoring Cover penalties. If successful, the projectile or thrown weapon ricochets off the designated objects and strikes the target. Use of this Skill destroys any arrows, bolts, or other projectiles used in the attack. Throwing weapons like daggers are nicked and scratched, but remain usable afterwards, unless the Bank Shot Test suffers a Rule of One, in which case they too are ruined.

## Bardic Voice

**Step:** Rank **Default:** No
**Action:** Free **Karma:** No
**Strain:** 1 **Tier:** Warden

The character uses their rich voice and persuasive ability to charm others. When interacting socially using a Charisma-based Skill, e.g. Conversation or First Impression, but explicitly not a combat-oriented Skill such as Battle Shout or Taunt, the character may add their Bardic Voice Rank to the Action Test.

## Blade Juggle

**Step:** Rank+DEX **Default:** No
**Action:** Standard **Karma:** No
**Strain:** 1 (see text) **Tier:** Journeyman

The character creates a whirling, flashing barrier of knives, daggers, or other weapons between themselves and their opponents. The character makes a Blade Juggle Test against a Target Number equal to the combined Size of the weapons being juggled, plus the highest Damage Step among the blades. If successful, the character begins juggling the blades and adds the combined Size of the weapons to their Physical Defense. If an attack fails to beat the higher Physical Defense, it is deflected and the character may choose to counterattack, making a Blade Juggle Test as a ranged Attack Test. The character chooses which weapon is used in the counterattack, determining range and damage as normal. Once used to counterattack, a juggled weapon may not be used again and its size is subtracted from the Physical Defense bonus.

The character may not juggle any weapon with a Size higher than their one-handed limit. The range increment of a weapon not designed for throwing is 6 yards. The character may maintain the juggle, but must use their Standard Action and take Strain each round they wish to continue.

*Anton attempts to juggle four broadswords, each a Size 3 weapon with Damage Step 5, so he makes a Blade Juggle (17) Test (4 × 3 = 12, 12 + 5 = 17), and succeeds with a result of 20. He adds +12 to his Physical Defense (4 x 3 = 12), and takes 1 Strain.*

*Later that round, Anton is attacked by a Cossack in close combat. The Cossack does not hit, due to Anton's high Physical Defense. The Cossack is within range, so Anton decides to counterattack, and rolls a 15 on his Blade Juggle Test, high enough to hit the Cossack.*

*Anton determines damage as normal, adding his Strength Step to the broadsword and hopefully skewering the Cossack. His Physical Defense bonus drops to +9 from the loss of the broadsword.*

## Blind Fire

**Step:** Rank+PER
**Action:** Simple
**Strain:** 1
**Default:** No
**Karma:** No
**Tier:** Warden

The character senses an unseen opponent by making a Blind Fire Test against the target's Mystic Defense. If successful, the character senses the target's location and may make ranged combat Attack Tests against the target as if it were visible to the character until the end of the round. Use of this Skill negates Darkness modifiers (***1879 Player's Guide***, p.246), concealment, and stealth, though the target still benefits from Cover (***1879 Player's Guide***, p.246) if the weapon's path must pass through it. The opponent cannot Surprise a character who has successfully used Blind Fire to detect their presence. If the character using Blind Fire has the first move in the combat, and the opponent was unaware of the character's presence, the Surprise modifier works in favor of the character. Blind Fire is very effective when used in combination with the Bank Shot and/or True Shot Skills.

## Bombardier

**Step:** Rank+PER
**Action:** Complex
**Strain:** 0
**Default:** No
**Karma:** No
**Tier:** Novice

The character can accurately drop munitions on ground targets from the air, with or without mechanical assistance such as bomb sights and release cradles. Make a Bombardier Test against the Physical Defense of the target, with a -1 Step penalty for every 10 Steps of speed difference (rounded down) between the two. For example, if the character is in a Giffard with a Speed Step of 12, travelling at its maximum speed, and aiming at a stationary target on the ground, Speed Step 0, the speed difference would be 12, and the character would take a -1 Step penalty. If the Giffard was only travelling at half speed, an effective Step of 6, the character would take no penalty. One success indicates the bomb has hit the intended target. If a timed charge is used, rather than an impact detonator, two successes must be achieved for the bomb to hit both on target and on time. Extra successes can be used for complex situations, such as trying to bomb a bridge before a train reaches it, but close enough that the train cannot stop before it goes off the destroyed bridge. One success would allow the engineer to try to stop the train before it reached the break. Two successes could result in the locomotive dangling off the bridge but the rest of the train still on firm ground. Three or more and the train goes sailing off into the abyss.

## Champion Challenge

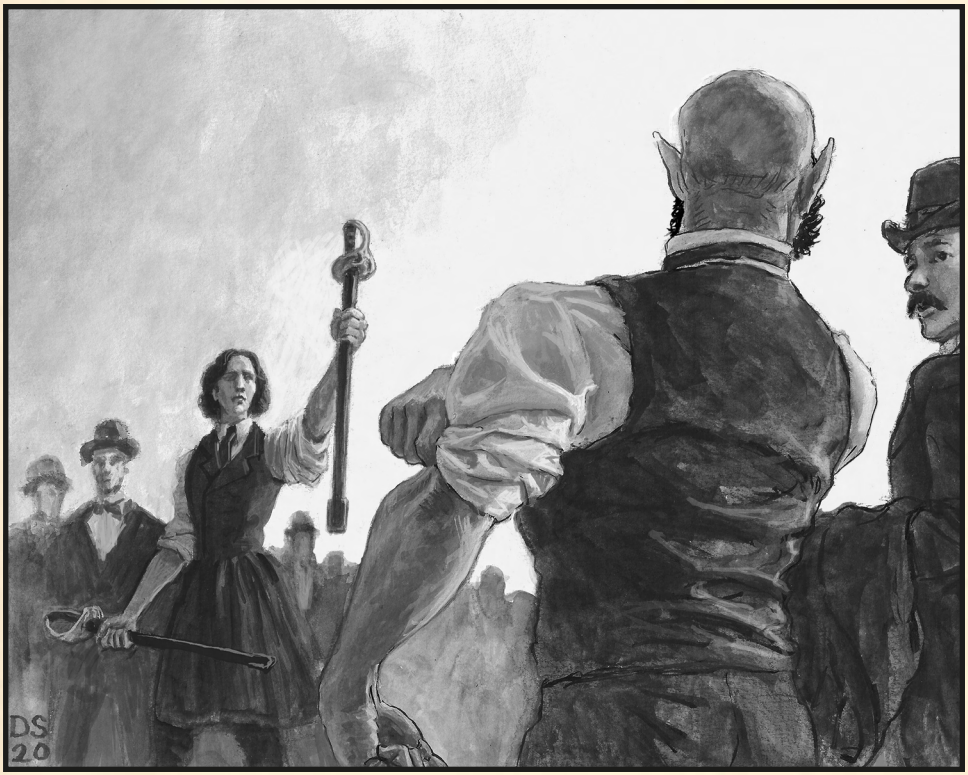
**Step:** Rank+CHA **Default:** No
**Action:** Standard **Karma:** No
**Strain:** 0 **Tier:** Warden

The character calls a formal challenge to the leader of an opposing group, urging the opposing leader to let single combat decide an impending battle. Make a Champion Challenge Test against the target's Social Defense. If successful, the leader may choose to ignore the challenge. If they do, both the leader and their followers become demoralized, suffering a -2 penalty to all Defenses and Tests for each success on the Champion Challenge Test for Champion Challenge Rank hours. The sides may negotiate terms, or commence fighting immediately. The victor of the single combat may immediately make an Intimidate Test against the highest Social Defense of the opposing side, with a bonus equal to the Professional Rank of the defeated opponent. Each success inflicts a -2 penalty to all Action Tests against the victor and their allies for 24 hours. Anyone attempting to interfere with the challenge immediately causes their side to lose, regardless of which champion was interfered with, and is Harried for 24 hours

## Command

**Step:** Rank+CHA **Default:** Yes
**Action:** Sustained **Karma:** No
**Strain:** 1 **Tier:** Warden

The character leads a group of Gamemaster characters, the size of which is determined by the character's Command Rank according to the Command Unit Size by Rank table below. Command does not depend on the Attitude of those being commanded, but upon the establishment



of authority. For example, a unit of soldiers on the battlefield who have lost their lieutenant will tend to follow the orders of the first officer they encounter. The uniform and rank of the officer are sufficient to establish authority. The character gives a short speech, no more than a few sentences to establish their authority, then makes a Command Test against the highest Social Defense among the target group. If the character holds a superior military rank in the same organization as the target group, and is in proper uniform, this counts as one automatic success. If the Test is being made to Command civilians, add +1 to the Target Number for each 10 persons in the group times the Rank of the Command Skill. Thus, a character with a Command Skill of Rank 3 would take a TN penalty of +1 for every additional 30 targets. If the Test is successful, the Gamemaster characters will follow the Commanding character's lead. The number of successes determines the Skill's effect and duration, a single success granting command for Command Rank×10 minutes, two successes the

Command Rank in hours, and three or more successes the Command Rank in days. In a military environment, the Commanding character only has to make a new Command Test after the duration expires under exceptional circumstances, for example ordering the troops into a charge against an enemy position while under intense fire. In a civilian environment, the Gamemaster may call for a new Command Test based on the situation. While under the character's leadership, the target characters will follow orders and accept the character as their commander. This grants the character an authority typical to being their designated commanding officer in a military environment, but can be used in other situations, such as being an administrative superior in business or a foreman in construction.

## Command Unit Size by Rank Table

| Skill Rank | Unit Type | Troops per Unit | Equivalent British Rank |
|---|---|---|---|
| 1 | Platoon | 30 | Lieutenant |
| 3 | Company | 150 | Captain |
| 5 | Battalion | 800 | Major |
| 7 | Regiment | 4000 | Lt. Colonel |
| 9 | Division | 15,000 | Colonel |
| 11 | Corps | 40,000 | General |
| 13 | Army | 80,000+ | Field Marshal |

### Concentrated Assault

**Step:** Rank+CHA **Default:** No
**Action:** Standard **Karma:** No
**Strain:** 1 **Tier:** Master

The character coordinates the attacks of their allies against a single target. The character makes a Concentrated Assault Test against the target's Social Defense, with a TN penalty of +1 for every designated ally who will benefit. Thus, if the target has a Social Defense of 9, and the character has three allies, the adjusted TN is 12. The character's designated allies gain +2 to all Action Tests, but not to Damage or Effect Tests, against the target for each success. This Skill lasts for a number of rounds equal to the Concentrated Assault Rank. The character may only have one use of this Skill active at a time, and does not gain the benefits from this Skill themselves when it is active.

### Critical Hit

**Step:** Rank **Default:** No
**Action:** Free **Karma:** No
**Strain:** 0 **Tier:** Warden

The character targets an opponent's vulnerable areas or simply inflicts massive trauma when they connect well. This Skill increases the damage inflicted by a successful close combat or ranged Attack test which achieves at least three successes. Add the Critical Hit Rank to the Damage Test. Thus, if the character has a base Damage Step of 11, and a Critical Hit Rank of 3, the Damage Test is made using Step 14 when the Attack scores three or more successes. This Skill applies to all Attacks, both close and at range.

### Cutting Words

**Step:** Rank+CHA **Default:** No
**Action:** Simple **Karma:** Yes
**Strain:** 2 **Tier:** Master

*Magic.* Applying their keen wit and devastating charm, the character delivers a verbal attack against a target, accompanied by a psychic assault. The character makes a Cutting Words Test against the target's Social Defense. If successful, the target suffers Mystic Damage equal to the Action Step, +2 for every additional success on the Test, and must make a Knockdown Test against the Action Step.

> In Parliament today, Lord Huston delivered such a perspicacious and stunning response to Earl Mansfield's proposal that the Earl blanched white, clutched his chest, and fell back onto his bench. The proposal withdrawn, the Earl retired from the chamber. The back benchers have gone into committee to reconsider the proposition.
>
> – The Times, 3 November 1879

## Defense

**Step:** Rank | **Default:** No
**Action:** Free | **Karma:** No
**Strain:** 1 | **Tier:** Warden

The character improves their ability to avoid physical attacks by adding their Defense Rank to any Action Test which will improve their Physical Defense (e.g., Acrobatic Defense or Anticipate Blow). The bonus to Physical Defense is also applied to Avoid Blow and Riposte Tests against appropriate targets. This Skill may only be used once per combat round.

## Disarming Smile

**Step:** Rank + CHA | **Default:** No
**Action:** Standard | **Karma:** No
**Strain:** 1 | **Tier:** Warden

By offering some reassuring words and a trustworthy smile, the character can defuse any tense situation, albeit only temporarily. Make a Disarming Smile Test against the highest Social Defense present. If successful, everyone immediately stops all hostilities and calms down enough to engage in discourse. This respite gives the character a chance to smooth over the hostilities, or at least plan a better escape. This effect lasts for a number of minutes equal to the number of successes, and may only be used successfully once per encounter. Failed Tests do not count. Any person or group which breaks the temporary truce is Harried until the end of the encounter. If the character cannot defuse the situation, and the character and any companions do not engage in further hostilities, the character gains a bonus equal to their Disarming Smile Rank to any Graceful Exit Tests for the encounter.

## Emotion Song

**Step:** Rank + CHA | **Default:** No
**Action:** Sustained | **Karma:** No
**Strain:** 0 | **Tier:** Novice

The character can imbue an audience with a basic emotion, such as fear, love, hate, happiness, anger, or joy, directed at the subject of the song. For example, if the song is about love for a king, the audience feels the emotion expressed (love in this case) about the king named in the song. Each performance requires at least ten minutes to complete, after which the character makes an Emotion Song Test against the highest Social Defense among the audience. If successful, each success achieved affects 20 percent of the audience. The maximum number of people that can be affected by a performance is equal to the character's Emotion Song Rank ×10. If the audience is too big to be affected completely, the character targets a localized part of it, and may specify which part.

Consecutive uses of this Skill are cumulative. Once the character has affected the current audience, they can continue their performance, engaging a bigger audience with the song. The character can perform for a number of hours equal to their Emotion Song Rank, after which they cannot use the Skill again for one day. If the character fails an Emotion Song Test, the character must stop performing. The crowd has grown weary of the performance, but the effects of the performance to that point, if any, are still felt by the audience. On a Rule of One for any Emotion Song Test, the effect of the song changes, turning the emotion felt by affected members of the audience into the opposite emotion intended.

The song's effect lasts for a number of days equal to the character's Emotion Song Rank, during which time those affected are more open to suggestions related to the subject and emotion expressed by the song. Those making such suggestions gain a +1 Interaction Test bonus. Those making suggestions counter to the emotion suffer a –1 Interaction Test penalty.

## Enhance Animal Companion

**Step:** Rank + WIL **Default:** No
**Action:** Sustained **Karma:** Yes
**Strain:** 0 **Tier:** Journeyman

*Magic.* The character magically enhances one of their animal companions. They spend a day in meditation with the animal companion, then make an Enhance Animal Companion Test against the animal's natural (base) Mystic Defense. For each success generated on this Test, the character can grant a +1 bonus to any of the following characteristics: any Defense Rating, Physical or Mystic Armor, or Damage Step. The maximum total bonus that an individual animal companion can have is equal to the character's Rank in Animal Bond. The bonus is retained as long as the animal is treated well. If an animal companion's attitude drops below Loyal, they lose the magical bonuses granted by this Skill, at a rate of one point per week. If the character restores their bond with the animal companion, they can use this Skill to restore the bonus points.

When using this Skill, the character can also choose to move a point granted by a prior use of the Skill to another characteristic. Moving a point in this way uses one of the character's successes from the Test.

*Lt. Felicia Montague, a cavalry officer, has a warhorse named Buttercup that she has treated properly and seen to herself rather than simply entrusting her mare to the stable lads. Having spent considerable time with a Saurid friend who has taught her the magical Skill, she has the Enhance Animal Companion Skill at Rank 6, and wants to make Buttercup a bit hardier. She spends a day in meditation, and makes her Test. She rolls a 17, three successes against Buttercup's Mystic Defense of 6.*

*Lt. Montague decides to add +2 to Buttercup's Physical Defense, and one to her Damage Step. This increases the mare's Physical Defense from 9 to 11, and her Damage (Trample) Step from 4 to 5. Buttercup is a little harder to hit, and deals a little bit more damage with her hooves.*

## Escape Plan

**Step:** Rank + PER **Default:** No

**Action:** Sustained (30 min) **Karma:** No
**Strain:** 1 **Tier:** Warden

This Skill allows an imprisoned or trapped character to determine the best exit from their current confinement. The character meditates uninterrupted for 30 minutes, after which they form a mental impression of the escape route. Make an Escape Plan Test against a Target Number determined by the Gamemaster, based on the challenges associated with the escape.

## Example Escape Challenges

| Challenge | TN Adjust |
|---|---|
| Armed Guard | +1 per 2 |
| Locked Door | Lock Rating |
| Physical Barrier (collapsed wall) | Barrier Rating of wall |

With two armed guards, one door with a Rating 7 lock, and a collapsed wall with a remaining Barrier Rating of 5, the total Target Number is 13.

One success provides only a vague wisp of information; two successes provide an obscure clue; three successes provide a helpful clue; four successes offer complete and clear information for a trouble-free escape. Note that additional Skills may be required to actually carry out the plan. The Skill considers the best possible option with the available resources, not necessarily just those of the character using the Skill. Items held and Skills known by any compatriots present will be brought in as appropriate.

### Espionage

**Step:** Rank + PER **Default:** No
**Action:** NA **Karma:** No
**Strain:** 0 **Tier:** Novice

The character knows the ways of spycraft – how to shake a follower, how to set up and use a dead drop, ways of recruiting contacts, and the ways in which other Skills might be used for gathering intelligence and passing it on surreptitiously. Make an Espionage Test against a Target Number as specified by the Gamemaster for the circumstances. For example, to escape a tail, the Target Number would be the Social Defense of the tailing person, possibly modified by the environment, gaining a bonus in a crowd while taking a penalty from lack of opportunity to break the line of sight between pursuer and pursued. The result of the Espionage Test would be the Detection Difficulty of a dead drop. Recruiting a new contact, convincing someone to spy for a rival firm or a foreign power, would require one success against the person's Social Defense to gain cooperation, with the amount, frequency, and sensitivity of information obtained being determined by the number of successes. Repeated Espionage Tests may be required, as well as Social Skill use to improve Attitude, in order to keep a contact producing and loyal to their new master.

*Mademoiselle Gilfleur has acquired a letter, a billet-doux shall we say, from the boudoir of a certain gentleman who is perhaps less of a gentleman than he would like noised abroad. Mlle Gilfleur may attest to this, having only recently quit those confines somewhat hurriedly once the gentleman had fallen asleep. Her Stealthy Stride Skill made the exit a bit more discreet. Now, however, she is out on the cobblestone streets of Marseille, needing to make her way to a lady friend who can assist with forwarding the billet-doux. Who shall receive the letter in the end, Mlle Gilfleur cannot say, although she knows that whoever it is, they pay very good*

*coin for information about their political rivals. She also knows that the gentleman's quarters are being watched, possibly by more than one faction, and she suspects rather strongly that the lamplighter striding along half a block behind her, ignoring the lamps that need snuffing now that the first rays of the sun are peeking over the horizon, is in the employ of one of those factions.*

*Making an opposed Espionage Test against the lamplighter's Awareness, Mlle Gilfleur's player rolls a 17, while the Gamemaster, rolling for the lamplighter, only has a 12. With one extra success, Mlle Gilfleur quickly loses the lamplighter in the morning traffic, dodging between two bakers' wagons, around a beer cart, into a tavern and out the back, and onto the next street over with practised ease. She arrives at her destination, only to find the gendarmerie gathered outside her lady friend's door – well, the door of the establishment in which her lady friend plies her trade, at any rate. The house mother is having some rather heated words with the sergeant, who would probably rather his weekly payoff cost not be discussed quite so openly. The lady friend will of course have arranged a dead drop, in case of such a problem arising, but has not communicated to Mlle Gilfleur where the current dead drop might be.*

*Making an Espionage Test against the lady friend's Espionage total Step, with a bonus of +3 steps for having worked with the lady friend for some time and getting to know how she thinks, Mlle Gilfleur's player rolls a 23 against the Target Number of 12. With two extra successes, Mlle Gilfleur guesses that the current dead drop will be at the bakery down the corner, where the lady friend tends to get her breakfast. Mlle Gilfleur takes herself to the bakery, and speaks with the lad at the counter. "I have a special for the woman from number twelve," she says, with the player making one more Espionage Test against the lady friend's Espionage total Step to guess the password. Fortunately, the lady friend has made the passphrase easy enough that the baker's lad can remember it. He pulls a basket out from under the counter, with a lilac ribbon tied to the handle, matching the lady friend's favourite morning dress, and lets Mlle Gilfleur slip the billet-doux under the handkerchief lining it. He then sells Mlle Gilfleur a pair of one-centime rolls for five centimes, which Mlle Gilfleur pays without protest in hopes that the bribe is enough to get the letter delivered. She leaves the bakery, chewing on one of the rolls (it's actually reasonably good for a one-centime roll), and calmly strolls away while the gendarme and the house-mother continue to hold the block's attention.*

## Fluid Movement

**Step:** Rank
**Action:** Simple
**Default:** No
**Karma:** No

**Strain:** 2+ **Tier:** Warden

The character gains superior grace and speed, taking on the characteristics of a rushing river. Add the Fluid Movement Rank to the character's Movement Rate for 2 Strain. If the character has multiple attacks in the round, they may attack opponents while on the move by using the Splitting Movement combat option without penalty a number of times per round equal to their Fluid Movement Rank. Each such use costs 1 further Strain. If used in conjunction with other speed enhancing Skills, only the highest enhancement will apply to speed; the character may howeer utilize the Splitting Movement option as described, including the full strain cost.

## Glyph of Shielding

**Step:** Rank + PER **Default:** No
**Action:** Simple **Karma:** Yes
**Strain:** 1 **Tier:** Master

*Magic.* The magician may utilize their advanced understanding of magic to shield themselves against harm. The character conjures their personal glyph, visible in astral space for the duration of the spell and in the physical world during the casting, focusing their will to defend themselves. Make a Glyph of Shielding Test against the character's base Mystic Defense. If successful, each success adds +2 to the character's Mystic Armor for Rank rounds.

## Glyph of Unweaving

**Step:** Rank **Default:** No
**Action:** Free **Karma:** Yes
**Strain:** 1 **Tier:** Warden

Magic. The magician uses their extensive knowledge of magic to unravel its effects. They conjure their personal glyph briefly, visible in astral space for the duration of the spell and in the physical world during the casting, focusing their will to weaken a spell. Glyph of Unweaving adds its Rank to a Dispel Magic Test and/or Resistance Test against the ongoing effects of a spell. This Skill cannot be combined with any effects which replace the original Test (e.g., Lion Heart), and does not affect Sensing Tests.

## Great Leap

**Step:** Rank + DEX **Default:** No
**Action:** Free **Karma:** No
**Strain:** 1 **Tier:** Novice

The character jumps large distances by making a Great Leap Test, the result being how many yards the character may jump, with the distance covered divided between horizontal and vertical, but not exceeding their Movement Rate in either direction.

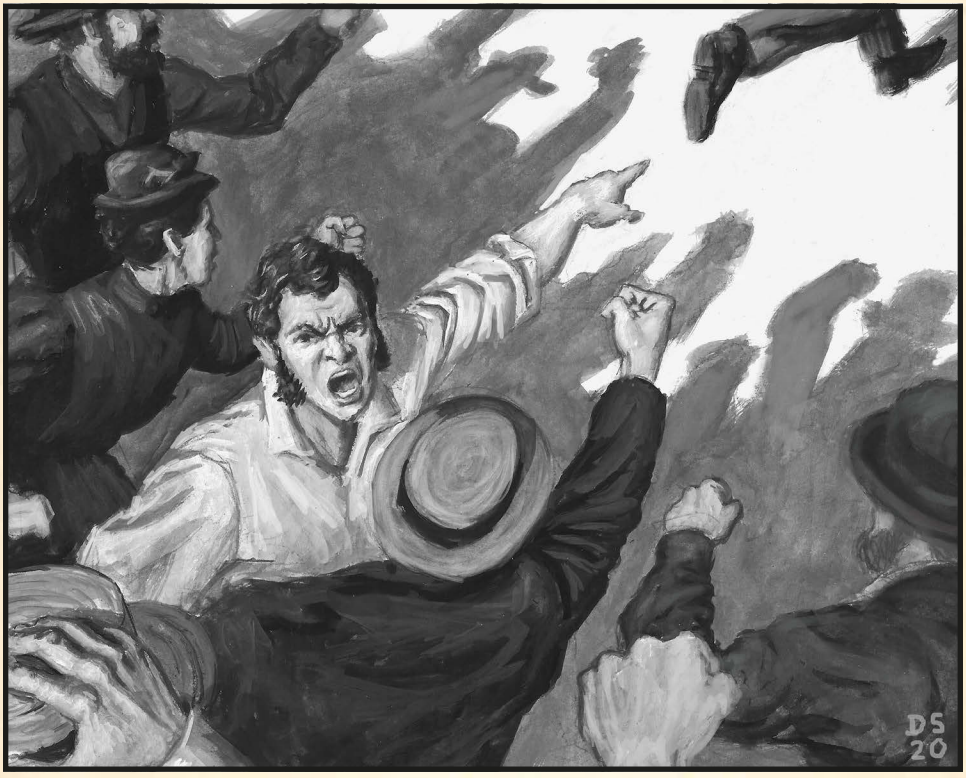
Great Leap can be used to avoid environmental hazards, such as rock traps and falling rigging, but not to avoid normal combat attacks. If the character is aware of the threat, they may make a Great Leap Test against a Target Number determined by the Gamemaster to avoid being struck. If successful, they leap clear at the last instant. Sailors often use this Skill to board ships in combat or to leap clear of burning rigging and debris.

## Incite Mob

**Step:** Rank + WIL **Default:** No
**Action:** Sustained **Karma:** No
**Strain:** 1 **Tier:** Warden

The character motivates a group of GMCs to act against a target character (player or GMC)

by spending at least one minute shouting, encouraging them into action. The character outlines a grievance against the target and proposes an action – peaceful or violent, constructive or destructive – for the mob to take, then makes an Incite Mob Test against the highest Social Defense among the group. The group's size determines the number of successes required to motivate it, as given in the Incite Mob Table. If successful, the mob follows the character's proposed course of action for Incite Mob Rank hours. On a Rule of One result, the motivating character becomes the target of the grievance and action they proposed to the mob. Once motivated and sent into action, a mob becomes largely uncontrollable. The character can only regain control by somehow gaining the mob's attention long enough to make a second, more successful, Incite Mob Test.




## Incite Mob Table

| Size | Successes |
|---|---|
| Rank x 10 | 1 |
| Rank x 25 | 2 |
| Rank x 50 | 3 |
| Rank x 100 | 4 or more |

## Incite Stampede

**Step:** Rank + WIL
**Default:** No
**Action:** Sustained
**Karma:** No
**Strain:** 1
**Tier:** Warden

The character makes a group of animals stampede by spending at least one minute running and screaming in and around the animals, then making an Incite Stampede Test against the highest Social Defense among the herd. The number of animals in the group determines the number of successes required to start a stampede, as given in the Incite Mob Table, above. If successful, the animals stampede uncontrollably in a direction chosen by the character, continuing to rampage for Incite Stampede Rank hours, until they are exhausted, or until they encounter a great enough danger or obstacle to stop them. On a Rule of One result, the animals stampede in a random direction, determined by the Gamemaster. A second, more successful, Incite Stampede Test can stop a stampeding herd, although the practical problem of running around and screaming loud enough to be heard by the animals limits this use.

## Lion Spirit

**Step:** Rank
**Default:** No
**Action:** Free
**Karma:** No
**Strain:** 0
**Tier:** Warden

The character's defence against fear and intimidation is increased by adding their Lion Spirit Rank to their Mystic and Social Defense against such effects. This Skill does not require a Test. The Rank is added at any time the character is conscious and under attack.

## Memory Probe

**Step:** Rank + CHA
**Default:** No
**Action:** Sustained (1+ min.)
**Karma:** Yes
**Strain:** 3
**Tier:** Master

Magic. The character meets the target's eyes and uses their force of will to read the memory of the target. This Skill may only be used on intelligent beings, such as humans and Saurids. Make a Memory Probe Test against the target's Mystic Defense. If successful, the character may pick up the thoughts and impressions of the target for one minute. While it certainly helps to understand the language the target thinks in, it is not strictly necessary. Additional successes allow one question each. Finding the answer to each question poses a risk of discovery, allowing the target to make a Willpower Test against the character's Memory Probe Step. If successful, the target becomes aware that someone is probing their mind. With three or more successes, the target gains a clue to the character's identity.

## Multi-Charge

**Step:** Rank + DEX
**Default:** No
**Action:** Simple
**Karma:** No
**Strain:** +1
(per attack; see text)
**Tier:** Master

The character makes Charging Attacks against multiple opponents using the Wheeling Attack Skill. Choose up to Rank + 1 targets for the attacks, and make a Multi-Charge Test against the highest Physical Defense in the target group. For each success, the character can make a Wheeling Attack Test against one of the chosen targets, paying 1 Strain for each additional Attack Test made. The character may not attack any particular target more than once, and must move at least 2 yards between any two attacks.

## Multi-Shot

**Step:** Rank + PER
**Default:** No
**Action:** Simple
**Karma:** No
**Strain:** +1
(per attack; see text)
**Tier:** Master

The character makes ranged weapon attacks against multiple opponents using the Second Shot Skill. Choose up to Rank + 1 targets for the attacks, and make a Multi-Shot Test against the highest Physical Defense in the target group. For each success, the character may make a Second Shot Test against one of the chosen targets, paying 1 Strain for each additional attack. On two or more successes, the character must attack more than one opponent.

## Multi-Strike

**Step:** Rank + DEX
**Default:** No
**Action:** Simple
**Karma:** No
**Strain:** 1+
(per attack; see text)
**Tier:** Master

The character makes close combat attacks against multiple opponents using the Second Attack or Second Weapon Skills. Choose all possible targets and make a Multi-Strike Test against the highest Physical Defense in the target group. For each success, the character may make a Second Attack or Second Weapon Test for against one of the chosen targets, paying 1 Strain for each additional Second Attack or Second Weapon Test. The character may divide their additional attacks between Second Attack and Second Weapon, but at least half of the additional Tests must use Second Attack. The character may attack any particular target more than once, but must attack at least two targets in the chosen group.

## Munitions

**Step:** Rank + PER
**Default:** No
**Action:** Special (see text)
**Karma:** No
**Strain:** 0
**Tier:** Journeyman

This Skill covers preparation, handling, and deployment of explosives, including artillery shells, bombs, land mines, and the like. Make a Munitions Test against the Damage Step of the intended device to create an item. This is a Sustained Action, and requires 30 minutes per item. Additional successes each add +1 to the item's Damage Step. To create a bomb with a Damage Step of 15, make a Munitions Test against a Target Number of 15. A result of 20 would create a bomb with a Damage Step of 16. Adding features to the device adds +2 each to the Target Number. Making an artillery shell with a Damage Step of 15 that detonates on impact would require a Munitions Test against a Target Number of 17. Make another Munitions Test against the item's Damage Step to deploy it successfully. For example, a Munitions Test is made to place a bomb on a railway bridge trestle, and set the detonator on the rail. If the Test succeeds, the bomb goes off when the train runs over the detonator. Rule of One results may result in premature detonation, failure to detonate, or other disastrous effects as the Gamemaster chooses.

## Now You Don't

**Step:** Rank
**Default:** No
**Action:** Free
**Karma:** Yes
**Strain:** 1
**Tier:** Warden

*Magic.* The character uses a combination of stealth, illusion, and mind magic to conceal items in the blink of an eye. Add the Now You Don't Rank to any Conceal Object Test. Make Conceal Object Tests as Simple Actions, instead of Standard Actions.

## Oratory

**Step:** Rank + CHA
**Action:** Sustained
**Strain:** 1 per 10 targets
**Default:** No
**Karma:** No
**Tier:** Warden

The character can convince groups of people through logical argument, emotional appeal, and force of personality. Choose between adjusting the Attitude of the targets, or giving them a new idea. Make an Oratory Test against the highest Social Defense in the target group, +1 per each additional target after the first. One success moves the Attitude of the target group one step in the desired direction, for example from Neutral to Friendly. The Attitude may be any held by the targets, not necessarily toward the character using Oratory. For example, the character could sway the Attitude of the targets toward a local politician from Neutral to Unfriendly. Every two extra successes moves the Attitude a further step. For example, three successes could move the targets' Attitude toward the politician from Friendly to Unfriendly. One success can also place a new idea with the targets, convincing them to give it proper consideration. Every two extra successes makes the targets more likely to accept the idea. Consider the Attitude of the targets to be Neutral to the idea on one success, Friendly on three successes, and so forth.

## Perfect Focus

**Step:** Rank + WIL
**Action:** Simple
**Strain:** 0
**Default:** No
**Karma:** No
**Tier:** Master

The character can increase the effectiveness of their abilities. While the character is performing a Sustained Action leading to the use of a Skill - working on a weapon before making a Forge Weapon Test, watching the sky before making a Navigation Test, talking to the target before making a Seduction Test - make a Perfect Focus Test against the character's base Mystic Defense. If successful, add +2 Steps per success to the Skill Test for the Sustained Action. The character suffers a Perfect Focus Rank penalty to any Action Test not related to the task until it is completed.

## Rally

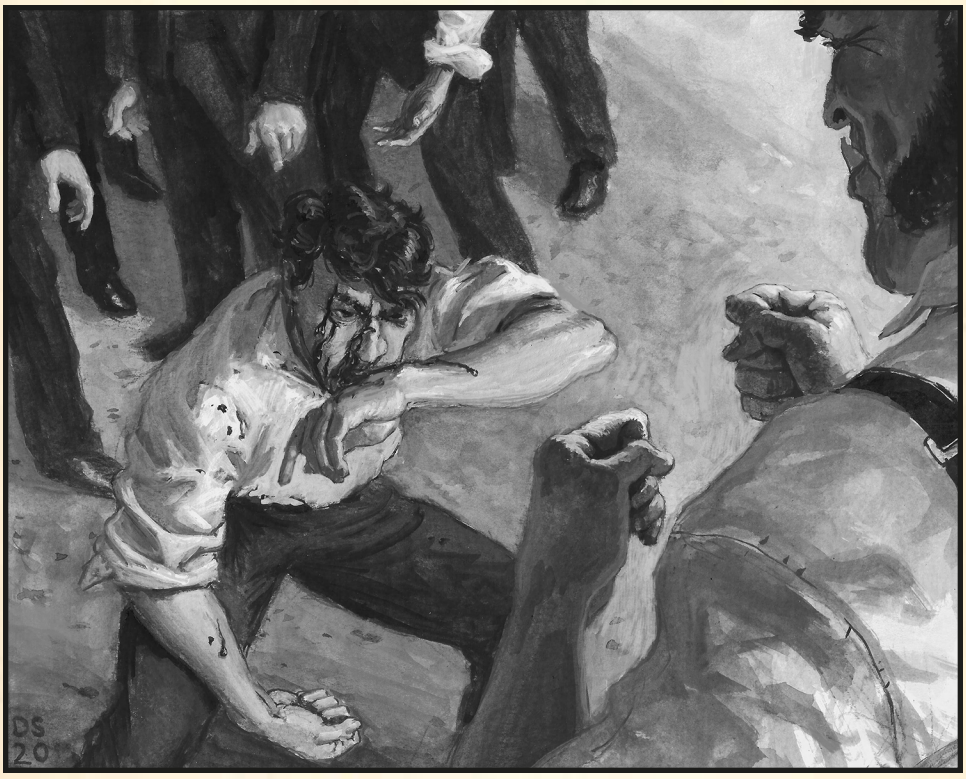
**Step:** Rank + CHA
**Default:** No
**Action:** Standard
**Karma:** No
**Strain:** 0
**Tier:** Warden

The character inspires their companions in the midst of battle, allowing them to recover and regroup. Declare the companions to rally, then make a Rally Test and compare it against the Social Defense of each target. If successful, each conscious target may make an immediate Recovery Test, if one is available, with a bonus equal to the number of successes on the Rally Test. Rally provides no bonus Recovery Tests. Successfully affected targets ignore Harried or Knocked Down modifiers until the end of the next round. The character can inspire up to Rally Rank characters. This Skill may only be used while the character and all targets are actively involved in combat.

## Rapid Fire Casting

**Step:** Rank + PER
**Action:** Simple
**Strain:** 2
**Default:** No
**Karma:** Yes
**Tier:** Warden

*Magic.* This Skill allows magicians to cast two spells in a single combat round. After successfully making a Spellcasting Test, make a Rapid Fire Casting Test to cast another spell. This spell must not require Strain greater than the Rapid Fire Casting Rank. For purposes of the second



spell, use the caster's Rapid Fire Casting Rank in place of their Spellcasting Rank.

## Relentless Recovery

**Step:** Rank + TOU
**Action:** Free
**Strain:** 0
**Default:** No
**Karma:** No
**Tier:** Master

The character recovers from damage faster than normal. Use the Relentless Recovery Step in place of the character's Toughness Step when making a Recovery Test.

## Resist Pain

**Step:** Rank
**Action:** NA
**Strain:** 0
**Default:** No
**Karma:** No
**Tier:** Warden

The character becomes more resistant to the effects of injury and other sources of pain. Wound penalties incurred are reduced by the character's Resist Pain Rank. For example, a character with Resist Pain at Rank 1 would reduce the -2 penalty from multiple Wounds to a -1 penalty. Add the Resist Pain Rank to any Action Tests made to ignore intense pain, which by itself causes no damage, but incapacitates the target, such as the effects paine effects from a spell.

## Safe Thought

**Step:** Rank
**Action:** Free
**Strain:** 1
**Default:** No
**Karma:** Yes
**Tier:** Warden

*Magic.* The character can hide thoughts, attitudes, and feelings from telepathic probes, divination magic, and similar effects. At their discretion, characters may choose to only hide specific thoughts, attitudes, and feelings. This Skill replaces the "real" thought or attitude with vague and non-committal images or sensations in response to the mind probe. For example, thoughts which might be hidden by this Skill include "the location of the dead drop in Prague" or "the Brigadier is an idiot." Add the Safe Thought Rank to any active defence Test (e.g., Resist Taunt or Steel Thought) or resistance Test when targeted by an ability which would detect the hidden thought (such as spells, Interaction Tests, or the Empathic Sense Skill) or cause a form of mind control.

## Second Chance

**Step:** Rank + CHA **Default:** No
**Action:** Free **Karma:** No
**Strain:** 3 **Tier:** Master

The character may attempt an Action Test again, whether it failed or was successful. Once per round, after making an Action Test, disregard the Test result, and make a Second Chance Test in its place. The player must accept the Second Chance Test result, even if the new Test result is lower. If the character's Second Chance Step is higher than the original Action Test Step, the Second Chance Test is made using the Action Test Step.

## Show Armor Flaw

**Step:** Rank + PER **Default:** No
**Action:** Simple **Karma:** No
**Strain:** 2 **Tier:** Warden

The character can point out weaknesses in an opponent's armour. Make a Show Armor Flaw Test against the higher of the target's or the armour's Mystic Defense. If this Test is made against a vehicle or vessel, use the captain or commander's Mystic Defense. To show flaws in a fortification, the Engineering or Civil Engineering Skills must be used. If the Test succeeds, the character points out the flaws to a maximum of Show Armor Flaw Rank companions, who gain a +2 bonus to their Attack Tests for each success scored on the Show Armor Flaw Test. This bonus lasts for a number of rounds equal to the character's Show Armor Flaw Rank. The effects of Show Armor Flaw are not cumulative with Spot Armor Flaw.

## Slowing Strike

**Step:** Rank + STR **Default:** No
**Action:** Free **Karma:** No
**Strain:** 1 **Tier:** Warden

The character can impede their opponent's movement with a skilful blow. Following a successful melee Attack Test, make a Slowing Strike Test against the target's Mystic Defense. If successful, the target suffers a penalty to their Initiative equal to the character's Slowing Strike Rank until the end of the next round. This cannot reduce the target's Initiative below 1.

## Snap Shot

**Step:** Rank + DEX **Default:** No
**Action:** Free **Karma:** No
**Strain:** 2 **Tier:** Master

The character makes a sudden ranged attack which may pre-empt, but never interrupt, another action. For example, the target may declare they are making a Melee Weapons Test, and the character may declare and make a Snap Shot Test before the Melee Weapons Test is made. Once

the Melee Weapons Test has been made, the character may not use Snap Shot until the Melee Weapons Test is completely resolved, including Damage. Make a Snap Shot Test against the Physical Defense of the target. If successful, make a Damage Test as usual. This Skill may only be used once per combat round and may only be used against targets with a lower Initiative result.

## Song of Battle

**Step:** Rank
**Default:** No
**Action:** Free
**Karma:** No
**Strain:** 1
**Tier:** Master

The character pushes their comrades to new heights in combat through an inspiring song. Add the Song of Battle Rank to an Inspire Others Test. If successful, and the character continues singing throughout the duration of their Inspire Others Skill, they may take 1 Strain to continue the effect at the same level of success for Song of Battle Rank rounds beyond the duration of their Inspire Others Skill.

## Soul Aegis

**Step:** Rank + WIL
**Default:** No
**Action:** Standard
**Karma:** No
**Strain:** 1
**Tier:** Master

*Magic.* The character centres their mind and fortifies their will against outside influence. Make a Soul Aegis Test against the higher of the character's base Mystic or Social Defense. Each success increases the character's Mystic and Social Defense by +2 for Soul Aegis Rank rounds.

## Spirit Command

**Step:** Rank + WIL
**Default:** No
**Action:** Free
**Karma:** Yes
**Strain:** 1
**Tier:** Warden

Magic. Drawing from their connection with astral space, the character fortifies their will in dealing with spirits. This Skill replaces the character's Willpower Step in a Contest of Wills with a spirit.

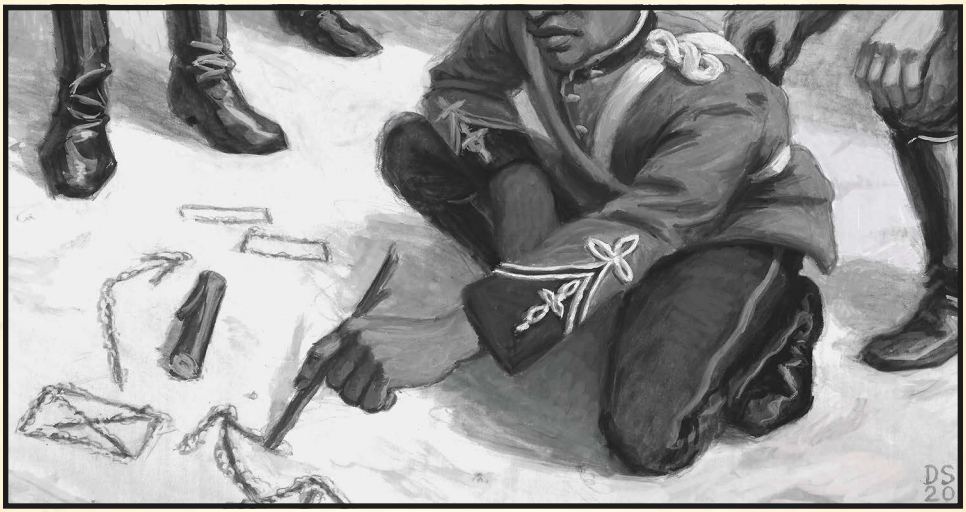
## Strategy

**Step:** Rank + PER
**Default:** No
**Action:** Standard
**Karma:** No
**Strain:** 1
**Tier:** Warden

The character organizes combat planning to the advantage of their units. For the commanding character to effectively use the Strategy Skill, they must hold a recognized position of authority over their troops. The commander decides whether their troops are taking the offensive or the defensive, then makes a Strategy Test against the opposing commander's Social Defense.

If the troops go on the offensive, they gain a +1 bonus to both their Attack and Damage Tests for each success achieved. If on the defensive, they add +1 to their Physical, Mystic, and Social Defenses for each success achieved. A Rule of One result works to the enemy's advantage. The commander completely fails to read the situation correctly and their troops suffer a –1 penalty to their Tests or Defense Ratings, as appropriate.

The character may, in battle and in preparation for battle, command a unit of troops based upon their Strategy Skill Rank for a number of hours equal to their Strategy Rank. See the table below for the unit sizes that may be commanded according to Skill Rank. If multiple characters attempt to command the same unit, confusion results, and the troops become less effective. The unit fights at a cumulative -1 penalty to all Tests and Defense Ratings per additional commander after the first until a clear chain of command with a single leader is re-established. Strategy can only be used on Gamemaster characters. Player characters do not benefit from having this Skill used on them.



## Command Unit Size by Rank Table

| Skill Rank | Unit Type | Troops per Unit | Equivalent British Rank |
|---|---|---|---|
| 1 | Platoon | 15-30 | Lieutenant |
| 3 | Company | 80-150 | Captain |
| 5 | Battalion | 300-800 | Major |
| 7 | Regiment | 2000-4000 | Lt. Colonel |
| 9 | Division | 10,000-15,000 | Colonel |
| 11 | Corps | 20,000-40,000 | General |
| 13 | Army | 80,000+ | Field Marshal |

### Summoning Circle

**Step:** Rank
**Action:** Sustained
**Strain:** 1+
**Default:** No
**Karma:** Yes
**Tier:** Warden

*Magic.* The character creates a protective circle to contain a summoned spirit. Spend 10 minutes times the character's Summoning Circle Rank drawing the circle and pay 1 Strain per Rank of the circle. A permanent circle may be used, such as one laid in the floor in mosaic, but the same time must still be spent charging the circle before it can be used. The circle must be big enough to hold the entity being summoned, and at least 1 foot radius per Rank. After the Summoning Circle is created, the magician can summon entities into it using the Summon Skill, gaining a bonus to all Tests against the spirit (including Summon Tests) equal to the Rank of the circle. Magicians may only use circles they have created themselves, or that have been created for ritual magic with all of the participating magicians present. Circles may be created up to the magician's Summoning Circle Rank, and may be explicitly created at a reduced Rank if the magician chooses. Circles last for a number of hours equal to the Summoning Circle Rank.

## Trick Shot

**Step:** Rank | **Default:** No
**Action:** NA | **Karma:** No
**Strain:** 0 | **Tier:** Journeyman

The character can use a gun, bow, spear, or other projectile weapon to sever ropes and cables, put out candles, and perform other stunts. Add the Rank of this Skill to the Firearms or Missile Weapons Test, which takes the penalty for making a Called Shot. This Skill cannot be used to cause damage directly to living beings. Thus, a Trick Shot could be made to shoot someone's hat off without injuring them, but could not be made to hit them in the left ear.

## Truth Through Lies

**Step:** Rank + CHA | **Default:** No
**Action:** Standard | **Karma:** No
**Strain:** 2 | **Tier:** Warden

The character knows the secret to finding the truth of a matter by seeing through the lies. Make a Truth Through Lies Test against the target's Social Defense. For the Skill Rank in hours, whenever the target knowingly tells the character a lie, the character may ask the target a question which they must answer truthfully. Each success on the Truth Through Lies Test allows the character to ask one question over the duration of the Skill. The character must know the target is lying, and the target must believe they are lying (even if they are actually telling the truth). This Skill may only be used once per day for a given target.

## Undermine

**Step:** Rank + CHA | **Default:** No
**Action:** Simple | **Karma:** No
**Strain:** 1 | **Tier:** Warden

The character exhibits their inherent superiority (e.g., bulging muscles or razor wit), making the target feel incompetent and inferior. Make an Undermine Test against the target's Social Defense. For each success, the target's Social Defense is reduced by -1 for ten minutes times the Undermine Rank. For each two successes after the first, onlookers temporarily increase their Attitude toward the character and decrease their Attitude toward the target by one degree. For example, with three successes, the target is at -3 to their Social Defense, and onlookers move from Neutral to Friendly towards the character and Neutral to Unfriendly towards the target. This Attitude shift only lasts for the duration of the Skill, unless actions are taken to make it permanent.

## Unflinching Fortitude

**Step:** Rank | **Default:** No
**Action:** NA | **Karma:** No
**Strain:** 0 | **Tier:** Master

The character becomes tougher and more resistant to injury through drawing on their internal strength. Add the Unflinching Fortitude Rank to the character's Wound Threshold. This bonus counts toward the Rule of Three if the character has other bonuses to Wound Threshold. The bonus is always present once this Skill is learned.

## Viscious Wound

**Step:** Rank + PER | **Default:** No
**Action:** Simple | **Karma:** No
**Strain:** 2 | **Tier:** Master

The character exploits weaknesses in an opponent's defence and anatomy. Make a Vicious Wound Test against the opponent's Mystic Defense. If successful, the character reduces the opponent's Wound Threshold by -2 for each success for the current combat round. This reduction

applies only to the character making the Vicious Wound Test. One additional Wound may be caused per success if the damage result is sufficient.

*Gurpreet Kaur uses Vicious Wound against the famed swordsman Manish Singh with three successes. This reduces Manish's Wound Threshold from 16 to 10. When Gurpreet deals 26 damage to him after armour, he takes two Wounds. If her damage had been sufficient, Gurpreet could have dealt up to four Wounds to him from the successes on her Vicious Wound Test.*

## Weapon Breaker

**Step:** Rank
**Action:** Free
**Strain:** 0
**Default:** No
**Karma:** No
**Tier:** Master

The character attacks an opponent's weapon with the intent of shattering it. Make a close combat Attack Test as normal. If successful, make a Damage Test with a bonus equal to the Weapon Breaker Rank against the higher of the weapon's Mystic Defense or Damage Step +5. If successful, instead of inflicting damage to the target, the weapon's Damage Step is reduced by –2 per success. Three successes on the Damage Test or having the weapon's Damage Step reduced to 0 destroys non-magical weapons. Magical weapons can only be reduced to a minimum Damage Step of 1, and cannot be shattered. Damaged weapons can be repaired; shattered weapons cannot. Weapon Breaker works only on manufactured weapons, not natural weapons, such as a creature's fangs or claws.

## Witty Repartee

**Step:** Rank + CHA
**Action:** Free
**Strain:** 2
**Default:** No
**Karma:** No
**Tier:** Warden

The character uses their charm, wit, and force of personality to deflect a social attack, possibly turning it back on the attacker. Make a Witty Repartee Test against the opponent's Action Test result. If successful, the character deflects the attack and avoids any ill effects. If the Witty Repartee Test scores any extra successes, the character counterattacks using the Witty Repartee Test against the opponent's Social Defense. If successful, the opponent suffers the original attack, with the number of successes reduced by one to determine the effect. Characters can only Witty Repartee attacks they are aware of. If blindsided or surprised, this skill cannot be used. The character can use this Skill a number of times each round equal to their Witty Repartee Rank, but may only make a single counterattack per round. Witty Repartee Tests can only be made against social attacks specifically directed against the character. Attacks directed against another character or against a group cannot be resisted with this Skill. Witty Repartee may not be used together with a Skill which negates the effect, such as Resist Taunt, against the same attack.

# 1879 PLAYERS COMPANION

## Skill Knacks

*No man is born into the world whose work*
*Is not born with him; there is always work,*
*And tools to work withal, for those who will;*
*And blessed are the horny hands of toil.*
*– James Russell Lowell, A Glance Behind the Curtain*

Skill knacks are specializations that expand or extend the character's Skills. By widening the scope of what Skills normally allow characters to accomplish, knacks enhance the types of actions that can be performed, and create greater opportunity to make each character unique. This chapter provides guidelines for learning, creating, and using Skill knacks, including full descriptions for some of the many knacks available.

# Learning Skill Knacks

Characters may spend Adventure Points to learn new Skill knacks. Unlike Skills, Skill knacks are not otherwise improved once learned. A Skill knack is learned once, and can be used at any point thereafter. Characters may develop Skill knacks on their own or learn them from followers of their Professions who are prepared to teach them. When advancing Professional Ranks in their Professions, some characters take special care to find tutors with knowledge of specific knacks that they may also wish to learn. While learning the tenets of a new Professional Rank, a character will often take the additional time and expense to learn one or more Skill knacks. A character that wants to learn a Skill knack between Professional Rank advances needs to either seek out a tutor willing to teach that knack, or prepare to develop it on their own. The difficulty of this task is determined by the Gamemaster.

To learn a Skill knack for a Core Professional Skill, a character must:

- Know the knack's Base Skill at the minimum Rank or greater
- Study with a tutor, or develop the knack on their own
- Spend an amount of Adventure Points depending on the minimum Rank

## Minimum Skill Rank

Every Skill knack specifies "Skill:" and "Rank:" characteristics (see **Skill Knack Descriptions**, p.151). To learn a Skill knack for an Optional Skill, the character must know the specified Skill at the specified minimum Rank (or greater). To learn a Skill knack for a Core Skill, the character must know the specified Skill at two Ranks lower than specified (or greater). Knacks cannot be learned for Free Skills. To determine if a character is eligible to learn a Skill knack, only the character's innate Rank gained through Rank advancement is used. Rank bonuses, such as from magic items, do not count.

*Ricochet Shot is a knack for the Firearms Skill, available at a Firearms Skill Rank of 9. Because Firearms is a Core Skill for Cowboys, this knack is available to Cowboys who know Firearms at a Skill Rank of 7. It is not available to a Cowboy who has an innate Firearms Rank of 6 with a +1 Rank bonus from a magic item for a total Rank of 7, nor is it available to a Tribal Warrior who has learned Firearms as a Free Skill.*

## Study or Develop Knack

Learning a Skill knack takes considerable time and effort, more than raising a Skill Rank. While raising a Skill Rank is a straightforward increase in the character's ability to use a Skill, learning a Skill knack means changing the way the entire Skill works by learning an alternative way to use it. To learn a Skill knack, a character must be rested and in good health (not suffering from any damage, wounds, or illnesses) for the entire duration of training or development. Only one Skill knack can be learned at a time.

When learning a Skill knack from a tutor, the character spends four hours a day in training with the teacher, for a number of days equal to the minimum Rank at which they are required to know the Skill. (This means that Skill knacks for Optional Skills require two more days of training than Skill knacks learned for Core Skills.) Tutors often charge a fee for teaching a Skill knack,

usually 3 shillings times the minimum Rank per day of training.

When developing a Skill knack on their own, the character must study their Skill for a number of weeks equal to the minimum Rank at which they are required to know the Skill. As with tutored learning, Skill knacks for Core Skills are developed at a faster rate. If a player creates their own Skill knack, it is learned as if it were developed without a tutor (see **Creating Your Own Skill Knacks**, p.150).

*Kricklen considers how he is to learn the Ricochet Shot Skill knack. As a Cowboy, his minimum required Firearms Rank is 7. With a tutor, he would have to spend four hours per day for seven days in training with his tutor, and can expect the tutor to ask for £4/18 in compensation. He might be able to develop the knack on his own, though. This would not only save him money, but also the time to find a tutor. The time saved finding the tutor might be greater than the seven weeks of training required.*

### Spend Adventure Points

Skill knacks must be paid for with Adventure Points. The character pays Adventure Points to learn the knack only once. From that point on, a character can use the knack whenever they use the Skill. The Adventure Point cost of the Skill knack is the same as the amount of Adventure Points the character had to spend to increase the Skill to the minimum Rank required to learn the Skill knack. As with the training time required, characters knowing the Skill as a Core Skill use a lower Rank (-2) to determine cost.

*Kricklen determines the Adventure Points he needs to spend to learn the Ricochet Shot Skill knack. Firearms being a Core Skill for his Profession, he spends the same amount of Adventure Points it cost him to raise the Skill to Rank 7, which for an Initiate Tier Skill is 2,100 Adventure Points. If the Brassman in his adventuring group, who knows Firearms as an Optional Skill since her Initiate Tier, were to learn the Ricochet Shot knack, she would have to pay 5,500 Adventure Points, the same as increasing an Initiate Skill to a Rank of 9. If she had learned Firearms at her Journeyman Tier, she would have to pay 8,900 Adventure Points, the cost of increasing a Journeyman Tier Skill to Rank 9.*

## Using Skill Knacks

Once a character has learned a Skill knack, they may use the knack whenever appropriate. Unless the knack's description states otherwise, the player simply declares that their character is using it. For example, a Mage who has learned the Astral Targeting knack may use it whenever they cast a spell in conditions that preclude normal vision being used to target the spell.

Note that, as with Skills, all costs of using the knack must be paid beforehand and use must be announced. For example, if a Skill knack requires a two successes instead of the usual one, the use of the knack has to be announced before the Test is made. Achieving two successes and then declaring the knack after the fact is not allowed.

Using a Skill knack is treated as a use of the Skill unless otherwise noted. This means that any conditions to use the Skill must be met. For example, if the Skill requires a Standard Action to use, so does using the knack. Additionally, Skill knacks may have their own conditions and

prerequisites to be used; for example, knacks almost always have a higher Strain cost. These replace the conditions of the Skill where appropriate. In effect, using a Skill knack incurs the stricter costs and requirements of Skill and Skill knack. If the Skill knack has been used successfully, it has its own effect that usually replaces the Skill effect, though sometimes its effect is an addition to or a variation of the Skill effect. Some Skill knacks may change the requirements of a Skill by simply increasing its cost.

The Arcane Curses Skill knack is based on the Arcane Mutterings Skill. When using it, the character must spend a Standard Action (from the Skill), take 1 Strain (from the knack), spend Karma (from the Skill), and make three or more successes on the Test (from the knack). If successful, the targets suffer the Skill's effect even if the character stops muttering, as the knack circumvents this requirement for the Skill's effect. Note the Skill knack does not automatically apply when Arcane Mutterings achieves three or more successes. Use of Arcane Curses has to be announced before the Test, and does not affect the target in any way on one or two successes, including the normal Arcane Mutterings effect.

## Creating Skill Knacks

One of the goals of learning Skill knacks is to further individualize a character. Given the large number of Skills available to characters and the numerous ways to develop a character Profession, a definitive list of all Skill knacks would be endless. The Skill knacks in this chapter only represent examples of all possible knacks and include a minimum of knacks required for other tasks performed by characters in the world of 1879, such as creating foci or Naming spells. Players can create their own knacks for their characters in cooperation with the Gamemaster. Learning such knacks is treated as developing a Skill knack without a tutor (**Study or Develop Knack**, p.148). The following guidelines will help keep any Skill knacks you create from unbalancing your game. As always, the Gamemaster makes the final decisions as to whether or not to allow a Skill knack in the game, and the specifics of that knack.

To create a Skill knack, the player needs to decide on a Skill to base the knack on, what effect they want to create with the knack, the Rank the knack becomes available to characters, and if using the knack will cost Strain or have a minimum success count requirement that differs from the original Skill use. Adding some other sort of cost is also a possibility. Using a Skill knack should come at a higher cost to the character or be more difficult than using the unmodified Skill.

### Skill

While looking at the Skill's description to determine a knack's effect and characteristics, keep in mind two general rules for creating Skill knacks. First, Skill knacks should provide an additional or specialized use of a Skill. They should not duplicate other Skills or eliminate the need to learn them. Ideally, Skill knacks should only support or extend a Skill. Second, Skill knacks should not be used to "make a Skill right" if you consider it lacking or unfit for your group's style of play. In this case, modify the Skill itself instead.

### Rank

As a general rule, Skill knacks should never be available below Rank 4, and only a few should be available below Rank 6. These parameters encourage characters to master the basics of a Skill

before learning knacks based on the Skill. Keep in mind that Core Skills allow learning knacks sooner, but that the knack descriptions assume an Optional Skill to be the base Skill. When comparing your knack to Skill knacks from this chapter, remember some characters can learn knacks from this chapter at lower Ranks than the knack specifies.

### Strain

If a knack simply expands or modifies the Skill's effects without any other changes, it should cost the same amount of Strain the Skill does. If the knack creates a new use for the Skill, the knack must have a higher Strain cost than the base Skill, or some other sort of cost or requirement to allow for the knack's special effect. Exceptions can be made for knacks that exist for roleplaying reasons or visual effects, in which case the Adventure Point Cost of the knack is enough to warrant a knack not having any additional cost for actual use.

### Description

Any cost or requirements incurred by the knack, or any change to the cost or requirements of the base Skill, must be included in the knack's description, along with the knack's effect, or changes to the Skill's effect the knack makes.

## Skill Knack Descriptions

After the title of each Skill knack, the Skill, Rank, and Strain cost are listed. **Skill:** specifies the Skill on which the knack is based. **Rank:** indicates the minimum Rank a character must possess in that Skill to learn the knack. Reduce this number by 2 for Core Skills. **Strain:** lists the damage the character takes when using the knack. Unless stated otherwise in the knack description, this replaces the Strain cost of the base Skill.

### Adaptive Programming

**Skill:** Engine Programming
**Minimum Required Rank:** 5
**Strain:** See text
**Action:** Sustained

When writing a program for use on an Engine, this knack allows the programmer to reduce the time to write requirement to be expressed in hours rather than days. When using this knack, the time must be completely continuous and uninterrupted, aside from very simple actions and standard biological needs (excluding sleep). Any interruptions automatically result in a complete failure of the effort, and they will have to start again from scratch. Tests to write the program and the values associated continue as normal. At the conclusion of the Debug and Compile phase, whether the effort was successful or not, the programmer takes Strain equal to the total write time of the program, often resulting in a Wound that will cause a terrific headache. The Strain must still be taken even if the effort failed due to an interruption. The Adaptive Programming knack cannot be used for subsequent attempts on a failed effort. The programmer must either follow the standard error checking and retest procedure, or they must abandon the current effort and start over.

## Aggressive Shot
**Skill:** Missile Weapons
**Rank:** 7
**Strain:** 2 per attack

The character may declare and use the Aggressive Attack combat option with a missile weapon. Their Movement Rate is reduced to 2 yards for the round, but the character gains the benefits (and penalties) of a normal Aggressive Attack for each Attack Test made with a missile weapon, the first of which must be made with the Missile Weapons Skill. The knack's Strain cost includes the Strain cost of the Aggressive Attack.

## Aggressive Throw
**Skill:** Throwing Weapons
**Rank:** 7
**Strain:** 2 per attack

The character may declare and use the Aggressive Attack combat option with a thrown weapon. Their Movement Rate is reduced to 2 yards for the round, but the character gains the benefits (and penalties) of a normal Aggressive Attack for each Attack Test made with a throwing weapon, the first of which must be made with the Throwing Weapons Skill. The knack's Strain cost includes the Strain cost of the Aggressive Attack.

## Air Legs
**Skill:** Crew Airship
**Rank:** 4
**Strain:** 2

The character keeps their footing in treacherous conditions while on an airship. Make a Crew Airship Test in place of a Dexterity Test, to avoid falling off the airship or in other similar situations aboard ship that require a Dexterity Test. This knack cannot be used when the character is on land, or aboard land vehicles or seagoing vessels.

## Aligning Our Interests
**Skill:** Diplomacy
**Rank:** 10
**Strain:** 1 + number of targets

When moderating negotiations between two or more parties, the character can improve the Attitude of the parties toward each other. Make a Diplomacy Test against the highest Social Defense in the group, +1 for every target after the first. On two or more successes, the character improves the Attitude of all of the targets by one degree toward all of the other targets. This lasts for the character's Diplomacy Rank in hours.

## An Embarrassment in the Operation Cards
**Skill:** Engine Programming
**Rank:** 8
**Strain:** See Text

The character exploits a flaw in the currently running code to gain an advantage. Make an Engine Programming Test against the Engine's Software Defense. On two or more successes, the character gains the Engine's Software Defense as a Step Bonus to Tests made against that Engine, having subverted the Engine's programming. The character takes Strain equal to the Engine's Software Defense, and may use the Step Bonus for the remainder of the scene. Each time the character connects to that particular Engine, make an Engine Programming Test against the Engine's

Software Defense to see if the flaw has been corrected. On two or more successes, the flaw still exists, and the character may pay the Strain to use this knack. If the Test scores only one success or fails, the flaw has been patched, and the character must seek a new one to regain their advantage. On a Rule of One result, the flaw has been discovered, and the character's login has been trapped to alert the console operator. Go to Engine Combat (see the ***1879 Players Guide***, p. 438).

## Anchored Spell

**Skill:** Spellcasting
**Rank:** 8
**Strain:** 1 Blood Wound (see text)

The magician affixes a spell pattern to an object, creating a delayed-trigger effect. Make a Spellcasting Test against the Mystic Defense of the object to which the spell will be anchored, requiring a minimum of three successes to achieve the anchoring. If the anchoring does not take, the magician takes Strain for the attempt, but may try again. The magician powers the anchored spell pattern by taking Permanent Damage equal to their Wound Threshold, receiving a Blood Wound in the process (***1879 Player's Guide***, p. 349). This damage cannot be healed until the spell ends. Once successfully cast, the anchored spell remains in place for a year and a day, or until it is triggered or dispelled. Any character passing within 3 yards of the anchoring object may trigger the spell. A magician can avoid triggering their own anchored spell by making a successful Spellcasting (6) Test.

Once the spell has been triggered, it ends and cannot be triggered again.

Treat the anchored spell as a trap, with the trap's game mechanics based on the magician's abilities at the time of casting and the anchored spell, as follows:

*Detection:* Magician's Spellcasting Step
*Mystic Defense:* Magician's Spell Defense
*Disarm:* Anchored spell's Dispel Difficulty
*Trigger:* The Gamemaster makes a Spellcasting Test for the anchored spell against the Mystic Defense of any character or creature passing within 3 yards. The Step Number is equal to the Spellcasting Step of the magician who created the anchored spell. If successful, the anchored spell is triggered. Magicians may anchor spells with a password or other type of signal that allows individuals to pass without triggering.
*Initiative:* Magician's Spellcasting Step + 10
*Effect:* The anchored spell's normal effect occurs. Use the Spellcasting Step of the magician who anchored the spell. The spell's Effect Step uses the base Willpower Step of the magician. Willforce cannot be used for the effect because the magician is not directly powering the effect.

## Animal's Best Friend

**Skill:** Tracking
**Rank:** 6
**Strain:** 4

The character locates the owner of a mount, familiar, or companion animal by touching the animal and making a Tracking Test against the owner's Mystic Defense. If successful, the character can follow the connection to the animal's owner as if they had successfully used the Tracking Skill. This knack can only locate targets with strong bonds to their animals, such as a Cavalry Soldier's mount, a Mage's familiar, or a Packmaster's animal companions.

## Arcane Curses

**Skill:** Arcane Mutterings
**Rank:** 7

**Strain:** 1

The character utters vague but vile curses at their enemies and makes an Arcane Mutterings Test, requiring three or more successes. If successful, the targets believe they are cursed, and the character is not required to continue muttering for the targets to remain Harried for the normal duration of the character's Arcane Mutterings Skill.

## Arrow Stop

**Skill:** Impressive Display
**Rank:** 7
**Strain:** 2

The character stops a projectile or weapon used for a ranged attack just as it hits the opponent. Make a Missile Weapons or similar Test for a ranged Attack Test against the target's Physical Defense, as normal. If it succeeds, make an Impressive Display Test against the same Target Number, at the same Step bonuses or penalties as the Attack Test. On one or two successes, the attack misses. On three or more successes, the missile stops just as it nicks the target, doing 1 Damage Point (no armor provides protection). The character may immediately make an Interaction Test (*1879 Gamemaster's Guide*, p.177) against the target's Social Defense.

## Astral Targeting

**Skill:** Spellcasting
**Rank:** 5
**Strain:** 2 additional

The character uses Astral Sight to locate the target for a spell. The Strain cost of Astral Sight and the spell must both be paid. In addition, 2 Strain Points are spent to allow temporarily linking the Astral Sight and Spellcasting Skills. The target must be visible by Astral Sight to the character. Any additional Strain or Target Number adjustments due to the condition of the astral plane at the target's location must also be paid. This knack allows targeting of spells when normal vision is not an option, for example in complete darkness.

## Astral Spy

**Skill:** Orbiting Spy
**Rank:** 9
**Strain:** 1+ (see text)

The character hides an orbiting spy in astral space, making it invisible to anyone without the ability to astrally view or detect objects. Using this knack causes the character 1 Strain to conjure the spy, and an additional 1 Strain for each Orbiting Spy Test made during the Skill's duration. No Test is required to see the orbiting spy for characters and creatures with astral sight.

## Astral Tracking

**Skill:** Tracking
**Rank:** 9
**Strain:** 2

The character, who must be able to see into astral space (using the Astral Sight Skill or a similar ability), can use their Tracking Skill to follow a character or creature in astral space. If the target moves out of astral space into the physical world, a new Tracking Test must be made to continue following them.

## Back On Your Feet

**Skill:** Physician
**Rank:** 9
**Strain:** 4

The character can temporarily remove Wound penalties, disease modifiers, etc., up to their Physician Rank, using treatments that borrow against the patient's reserves. Make a Physician Test against the target's Physical Defense plus the largest penalty the target is currently suffering. Thus, if the target has a Physical Defense of 8, and an infected wound, with a resulting Wounds of 2, a DEX penalty of -2, and a disease Effect Step of 8, the Target Number for the Physician Test would be 16 (PD 8 plus disease Effect Step 8). On two or more successes, the character relieves all of the target's penalties for their Physician Rank in hours. During that time, if the target takes a Wound, the effect ends. The target is automatically Knocked Down by the attack. All penalties held in abeyance return immediately. At the end of the duration, the target must make a Toughness Test against the Target Number from the Physician Test or collapse. Even if the target does not collapse, they must rest for a number of hours equal to the Physician Test Target Number before they may make any Recovery Tests.

## Bad Impression

**Skill:** First Impression
**Rank:** 5
**Strain:** 2

The character may lower the Attitude of a GMC instead of raising it, for example moving it from Neutral to Unfriendly.

## Bind Spirit

**Skill:** Summon
**Rank:** 6
**Strain:** 2

The magician binds a summoned spirit into a prepared item, gaining continuing access to the spirit's powers as a function of the enchanted item. This may be done without the knack. If the knack is known, the magician gains +3 Steps to the Summon Test to bind the spirit by paying the Strain for using the knack. See **Spirit Binding**, in the ***1879 Players Guide***, p. 421, for more information.

## Blade Bounce

**Skill:** Bank Shot
**Rank:** 7
**Strain:** 3

The character ricochets a missile or thrown weapon so that it hits an opponent who is shielded or in partial cover from behind. Make a Bank Shot Test in place of the ranged Attack Test. On two or more successes, the target is struck in the back, invoking the Blindsided Modifier, and loses the protection of their shield, if any, including the Deflection Bonus.

## Bless Ally

**Skill:** Second Chance
**Rank:** 12
**Strain:** 4

If the character has declared a Reserved Action, and an ally fails an Action Test, the character may take their turn and use Second Chance to replace the target's Action Test. The Second Chance Test receives a penalty as normal, determined by the difference between the Second Chance Step and the Step Number used by the target.

## Boarding Action
**Skill:** Pilot Airship
**Rank:** 8
**Strain:** 4

When the character is at the helm of an airship, they may gain an advantage when attempting the Boarding maneuver against an enemy airship. Make a Pilot Airship Test against the airship's Maneuverability Step. If successful, the character gains a +2 bonus to the airship's Maneuverability Test to reflect the vessel's superior positioning. If the Test fails, the character suffers a –2 penalty to the maneuver's Failure Modifier to reflect the vessel's more vulnerable positioning. Boarding Action can only be used once per ship combat round.

## Bodge Together
**Skill:** Craft Device
**Rank:** 11
**Strain:** See Text

The character may merge two or more devices, at least one of which must be a Weird Science device, to create a new device that combines the abilities of the source machinery. Make a Craft Device Test against a Target Number equal to the highest Effect Step (the goal number, whether that is an Effect Step, a Damage Step, a Barrier Rating, or other attribute) from among the source devices, +1 for each additional source device after the first. If successful, take 1 point of Strain per source device. A number of source devices up to half the character's Craft Device Rank, rounded down from 0.5, may be used. The finished item has the average of all attributes of the source parts, with the exception of the Effect Step. For that, use the highest Effect Step from the source devices, and add +1 Step per extra success on the Craft Device Test. For example, if the character were to Bodge Together a paralysis ray with an Effect Step of 12 with a wind-up alarm clock to make a timed paralysis bomb, the resulting device would require a Craft Device Test against a 13 to build, resulting in 2 points of Strain and a bomb with an Effect Step of 13, causing paralysis if the bomb's Effect Test beats the target's Mystic Defense.

## By the Fingernails
**Skill:** Climbing
**Rank:** 7
**Strain:** 4

If the character fails a Climbing Test, they may grab for a handhold at the last second by making a second Climbing Test against the same Climbing Target Number. On one or more successes, the character avoids falling. If this fails, the character cannot attempt to use the knack a second time.

## Calm Herd
**Skill:** Animal Handling
**Rank:** 8
**Strain:** 2

The character calms a stampeding herd. Make an Animal Handling Test against the highest Social Defense among the stampeding animals. The herd's size determines the number of successes required (see the **Incite Mob Table**, p.137). If successful, the animals calm down and the stampede stops.

## Cheap Sell-Out

**Skill:** Artist
**Rank:** 5
**Strain:** 2

The character may earn ready coin by turning out quick, inexpensive work for the popular market. The character must spend (20 minus their Artist Rank) hours doing nothing else, breaking their activity only for food and sleep. At the end of the time, pay the Strain, and make an Artist Test. The character earns the result of the Test in shillings for their efforts. No Artist Test for impact is made, as the work is designed to be ephemeral, appealing only to the whim of the market at the time. This knack is only available to artists that work in physical media. Written work intended to be performed, such as the script of a play, counts as physical media.

## Claw Riposte

**Skill:** Riposte
**Rank:** 9
**Strain:** 3

The character can Riposte unarmed attacks, including animal and creature attacks. Make the Riposte Test as normal.

## Clever Retooling

**Skill:** Clockwork
**Rank:** 6
**Strain:** 2

The character can modify a Clockwork device to perform a related function. For example, a bedside alarm clock could be retooled into a security alarm that rings when a door or window is opened. Make a Clockwork Test against the Physical Defense + Barrier Rating of the device. On one success, the device can be modified to perform a similar function to what it already does. On two successes, it can be modified to perform a related but somewhat different function. On three

or more successes, the device can be retooled to perform anything it's physically capable of, with the limits being determined by the Gamemaster. On a Rule of One result, the device is badly damaged and will not function at all until someone else makes a successful Clockwork Test against its Physical Defense.

## Convenient Throwable Item

**Skill:** Throwing Weapons
**Rank:** 7
**Strain:** 1

The character uses an object no larger than twelve inches long as a throwing weapon, without a penalty to the Attack Test for using an improvised missile (*1879 Player's Guide*, p. 252, **Throwing Objects**), but must be able to lift the object. The character makes a Throwing Weapons Test as normal. If successful, the Gamemaster determines the Damage Step of the improvised missile. Most objects are Damage Step 1, but some larger or heavier objects may be Damage Step 2 or even 3. Objects hurled using this knack have a Short Range of 10 yards and a Long Range of 20 yards.

## Covet Item

**Skill:** Haggle
**Rank:** 7
**Strain:** 4

The character convinces another character to strongly desire an item. This knack is used with the first Haggle Test the character makes against the target's Social Defense. On two or more successes, the target feels a strong desire to purchase the item. Each successful Haggle Test that the selling character makes thereafter adds +10 percent to the price the target is willing to pay, instead of +5 percent.

## Create Fetish

**Skill:** Spellcasting
**Rank:** 5
**Strain:** See text

This knack allows the magician to create a Fetish (see the **New Magic** chapter, p.236). The Strain cost of the Fetish is the cost of using the knack.

## Create Focus

**Skill:** Spellcasting
**Rank:** 5
**Strain:** See text

This knack allows the magician to create a Focus (see the **New Magic** chapter, p.236). The Strain cost of the Focus is the cost of using the knack.

## Creature Remains

**Skill:** Creature Analysis
**Rank:** 7
**Strain:** 2

This knack allows the character to identify a creature from trace evidence, such as its remains, lair, or the remnants of victims, by studying the evidence, then making a Creature Analysis Test against the creature's Mystic Defense. On two or more successes, the character identifies the type of creature and may ask the Gamemaster a question of a type normally granted by a successful use of the Creature Analysis Skill.

## Deduce Motive

**Skill:** Evidence Analysis
**Rank:** 9
**Strain:** 3

Given the evidence in the situation, the character may come up with a logical, plausible explanation for why the crime was committed or the deed done. Make an Evidence Analysis Test against the Mystic Defense of the suspect. The Gamemaster may assign a bonus or penalty to this Test to reflect the amount of information available. For example, if the evidence available is sparse, the Gamemaster might assign a -2 Step penalty, but if there is sufficient evidence that anyone can clearly see what was done and by whom, then the Gamemaster could assign a +2 Step bonus. If successful, the player presents an explanation and the Gamemaster confirms whether or not the explanation is valid. If the first explanation is not valid, the player may present additional explanations, up to the number of extra successes, but may not attempt to secure the motive for a separate action once the target action is properly explained. A character may only make their Evidence Analysis Rank in attempts to explain the motive for an action, with each explanation presented counting as an attempt. Thus, if a character with a Rank of 4 scored two successes on their first Test, and both explanations were invalid, and three successes on their second Test, they could only present two explanations in the second Test.

## Deflect Blow

**Skill:** Melee Weapons
**Rank:** 8
**Strain:** 2

The character achieves greater skill at defensive fighting. When using the Defensive Stance combat option, they may freely determine the bonus to their Physical Defense, up to a bonus equal to their Melee Weapons Rank. The penalty to Action Tests is equal to the bonus to Physical Defense. For example, a character with a Melee Weapons Rank of 9 can achieve a bonus ranging from +1 to +9, and receives a penalty from –1 to –9 as appropriate. Deflect Blow requires the Melee Weapons Skill to be used in the same round the knack is used. Without such, the character suffers the penalty in both the current and following rounds from overextending, without receiving the Defense bonus. The effects of this Skill end immediately if the character is disarmed.

## Deft Rejoinder

**Skill:** Resist Taunt
**Rank:** 8
**Strain:** 2

The character can, with a well timed remark, turn an insult away from a friend. The ally must have better than a Neutral Attitude toward the character. Make a Resist Taunt Test as if the character was the target of the Taunt. If successful, the Taunt is resisted on behalf of the ally.

## Defuse Mob

**Skill:** Incite Mob
**Rank:** 8
**Strain:** 2

This knack reduces the number of successes required to calm and disperse a mob. Make an Incite Mob Test against the highest Social Defense among the mob's members. The mob's size determines the number of successes required (see the Incite Mob table, p.136). If successful, the mob returns to a calm state.

## Diagnose
**Skill:** Astral Sight
**Rank:** 7
**Strain:** 2

The character determines if a subject is afflicted with any diseases or internal injuries, and checks the target's general state of health. Make an Astral Sight Test against the target's Mystic Defense. On two or more successes, the character detects any injuries, diseases, illnesses, or other health problems affecting the target. To detect a poison, the character must make an Astral Sight Test against the Step Number of the poison or the Mystic Defense of the target, whichever is higher.

## Draw Aside the Curtain
**Skill:** Astral Sight
**Rank:** 9
**Strain:** 1 per minute per character

The character reveals astral space to other characters (up to their Rank in Astral Sight). Make an Astral Sight Test against a base Target Number of the highest Mystic Defense in the target group, modified by the level of astral corruption (*1879 Players Guide*, p. 341). If successful, astral space within 4 yards of the character becomes visible to those watching. This effect can last up to the character's Astral Sight Rank in minutes, but can be terminated voluntarily before then. Note that this effect also reveals physical space to the astral, and may result in visits by inquisitive or inimical astral entities.

## Extend Range
**Skill:** Long Shot
**Rank:** 10
**Strain:** 3

Instead of extending a weapon's maximum effective distance beyond its normal Long Range limit, the character extends the weapon's Short Range to the maximum Long Range, thus suffering no Range penalty to Attack or Damage Tests. For example, an atlatl has a normal Short Range of 40 yards and a Long Range of 80 yards, but if Extend Range is used, it has an effective Short Range of 80 yards and no Long Range.

## Extended Mission
**Skill:** Tactics
**Rank:** 10
**Strain:** 8

The character may command troops over a longer time. Extend the duration of the Skill from minutes to hours.

## Fast Reading
**Skill:** Empathic Sense
**Rank:** 10
**Strain:** 4

The character may continue to monitor a target's emotional state over several minutes, and gain increasing advantages over the target. Make an initial Empathic Sense Test as normal, paying the Strain for the knack. On two or more successes, the character locks in on the target, and can continue to monitor their emotional state for a number of minutes equal to the character's Empathic Sense Rank. Each minute, the character may make another Empathic Sense Test, carrying over any previous extra successes as +1 Step bonuses. Thus, if the first Test scored two successes

(minimum required), the second scored two successes, and the third scored one success, the fourth Test would be made at +2 Steps. The Interaction Test bonus after each Test is equal to the number of successes scored on the Test. If the fourth Test scored three successes, the character's Interaction Tests for that minute would be at +3 Steps. This is most often used when in active conversation with the target, with the character adjusting their approach and guiding the conversation to greater and greater advantage.

## Faulty Goods

**Skill:** Haggle
**Rank:** 9
**Strain:** 2

The character gains the upper hand when haggling as a potential customer, by convincing the seller that the goods are of inferior quality. This knack is used with the first Haggle Test the character makes against the seller's Social Defense. With two successes, the character points out flaws in the goods (which may or may not really exist), which drives the seller's Cost down to half its original price. Both character and seller make Haggle Tests as normal thereafter. Price adjustments of 5% per success on Haggle Tests are determined as 5% of the item's new Cost, not the original Cost.

## Feinting Lunge

**Skill:** Equestrian
**Rank:** 8
**Strain:** 3

A character making a Charging Attack can declare they are setting up the opponent to be struck by a designated ally. If the character's Attack Test is successful, they make an Equestrian Test against the opponent's Physical Defense. If successful, the character does not add their mount's Strength Step to the Damage Test. The designated ally then adds the character's Equestrian Rank to their next Attack Test against the same opponent before the end of the following round.

## Feinting Retreat

**Skill:** Equestrian
**Rank:** 7
**Strain:** 3

A character using Equestrian to avoid an opponent's attack declares they are setting up the opponent to run into an Attack by one of the character's allies. The character takes the knack's Strain cost and declares which ally gains the bonus before making the Equestrian Test. If the Test results in two successes, the designated ally adds the character's Equestrian Rank to their next Attack Test against the opponent before the end of the following round. If the Equestrian Test fails, the character still takes the Strain. On a Rule of One result, the opponent gains the character's Equestrian Rank as a bonus to an Attack Test against the character before the end of the next round.

## Flying Kick

**Skill:** Great Leap
**Rank:** 7
**Strain:** 2

The character performs a flying kick, using a Great Leap Test as an unarmed Attack Test against an opponent more than 2 yards away. On two or more successes, the character hits the

opponent, and makes a Damage Test using their Strength Step +3. The Great Leap Test determines the maximum distance covered, as normal, and serves as the character's Physical Defense for the remainder of the round, even if lower than their normal Physical Defense. If the character's Great Leap Test is not sufficient to cover the distance to the opponent, the attack misses. On a Rule of One result, the character is Knocked Down.

## Force of Command

**Skill:** Tactics
**Rank:** 7
**Strain:** 3

The character may assume command of troops that are less than Friendly, for example a unit of an allied force that has lost its senior officer, relying on their military bearing and force of personality to convince the troops to follow their orders. Make a Charisma-based Tactics Test against the highest Social Defense in the troop unit. Each success moves the troops one Attitude shift towards Friendly. With one success, the character may take command of Neutral troops; with two, Unfriendly troops; and with three or more Hostile troops. An appropriate situation, under fire or otherwise faced with a common threat, is assumed.

## Gleaning

**Skill:** Wilderness Survival
**Rank:** 8
**Strain:** 3

The character can make a fifth Wilderness Survival Test in a day by paying the Strain cost.

## Handy Blunt Object

**Skill:** Melee Weapons
**Rank:** 7
**Strain:** 1

The character wields an object not intended as a weapon in melee combat, with no penalty to the Attack Test (*1879 Player's Guide*, p. 250). Make a Melee Weapons Test as normal. If successful, the Gamemaster determines the Damage Step of the improvised weapon, based on the item's size and materials, to a maximum of Damage Step 7. Examples of suitable items include pens, pieces of wood, airship guide cables, uprooted cobblestones, loaves of stale bread, spanners, or even other people. The character must be able to carry the item (by weight) to wield it as a melee weapon.

## Hard Glare
**Skill:** Steely Stare
**Rank:** 10
**Strain:** 4

The character damages an inanimate object with their gaze by making a Steely Stare Test against twice the object's Physical Defense. If successful, delicate objects made of glass, crystal, pottery, or thin wood break with a glance. One success is enough to crack glass or crystal; shattering wooden or ceramic objects requires three or more successes. The Gamemaster determines if an object is delicate enough to be affected by this knack.

## Head Butt
**Skill:** Unarmed Combat
**Rank:** 7
**Strain:** 2

While maintaining a grappling hold, the character attempts to stun their opponent. Make an Unarmed Combat Test as a special Attack Test. If successful, the target is Stunned (*1879 Player's Guide*, p. 242) for one round per success, starting with the second success. On a Rule of One result, the character strikes their own head and is Stunned for one round.

## Hunting Party
**Skill:** Hunting
**Rank:** 5
**Strain:** See Text

The character leads a group hunt, and takes Strain equal to the number of hunters in the party. After paying the Strain, the character makes a Hunting Test at +1 Step per additional party member.

## Identify Tracks
**Skill:** Tracking
**Rank:** 7
**Strain:** 2

The character determines the composition of a group they are tracking. Make a Tracking Test. On two or more successes, the character learns the number of members and the distinct races and species that make up the target group. Three successes or more may provide the character with even more information, at the Gamemaster's discretion. For example, the character might detect that one horse is leaving substantially deeper prints than it should, indicating a heavier than usual load.

## Induce Symptoms
**Skill:** Physician
**Rank:** 7
**Strain:** 2

The character can, through application of medications and other treatments, create in a patient the symptoms of a disease or poison. Make a Physician Test against the Target Number to cure the disease or poison, as shown in the Physician Table (*1879 Players Guide*, p. 212). The symptoms last for one day per success. The patient takes 1 damage point per day from the irritation the symptoms cause.

## Kit Bashing

**Skill:** Clockwork
**Rank:** 9
**Strain:** 4

The character may merge two or more clockwork devices into a single device with a unified effect. The Step Numbers and other Ratings of the unified device equal three-quarters (rounded down) of the sums of the Steps of the devices used as raw materials; thus, merging a device with a Barrier Rating of 6 and a device with a Barrier Rating of 7 will result in a device with a Barrier Rating of 9. The character must spend ten minutes times the highest Step Number of the completed device tearing down the source devices and reassembling them. This time may be reduced by 30 minutes for each extra success scored on the Clockwork Test, with a minimum remaining time of 30 minutes. Make the Clockwork Test against the highest Step for the unified device.

*Clayton Poole has a pocket Differential Engine (PD 6, BR 4, Effect +3), a lockpick gun (PD 4, BR 4, Effect +3), and a wind-up toy spider (PD 2, BR 2, DEX 5). He wants to create a device that will pick keypad locks by calculating the most likely codes based on keypad wear. The summed-up Ratings for the completed device will be Physical Defense 9, Barrier Rating 7, and Effect Step 9. The work will take 90 minutes, but can be reduced to 30 minutes if*

*Clayton scores two extra successes on a Clockwork (9) Test. The device, when used, will make a Step 9 Test against the Lock Rating of the keypad lock.*

## Let's All Be Reasonable, Shall We

**Skill:** Incite Mob
**Rank:** 10
**Strain:** 5

By speaking with a group of people, the character can calm them and get them talking. Make an Incite Mob Test as normal, and spend the Strain. If the Test is successful, the character moves the Attitude of the group one degree per success towards Awestruck. If the group's Attitude achieves Loyal or better, negotiations may be immediately opened. On a failure, nothing happens. On a Rule of One result, the group's Attitude moves one degree toward Hostile.

## Long Range Casting

**Skill:** Spellcasting
**Rank:** 8
**Strain:** 1+ (see text)

The magician increases the range of a spell. This knack cannot be used with spells that have a range of Self or Touch, only spells that can already be cast at a distance. Make the Spellcasting Test as normal. The range of the spell can be multiplied by up to the magician's Spellcasting Rank, at a Strain cost equal to the multiplier. For example, if the magician casts a spell with a range of 10 yards, and has a Spellcasting Rank of 4, the range of the spell could be increased to 40 yards at a cost of 4 Strain.

## Man's Best Friend

**Skill:** Tracking
**Rank:** 6
**Strain:** 3

The character locates another person's mount, familiar, or animal companion by touching the owner and making a Tracking Test against the animal's Mystic Defense. If successful, the character can follow the connection to the animal as if they had successfully used the Tracking Skill. This knack can only locate animals with strong bonds to their owners, such as a Cavalry Soldier's mount, a Mage's familiar, or a Packmaster's animal companions.

## Mighty Throw

**Skill:** Unarmed Combat
**Rank:** 8
**Strain:** 2

The character seizes an opponent, heaves them off the ground, and throws them. For every 20 pounds over the character's Lifting Capacity (twice their Carrying Capacity) the target weighs, the character takes 1 extra Strain. Make an Unarmed Combat Test against the target as normal. On two or more successes, instead of causing normal damage, the character throws the opponent a distance in yards equal to twice the number of successes. If anyone is in the line of flight, they are hit by the thrown character if the Unarmed Combat Test is also successful against their Physical Defense. This second target is entitled to try Skills that get them out of the way such as Avoid Blow, but not Skills that parry attacks such as Riposte. Make a Strength Test at a bonus of +1 for every 20 pounds of weight of the thrown opponent. This damage is split evenly between the thrown opponent and the secondary target, if there is one. Otherwise, the thrown opponent takes the entire damage. The thrown opponent is automatically Knocked Down. The secondary target, if any, must make a Knockdown Test as usual.

## Non-Lethal Trapping

**Skill:** Hunting
**Rank:** 5
**Strain:** 2

The character can take their prey alive. Make a Hunting Test against the Mystic Defense of the target creature. On two or more successes, the character traps a specimen of the creature without killing it. The knack assumes that the character has built a trap sufficient to hold the creature. Transferring it from the trap to mobile containment and transporting it both require separate efforts with Animal Handling, and possibly with Engineering depending on the size and strength of the creature involved.

## Now I Have Two Swords

**Skill:** Disarm
**Rank:** 9
**Strain:** 3

The character not only takes away their opponent's weapon, they toss it up in the air with a flourish, catch it, and now have the weapon ready to use in their off hand. This knack only works with weapons that can be wielded one-handed. Make a Disarm Test as normal. On three or more successes, the opponent's weapon ends up in the character's hand, and may be used in the next combat round. For an extra 4 Strain, the character may attempt Intimidation against the opponent; see the *1879 Gamemaster's Guide*, p.180.

## Offguard

**Skill:** Picking Pockets
**Rank:** 7
**Strain:** 4

The character makes two Picking Pockets Tests against the target, paying the Strain on the first. If the first Test fails, the target automatically notices the theft attempt. The character can forgo

the second Test, halting the attempt and making a graceful recovery, by paying another 4 Strain. If the first Test succeeds, the target is distracted. If the second Test then succeeds, the target fails to notice the theft entirely, and does not get a Detection Test. The same does not apply to onlookers, however.

## Orbiting Watcher

**Skill:** Orbiting Spy
**Rank:** 8
**Strain:** 1

The character places a spy spirit to watch a place, item, or being. Make an Orbiting Spy Test to summon the spirit, as normal, then make a second Orbiting Spy Test against the Mystic Defense of the place, item, or being to be watched. If successful, the spy spirit remains with the target for the duration of the Skill. The spirit can communicate with the character up to a distance of Orbiting Spy Rank miles.

## Parry Missile

**Skill:** Riposte
**Rank:** 9
**Strain:** 2

The character can parry attacks with missiles and thrown weapons. Make a Riposte Test against the opponent's ranged combat Attack Test Result. If successful, the character deflects the missiles or weapons and takes no damage.

## Parachute Landing Fall

**Skill:** Avoid Blow
**Rank:** 9
**Strain:** 2

The character reduces the impact of a fall by landing on the sturdiest parts of their body and rolling as they hit the ground. Subtract the character's Avoid Blow Rank from the Step of the Falling Damage Test.

## Pin Down

**Skill:** Unarmed Combat
**Rank:** 7
**Strain:** 2

The character more effectively grapples and holds down an opponent that has been Knocked Down. On a successful Grappling attack, using this knack (see **Grappling**, p. 250 of the ***1879 Players Guide***), the character is not treated as Knocked Down (although they are more easily Blindsided, as they are not able to turn away from the opponent without breaking the lock). The character can maintain the grapple as normal.

## Pinned Like a Bug

**Skill:** Throwing Weapons or Missile Weapons
**Rank:** 8
**Strain:** 2

The character can pin opponents to a nearby wall or other structure with a thrown weapon or missile. The target must be within 2 yards of the structure or wall and wearing clothing that can be suitably pinned. The character must use a weapon that can feasibly pin someone, such as a dagger, knife, or spear. Make a Throwing Weapons or Missile Weapons Test as appropriate against the

target's Physical Defense. On two or more successes, the weapon pins the target's clothing to the wall. Make a Damage Test. The target does not take this damage. Instead, the target must make a successful Strength Test against the Damage Test result in order to free themselves. While pinned, the target is Harried.

## Playing the Deck

**Skill:** Crew Ship / Airship
**Rank:** 9
**Strain:** 1

When fighting aboard a ship or an airship, the character makes use of surroundings to gain combat advantage. Make an Air Sailing Test against the opponent's Social Defense as a Standard Action. On two or more successes, the character uses their knowledge of the ship's layout to their advantage, tricking their opponent into dangerous positions. For Air Sailing Rank rounds, the opponent reduces their Movement Rate by 1 and increases the Target Number of any Knockdown Tests by +3 steps, as the opponent is constantly in danger of tripping over coiled ropes, running into barrels, or getting tangled in the lines.

## Poisonous Influence

**Skill:** Diplomacy
**Rank:** 6
**Strain:** 1

Instead of improving the target negotiator's Attitude towards their opponent, the character worsens it upon a successful Diplomacy Test.

## Properly Introduced

**Skill:** First Impression
**Rank:** 9
**Strain:** 3

The character may introduce another character or GMC to the target, and adjust the target GMC's Attitude toward this other person instead of themselves. The target must already have a Friendly or better Attitude toward the character performing the introduction.

## Quick 'n' Quiet

**Skill:** Stealthy Stride
**Rank:** 5
**Strain:** 2

The character, through practice, can move more rapidly while still remaining silent. Movement Rate is not affected by Stealthy Stride when this knack is used.

## Remember Conversation

**Skill:** Eidetic Memory
**Rank:** 9
**Strain:** 2

The character remembers a conversation for later recall by making an Eidetic Memory Test against the highest Mystic Defense among all the speakers conversing, +1 for each participant after the first. If successful, the character successfully memorizes the conversation. A memorized conversation uses one slot for the purpose of the Eidetic Memory Skill.

## Ricochet Shot
**Skill:** Firearms
**Rank:** 7
**Strain:** 3

The character lines up their shot so the bullet bounces off an object before striking the target from the side or behind. This knack removes the Defense Modifier for partial cover, and reduces the Defense Modifier for full cover to +2. The Attack Test requires one more success than normal, meaning that two successes are required to hit the target, and that three or more successes are required to have extra successes to roll over to damage. The object that the shot bounces off of takes damage equal to half that done to the target.

## Scrounging
**Skill:** Wilderness Survival
**Rank:** 6
**Strain:** 2

The character can find natural materials suitable for making low-tech repairs or modifications to their equipment. Make a Wilderness Survival Test as normal. For each success, the character finds enough materials to repair 1 Barrier Rating point of damage. For modifications, the character must accumulate enough successes on repeated Wilderness Survival Tests to equal the new value of the Effect Step, Barrier Rating, or other item attribute being modified. The Strain for the knack must be spent each time the knack is used. The character must still make the appropriate Skill Test to make the repair or modification, such as Clockwork or Craft Armor.

## Sea Legs
**Skill:** Crew Ship
**Rank:** 4
**Strain:** 2

The character keeps their footing in treacherous conditions while on a ship. Make a Crew Ship Test in place of a Dexterity Test, to avoid falling off the ship or in other similar situations aboard ship that require a Dexterity Test. This knack cannot be used when the character is on land, or aboard land vehicles or airships.

## Second Riposte
**Skill:** Second Weapon
**Rank:** 9
**Strain:** 4

Having failed a Riposte Test, the character may attempt an off-hand riposte against the same melee attack if using a second weapon. Make a Second Weapon Test, using the rules of the Riposte Skill.

## Setup
**Skill:** Maneuver
**Rank:** 8
**Strain:** 1

The character maneuvers into a position to aid an ally, chosen when the Maneuver Test is made. Both character and ally must avoid all attacks made against them by the target opponent until the ally's turn in the following round. If they succeed, the ally gains the normal bonuses Maneuver conveys, instead of the character.

## Silver-Tongued Devil
**Skill:** Truth Through Lies
**Rank:** 8
**Strain:** 1

The character spends a Karma Point to construct an elaborate lie engineered to work well against a specific target. Make a Truth Through Lies Test against the target's Social Defense as usual. Instead of analysing whether or not the target is lying, the character discovers weaknesses in the target's capability to discern the truth. The character gains +1 step per extra success to Interaction Tests against the target, as long as they relate to the lie the character tells. This bonus lasts for the character's Truth Through Lies Rank in hours.

## Social Message
**Skill:** Artist
**Rank:** 5
**Strain:** 7

The character may adjust GMC attitudes toward a social issue, a public figure, or other well-known target by incorporating references to the target in their artwork. The character must spend 20 minus their Artist Rank in days creating the artwork. Make an Artist Test, record the result, and compare it to the Social Defense of observers as usual. On two or more successes, the artwork adjusts the Attitude of the observers toward the target by one degree per extra success. The character chooses whether to inspire attraction or repulsion, and thus the direction the Attitude shift takes. The Attitude shift lasts for the character's Artist Rank in days.

## Specialized Forensics
**Skill:** Evidence Analysis
**Rank:** 9
**Strain:** 3

The character can draw conclusions from investigation with other Skills. For example, the character could make an Engine Programming Test, and, if successful, could then make an Evidence Analysis Test against the same Target Number and deduce one item about the engine or its code per success, such as determining who put in the subroutine to shave a half farthing off each transaction by the style of the code (and the fact that only a rank amateur would try that old wheeze).

## Speed Coding
**Skill:** Engine Programming
**Rank:** 9
**Strain:** 4

Through knowledge of programming shortcuts and previously used subroutines, the character is able to write engine code faster. Reduce the writing time to 10 minutes for Easy code, one hour for Average, two hours for Hard, three hours for Very Hard, and four hours for Heroic.

## Spell Design
**Skill:** Spellcasting
**Rank:** 5
**Strain:** 0

The Spell Design Skill knack enables magicians to design new spells, both KAVs and base spells. Unlike most other Skill knacks, Spell Design does not cause Strain or require extra successes on the character's Spellcasting Test. The Spell Design knack simply allows magicians to use the Spellcasting Skill to design spell patterns as described in the Spell Design rules.

## Spell Stacking
**Skill:** Spellcasting
**Rank:** 10
**Strain:** 2+ (see text)

The magician may "stack" multiple spells to cast them as a single spell against a single target. The character takes 2 Strain for each spell in the stack, in addition to the Strain for each spell. Make a single Spellcasting Test against the highest Casting Difficulty among the spells, +1 for each additional spell. On two or more successes, the spells are cast successfully against the target with normal effect. Make a separate Effect Test for each spell that requires it.

## Swift Mount
**Skill:** Equestrian
**Rank:** 5
**Strain:** 1 (see text)

The character goads their mount to increased speed. Spend a Karma Point, but do not make an Equestrian Test. Instead, the mount's Movement Rate is increased by the character's Equestrian Rank. This is treated as if the mount used the Sprint Skill (the mount cannot use Great Leap, the bonus is not doubled when using Running, and so on). The mount also takes the Strain, rather than the rider.

## Swinging Traverse
**Skill:** Climbing
**Rank:** 5
**Strain:** 0+ (see text)

The character makes Climbing Tests to travel by swinging from ropes, chains, or vines, such as an airship's rigging or a chandelier. When covering a distance up to their Movement Rate (combat movement), the character makes a Climbing (8) Test. When swinging up to double their Movement Rate (full movement), the character makes a Climbing (12) Test and takes 1 Strain. The attempt counts as the character's action for the round. A successful Climbing Test means the character swings and lands where they wanted to. Failure causes a botched landing, and the character is Knocked Down. A Rule of One result indicates the character lost their grip mid-air, and takes Falling Damage.

## Taking the Bargaining Personally
**Skill:** Empathic Sense
**Rank:** 8
**Strain:** 1 per success

The character can use their ability to read the target's emotions to drive a more advantageous deal. After engaging the target in conversation for at least one minute, the character can attempt to read the target and obtain information useful in bargaining, such as a rival the target dislikes enough to want to undercut their prices. Make an Empathic Sense Test against the target as normal. Pay 1 Strain per success. Add the number of successes to the percentage change in the price after each successful Haggle Test. For example, if the Empathic Sense Test scored three successes, the knack would cost 3 Strain, and successful Haggle Tests would adjust the price by 8 percent instead of the usual 5 percent.

## Taking the Slope
**Skill:** Equestrian
**Rank:** 8
**Strain:** 2 per round (see text)

The character may safely ride their mount up or down extremely steep slopes (up to 60 degrees). Both rider and mount take the Strain cost. The mount cannot be carrying more weight than its Carrying Capacity allows, including the rider, and cannot drag anything behind it while traversing the slope.

## Telling the Tale
**Skill:** Emotion Song
**Rank:** 5
**Strain:** 0

Instead of singing, the character can use Emotion Song with any performing artistic activity, such as storytelling, reciting poetry, or even putting on a puppet show.

## The Bell Method
**Skill:** Evidence Analysis
**Rank:** 9
**Strain:** 2

The character may determine the Profession of another character or GMC, their Tier, and a few basic facts about their living and working environment based on a moment of careful observation. Make an Evidence Analysis Test against the target's Mystic Defense. On one success, the character learns the target's Profession and Tier, and one fact about them, such as their living arrangements being near a lumber-yard due to the amount of sawdust on their boots and trouser cuffs. For each extra success, the character learns one more fact about the target that can be deduced from physical evidence present on the target's person. Thus, the approximate location of their workplace could be determined, from evidence that suggests it's near a pier that handles fish, but the target's date of birth could not be deduced unless they were wearing a birthstone in a prominent fashion, along with some clue as to the year and day as well as the month.

## There's a Faster Way
**Skill:** Navigation
**Rank:** 7
**Strain:** 3

The character can find a route to the destination that covers less distance or takes less time. Make a Navigation Test as normal. On two or more successes, the character plots a better route, and reduces travel time by Rank times 10 percent.

## There's a Safer Way
**Skill:** Navigation
**Rank:** 7
**Strain:** 3

The character can find a safer route to the destination, or a way around a travel hazard. Make a Navigation Test as normal. On two or more successes, the character plots a better route, and reduces the likelihood or Step of problematic encounters by 2 Steps per success (starting with the second). This reduction may be to the chance of bad weather, or the Damage Step of an environmental condition, or to the Attack Step of the creature encountered under less than pleasant circumstances, as appropriate.

## Traceless Stride
**Skill:** Stealthy Stride
**Rank:** 8
**Strain:** 1

The character does not leave footprints while using Stealthy Stride on any surface. Once used, the effect lasts for Stealthy Stride Rank rounds, but ends if the character stops using the Skill.

## Translator
**Skill:** Spirit Talk
**Rank:** 9
**Strain:** 1 per minute

Make a Spirit Talk Test against the summoned spirit's Mystic Defense. On two or more successes, the spirit is able to speak in any language known to the character, allowing bystanders to listen to and interact with the conversation. If the spirit is unable to communicate verbally, this knack has no effect.

## True Up the Sights
**Skill:** Forge Firearm
**Rank:** 9
**Strain:** 4

The character improves the accuracy of a firearm instead of increasing its Damage Step or Rate of Fire. True Up the Sights has the same requirements and Target Number as increasing the Damage Step or Rate of Fire per the normal rules for Forge Firearm. On two successes, the firearm gains a +1 Step bonus to Attack Tests. Gaining this bonus is treated as increasing the Damage Step by 1 for the purpose of determining the number of increases in Damage Step or Rate of Fire allowed.

## Turtle to Rhino
**Skill:** Forge Armor
**Rank:** 9
**Strain:** 4

The character reduces the Initiative Penalty of a suit of armor or shield instead of increasing its Armor Rating. Turtle to Rhino has the same requirements and Target Number as increasing Armor Rating per the normal rules for Forge Armor. Decreasing the Initiative Penalty by 1 is treated as increasing the Physical Armor Rating by 1 for the purpose of determining the number of increases in Physical Armor Rating allowed. An Initiative Penalty cannot be reduced by more than half (rounded up) using Turtle to Rhino. The maximum Mystic Armor Rating is not affected by Turtle to Rhino.

*Maille armor has a Physical Armor Rating of 7, which can normally be increased by 4 (half the original value, rounded up) to a maximum of 11. If Turtle to Rhino is used to remove the Initiative Penalty by 1, it counts as one increase in Physical Armor. For the next attempt at Forge Armor to increase Physical Armor, the Target Number is determined as if the Physical Armor Rating were 8. The maximum Physical Armor Rating that can be achieved for the maille armor is now 10 (the maximum value of 11 is "used up" by the reduction in Initiative Penalty). Turtle to Rhino can only be used on this particular suit of maille armor twice (half its original penalty, rounded up).*

## Weapon Smash

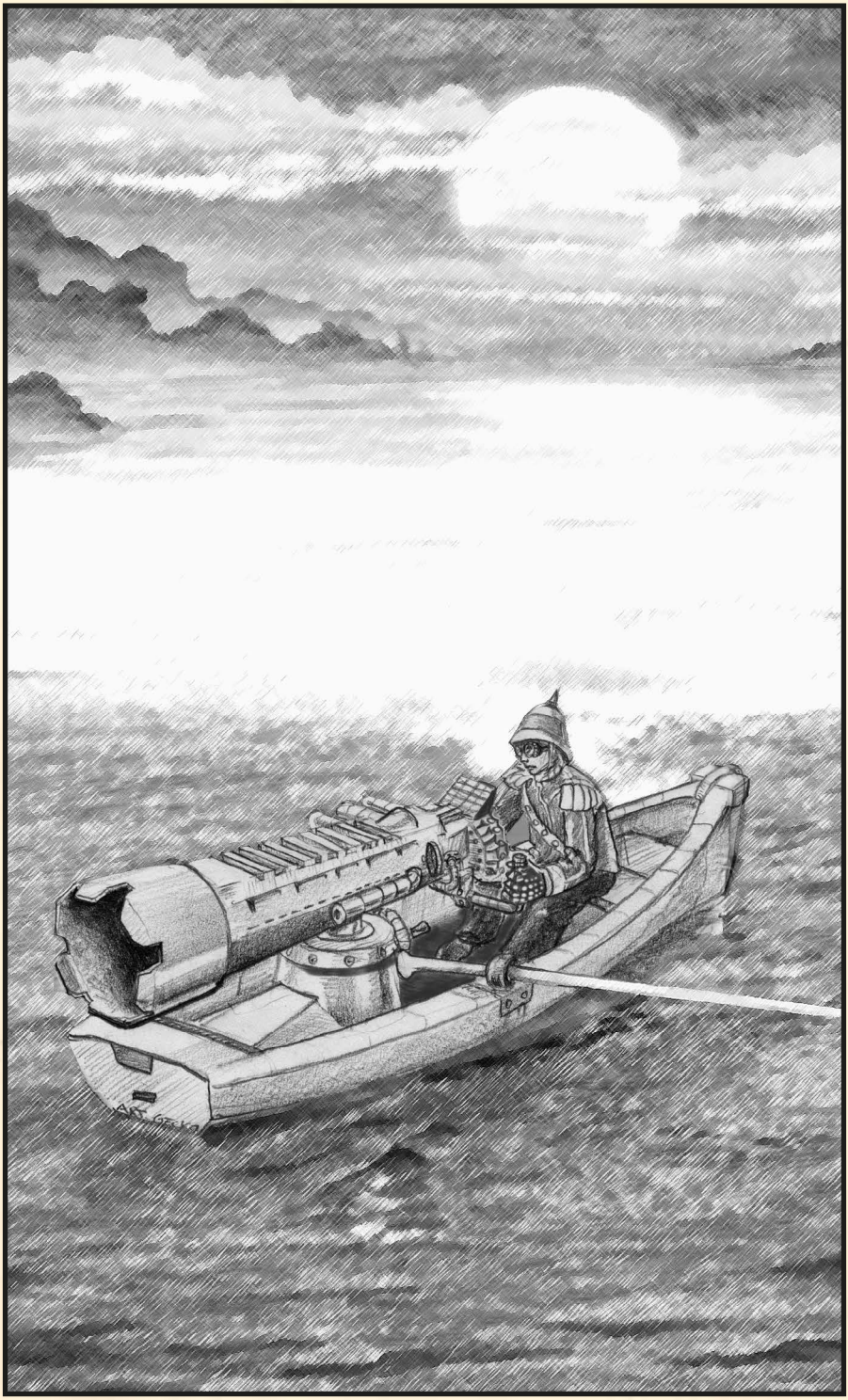
**Skill:** Momentum Attack
**Rank:** 9
**Strain:** 2

When a Momentum Attack Test results in two or more successes, the character smashes their weapon, shield, or fist into their opponent hard enough that the noise is intimidating. Make a Battle Shout Test (or raw Charisma Test, if the character does not know the Skill) against the opponent, even if the character has already made a Battle Shout Test that round. Targets are only affected by one use of Battle Shout, as normal, however.

## Weirdness Afield

**Skill:** Craft Device
**Rank:** 10
**Strain:** 6

The character has become highly skilled in Weird Science. By paying the Strain, the character no longer takes the -3 Step penalty for building a device in the field instead of in a properly equipped Weird Science laboratory.



# 1879 PLAYERS COMPANION

## Equipment

*"Man is a Tool-using Animal (Handthierendes Thier). Weak in himself, and of small stature, he stands on a basis, at most for the flattest-soled, of some half-square foot, insecurely enough; has to straddle out his legs, lest the very wind supplant him. Feeblest of bipeds! Three quintals are a crushing load for him; the steer of the meadow tosses him aloft, like a waste rag. Nevertheless he can use Tools, can devise Tools: with these the granite mountain melts into light dust before him; he kneads glowing iron, as if it were soft paste; seas are his smooth highway, winds and fire his unwearying steeds. Nowhere do you find him without Tools: without Tools he is nothing, with Tools he is all.*
*– Thomas Carlyle, Sartor Resartus, Book I, Chapter 5*

This chapter introduces new non-magical weapons, armour and defences, general equipment, and healing aids. Magic items created by enchanters on Earth and the Gruv, and Weird Science Devices and creations, are in the **Devices, Potions, Creations** chapter (p.301). Fetishes and foci, that assist magical workings, are found in the **New Magic** chapter (p.237).

# New Mechanics

This section covers new game mechanics, clarifications, and expansions.

## Item Statistics

The statistics provided for each item are according to the needs of the item and the likely uses to which it may be put. As such, they will vary considerably. For example, all gloves have a Physical Armor, Mystic Armor, and Initiative Penalty, since they're meant to be worn over the hands, even if the gloves provide no protection or encumbrance whatsoever. It's better to declare a value of zero than leave it to be assumed.

When a wearable item is given a Physical Defense, only use that Physical Defense as the Target Number for Attack Tests if the item is not currently being worn. If the item is in the possession of a person, use that character's Physical Defense for the Attack Test, and require a Called Shot to hit the item instead of the person. The Attack Test result must then exceed the item's Physical Defense in order to do damage.

## Automatic Weaponry

Firearms previously introduced have been either single-shot, firing every other combat round due to the need to reload, or repeating, firing once or twice per round with a semi-automatic reloading action, such as a lever-action rifle or a revolver. This section presents the mechanic for fully automatic weaponry, allowing for burst and continuous fire. This sort of weapon has been fielded since the crude Gatlings of the War of Secession, with the water-cooled single-operator guns of Hiram Maxim being the latest development.

The limiting factors are cost, availability, reliability, and ammunition capacity. Automatic weapons tend to be hideously expensive, the sort of thing that requires a military or corporate budget. Her Majesty's armoured cavalry outfits their kettles with Maxim guns to fend off infantry, but the general staff remains dubious about the cost to benefit ratio, given the ammunition expenditure involved in each outing. The Alice and Gruv Railroad puts Maxim guns aboard their locomotives, and sometimes elsewhere on the train, but restricts their use to the most dire of circumstances, and even then only allowing specially trained guards to operate them. Obtaining a Maxim, or similar well-made machine gun, requires convincing the weapons seller that one has the privilege to own such. Sometimes, this is simply a matter of ready cash, although the sort of weapons seller that considers only that criterion may not be the most trustworthy of individuals. Most times, special permits are going to be required for civilian ownership of such devastating firearms. Even the best-made of these guns are touchy, fiddly devices, prone to overheating, jamming, and out of battery detonations that can kill the gunner instead of the target. Poorly made weapons, such as the Khyber Pass model of the Hobbes Gun, may represent more threat to the side deploying them than to the enemy. With a firing rate approaching 40 per combat round, automatic weaponry rips through its ammunition supply at a frightening and terrifically expensive rate. Carrying enough ammunition to keep such a weapon useful throughout a battle may require a dedicated wagon, reducing the usefulness of the automatic firearm as an offensive force, and giving rise to its placement in defensive pillboxes known as machine gun nests.

With all of that having been said, there are those who believe the cost to benefit ratio is sufficient for their purposes, or are simply determined to field such a piece for shock value. The following subsections deal with the issues raised in order, with ammunition capacity being folded in

to the game statistics for each model.

## *Cost*

For a Martini-Henry MkII repeating rifle, it's enough that the parts are machined to tolerances that make them interchangeable. If the receiver jams, the soldier only needs a few moments to undo a couple of screws, slap in a new receiver, tighten the screws, and keep fighting. In a skirmish, this could be lethal, but in a prolonged battle, such as the defence of a laager, there's enough other soldiers firing to cover one taking the time for field repair of their weapon. Tolerances must be considerably tighter for automatic weaponry. A jam can result in an out of battery detonation, where the round goes off with the breech still open, resulting in the soldier being effectively shot by their own weapon. When 600 rounds are flying through the gun in a single minute, there's no room for error. This in turn puts considerable pressure on the manufacturers. Their quality inspections must be that much tighter. Many have resorted to magic to ensure absolute conformance of each part with a master created by the standards department. That sort of quality control is expensive, both for the longer time it takes per part and for the methodology itself. When one out of one hundred machine-stamped parts are rejected for being a bit too far off tolerance, the firm can still churn out 99 repeating rifles and make their quota for delivery to Her Majesty's Army at a reasonable cost. When one out of five parts are rejected, or the firm has to go from machine stamping to Engine-controlled lathes to achieve the level of perfection required, the labour cost for each part adds up to bespoke sums. In short, machine guns cannot be made cheaply without putting the lives of the users in serious danger.

Ammunition costs couple the quantity required with the delivery method used. Rifle cartridges can be carried loose in a belt pouch, and shipped stacked neatly in a box. It only takes a moment to load a few cartridges into a repeating rifle that has a magazine capacity that can be counted on one's fingers. Machine guns tear through a platoon-sized case of ammunition every minute of use. Feeding such an all-devouring beast cannot be done by hand. Ammunition must be delivered to the weapon in preloaded drums, or in belts that are essentially chains with each link a cartridge, with lubrication already applied to the ammunition to ease its passage through the weapon. Furthermore, the ammunition itself must be manufactured to tighter tolerances. Having the cartridge head torn off by the extractor stops a machine gun just as effectively as a repeating rifle, but requires considerably more effort and time to repair. Between the tolerances required, the rejection rate at the inspection tables in the factories, and the packaging methods of drum or belt, one can expect to pay double the price per round for machine gun ammunition as compared to that for a rifle.

**Mechanics:** Expect to pay anywhere from £30 for a light or sub machine gun, with a Rate of Fire of 5 per combat round (50 per minute), to £120 for a heavy machine gun, that requires 2 people to operate (1 to fire, 1 to handle ammo feed), with a Rate of Fire of 10 per combat round (100 per minute). For a pintle or bipod mounted, water cooled Maxim that requires a five person crew to carry the gun, ammunition, and support equipment, with a Rate of Fire of 40 per combat round (400 per minute), you're looking at £300. Because of the requirement for small-calibre smokeless rounds, and ammunition preloading, plus quality control, ammunition isn't sold in quantities of less than 500 rounds, with a cost of £15 per thousand. Thus, to have a Maxim and fire it for five minutes, the total cost would be £330 plus the pay for a five-person crew. In 2018 American money, that's over $40,000.

## *Availability*

Given the sheer destructive power of a machine gun, no one wants them to be casually available. While the well-heeled British aristocrat or mercantile baron may be able to stroll into a high street gunsmith's and walk out with a brace of Purdeys the same afternoon, simply having the guineas in one's pocket won't bring a Maxim into one's hands with the same ease. The laws of the British Empire are notably lax about the purchase and possession of weaponry, mostly being

concerned with the prevention of poaching (the Night Poaching Acts of 1828 and 1844, the Game Act of 1831, and the Poaching Prevention Act of 1862 all make it an offence to use a firearm to hunt someone else's game), preventing brigandage (the Vagrancy Act of 1824 allows the police to arrest those carrying weapons of any sort with felonious intent), and keeping the Jacobites from rising again (we'll leave that as an exercise for the reader). While the Gun Licence Act of 1870 requires one to have a licence to carry a firearm off one's own property for any reason, obtaining the licence simply requires handing over ten shillings at the local Post Office. What keeps the nastier firearms out of private hands is a sort of conspiracy between the Crown and the manufacturers. The Crown says to the gun makers, we'll buy rather a large quantity of Maxims and similar weapons to equip Our military, and not pass legislation with ruinous taxes and licensing fees for your factories, and in return, you'll keep a weather eye on where the non-military sales occur. If you can't be self-policing, then we'll have to take official notice, and nobody wants that, do they.

As a result, there's a private registry of gun dealers, those who are allowed to purchase such weapons from the manufacturers, and who are held to account for where those weapons end up. How the gun dealers determine whom they will sell to and whom they shan't is left to their own devices. Most rely upon an estimation of character. If a representative from a shipping firm turns up, with all the proper paperwork and telegraphic validation of their bona fides and account balances, and wants to equip the firm's steamships with a few deck emplacements for defence in the dodgier ports, well, let's not delay, shall we? The sale can be arranged and the weaponry delivered to the dock for loading aboard within the week. Of course one won't be taking delivery at the shop, that sort of weaponry isn't kept lying about for sales over the counter. If the firm turns out to be a paper construction, with nothing to it but a fancy letterhead, money in a bank account, and someone to answer the telegraph, well, that's not the fault of the gun dealer, now, is it.

Shipments of such firearms do occasionally go missing, however. Thoughts of a bold highwayman stepping out in front of a steam lorry with a shout of "Stand and Deliver", and running off into the night with a freshly-minted machine gun, should be discarded forthwith. This sort of thing is handled with paperwork, with a fiddle to the Engine, with a lorry misrouted and delivering to the wrong warehouse, a very quiet sort of crime that the police despair of ever solving. How many weapons go missing each year, and end up in the hands of gun dealers who aren't on the manufacturers' registry? That would require the gun makers to be forthcoming with the figures, and they're certainly not going to put that sort of potentially embarrassing number out for public consumption. Don't look to the police either, they're not going to tell the average subject how many lead-spewing firehoses might be running around loose. Finding a dealer with such illicitly-acquired weaponry may be an adventure in and of itself, and one may reasonably expect to pay quite a bit more than the open market price for the trouble involved in securing the goods for sale in the first place. Refer back to the previous section where Cost was spoken of, and add this to the list of surcharges one pays to obtain a weapon the Crown would rather one not have.

**Mechanics:** The only machine guns with an Availability less than Very Rare are the Hobbes guns, and those are dealt with in the Reliability section, next. As pointed out, locating a dealer may not be enough. There may have to be a Diplomacy or Bureaucracy or Bribery Test involved. Locating a dealer willing to sell for cash, no questions asked, requires a Streetwise against a minimum Target Number of 18 in the most lawless of places, with that being substantially higher in areas with proper law enforcement.

### *Reliability*

Firearms in general have a startling number of potential ways to fail. The four key factors are:

1. Design of the firearm
2. Quality of the firearm
3. Condition of the weapon
4. Quality of the ammunition

The first three are rolled up into the Heat penalty of the weapon. This attribute represents the tendency of the weapon to heat up with each combat round of continuous use. As the gun heats up, it's going to be more prone to failure, either from mechanical problems as parts warp or soften, or from sweating off the ammunition's lubrication, or from operator error from trying to handle an increasingly overheating weapon. The less the Heat penalty rating of the weapon, the closer to perfection it approaches. The Hobbes gun stands a good chance of blowing up in the user's hand at each firing, and thus has a high Heat penalty. A genuine Maxim, or a gun that has been Birmingham proofed, will have a low Heat penalty.

*Mr. Vickers, who has been debating absorbing Mr. Maxim's firm into its parent company, claims that he can produce a gun that can fire continuously for an entire day, swapping out only the barrels as they overheat. I'd like to see a demonstration of that. From a safe distance.*

*– Cpt. Arden Wainwright, 46th South Devonshire Regiment of Foot*

**Mechanics:** Each round of full automatic fire incurs a Step penalty to the Firearms Test equal to the Heat of the weapon, assessed at the end of the round. Thus, for a weapon with a Heat of 1, the first round would be at no penalty, the second at -1 Step, the third at -2 Steps, and so on. Each round the weapon is not fired, it cools down and loses one round of Heat penalty. If the Heat penalty exceeds the Base Damage of the weapon, the gun suffers a mechanical failure at the end of the round regardless of the result of the Firearms Test.

Spending one round swapping out the barrel requires a Firearms Test against the Base Damage of the weapon. If successful, the accumulated Heat is cut by half (round up). If unsuccessful, another Test must be made the next round to finish the job. On a Rule of One result, the weapon is damaged and must be repaired in a gunsmith's shop before it can be fired again, and the person attempting the swap takes armor-piercing damage at a Step equal to the current Heat penalty.

Each time a fully automatic weapon is used, it must have maintenance performed. This requires thirty minutes of uninterrupted work, access to proper tools and supplies, and a Perception-based Firearms Test against the Base Damage Step of the weapon. If any of these three elements are missing or fail, or maintenance is skipped, the weapon takes its base Heat penalty to all use until a successful maintenance is performed.

To repair a gun that has suffered a mechanical failure, whether from overheating, from a bad Firearms Test, or other cause, extended maintenance must be performed. This requires thirty minutes per attempt, access to proper tools and supplies, and a Craft Firearm Test against the Base Damage Step of the weapon. A number of successes equal to the Heat penalty of the weapon must be accumulated before the repairs are complete. If the work is interrupted, accumulated successes are not lost if the same person continues work later. The gun will not function until repairs are complete.

## *Full-Auto Mechanics*

This section covers special circumstances that apply only to full-auto weaponry.

**Mode:** Automatic weapons may have a mode selector. If they do, they can be switched between Single Shot, Burst Fire, and Full Auto as a Free Action. The number of rounds fired in Burst Fire and Full Auto is determined by the weapon. Not all fully automatic weapons will have a mode selector. The pintle-mount Maxim, for example, fires in full-auto mode only.

**Target Number Adjustment:** The Target Number for the Firearms Test is adjusted by the mode the weapon is firing in.

- ***Single Shot:*** No modification
- ***Burst Fire:*** +2 to Target Number
- ***Full Auto:*** +3 to Target Number

**Jamming:** If the Attack Test scores no successes, but does not result in a Rule of One, the gun has jammed. The gunner or crew must spend one combat round, with no Test required, to clear the jam before the weapon can be fired again.

**Damage Staging:** The weapon does its Base Damage for Single Shot mode or for the first round to hit in Burst or Full Auto modes. A successful Firearms Test assumes that all rounds fired hit a target. Damage is staged up for each success on the Firearms Test. It is also staged up for each round fired after the first. Thus, a five-round burst from a gun with a Base Damage of 10 and a Success Bonus of 5, with two extra successes on the Firearms Test, would do a total of Step 40 Damage (base 10 plus 2 x 5 for successes plus 4 x 5 for extra rounds).

**STR Minimum:** Each gun has a STR minimum for its use. Attempting to fire the weapon without sufficient STR requires a STR Test against the Base Damage of the weapon each time, made before the Firearms Test. If the STR Test succeeds, the gunner has managed to brace themselves sufficiently. If the STR Test fails, the gunner is Harried for the current round and the next. If the STR Test results in a Rule of One, the gunner loses control of the weapon, and the GM determines where its fire ends up directed. Note the gunner must still make a Firearms Test, which will determine if the out of control weapon hits anything.

**Rule of One:** Machine guns do not fail quietly. On a Rule of One result on the Firearms Test, an out of battery detonation or other critical failure occurs, resulting in the gunner taking the weapon's Base Damage, increased by accumulated Heat penalty. Thus, if the weapon has a Base Damage of 10, and a Heat penalty of 2, and has been firing for 3 rounds, the gunner takes (10 + (2 x 3)), or Step 16 damage.

**Traversing Fire:** When firing across a group of targets, select the highest Physical Defense among the targets, and add +1 for each additional target after the first, to a maximum of the gunner's Firearms Skill Rank. All of the targets must be within the arc of fire allowed by the weapon's mount traverse. On a successful Firearms Test, roll the total Damage and pick one of the following options:

- ***Spray:*** Split the damage as evenly as possible across all of the designated targets.
- ***Progressive:*** Subtract the first target's Death Rating from the gun's Damage. If any Damage remains, proceed to the second target, and so on.

# Optional Rules

## Initiative Penalties for Clothing Styles

Clothing, like armour, can be highly restrictive, especially in the upper social classes of the time period. Some actions may be difficult, or indeed just not possible, based on how the character is dressed. The following tables give some guidelines as to penalties that may be incurred from not being appropriately garbed for the activity.

### Clothing Restriction Initiative Penalty Table

| Mode of Dress | Initiative Penalty |
|---|---|
| Business Suit (Men's) | 0 |
| Business Suit (Women's) | -1 |
| Evening Wear (Men's) | -1 |
| Evening Wear (Women's) | -2 |

## Clothing Restriction Activity Penalty Table

| Mode of Dress | Initiative Penalty | Skill Penalty |
|---|---|---|
| Business Suit (Mens') | Running | 0 |
| Business Suit (Women's) | Running | -1 |
| Evening Wear (Men's) | Running | -1 |
| Evening Wear (Women's) | Running | -2 |
| Business Suit (Mens') | Climbing | -1 |
| Business Suit (Women's) | Climbing | -2 |
| Evening Wear (Men's) | Climbing | -2 |
| Evening Wear (Women's) | Climbing | *Not Possible |

*Not possible without damaging the clothing. If wearer is willing to tear clothing to allow for necessary movement, climbing is possible at -3 steps. Tearing requires a full round action if bare handed or standard action if using a knife or cutting tool.

## Firearm Modifications

Making adjustments or adding fittings to firearms to allow for easier handling by Boojums, to increase effectiveness against specific targets, and the like, may introduce a level of complication beyond that desired by some campaigns. These rules should be considered optional, and included in play only if everyone at the table agrees to do so.

### *Targeting Adjustments*

This includes modifications that make firearms more accurate, give bonuses for specific types of targets, or adjust them for greater effectiveness against some kinds of targets.

### *Stabilisers*

Devices that stabilise a firearm range from supports that keep the user from allowing the aim to wander, to compensators that damp out recoil or harmonics. The simplest form of stabiliser is a sling, a strap that attaches to the firearm at either end of the frame, that gives the user an extra means to brace the firearm against their own body. Supports such as the monopod (a glorified forked stick), bipod (often attached by hinges to the forward end of crew-served automatic weaponry), or tripod give the user something to rest the weapon on, so that muscle fatigue causes less muzzle drift. Recoil compensators, also known as muzzle brakes, offset the upward force generated by firing a round, and help keep the weapon from rising between shots. Harmonics are generated in the barrel by the pressure of firing, and should have their wavelength adjusted to align with the actual length of the barrel. De-resonators mount on the barrel to shift the harmonic node as close to the muzzle as possible, which keeps the bullet on course as it exits the gun.

Mounting a support, such as a sling or bipod, requires a Craft Firearms Test against the Base Damage of the weapon. This Test is only required for initial installation, not for later use. A detachable bipod only requires the Test to secure its mount on the weapon. Unfolding a bipod or tripod and setting the weapon up on it does not require a Test, but does require a Complex Action. This is yet another reason why heavy machine guns are normally crew-served.

Mounting a muzzle brake, de-resonator, or similar device requires a Craft Firearms Test against the weapon Base Damage plus the Effect Step or bonus of the device. For example, adding a muzzle brake that decreases the Minimum STR required to use the weapon by 1, and also eliminates 1 Step of recoil penalty per combat round (allowing a second shot at no penalty to the Attack Test), to a standard repeating rifle, would require a Craft Firearms (11) Test.

The following table shows the statistics and game effects of various forms of stabilisers. Note that while the effects of these devices can stack with other devices or with Skills or magic, they count toward the Rule of Three.

## Firearms Stabiliser Table

| Item Name | Cost | Availability | Barrier Rating | Physical Armor | Effect |
|---|---|---|---|---|---|
| Rifle sling | 4/- | Common | 3 | 1 | Reduce Minimum STR by 1 |
| Monopod | 8/- | Common | 4 | 2 | Short Range Attack Test +1 |
| Bipod | 12/- | Unusual | 5 | 3 | Short Range Attack Test +1, Burst or Full Auto Target Number -1 |
| Tripod | 17/- | Rare | 6 | 4 | Short Range Attack Test +2, Burst Target Number -2, Full Auto Target Number -1, Minimum STR -2 |
| Muzzle Brake Type 1 | £1/1/- | Unusual | 5 | 3 | No penalty on second shot in combat round |
| Muzzle Brake Type 2 | £1/13/- | Rare | 6 | 4 | No penalty on up to 3 shots per combat round, Burst Fire Target Number -1 |
| Muzzle Brake Type 3 | £2/8/- | Very Rare | 7 | 4 | No penalty on Burst Fire, Full Auto Target Number -2 |
| De-resonator Type 1 | £1/14/- | Rare | 4 | 2 | Attack Test +1 |
| De-resonator Type 2 | £2/9/- | Very Rare | 5 | 3 | Attack Test +2 |
| De-resonator Type 3 | £3/4/- | Very Rare | 6 | 3 | Attack Test +3 |

### *Telescopic Sights ("Scopes")*

Using a scope grants an Attack Test Bonus at Long Range. Mounting a telescope on a rifle goes back to 1844 and the Chapman-James sight. The Malcolm and Amidon sights, which improved on the Chapman-James with achromatic lenses and finer control of elevation and windage, gained broad acceptance during the American War of Secession. While others have entered the market, their products are for the most part comparable to these earlier efforts. British gunmaker Purdey contracted in 1877 with Bligh and Sons Optical Equipment to produce the Purdey-Bligh scope, currently the best commercially available. These sights range in power from 3x to 20x, providing substantial increases in accuracy at distance. The Austrians are working on a refracting telescopic sight that should be able to reach 50x and possibly higher, with improved clarity in low-light conditions, but it's still in prototype.

While theoretically a scope could be mounted to any firearm, in practice only rifles and similar long-range weapons use them. A Craft Firearms Test against the weapon's Base Damage plus the Attack Test Bonus of the scope must be made to properly mount the scope to the firearm.

An improperly mounted scope causes a -2 Attack Test penalty. A weapon bought from a reliable dealer or gunsmith, with the scope already mounted, may be safely assumed to have been properly mounted, although the dealer may add anywhere from 10% to 25% the cost of the scope for mounting and truing-in.

Note that certain Skills or magic may also affect long-range accuracy. These can be stacked with scopes, but the Rule of Three applies, and the scope counts as a bonus to the Attack Test. Damage to a scope greater than its Attack Test Bonus knocks it out of true and renders it useless until a Craft Firearms Test is made as above to repair and remount it.

The following table shows the statistics and effect of a few of the more commonly available scopes from 1880.

## Telescopic Sight Table

| Sight Name | Cost | Availability | Barrier Rating | Physical Armor | Range Extend | Attack Test Bonus |
|---|---|---|---|---|---|---|
| Chapman-James MkIV | £1 | Rare | 3 | 2 | +10% | +1 |
| Malcolm Type 7 | £1/4/- | Unusual | 4 | 3 | +20% | +2 |
| Amidon Classic II | £1/6/- | Unusual | 4 | 4 | +30% | +3 |
| Purdey-Bligh | £2/2/- | Rare | 6 | 4 | +30% | +4 |

### *User Adjustments*

Firearms, by default, are made for human use. Boojums may have problems handling them due to differences in body size and shape. For example, a rifle made for the average human soldier, with the stock resting solidly against the shoulder of a snark, will have its trigger too close to the user's face, requiring a far sharper bend of the elbow and not allowing a comfortable grip. This results in loss of accuracy, from inability to squeeze the trigger smoothly. Trolls won't even be able to use the same rifle as humans, as their fingers will not fit through the trigger guard. Elves tend to have less upper body strength than humans, requiring a lighter round with a smaller charge behind it. This reduces both damage and range of the firearm. Dwarves can handle a heavy round with a high-power charge, but require a more compact weapon, on the scale of a carbine, rather than the longer rifle of their human compatriots. The following modifications apply in general to each of the Boojum races as specified.

- **Dwarves:** Reduce Size of weapon by 1. Increase Cost by 10%. Firearms incur a -1 Step penalty to Attack Tests at Long Range due to shorter barrels.
- **Elves:** Reduce Base Damage and Success Bonus by 1 each. Reduce Range by 20%. Reduce cost of ammunition by 10%.
- **Snarks:** Increase Base Damage and Success Bonus by 1 each. Increase ammunition Cost and weapon Cost by 10% each. Increase STR requirement by 1.
- **Trolls:** Increase Base Damage by 3 and Success Bonus by 2. Increase ammunition Cost and weapon Cost by 25% each. Increase Range by 20%. Increase STR requirement by 2.

Attempting to use a weapon modified for another race incurs a -2 Step penalty to Attack Tests, in addition to any penalties incurred for Minimum Strength requirements and the like.

# New Weaponry

This section covers new developments in weapons technology, and older weapons for which stats were previously not available.

## Melee Weapons

As previously, this covers weaponry made for striking an opponent directly, requiring the Melee Weapons Skill (or a raw Dexterity Test if the user does not have the Skill), and adding their Damage Step to the user's Strength Step to determine total Damage.

### *Injection Dagger*

A short dagger with a hollow needle worked into the thick blade and a reservoir in the hilt, the injection dagger can be used to drug or poison the enemy as well as injure them. On any attack that causes a Wound, the user may elect, as a Simple Action, to trigger the injection mechanism, delivering one dose of whatever has been loaded into the reservoir. No additional Test is required for injection. The target then must make whatever Test is required according to what the user has loaded into the dagger. The reservoir may hold anywhere from one to three doses, depending on the size of the hilt and the cost of the weapon. Note that a 1-dose or 2-dose dagger will be awkward for snarks to use and impossible for trolls, due to their small size, while a 3-dose dagger is too large for anyone smaller than a snark to handle comfortably.

**Damage Step:** 3 **STR Min:** 4 **Size:** 1 / 2 / 3* **Cost:** £2 / £2/8 / £2/16
**Weight:** 1 / 1 / 2*

**Availability:** Rare / Very Rare / Very Rare*
* reservoir size of 1, 2, and 3 respectively

### *Snake Rapier*

Using the amazing flexibility of metals that can be achieved in the late nineteenth century, the snake rapier has a blade flexible enough to hide it as a snake-shaped bracelet. Take it off the right way and you have a snake-hilted rapier. While in bracelet mode, the snake rapier requires a Perception (11) Test to spot as a weapon, or a Detect Weapons spell or similar effect against a Target Number of 9. One Simple Action is required to convert the bracelet to rapier form, or back to a bracelet again. The conversion requires a technique that either must be learned when obtaining the rapier, or puzzled out with a Craft Weapon (9) Test. A Disarm Test that achieves three or more successes against the wielder of a snake rapier can force the weapon to convert into a bracelet.

**Damage Step:** 3 **STR Min:** 8 **Size:** 1 (coiled)/3(uncoiled) **Cost:** £3/5
**Weight:** 3

**Availability:** Rare

### *Sword Cane*

Hiding a rapier blade in the shaft of a gentleman's walking stick is an old trick, but it still works. A Simple Action is required to disengage the catch and draw the blade. Once drawn, the

sword cane functions the same as a rapier. Some fancier models (add at least £1 to the cost) have an iron or steel wrapped sheath that can be used as a baton or buckler, with a Barrier Rating equal to the number of pounds spent, up to a maximum of 5. A Perception (13) Test or Detect Weapons spell against a Target Number of 10 is required to spot a sword cane. Adding ornamentation or using finer materials for the exterior to further disguise the walking stick adds +1 to the Target Numbers per 2 pounds spent, to a maximum of +5. Note that possession of a walking stick of a quality above a character's Social Level may draw the wrong sort of attention, and defeat the purpose of a sword cane. As well, using a sword cane to smuggle a weapon into a function where weaponry is decidedly not allowed may be construed as a breach of the Gentlemen's Code, as well as of the law.

**Damage Step:** 4 **STR Min:** 8 **Size:** 3 **Cost:** £2 and up
**Weight:** 4

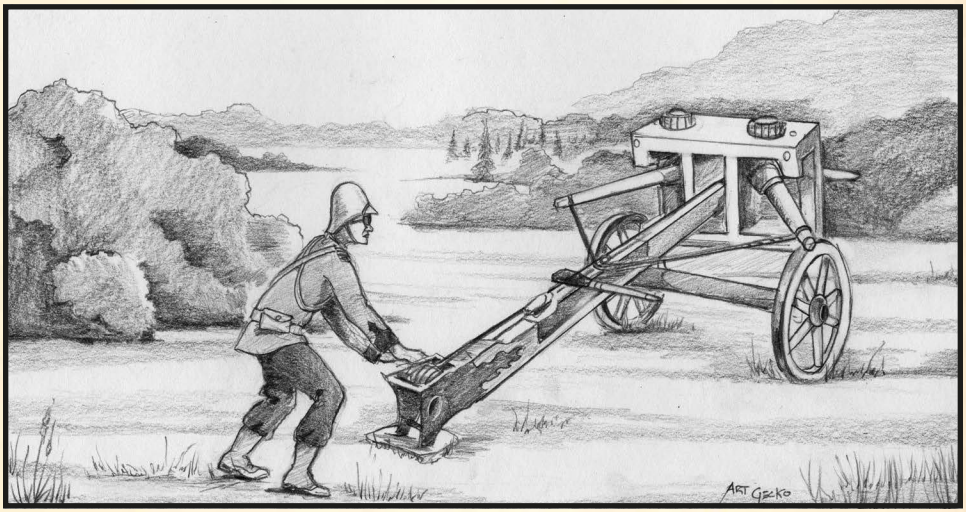
**Availability:** Rare

## Missile Weapons

As previously, this covers weapons using non-explosive means to launch a projectile at the enemy – bows, slings, atlatls, and the like.

### *Polybolos*

Developed originally by the Romans as a heavy battlefield or siege weapon, the ballista has undergone improvements in design and materials over the centuries. The repeating ballista, properly called a polybolos, has two possible mechanisms to provide the launching power for the javelin-sized (or larger) missiles. The first uses two vertical spindles wound with rope under tension, with levers




coming off the spindles serving as the "bow" and drawing the string. The second uses a more traditional recurved laminated steel bow, or prod, to draw the string. In either case, a windlass sets the trigger, pulls the string back to cocked position, and drives the release of a bolt from a vertical magazine above the string via a flat-link chain.

The polybolos can be set to automatically fire as soon as the string reaches maximum draw. The crew-served weapon can, when set up this way, fire one bolt per combat round, and can fire continuously as long as the magazine is fed and the crew are able to continue cranking the windlass.

Feeding the hopper while the weapon is firing requires a Gunnery (8) Test to avoid a jam. If a jam occurs, clearing it requires either a Gunnery (12) Test or five combat rounds.

The usual crew complement is four: one to load, one to aim, one to crank, and the fourth to rest before replacing one of the other three as the crew rotate. The crew member aiming the weapon makes the Gunnery Test for firing. The polybolos can be tripod mounted, requiring three rounds to unlimber and prepare for fire; cart mounted, taking a -2 Step penalty to firing if the cart has not been levelled and chocked before firing; or vehicle-mounted as a deck gun. The rope-spindle version has greater power but weighs more, and loses power when wet, and so cannot be used as a shipboard weapon or in the rain. The steel prod version is lighter but has shorter range, and suffers from metal fatigue; the prod will snap on a Rule of One result.

This weapon requires the Gunnery Skill to operate. Like a Firearm, it does not add to the user's Strength Step for Damage, and stages up with a higher Success Bonus.

### *Rope/Spindle version:*

**Base Damage:** 16 **Success Bonus:** +5 **DEX Minimum:** 12 **STR Minimum:** 13
**Capacity:** 12 **Rate of Fire:** 1 **Short Range:** 300 **Long Range:** 1200
**Crew:** 4 **Weight:** 200 **Cost:** £100, bolts 5/- each

**Availability:** Very Rare

### *Steel Prod version:*

**Base Damage:** 14 **Success Bonus:** +4 **DEX Minimum:** 11 **STR Minimum:** 12
**Capacity:** 12 **Rate of Fire:** 1 **Short Range:** 200 **Long Range:** 1000
**Crew:** 4 **Weight:** 100 **Cost:** £100, bolts 5/- each

**Availability:** Very Rare

## Firearms

This section covers weapons that use explosive propellant to launch a projectile at the target. The weapon's Base Damage Step determines total Damage by itself, without adding the user's Strength Step. Each Firearm has its own Success Bonus, which stages up the total Damage Step per extra success at a rate greater than Strength-added weaponry.

- When a mode selector is present, the Rate of Fire of the weapon is given as Single / Burst / Full. If a mode is not available, a dash will be present. For example, a weapon with Single and Full-Auto modes, but no Burst mode, would have its Rate of Fire stated as 1 / - / 6.

### *Chinese Dragon*

Based on a design the British found in the *Huo Long Ching*, or *Fire Drake Manual*, during the Opium Wars, the Chinese Dragon, a man-portable flamethrower, uses a piston to force flammable liquid through a brass tube, the head of which is made to look like a dragon with flames burning in the jaws. It's not terribly accurate - hard to hold it steady with one hand while you're pushing on the back end with the other - but when you're spraying burning fuel at your enemy, all that really matters is it going in the right general direction. Backsplash and fuel handling are significant concerns. When dealing with a mix of naptha and pitch and a few other combustibles, operator safety requires considerable attention and effort.

In the Gruv, the Chinese Dragon finds employment against *Concamerata* of various sorts, especially against nests or hives. A thorny molecrab, for example, can be flushed out of its burrow with an incendiary grenade rolled down the hole, then herded with Chinese Dragons into the line of fire of a cannon for disposal. New Wigan was partly destroyed by troops using Chinese Dragons to cleanse the settlement of giant flea egg sacs.

Refueling a Chinese Dragon requires a Firearms (8) Test or Craft Firearms (6) Test, with a failure indicating a fuel spill and a Rule of One result igniting the spilled fuel, causing an immediate Step 6 Damage Test to the weapon operator, and possibly additional fire effects as the storyline might suggest. When using a Chinese Dragon, a failure on the Firearms Test indicates burning fuel spraying back on the operator and/or their allies and/or the immediate area, with a single Step 6 Damage Test soaked by Physical Armor and possible ignition of flammables in the area. A Rule of One result indicates a catastrophic failure, with the operator taking an immediate Step 8 Damage Test ignoring Physical Armor, followed by Step 6 fire damage for the next three combat rounds, until or unless the fire is extinguished or it spreads.

The initial Damage Test ignores Physical Armor. Fire Damage at the end of the round from burning fuel clinging to the target is soaked by Physical Armor, but is cumulative. A target hit twice in successive rounds takes Step 16 per round for two rounds (round 1 Step 10 + Step 8, round 2 Step 10 + Step 16, round 3 Step 16, round 4 Step 8). If the Fire Damage at the end of the round is twice or more the target's Physical Armor, the Armor rating is reduced by 3 points permanently.

Note that due to the horrific effect of flamethrowers on the battlefield, anyone using a Chinese Dragon in combat will be a primary target for the enemy. If captured, they're likely to be killed outright rather than taken prisoner.

**Base Damage:** 10 (ignores Physical Armor), plus Step 8 per round for 3 additional rounds.

**Success Bonus:** +2 | **Heat:** 2 | **DEX Minimum:** 7 | **STR Minimum:** 6
**Capacity:** 5 | **Rate of Fire:** 1 | **Short Range:** 10 | **Long Range:** 50
**Size:** 7 | **Weight:** 15 | **Cost:** £8

**Availability:** Rare

Fuel capacity can be expanded by adding a hose and tank assembly. See the following table. The tank has Physical Armor of 5 and a Barrier Rating of 8. A Critical Hit or destruction releases the remaining fuel. If caused by a firearm, the heat of the bullet automatically ignites the fuel.

Chinese Dragon Tank Statistics Table

| Capacity | Weight | Cost (Tank) | Cost (Fuel) | Initiative Penalty |
|---|---|---|---|---|
| 20 | 10 | £3 | £1 | -1 |
| 50 | 25 | £7/10 | £2/10 | -2 |
| 100 | 50 | £15 | £5 | -3 |

## *Green Dragon*

Similar in design to the Chinese Dragon, the Green Dragon uses a hand pump to disperse chlorine (in the original design) or other toxic gases, or poisonous sprays in atomized form. Protective gear for the wielder, including a rubberised suit and a gas mask, is mandatory. The British military does not normally deploy Green Dragons because they don't approve of weaponised chlorine gas. Some British officers won't even use dum-dum rounds, seeing them as dishonourable.

The Prussians tend to be more practical, understanding that history books are written by the winners. The Russians will use whatever they can get their hands on.

The following statistics cover the basics of the weapon. For expansion tanks that add Capacity, see the Chinese Dragon entry. For the effects of various loadouts, see **Gas Grenades** (p.194) and **Poison**, ***1879 Gamemaster's Guide***, pp.239-141.

**DEX Minimum:** 7 **STR Minimum:** 6 **Capacity:** 5 **Rate of Fire:** 1
**Short Range:** 5 **Long Range:** 20 **Size:** 7 **Weight:** 15
**Cost:** £1/6

**Availability:** Rare

## *Hobbes Gun*

Originally designed and built by Edward Hullen, and known as "Hullen's Economy Carbine", Hobbes guns are simple to manufacture, requiring only three springs, three moving parts, and hand tools. They became know as 'Hobbes guns' after Thomas Hobbes' famous phrase, "nasty, brutish and short". Of variable calibre, anything from .22 short to .455 Webley may be found. Variants built to chamber rifle cartridges are not unknown. Their accuracy ranges from "acceptable" to "can hit the broad side of a barn from the inside two times out of five", but when enough people are equipped with these, the resultant storm of hot lead is sufficient to cause a bad day for the opposition.

Currently, Hobbes guns can be found by the caseload in any troubled spot in the Empire. They come in a startling array of configurations, ranging from crude versions hammered and filed over a goat manure fire in the Khyber Pass, to professionally stamped Prussian models sold to tinpot dictators to equip their armies.

### *Manufactured Version:*

**Base Damage:** 9 **Success Bonus:** +4 **Heat:** 3 **DEX Minimum:** 10
**STR Minimum:** 15 **Capacity:** 40 **Rate of Fire:** 6 **Short Range:** 50
**Long Range:** 100 **Size:** 6 **Weight:** 12 **Cost:** £20

**Availability:** Very Rare

### *Khyber Pass Version:*

**Base Damage:** 10 **Success Bonus:** +4 **Heat:** 5 **DEX Minimum:** 12
**STR Minimum:** 15 **Capacity:** 40 **Rate of Fire:** 6 **Short Range:** 40
**Long Range:** 80 **Size:** 6 **Weight:** 12 **Cost:** £10

**Availability:** Rare

## *Kozakshpritzer*

Deriving its name from a hanklyn-janklyn borrowing of the original German "Kosakspritzer", the term covers a variety of air pressure-driven atomiser guns loaded with insecticides. Since hand-pumped dispensers are covered under the Green Dragon variant of the Chinese Dragon, we'll confine our definition here to the powered version, driven by steam or electricity. Originating at the Zacherlfabrik in the Unterdöbling district of Wien, the Kozakshpritzer was pre-loaded with Zacherlin, a pyrethrum-based insecticide. The weapon gained its name from the advertising campaign, which showed a Cossack soldier in full dress uniform armed with a Zacherlin sprayer. While the hand-held pump-action shpritzers enjoyed commercial success throughout Europe and in the tropical regions of the British Empire, the substantially more expensive and heavy, bulky powered versions were only

purchased by the very wealthy, in limited quantities, for use on their private estates.

Until New Wigan.

With the realization that the Gruv harboured insects large enough to kill an entire village, military demand for effective weaponry quickly led to Zacherl AG building a factory at Dover, and paying farmers across Britain to grow the fields of chrysanthemums needed to keep Her Majesty's Army supplied with insecticide. Snarks and trolls, already in high demand as infantry and machine-gun crew, found yet more employment as bug hunters. Kitted out in protective uniforms vaguely reminiscent of the Prussian blitzschutzen, the gas-masked snarks and trolls deployed to the Gruv with backpacks full of lead-acid batteries, or a microsteam engine and its coke and water supplies, and a tank of industrial-strength Zacherlin, ready to bring down the giant fleas with a stream of high-pressure toxins.

This weapon ignores Physical Armor. Any hit delivers the Poison to the target. If a target is hit with multiple shots (Burst or Auto mode), make a separate Effect Test for each shot. A failure on the Firearms Test results in backspray, causing Step 5 damage to the user unless they are wearing protective gear. A Rule of One result indicates backsplash, delivering a full dose of the toxin to the user and to anyone within 3 yards of them.

The electrical version requires batteries, which will leak acid (Step 7 damage per round on contact for 6 rounds or until neutralized) if damaged, but has fewer moving parts, is quiet, and does not produce much in the way of waste heat. The batteries can be swapped out for fresh ones in three combat rounds without a Skill Test. The microsteam version produces considerable waste heat, and is noisy, but if damaged simply stops working, coke and water being messy but not actively hostile. Refueling requires seven combat rounds to shut down the engine, reload the water tank, swap the coke cartridge, and restart the engine, and a Mechanic (6) Test.

The standard-issue protective suit is rubberized, includes a full-face gas mask, and will protect the wearer both from Zacherlin backspray and from acid leaks. Attempting to move at more than walking pace while wearing it causes 3 Strain per combat round due to overheating. Wearers take an Initiative penalty of -2.

**Base Damage:** Impact of stream Step 6 attacking to knockdown; Poison Step 9 against mammals and birds, Step 21 against insects
**Success Bonus:** 1 to Knockdown Step, no increase to Poison
**Heat:** N/A
**DEX Minimum:** 8
**STR Minimum:** 12
**Capacity:** 100 (snark portable tank); 250 (troll portable tank)
**Rate of Fire:** 1 / 3 / 10
**Short Range:** 10
**Long Range:** 40
**Size:** 9 (snark portable version) / 12 (troll portable version)
**Weight:** 80 (snark portable version) / 150 (troll portable version)
**Barrier Rating:** 18
**Physical Armor:** 6
**Cost:** £18 (snark portable version) / £26 (troll portable version); Zacherlin 8d per shot, or £2/10 per 100

**Availability:** Very Rare

### *Maxim .577 Singapore*

The first production Maxim, chambered for .577 calibre rounds, was delivered to the Singapore

Volunteer Corps in 1879. It requires two operators, one to fire and one to handle the belt feed for the ammunition. Additional crew may be required to transport ammunition, spare parts, and so forth. The heavy, higher calibre ammunition produced more barrel heating than was expected. While the barrel can be swapped out in two combat rounds, dumping five rounds of Heat accumulation, replacement barrels cost £20 and are heavy enough on their own to require a crew member to carry the supply when the weapon is used in the field. The SVC has chosen to place theirs defensively, and has gone to a lighter gun for battlefield deployment.

**Base Damage:** 11 **Success Bonus:** +5 **Heat:** 2 **DEX Minimum:** 11
**STR Minimum:** 13 **Capacity:** 250 (canvas belt) **Rate of Fire:** 1 / 8 / 50
**Short Range:** 50 **Long Range:** 100 **Size:** 8 **Weight:** 60
**Cost:** £250

**Availability:** Very Rare

## *Maxim .450 Africa*

Chambered for the .450 Martini-Henry round, the Africa was the first truly successful field deployed machine gun in the British Army. Still requiring a crew of five, one operator, one ammunition handler, and three transport crew, the Africa sets up in two combat rounds, and can fire for much longer before needing to cool or have the barrel changed. As well, using the standardized Martini-Henry round in a canvas belt means that in a pinch the belts can be reloaded in the field, although using a hand-reloaded belt with standard issue rifle ammunition causes a -1 Step penalty to the Firearms Test to represent the lower quality of the ammunition and the possibility of the belt jamming.

**Base Damage:** 10 **Success Bonus:** +5 **Heat:** 1 **DEX Minimum:** 10
**STR Minimum:** 12 **Capacity:** 250 **Rate of Fire:** 1 / 10 / 50
**Short Range:** 60 **Long Range:** 120 **Size:** 7 **Weight:** 50
**Cost:** £300

**Availability:** Very Rare

## *Perkins Steam Gun*

Rejected by the Duke of Wellington for being too destructive, recent encounters with the creatures of the Gruv and the Samsut have convinced the British military and more than a few private concerns that a steam-driven machine gun that throws musket balls might be a useful device. The Perkins steam gun must be mounted on a steam driven vehicle, with a steam line connected to the boiler through regulators and condensers as one would a calliope. Only one gunner is required to fire, load, and maintain the Perkins, although having a second person to refill its gravity-feed hopper during action will keep it firing continuously. Care must be taken to stay well clear of the right side of the gun during firing, to avoid scalding by the live steam venting from the exhaust port. Complaints of the clouds put up by the weapon obscuring sight for other crewmen aboard the ship or land vehicle have caused some officers to question its utility.

**Base Damage:** 14 **Success Bonus:** +6 **Heat:** 1 **Capacity:** 100
**Rate of Fire:** 1 / 5 / 15 **Short Range:** 150 **Long Range:** 400 **Size:** 9
**Weight:** 90 **Cost:** £200 (does not include steam power source)

**Availability:** Bespoke only

### *Punt Gun, Chain-Fed*

An idea thought to be ridiculous at first, but terrifying in execution, the chain-fed punt gun is a nine foot long fully automatic shotgun, derived from a single-shot weapon originally designed for market hunting of waterfowl. The punt gun got its name from being too large to be carried, and having too much recoil to be shoulder-fired. Affixed in a punt, or one man rowboat, the gun is aimed by steering the boat, and when fired propels the boat sternward a foot or more. While the cartridges, containing a pound or more of shot each, and the gun itself are both quite expensive, the ability to take down an entire flock of fifty or so waterfowl with one shot produces an efficiency in supplying the high street butcher with game that justifies the cost over time.

A few weeks after trolls began to be recruited into Her Majesty's Army, the Royal Laboratory at the Woolwich Arsenal began rolling out prototypes scaled up for the new soldiers. Somewhere along the line, some boffin got the idea to put a troll-sized wooden stock on a punt gun, and then to combine it with the Maxim-Vickers inverted toggle-lock mechanism and a belt feed. The result, as one general described it, was to "put a cannon full of canister on continuous fire". Carried only by trolls equipped with field plate armour, these weapons are used in three to five person teams, with the rest of the team carrying ammunition, spare barrels, and other support equipment, acting as spotters, and defending the troll from smaller threats.

| | | | |
|---|---|---|---|
| **Base Damage:** 13 | **Success Bonus:** +5 | **Heat:** 2 | **DEX Minimum:** 7 |
| **STR Minimum:** 16 | **Capacity:** 50 (belt) | **Rate of Fire:** 1 / 3 / 8 | |
| **Short Range:** 30 | **Long Range:** 100 | **Size:** 10 | **Weight:** 60 |

**Cost:** £90, ammunition £1/3 per belt of 50

**Availability:** Bespoke, military only

**Notes:** The chain-fed punt gun uses the Spray option for Traversing Fire regardless of mode. The choke is set to a spread of 2 inches per yard. Thus, at a range of 50 yards, the shot will have spread out to 100 inches across, hitting the target and anyone within 4 feet to either side.

### *Troll Peppercannon*

Designed along the lines of the old-fashioned pepperbox pistol, the troll peppercannon is a six barrel over and under shotgun, the barrels cut down a bit and with a substantially larger trigger guard and grip. As with a full-auto weapon, the Target Number and Damage staging increase with the number of rounds let off at once.

| | | | |
|---|---|---|---|
| **Base Damage:** 11 | **Success Bonus:** +3 | **DEX Minimum:** 10 | **STR Minimum:** 15 |
| **Capacity:** 6 | **Rate of Fire:** 1 / 3 / 6 | **Short Range:** 10 | **Long Range:** 40 |
| **Size:** 7 | **Weight:** 15 | **Cost:** £24 | |

**Availability:** Very Rare

## Other Weaponry

### *Dynamite*

Not intended as a weapon by its inventor, but as a munition, specifically for use in the construction industry, dynamite has found its way into the hands of the clever, the aggressive, and the downright maniacal. While its destructive power is considerable, simply tossing it at a target does not have the same effect as using a grenade, as the grenade is designed as a throwable explosive weapon, while dynamite is meant to be packed in tight for controlled demolition. Handling

dynamite, and setting it off deliberately instead of accidentally, requires the Munitions Skill. A minimum of three Tests will be required, to handle the dynamite safely, to set it up for detonation, and to detonate it and determine the effect. The Target Number for any or all of these may be raised by the Gamemaster based on conditions, such as being under enemy fire. A Civil Engineering Test can be made before the set-up Munitions Test, against the Barrier Rating of the target, granting +1 Step to both the set-up and detonation Tests per success.

As dynamite ages, it sweats out nitroglycerin and becomes unstable. After a year, dynamite will detonate if dropped from a height of six inches, or if heated beyond 120 degrees. Storage sheds are normally built in well shaded areas, and the boxes of dynamite are turned over frequently to prevent nitroglycerin pooling. Dynamite that is less than six months old may be packed, unpacked, rigged for detonation, etc., with a Munitions (5) Test to avoid unwanted detonation. Between six months and a year, this requires a Munitions (9) Test. Dynamite that is a year old or more requires a Munitions (14) Test to handle safely. A failure detonates the stick currently being handled. A Rule of One result detonates all dynamite within five yards, which may in turn detonate any within another five yards, and so on. This is how munitions factories turn into craters.

Detonation is done with an electrical or burning fuse. Bickford safety fuse, textile cord with a combustible core invented by William Bickford in 1832, has a standardized and quality-controlled burn rate, so it can be cut to length measured in seconds. If the set-up Munitions Test fails, the fuse goes out and the dynamite fails to detonate, resulting in a terrifically hazardous situation, with undetonated explosives in place. To avoid this, professionals use blasting caps, small explosives about the size of half a pencil, loaded with mercury fulminate and black powder and doing Step 8 damage if set off on their own. These are crimped onto the end of the Bickford fuse and inserted into the dynamite stick, to ensure that the dynamite goes off when the fuse burns down. Only one cap is required for a bundle. Any dynamite up against an exploding stick will go off in sympathetic detonation regardless of age.

Electrical blasting caps require a detonator with a generator inside, and a direct wire connection. Laying this requires a Munitions (9) Test to ensure the circuit is good, the blasting caps properly connected, and the equipment set up correctly. If the set-up Munitions Test is successful, anyone may detonate the explosives with a Simple Action by pulling up the detonator plunger and pushing it down, which generates the electrical charge needed. Again, if the Test to set up the explosives fails, someone is going to have to trace the circuit and figure out why there wasn't a bang, and hope there isn't an unexpected one in the midst of the investigation.

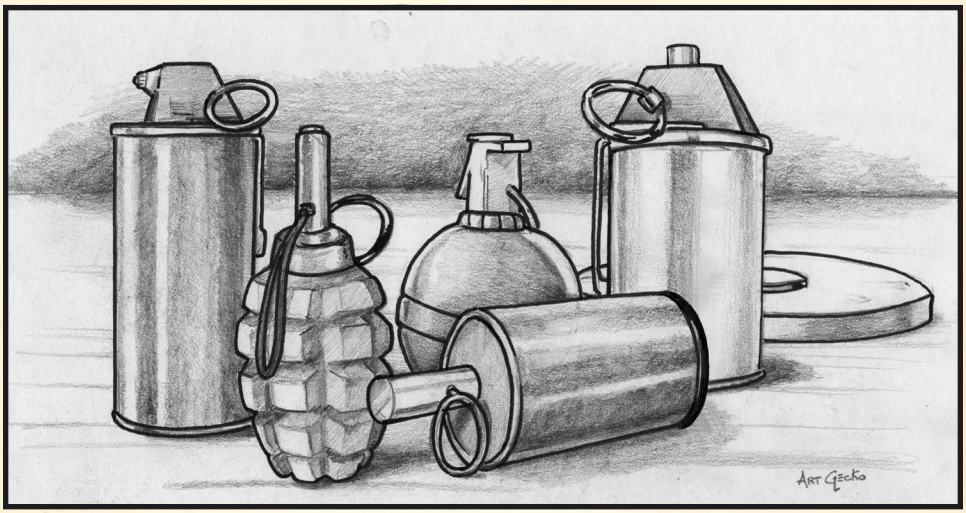
Once the handling and set-up Tests are done, when the explosives are detonated make a Munitions Test against the Barrier Rating of the target. If successful, make a Damage Test as appropriate, using the following stats. A failure indicates poor placement of the explosives, something unexpected in the construction of the target, or other problem that prevents the explosion from doing any real damage. A Rule of One result may leave the explosives undetonated, or bring the target down in the wrong direction, or whatever catastrophic result makes the most sense for the situation.

**Base Damage:** 30 per stick, cumulative, -5 steps per yard
**Success Bonus:** +6
**Size:** 2
**Weight:** 1
**Cost:** 5d per stick, £1 per case of 50
**Availability:** Uncommon

**Bickford Fuse:**
**Cost:** 1/- per second, or £14 for a 5-minute reel
**Availability:** Uncommon

**Blasting Caps:**
**Cost:** 4d each or 2/-per dozen
**Availability:** Uncomon

**Electrical Detonator:**
**Cost:** 9/6
**Availability:** Uncommon




## *Grenades*

Hand-held throwable bombs, grenades in the Gilded Age have come a long way from the petards and other crude explosives of earlier years. No longer iron balls packed with black powder and fitted with fuses that go "sssss", modern grenades have clockwork timing mechanisms, predictable detonation, and a variety of effects besides making a lot of noise and smoke.

General rules for grenades:

- Grenades do their Base Damage within one yard, and drop off 4 Steps per yard.
- Explosive damage goes against Physical Armor.
- Use the Throwing Weapons Skill for placement. Putting a grenade in a general location is a standard combat action, such as "by the gunman" or "in the machine gun nest". Specific locations require a Called Shot, such as "by his right foot". Three extra successes in the Throwing Weapons Test may be traded in for a Called Shot in lieu of Damage rollover if the player chooses, as an option.
- Use the Munitions Skill for creating, modifying, or disarming.
- If a grenade takes half or more of its Barrier Rating in damage, it explodes. This can be leveraged as a means of deliberate detonation, but also explains why grenades are shipped in armoured boxes with internal dividers and packed in straw.
- While chemical grenades such as Poison Gas and Tear Gas may be available, their possession and use by civilians tends to be highly illegal. Some variants may be considered war crimes, depending on the jurisdiction where they are found or used. Mechanics for this would be too complex, so the repercussions are left to the Gamemaster and the requirements of the story.

Following are some of the types of grenades available, with stats and special rules (if required).

### *Standard*

The standard grenade consists of a cylinder about the size of a soup can, designed to fit in the average human hand, with a detonator control (usually a pin that can be pulled) at the top end. British-made grenades are generally painted khaki, French grenades brown, Prussian grenades grey, and Russian grenades black. The standard detonation delay is three seconds, although Russian

grenades may vary anywhere from 10 seconds down to immediate detonation due to poor quality control. Prussian grenades may have a timer setting dial next to the pin, allowing the delay to be increased up to a maximum of five minutes. Once the time starts, it cannot be readjusted. While safety levers, also known as dead-man grips, have been introduced, allowing the detonator to be activated but preventing the timer from starting until the spring-loaded lever is released, most manufacturers have not yet redesigned their factories to include safety levers on a throwable bomb.

| | | | |
|---|---|---|---|
| **Base Damage:** 20 | **Success Bonus:** 5 | **Size:** 1 | **Weight:** 1/2 |
| **Physical Armor:** 4 | **Barrier Rating:** 8 | **Cost:** 3/- | |

**Availability:** Rare

### *Incendiary*

The initial blast does Step 12 damage, blocked by physical armour. Anything taking damage continues to take fire damage for 3 rounds at the same Step, unless the fire is extinguished or spreads. See **Fire**, ***1879 Gamemaster's Guide***, p.225, for additional mechanics.

| | | | |
|---|---|---|---|
| **Base Damage:** 12 | **Success Bonus:** 3 | **Size:** 1 | **Weight:** 1/2 |
| **Physical Armor:** 3 | **Barrier Rating:** 6 | **Cost:** 3/- | |

**Availability:** Rare

### *Magnetic*

Essentially a capacitor and a coil that burn themselves out in a single surge, magnetic grenades short out electrical devices in the radius, magnetize clockwork, and generally cause problems with machinery. They may affect Weird Science devices. Make the Damage Test against the Mystic Defense of the target. A Critical Hit indicates the loss of a function of the affected device.

| | | | |
|---|---|---|---|
| **Base Damage:** 16 | **Success Bonus:** 3 | **Size:** 1 | **Weight:** 1 |
| **Physical Armor:** 3 | **Barrier Rating:** 7 | **Cost:** 5/- | |

**Availability:** Very Rare

### *Poison Gas*

The grenade itself only does Step 4 damage when it bursts, but releases a cloud of toxic gas that spreads out to an effective radius in the next round, then begins to dissipate, becoming ineffective at the end of the Dissipation Time. A strong wind or a counter agent can shorten dissipation. See **Poison**, ***1879 Gamemaster's Guide***, pp.239-141, and the **Gas Grenade Effect Table** below, for the mechanics.

| | | | |
|---|---|---|---|
| **Base Damage:** 4 | **Success Bonus:** 1 | **Size:** 1 | **Weight:** 1/2 |
| **Physical Armor:** 3 | **Barrier Rating:** 6 | **Cost:** 4/- | |

**Availability:** Very Rare

## Gas Grenade Effect Table

| Gas Type | Poison Effect Step | Special Effects | Radius | Dissipation Time |
|---|---|---|---|---|
| Chlorine | 12 | Damage from acid to the eyes and lungs, treat as Called Shots; a Wound to the eyes causes blindness, a Wound to the lungs reduces TOU by -2 permanently | 5 yards | 10 rounds |
| Cyanide | 18 | Wounds reduce TOU by -1 permanently | 4 yards | 5 rounds |

### *Shrapnel*

Shrapnel grenades have a scored casing that bursts into sharp fragments on detonation, and a layer of metal fragments inside the casing wrapped around the explosive core. While the blast is less powerful than a standard grenade, the shrapnel grenade ignores Physical Armor. Barriers such as Shield KAVs will protect as normal.

**Base Damage:** 16 **Success Bonus:** 5 **Size:** 1 **Weight:** 1/2
**Physical Armor:** 4 **Barrier Rating:** 8 **Cost:** 4/-

**Availability:** Rare

*Since the death of General Henry Shrapnel in 1842, the Shrapnel family has not been involved in or benefited from the manufacture of munitions. Shrapnel's son, Captain Henry Needham Scrope Shrapnel of the 3rd Dragoon Guards, recently retired and emigrated with most of his family to Canada. Only his third son, Arthur Scrope Shrapnel, has remained in England, working as a mechanical engineer for the Great Western Railway at its locomotive works in Stafford, and refusing all contact with the military. The General's nephew, Nehemiah Scrope Shrapnel, has gained some renown as a physician in Australia. It's best not to ask the current family about their ancestor and his namesake munitions.*

*– Percival Squallow, Esq.*

### *Smoke*

Any damage caused by a smoke grenade is incidental. Its purpose is to obscure vision, or to put up a cloud of coloured smoke for signalling purposes. The cloud extends to a 10 yard radius. Anyone within the radius takes the penalties for Full Darkness (1879 Players Guide, pp.245-246), -3 to all Action Tests, -3 to Physical Defense, and -3 to sight-based Tests.

**Base Damage:** 5 **Success Bonus:** 1 **Size:** 1 **Weight:** 1/2
**Physical Armor:** 3 **Barrier Rating:** 6 **Cost:** 2/-

**Availability:** Uncommon

## *Tear Gas*

Grenades loaded with bromoacetate, chloroacetone, dianisidine chlorosuflonate, or xylyl bromide act similarly to gas grenades, but are designed to cause only temporary blindness and choking. Fatalities can still occur but are not the intent of the munition. Treat the effect as Poison with an Effect Step of 8. Exposure causes a -3 Step penalty to all sight-based Tests and -2 to Initiative for 3 rounds, or until the Poison is overcome, whichever takes longer.

**Base Damage:** 4 **Success Bonus:** 1 **Size:** 1 **Weight:** 1/2
**Physical Armor:** 3 **Barrier Rating:** 6 **Cost:** 2/-

**Availability:** Uncommon

## *Talking Bomb*

Not a munition in and of itself, but a very specific sort of detonator, the Talking Bomb has a voice recording built into it alongside a clockwork timing device and a detonator. When activated, the Talking Bomb announces "I'm a thirty second bomb! Twenty-nine! Twenty-eight!" At the end of the countdown, the detonator sets off the attached explosives, assuming there are any. A variant announces "I lied!" a few seconds in and detonates the explosives well ahead of time. Anyone attempting to disarm a Talking Bomb detonator takes the Harried penalty. The Gamemaster may treat activation of a Talking Bomb as a Battle Shout of Step 8, or similar Social attack, as the storyline suggests.

**Size:** 1 **Weight:** 1 **Physical Armor:** 2 **Barrier Rating:** 4
**Cost:** 5/-

**Availability:** Rare

## *Land Mines*

At Augsburg in 1573, Samuel Zimmermann, a Prussian military engineer, invented the Fladdermine, consisting of a buried canister loaded with stones and black powder mortar shells detonated by a flintlock mechanism connected to a tripwire. Combining fragmentation with a cluster bomb caused devastating injuries to massed attackers, but wasn't reliable, black powder being vulnerable to damp. The Prussians used the Fladdermine primarily as a fortification defence until the 1870s, when more reliable mines requiring less maintenance were developed.

The Confederacy developed the first mechanically fused high explosive anti-personnel land mines. Brigadier General Gabriel J. Rains, who as a captain in the Seminole Wars in 1840 had made extensive use of explosive booby traps, directed the construction and placement of mechanically and electrically fused devices, referred to in his report on the Battle of Yorktown as "land torpedoes", improvised from explosive artillery shells. By the end of the War of Secession, the "Rains mine" became a standard munition for Confederate forces.

While improvements to the detonation mechanisms have been made in the years since, the basic design remains the same: a canister, usually broad and flat to spread the explosion out and require only a very shallow hole to be dug, with a pressure-sensitive switch. Once armed, the mine explodes when stepped on, or when stepped on and then stepped off of, or when the ground vibrates strongly enough to indicate targets passing within the blast radius. (Only guerilla and resistance groups, relegated by circumstance to whatever they can improvise, use tripwires any more.) Any of

the following triggers may be equipped to any of the mines listed below. Some are more likely to be used than others with specific types.

**Pressure Trigger:** detonates when the top-mounted switch is pressed. Normally requires the weight of an average adult human, but may detonate from less than half of that being applied. In the War of Secession, the Union would sometimes drive herds of pigs or sheep into suspected minefields to clear them.

**Pressure-Release Trigger:** detonates when weight is applied to the switch and then removed. This serves two purposes. First, it allows for bounding mines, explosives launched upwards by springs to explode above ground for greater effect. Second, if a person steps on such a mine and realises it, they and at least one other person are put in danger and halted in their progress while they attempt to disarm the mine or wedge it into place, so that the person's foot can be removed from the mine without it detonating. This has a sharp effect on morale even if the mine is disarmed.

**Vibration Trigger:** detonates if an average human adult passes within three feet, a snark within five, or a troll or horse within ten. These are normally used with bounding mines, and often laid to either side of the probable path of the enemy forces, to create a crossfire effect.

### *Standard Antipersonnel Mine*

| | | | |
|---|---|---|---|
| **Detection:** 16 | **Disarm:** 13 | **Initiative:** 14/2D12 | **Base Damage:** 22 |
| **Success Bonus:** 5 | **Size:** 2 | **Weight:** 5 | **Physical Armor:** 8 |
| **Barrier Rating:** 8 | **Cost:** 7/- | | |

**Availability:** Uncommon

### *Bounding Antipersonnel Mine*

| | | | |
|---|---|---|---|
| **Detection:** 14 | **Disarm:** 14 | **Initiative:** 15/D12+2D6 | **Base Damage:** 25 |
| **Success Bonus:** 6 | **Size:** 2 | **Weight:** 5 | **Physical Armor:** 8 |
| **Barrier Rating:** 8 | **Cost:** 11/- | | |

**Availability:** Rare

*I've seen a man swat a bounding mine away with a cricket bat. The timing on that must have taken W.G. Grace's own skill to hit the mine as it launched but before it exploded, and to knock it far enough away to render it harmless without the impact setting it off. The fellow in question had a few stiff whiskeys later, and never tried that trick again, figuring the Good Lord had exempted him from his own foolishness once and he oughtn't to test Him a second time.*

*– Lt. Elise Prendergast,*
*Coldstream Guards*

### *Poison Gas Mine*

For the effects of various loadouts, see **Gas Grenades** (p.194) and **Poison**, ***1879 Gamemaster's Guide***, pp.239-141.

| | | | |
|---|---|---|---|
| **Detection:** 15 | **Disarm:** 15 | **Initiative:** 13/D12+D10 | **Base Damage:** 15 |
| **Success Bonus:** 3 | **Size:** 2 | **Weight:** 6 | **Physical Armor:** 6 |
| **Barrier Rating:** 6 | **Cost:** 13/- | | |

**Availability:** Rare

# New Defenses

## Defensive Equipment

### *Barbed Wire*

First developed by Joseph Glidden in 1874, barbed wire, a dual strand of steel wire with a set of barbs or sharp points every 6 inches, has become the default material for livestock fencing. The militaries of several nations have also realised its defensive potential in fortifications. Attempting to cross a strand of barbed wire requires a Dexterity (10) Test, possibly with Step penalties or a higher Target Number based on the situation, to avoid being snagged on the barbs. A Failure on the Dexterity Test results in Step 6 damage, ignoring Physical Armor. A Rule of One result leaves the character entangled in the wire, taking Step 6 damage automatically each time they try to move, and requiring a Dexterity (12) Test to escape (or a pair of heavy wire cutters). Getting past barbed wire is a Standard Action, and requires the character's full attention for a combat round. These mechanics assume a single strand of barbed wire put up as fencing. A loose coil of barbed wire spread out as an antipersonnel barrier raises the Target Number to get past it to 18, with the character entangled on a Failure, and taking double damage on a Rule of One result.

While barbed wire comes in varying gauges and point counts (the number of spikes per set of barbs), the most common used in cattle fencing and military applications is 12 gauge 4 point. The stat block following is for this style of wire, Texas-made, bought in the UK.

**Physical Armor:** 4
**Barrier Rating:** 9
**Cost:** 3/- per 10 lbs / 160 feet
**Availability:** Common

### *Electrified Barbed Wire*

If a barbed wire fence isn't enough, the steel wire can carry a charge, making just touching it a truly unpleasant experience. Generally only a single strand, mounted at the top of the fence posts on ceramic or glass insulators, is electrified, as the power requirements for electric fencing can be expensive. However, simply nailing the strand to a wooden post will insulate it from the ground sufficiently in dry weather, allowing the entire multi-strand fence to be electrified without insulators. A hard rain for ten minutes, or a gentle rain for an hour, is enough to wet the posts to the point where they become conductive and the fence shorts out. Thus, electric fencing without insulators is normally used only in desert or dry climates.

In addition to the wire, insulators at 2d each for ceramic (Barrier Rating 6) or 1d each for glass (Barrier Rating 4) are required, one every ten feet to support the wire strand. Each strand requires its own insulator, so a three-strand fence requires three insulators on each post. The equipment to electrify the fence runs £2 per Damage Step, with a minimum of Step 6 and a maximum of Step 14 (overcharging the fence will cause the wire to melt), and will charge one mile of wire. The charging equipment has a Fuel Charge of 3d per day per Damage Step, so the fuel cost for keeping a mile of fence electrified ranges from 1/6 per day up to 3/6.

An electrified barbed wire fence is a passive hazard, not a trap, and has no Initiative Step. Touching the fence without insulation automatically delivers the Damage Step, ignoring Physical Armor.

### *Humberto's Armoured Umbrella*

A gentleman's friend in dark places, Humberto's Armoured Umbrella is a subtle masterpiece of the latest clockwork and material engineering. It appears to be nothing more than a prudent precaution against the weather. However, when closed it is as durable and ridged as can be. A touch of a button causes sturdy ridges to flip out from the tip, transforming innocent umbrella into a fearsome mace. Alternately, when the umbrella is opened, the reinforced fibres of the canopy are capable of deflecting swords and even bullets. The advanced mechanisms enhance and refine your natural defensive instincts. With Humberto's Armoured Umbrella at your side, you'll never be truly alone in a dark alley again! Furthermore, each Armoured Umbrella can be customised with an additional feature, such as a hidden compartment, single-shot revolver, removable dagger, or mini-lantern.

**Mechanics:** Transforming the umbrella from its base form to its mace or shield form, or back, or accessing the additional feature, requires one combat round. Thus, to transform the umbrella from mace to shield would require two rounds, one to return the umbrella from mace to base form, and the second to transform it to its shield form. In Mace form, use the stats for Mace found on p.281 of the ***1879 Players Guide***. In Shield form, use the stats for the Footman's Shield found on p.295 of the ***1879 Players Guide***. Detecting the umbrella's capabilities in its base form requires a Perception (14) Test from a distance, or a Perception (8) Test after a round of careful examination. For the additional features, use the stats for the derringer or dagger as appropriate. The storage compartment has a width of 1 inch and a length of 4 inches. The lantern is built-in, with the lighting element in the handle of the umbrella, requiring it to be closed and in base form to be used.
**Cost:** £4 plus £1 for adding one of the available options.
**Availability:** Unusual

# New General Equipment

## Tools

### *Loudspeaker / Loud Hailer / Megaphone*

Loudspeakers became available from the Siemens firm in 1872. The Prussian Navy immediately adopted the loud hailer on their ships, and other navies were quick to follow suit. In the British Empire, and throughout Europe, the station announcer has become a well known figure, although there has been some friction with the conductors, who see the announcer as taking over one of their duties.

In practical terms, anything said over a loudspeaker drowns out all conversation and noise of a similar volume in the area for the duration, and can be clearly heard throughout the area. Louder noise, such as industrial machinery, interferes, requiring a Perception Test to understand the person using the loudspeaker. The same noise and volume rules apply to loud hailers and megaphones. Use of a loud hailer permits speech to be understood at a distance of one hundred yards in a calm sea, for example, but carries much less distance during a storm. Megaphones, or portable loud hailers, are a very new invention, requiring a large and heavy battery pack, and generally only bought and used by law enforcement authorities and political factions, often for opposing purposes. They allow speech to be understood at a distance of fifty yards. The batteries, normally fitted into a backpack frame, last for fifteen minutes of continuous use.

**Megaphone:** **Physical Armor:** 3 **Barrier Rating:** 8
**Weight:** 20 (with 15 of it being the battery pack) **Cost:** £2/6

**Availability:** Rare

### *Slide Rule*

An analog calculator resembling a ruler with a sliding section in the middle, often with a transparent overlay slider, and marked with multiple numeric scales, the slide rule requires a bit of skill to operate, but unlike a clockwork calculator, never breaks down or needs winding. Use of a basic slide rule adds +2 Steps to any mathematical Skill Test, including Civil Engineering, Field Engineering, Gunnery, Navigation, and many Knowledge Skills such as Finance. Slide rules made specifically for a particular Skill cost twice as much, but add +3 Steps to that Skill's Tests. A slide rule marked specifically for Civil Engineering, however, cannot be used for Gunnery, and vice versa. Use of a slide rule turns any Standard Action into a Sustained Action, adding one extra round to the time required.

**Physical Armor:** 2 **Barrier Rating:** 5
**Weight:** Negligible **Cost:** 4/- for a basic model, 8/- for a Skill-specific one

**Availability:** Unusual (basic) / Rare (specific)

## Diaries

In the Victorian era and well into the Gilded Age, most literate people kept a notebook, whether it was called a journal, a zibaldone, a commonplace book, or a diary. These held the addresses of friends and connections, appointments past and future, clever sayings, lessons learned, to do lists, and so on. They functioned as the general external memory of those who knew how to read and write. Household books served not only as shared calendars for the residents, but also held recipes (both food and medicinal), the addresses of reliable and reputable tradesmen, the current tab at the high street shops, and anything else a member of the household might need access to, kept in a central repository.

As a standard practice, Dodgers, Byrons, and others seeking private information attempt to acquire their target's diary to obtain their secrets. Hidden notebooks, personal encryption, and a variety of other methods are used to keep them safe. Apply the Cryptography Skill or Encrypt Spell according to the mechanics of each if appropriate. The Picking Pockets Skill may be used to attempt to relieve a person of their diary, with increased Target Numbers or Step Penalties if the target has taken measures to protect the book, such as carrying it in an inside pocket of their coat, or in a pocket that is buttoned closed, or chaining it to their handbag. Other Skills may also apply, based on the situation.

The cost of writing materials, such as a blank book and a writing set, are already covered in the **Adventuring Equipment** table of the ***1879 Players Guide***, p.302. Any enhancements, such as adding a lock to the diary cover, or having the diary enchanted with a Lock spell keyed to the owner, should be assessed at the appropriate costs for the specific enhancement.

Carrying a personal diary or journal, or consulting the character's household book, grants +1 on all Perception and Perception-based Tests (and allows such a Test in the first place) to remember facts encountered in daily living, such as a contact's street address. Using the Research Skill to find information in someone else's diary or household book requires a Test against that person's Perception Step, with adjustments to the Target Number similar to making a Knowledge Test. See the following table.

Diary Research Test Adjustments

| Type of Information | Target Number Adjustment |
|---|---|
| To-the-point | 0 |
| Closely Related | +2 |
| Related | +4 |
| Hardly Related | +7 |
| Unrelated | Not possible |

# Travel Gear

This section starts off with some general observations about travel, then moves into specific equipment.

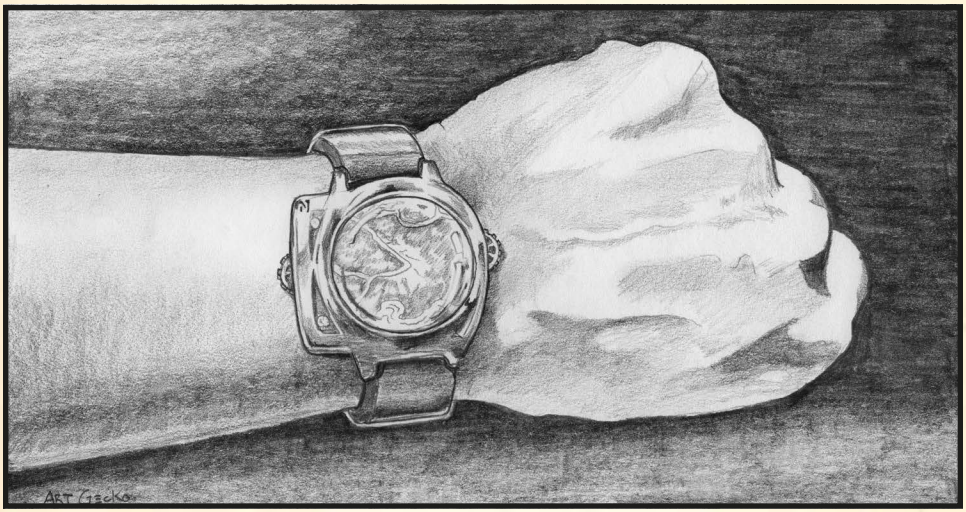
## Maps

The British Empire has more miles of public foot paths, bridle trails, and the like than paved roads. The Ordnance Survey maps show them all. The Board of Ordnance, originally headquartered in the Tower of London but now housed in Southampton, started mapping with the south coast in the 1700s, to prepare a defence in case Napoleon invaded. In 1801, these maps began to be released to the general public. The last map of the British Isles, the Isle of Man, was published in 1873. While initially these maps cost two days' wages and were published in limited print runs of a thousand each, the advent of the train and the weekend ramble brought such a demand for civilian maps that the Ordnance Survey went into serious publication. Nowadays, a six inch to the mile map of a county (or whatever the local equivalent may be, for areas of the British Empire outside of Britain proper) runs 5 shillings and can be obtained from any reputable high street bookshop or travel agent. The W.H. Smith's kiosk at the train station will always have the Ordnance Survey map of the surrounding territory. Significantly more detailed maps are of course provided to the military as part of the Ordnance Survey's annual budget.

Bartholemew's Reduced Ordnance Survey, based in Edinburgh, reproduced the first maps to make them widely available to the public, by reprinting the Ordnance Survey maps at half size. The Bartholomew maps remain the cheap option. Nowadays, Bartholomew produces a good deal of its own mapping, sourcing its information from the Royal Mail, various messenger and cab firms, and so forth, and still relying to a great extent on reduced-size versions of the Ordnance Survey maps, for which Bartholomew Ltd. pays a token license fee.

### *Dresser Trunk*

The dresser trunk is a steamer trunk that converts to a dresser, so the traveller does not have to unpack. Two combat rounds are required to convert the trunk from dresser mode to trunk mode and render it semi-portable, although a fully loaded steamer trunk of the dresser or normal variety may require two humans or one troll to carry it. The primary value of the item is its luxury, and the readiness of the owner's personal items.



**Physical Armor:** 5 **Barrier Rating:** 12 **Weight:** 10, empty **Cost:** £12

**Availability:** Rare

### *Journey Scrolls Wrist-Mounted Guidance*

Adapting the ancient technology of the scroll for modern convenience, Journey Scrolls are route maps in long strips designed to be displayed a segment at a time in a convenient wrist-mounted device. The driver has their current position and nearest mile markers as available as the time, and merely needs to wind the scroll forward with a conveniently placed dial on the side, where you'd expect a winding stem on a wristwatch, to advance the map as needed. A second dial scrolls the other direction in case the driver needs to backtrack.

The basic set includes the Journey Scrolls wristlet with leather band and stainless-steel display, plus a set of twenty Journey Scrolls for the most popular routes in and around London. (A Paris set and a Berlin set are also available, and are the primary options on offer in those cities.) Additional sets of Journey Scrolls may be ordered directly from the manufacturer and sent by Royal Mail to any location in the Empire. Find yourself in Manchester unexpectedly? Telegraph us and we'll have the Mancunian set at your hotel the next morning for a small express fee.

**Mechanics:** Adjusting the map is a Simple Action and may be done without a Test. Doing so under combat conditions incurs a -1 Step penalty to Pilot Vehicle Tests in the same round. Swapping out the scroll requires five minutes, as the process is a bit fiddly. Scrolls are restricted to a single route from Point A to Point B, but do note mileage, average travel time, noteworthy side routes and landmarks, and the most recently listed refuelling stations along the way. Use of a Journey Scroll adds +5 Steps to any Navigation Test for the designated route, but does not add to Tests for diversions or alternate routes.

**Physical Defense:** Wearer's Defense Rating **Mystic Defense:** 0 **Physical Armor:** 2
**Mystic Armor:** 0 **Barrier Rating:** 5 **Weight:** 2 ounces
**Cost:** 10/- for the wristlet and set of 20 maps, 5/- for additional map sets

**Availability:** Unusual

## *Map Gloves*

Map gloves originated with the drivers of the inter-city coaches. Being able to keep track of exactly where one was at any given moment is critical for those who make their living on a schedule. The drivers took to attaching maps to, or drawing them on, the cuffs of their driving gloves. Drivers with map gloves rarely got lost, a possibility even for an experienced driver in days when road signs were stolen or defaced for nefarious purposes, and the mists still lay thick on the land to this day. They could also keep track of how much further they had before a fresh team awaited, which determined how fast they could push their horses. Map gloves nowadays come in two sorts, local-use and replaceable-map gloves, manufactured by the more reputable firms and available custom tailored at any good ladies' or gentlemen's outfitters (for a substantially increased cost). Local-use gloves are embroidered with a map of a specific area. While these are of limited use in terms of range, they tend to be highly detailed, and are excellent if one's travels are of lesser scope. As well, there's no fussing with refolding the map or having the right one in. Replaceable-map gloves have a mounting where paper maps can be placed, ready to hand. Maps made specifically for driving gloves are normally waxed after printing, to protect the ink from smudging and the paper from becoming stained. They generally wear out within a few months from regular use, but only cost ten shillings for a good sized map, usually covering a hundred miles or so.

**Cost:** £3 for local-use, £2 plus 10s per map for replaceable
**Weight:** 1 pound

**Availability:** Unusual

**Barrier Rating:** Local-use 5, Replaceable 4 (gloves) / 2 (maps)
**Physical Defense:** 4 **Physical Armor:** 1 **Mystic Armor:** 0 **Initiative Penalty:** 0

Local-use maps provide +2 Steps to Navigation Tests within a defined area no farther across than fifty miles. Replaceable maps provide +1 Step to Navigation Tests within an area no farther across than 200 miles.

## *Powered Wheelchairs*

A basic motorized wheelchair is simple enough to make; just slap on a microsteam or electric motor with enough power and give it steering and a brake. It can be optimized with a lower centre of gravity, a lighter frame, fat tires for varied terrain, gearing ratios, and so forth. Going with wheels limits it to city use, though. For rough terrain, continuous treads, also known as caterpillar tracks, have been worked out for civilian tractors (in rubber or iron) and military kettles (in steel) for years now. Fancier models, with mechanical legs capable of climbing stairs or hillsides, fall under the heading of Weird Science devices. See your local Heron.

Microsteam-Powered Wheeled Chair: **Cost:** £17 **Fuel Charge:** 2d

**Availability:** Bespoke

**Speed:** 4 **Maneuverability:** 4 **Physical Defense:** 4 **Physical Armor:** 4
**Mystic Armor:** 0 **Weight:** 250 **Passengers:** 1 **Cargo:** 20
**Damage:** Disabled: 34; Destroyed: 41; Critical **Threshold:** 11

The chair is unable to handle any grade over 20 degrees, cannot climb stairs, and bogs down easily in mud or other soft terrain.

**Microsteam-Powered Tracked Chair:** **Cost:** £23 **Fuel Charge:** 3d

**Availability:** Bespoke

| | | | |
|---|---|---|---|
| **Speed:** 3 | **Maneuverability:** 5 | **Physical Defense:** 5 | **Physical Armor:** 5 |
| **Mystic Armor:** 0 | **Weight:** 350 | **Passengers:** 1 | **Cargo:** 20 |

**Damage: Disabled:** 38; **Destroyed:** 46; **Critical Threshold:** 12

The chair can handle grades up to 35 degrees, and traverse rough or soft terrain similarly to a kettle. It cannot climb stairs.

## *Traveler's One-Legged Stool*

Portable comfort wherever you might find yourself! This One-Legged Stool folds down small enough to be tucked into the large pocket of an overcoat. When needed, however, simply press the proper button and it snaps into a one-legged stool in the exact proportions you set it for. While convenient, this is only the beginning of its usefulness! The end of the leg can be bent to any angle. When the foot is pressed against a surface and the proper lever worked, it will adhere to any surface with enough strength to provide a perch for the stoutest Boojum! Even sandy or loose surfaces do not present the least trouble, as the patented synthetic hyphae technology instantly spreads into the material to hold it securely.

**Mechanics:** The stool packs down to the size of a dinner plate. When deployed, it will support up to 350 pounds of weight. Exceeding this causes an immediate failure of the mounting mechanism and destroys the stool. Unfolding the stool requires one full combat round, as does attaching the stool to a surface. For purposes of Climbing, the stool counts as Climbing Gear (*1879 Gamemaster's Guide*, p.226), and provides a +4 Step bonus for one Test. Multiple stools, or using the stool in combination with other gear, would be required to traverse more than 10 feet of vertical span.

| | | | |
|---|---|---|---|
| **Physical Defense:** 4 | **Mystic Defense:** 0 | **Physical Armor:** 4 | **Mystic Armor:** 0 |
| **Barrier Rating:** 8 | **Weight:** 5 pounds | **Cost:** £2/3 | |

**Availability:** Rare

## *Troll Biscuits*

Also known as sugar biscuits or horse biscuits (although the latter should not be used in a troll's hearing), troll biscuits were invented by the military to keep up with the immense dietary requirements of their troll soldiers. Consisting of coarse grain, crushed and partly cooked, held together with beef or pork fat and sweetened with molasses, they're used as field ration supplements. While snarks can manage troll biscuits, having the ability to digest pretty much anything they can choke down, other races should avoid them. Humans and dwarves may not be able to deal with the large quantities of semi-cooked grain, and elves will have problems with the considerable proportion of animal fat. Wrapped in paper and then dipped in wax for preservation, the biscuits are the size of a standard construction brick, providing sustenance for one troll for half a day or one snark

for a full day. Save the wax and the paper, they're useful. Troll biscuits are available to the general public, although a connection through the military or the House of Renteszes may be needed to find a merchant who sells them.

**Cost:** 5d each or £1 for a case of 50 **Weight:** 1/2

**Availability:** Unusual

## New Goggles

This section expands on the Goggles found on p.312 of the *1879 Players Guide*.

### Goggles Function Table

| Item Name | Description | Physical Defense | Mystic Defense | Physical Armor | Mystic Armor | Barrier Rating | Price |
|---|---|---|---|---|---|---|---|
| Reading Glasses | Enchanted with Improve Attribute (Perception), add +2 Steps to Eidetic Memory for committing a text to memory | 3 | 7 | 2 | 3 | 3 | £2/12 |
| Wide-Vision | Add +2 to Awareness, but a -2 Step penalty to WIL Tests for focusing and staying on-task | 3 | 0 | 2 | 0 | 2 | £1/8 |

# New Healing Aids

## Medications

### *Ban Kim Ewe, "Bankum"*

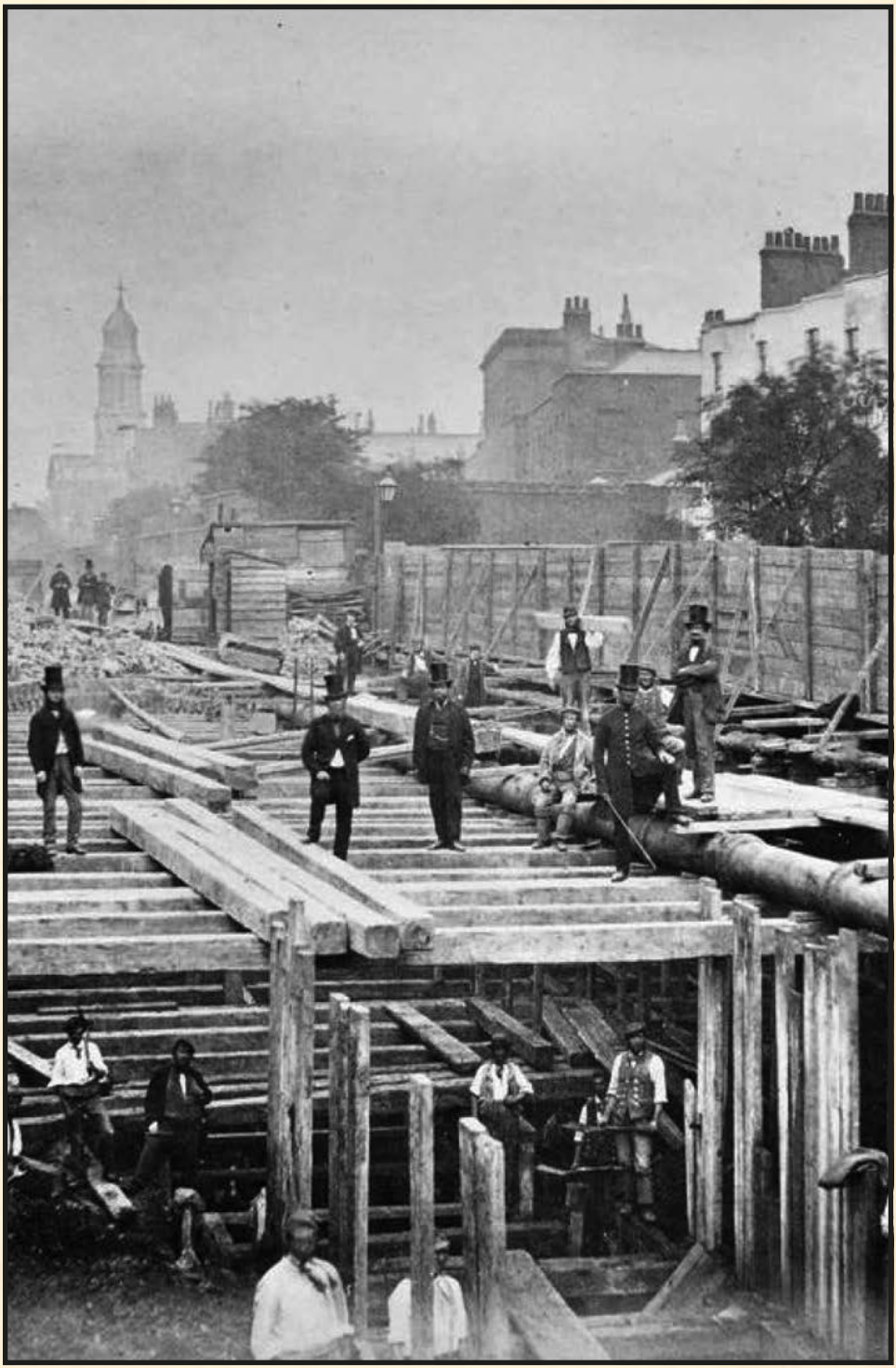
Aw Chu Kin, son of a Chinese herbalist and a brilliant entrepreneur and marketer, opened an apothecary in Rangoon, Burma, in 1870. Known as Eng Aun Tong, the Hall of Eternal Peace, it offered the customary remedies, but also Mr. Aw's own concoction, Ban Kim Ewe, Ten Thousand Golden Oils, a salve good for relief of muscle strain, body pain, and headaches. British soldiers serving in Burma discovered the aggressively marketed salve, and took to carrying a jar of "Bankum" in their pocket as a cheap local remedy. Officers in the medical corps took notice. The ointment proved more effective than British made liniments. It was also both less expensive and much easier to obtain, partly due to the shipping costs and constraints of British

products in Asia, and partly due to Mr. Aw's clever marketing, putting a stock of Ban Kim Ewe in any store that would give it counter space, complete with a brightly painted wire rack for display. Mr. Aw found himself needing to build a new production facility when the British Army offered him a contract to supply his ointment to the medical corps.

Ban Kim Ewe has become known throughout the Empire, especially among the military and those associated with Her Majesty's Armed Forces. Representatives from Eng Aun Tong distribute the salve throughout the Terrestrial Empire and into the Gruv, where they also send out expeditions looking for local substitutes for the ointment's ingredients. Eng Aun Tong herbalists and explorers may be found in the field, talking with Saurid shamans about natural medicines, cataloging plants, and testing potentially useful specimens. Since the opening of the Rabbit Hole, a special golden-jar edition of the salve has been produced in very limited quantities. This version not only relieves pain but can actually heal injuries on application.

Mr. Aw has become very wealthy from his little jars of ointment, has married, and declares that his children will learn both Eastern and Western medicine and business methods, once they are born.

One application of Ban Kim Ewe relieves Step 6 points of Strain, and removes 1 Step of action penalty due to sprain or other minor injury, for 6 hours. Only one application will have any effect within that six hour period. The jar contains enough salve for 20 applications. The golden jar edition only contains 5 applications, and costs ten times as much as the regular jar. One application of golden jar Ban Kim Ewe relieves Step 12 points of Strain, removes 3 Steps of action penalty for 6 hours, and will heal either 1 Wound or Step 8 points of damage (player's choice). Only one application of golden jar ointment in any 24 hour period will have any effect.



Gregory
Miller

# 1879 PLAYERS COMPANION

# Engines, Banks & Clockwork Currency

*"We cannot forbear suggesting one practical result which it appears to us must be greatly facilitated by the independent manner in which the Engine orders and combines its operations; we allude to the attainment of those combinations into which imaginary quantities enter."*
*– Lady Ada, Countess Lovelace*

## Finance

This section provides additional material for playing Byrons and Fiddlers, and provides game mechanics for some of the systems encountered in shops and department stores.

### Banking

Banks are under considerably less regulation in the Victorian era than in the 21st Century. Very few reporting requirements exist, making money laundering a matter of apparent respectability. If a well to do lady or gentleman who owns a trading firm or has investments wishes to make large cash deposits on a regular basis, the only inquiry they're likely to receive from the bank is if they would like a cup of tea while they wait for their deposit to be counted and processed. This is one reason why Dodger teams like to have a Fiddler on staff, and a Byron to help with maintaining

the shell company and the financial paperwork. Banks, like other reputable firms, do not discuss their problems with others, often including the police. No one respectable airs their dirty laundry in public. Thus, a person committing a quiet fraud may get away with it for years, as long as the paperwork looks good and they don't do anything that draws the Crown's attention, such as failing to pay taxes on their freshly laundered funds.

Because there is no government backing of banks, no insurance of deposits or backstop to prevent insolvency and bank collapse, banks tend to be cautious and isolationist. Very few banks exchange Engine data, and those who do are careful that it's done by card and tape to protect against telegraphic intrusion. Spotting a pattern of fraud or other illegal activity within a bank is just a matter of running the right accounting algorithm. Spotting such across banks or other institutions can be deucedly hard, what with all the security wrapped around each firm's information. The Home Office has discussed forming a financial crimes task force, to include the best forensic accountants and Lovelaces they can find, but thus far, the political opposition to such, largely backed by the banking industry itself, remains formidable, and the plan has not passed the proposal stage.

*How was stability possible in banking systems with neither deposit guarantees (nothing like FDIC insurance) nor a government lender of last resort (nothing like the Federal Reserve)? Depositors were more careful in choosing banks, and banks correspondingly, in order to attract cautious customers, had to be more careful in choosing their asset portfolios than banks are today in the presence of deposit guarantees and a lender of last resort. Banks did sometimes fail. But bank failures were almost never contagious, or prone to spread to sound banks, for several reasons. Each bank tried to maintain an identity distinct from its rivals, and was able to do so when it was not compelled by any regulation to hold a similar asset portfolio. Depositors then had no reason to infer from troubles at one bank that the next bank was in trouble. Banks were generally well capitalized, so that fear of insolvency was remote. In some cases banks had extra capital "off the balance sheet" in the sense that shareholders contractually bound themselves to dig into their own personal assets to repay depositors and noteholders in the event that the bank's assets were insufficient. Banks diversified their assets and liabilities well, being free of line-of- business and activity restrictions.*

*Banks were careful to avoid excessive exposure to other banks, which means that they minimized the risk of being stuck with uncollectible claims on other banks. Some degree of exposure is unavoidable in any system in which a bank accepts deposits from its customers in the form of checks written on, or notes issued by, certain other banks. A bank has exposure until it clears and settles those claims through the clearinghouse. Private clearinghouses, particularly in the late nineteenth-century United States, lowered the risks of interbank exposure by making banks meet strict solvency and liquidity standards for clearinghouse membership. Clearinghouses were a vehicle by which reputable banks as a group voluntarily regulated themselves. Clearinghouse associations pioneered techniques for monitoring and enforcing solvency and liquidity, such as balance sheet reports and bank examinations. Clearinghouse associations also did some "last resort" lending to solvent member banks that were experiencing temporary liquidity problems. The Federal Reserve System did not introduce but simply nationalized bank regulation and the lender-of-last-resort role.*

*(quoted from the Foundation for Economic Education, retrieved 3/4/2015 from http://fee.org/freeman/detail/banking-without-regulation)*

## Retail

Some fancy department stores have order machines, small card punches using cards already coded for the department, that the sales clerk codes with the customer's name, items, quantity, and clerk ID number. The cards are then sent off via vacuum transport to the stockroom for picking and delivery. The customer gets their goods delivered when the Engine run is done, with an Engine-printed bill attached.

**HW Defense:** 6
**SW Defense:** 6
**Cost:** £1/6 plus 8/- per 100 pre-coded cards

*The system is just screaming for abuse, and not at all trusted. Many customers still ask that the clerk ledger their purchases in the sales book, instead of carding the order.*
*– The Artful Cardpuncher*

Other high-end shops have adopted the Autotill, a machine that records the sale on punched paper tape kept in secure internal storage. It shows the customer and clerk the item name, stock number, unit price, and total price as each item is rung up, prints out a paper invoice at the end showing the items, amount tendered, and amount of change given, and controls the cash drawer, only permitting it to be opened when a sale is made or a manager uses their key. At the end of the day, the manager collects the paper tapes from the Autotills and runs them into an Engine in the store office, automatically tallying the day's sales, adjusting the store's inventory, and doing the necessary accounting. Some shops will include automatic stock reorder as part of the day-end batch job, and may also link the accounting to employee payroll to award bonuses in the pay packet of the top sellers. Adoption of the Autotill has met with some resistance from customers, as it requires an exchange of money at the point of sale instead of a signature and an invoice later, treating the customer like a common tradesman instead of an aristocrat.

**HW Defense:** 7
**SW Defense:** 6
**Lock Rating:** 13
**Cost:** £3 per Autotill, plus £8 for the cardware necessary for the store's Engine

*Again, convenient for the store, and lets them keep close tabs on the cash drawers, but if you get into one part of the system, you've generally got access to the rest of it. Compromise the paper tape from one Autotill and you can open a back door into the store's Engine, and then Bob's your uncle.*
*– The Artful Cardpuncher*

# Engines

This section expands on Chapter 17, **Engines, Lovelaces, and Byrons**, in the *1879 Players Guide*. Background is provided on the Engines themselves, on their creators, and on the culture surrounding them. The game mechanics for writing new cardware is then presented.

## Engine Terminology

This section expands on the vocabulary introduced in the ***1879 Players Guide***, in the **Engines, Lovelaces & Byrons** chapter.

- **Log:** A file that keeps a record of specific events within the Engine, written to every time an event of the specified type occurs. For example, the Console Access Log gets an entry every time an operator opens a console session, and the Security Access Log gets an entry every time an operator or a program requests access to a secured item, such as the firm's accounting system or the codes for the door locks. Reviewing the log files on a regular basis allows Lovelaces to spot illicit activity in their Engines. Altering the log files allows Byrons to hide their activity, but altering one log file may cause an entry in another.
- **Patch:** An update to the Engine's operating system or to a program, applied to replace older code with newer and (hopefully) better functioning code.
- **Peripheral:** A device connected to an Engine that performs a subsidiary input or output function, such as a printer, a tape punch, a sensor on a hydraulic press, or a turret lathe that has been fully automated for Engine-controlled machining.
- **Program:** a list of instructions that tells the Engine how to perform a task. Programs for the Analytical Engine are generally less interactive than modern-day applications, being designed to take in data from a stack of cards, a paper tape, or a data feed from a peripheral, process it in a specific way, and send the output to the Store for later reference, to a printer, to another paper tape, or a combination of outputs according to the needs of the users. Analytical Engines much more closely resemble the early mainframe computers, with their job control language and linear processing, than our modern interactive systems.
- **System Call:** When a program asks the operating system to perform a function. Most programs do not know how to operate a printer, for example, as the Engine's operating system has the instructions for this, and so to print out a table, the program sends the table to the operating system with a system call to the print function, and the Engine then sends the table to the printer.

In addition to this, it is strongly recommended the Byron player acquire a copy of **The Thrilling Adventures of Lovelace and Babbage**, by Sydney Padua (New York: Pantheon Books, 2018), read it cover to cover, and chase down at least a few of the sources Ms. Padua cites. The reader will emerge with a much deeper understanding of the Engine, the roots of modern computing, Victorian humour, the mathematical jokes in the *Alice* stories of Lewis Carroll, and the historical personages ***1879*** has used and abused for game purposes. While there are many other works discussing the efforts of Charles Babbage to invent the mechanical computer, of Countess Lovelace to invent programming, and so on, many of them quite scholarly and worthwhile reads, this particular one assembles the disparate elements and collects most of what the player needs to know under one cover, and presents the information in an amusing fashion that may keep the player reading.

## Purchasing An Engine

Differential Engines are relatively inexpensive. Their Rating is the equivalent of a Skill Rank in Mathematics, and adds to the Skill of anyone using them to solve mathematical problems. Simply multiply the Differential Engine's Rating by £10 to derive the base cost of the device. Mass-produced Differential Engines, such as the Pocket Calculator, bring the price down by churning out the devices in great volume.

Pricing out an Analytical Engine takes a bit more work. For each component (Casing, Mill, Store, Peripherals), add the HW Defense and SW Defense, and multiply by £100. Add the rest

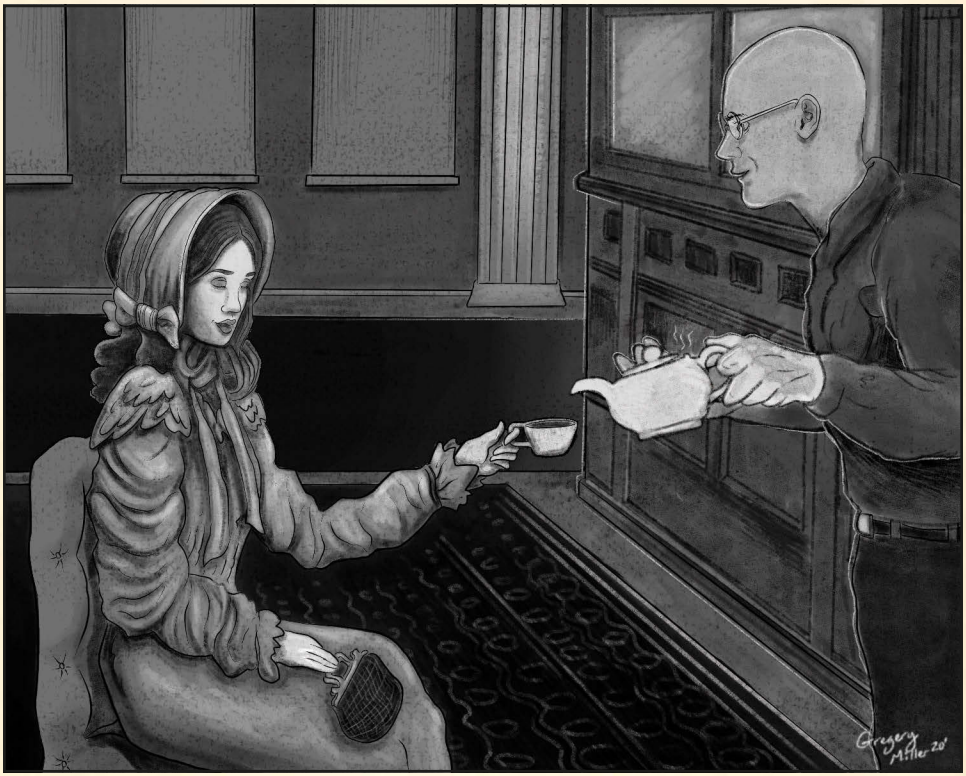
of the ratings together (Physical Defense, Barrier Rating, Code Rating, etc.) and multiply by £20. Thus, the cost for the Engines described in the ***1879 Players Handbook*** (pp.436-437) would be as follows:

## Engine Example Cost Table

| Engine Type | Price |
|---|---|
| Small Firm Engine | £4,300 |
| Moderate Firm Engine | £5,460 |
| Financial Firm/Secure Government Engine | £7,320 |
| Standard Door Security Terminal | £5,800 |

## The First Programmer

The story of Old Chuck has already been told (***1879 Players Guide,*** pp.448-451). The tale of the woman who first realised the true power of the Analytical Engine, though, has not. This section remedies that omission.



Augusta Ada Byron was born 10 December 1815, daughter of the infamous poet George Gordon, Lord Byron, and Anne Isabella Milbanke, a prominent abolitionist and amateur mathematician. While Lord Byron was celebrated by many for his literary prowess, his irresponsibility with his

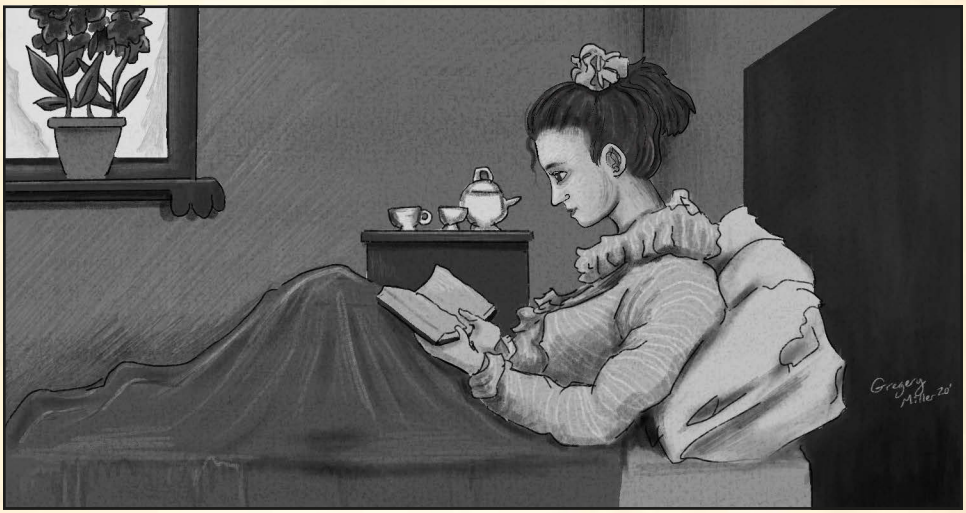
financial affairs resulted in debt that pursued him relentlessly. His wife had fallen in love with him as a dashing and romanticized artist, but soon found the realities of living with creditors and bailiffs making regular appearances at their home as a result of his reckless lifestyle to be tiresome. The hope of their union had been a promised dowry from her uncle, Lord Wentworth, who had passed on 17 April 1815. Given the standards of the time, it would take ten years for the estate to be settled and the funds from her inheritance to become available. Not wanting to raise her new-born daughter under this cloud for the next decade, Anne crept out of the house in the wee hours of 15 January 1816, with her one month old daughter wrapped tightly against her against the winter chill

of London. Her husband would never see either of them again.

Lady Byron (Anne kept the name and never filed for a separation, divorce being simply Not A Thing at the time) resolutely determined to raise her daughter with a strict and prudent education, with a particular focus on mathematics. It was her hope that discipline and practical education would keep young Ada from falling into the same care-free habits of her father. Ada's education began at age four, going through a series of tutors and governesses (often relieved of duty when Lady Byron felt they were not performing up to her standards). When Ada turned ten, her mother's inheritance finally became available, and significant sums were spent toward her daughter's education.

Shortly after Ada turned 13, she fell ill. The disease, never properly identified, left her mostly bedridden, in some cases with paralysis, for nearly four years. This had a profound effect on her, giving Ada significant focus and drive to continue her studies, which were about the only activities

she could maintain while incapacitated. Her mathematical prowess grew considerably. Unfortunately, so did her Byronic tendencies. When she was 16, her mother dismissed her shorthand instructor after Ada had dallied with him, possibly more than a few times. Fearing her father's influence, and determined not to waste the genius with which she might have been gifted, young Ada threw herself deeper into her studies than ever before. Two years later, in 1833, just before her 18th birthday, Ada was presented at court, a standard practice for young noblewomen. There, she first met Charles Babbage, shortly before the government stepped in and took over the Engine project. Upon discussing the Differential Engine, and Babbage's plans for the Analytical Engine, observers at the event found it difficult to tell which of them was the more animated and excited about the prospects



Miss Byron continued to meet regularly with Babbage to keep up with his work on the Engine, giving her remarkable insight into its workings and design. Given her continued education in mathematics, which she feverishly pursued in light of its potential for practical applications, Miss Byron was the right person in the right place at the right time to create the methodological structure for programming the Analytical Engine. In 1843, the Countess of Lovelace (having married Lord William King, Count Lovelace, in 1835) translated and heavily annotated a work by another of Babbage's correspondents, Luigi Manebrea. Her annotations, fully three times the length of the original paper, detailed structured routines that gave the Analytical Engine the capability to solve much higher order mathematics than the original work had devised. The publishing of this work firmly earned Lady Ada Lovelace the title of the first programmer, and the algorithms she conceived remain the founding principals of how programs for the Engine are written to this day.

Interestingly, results of her upbringing seem to have realized the hopes of both Lady and Lord Byron. When the latter was asked, just before his death in 1824, about his estranged daughter, he replied, "I hope the Gods have made her anything save poetical – it is enough to have one such fool in the family." Sadly, Lady Ada did not live to see the potential of the Analytical Engine fully realised. In 1844, Babbage betrayed the government that had shunted him aside, released the plans for the Analytical Engine to the two Johns, and died of apoplexy shouting at a street musician before he could be arrested. Countess Lovelace began to weaken, and what was at first thought a relapse of her teenage illness turned out to be something far more dire – uterine cancer. In 1852, isolated from the world by her domineering mother, attended only by her husband, Augusta Ada King, Countess Lovelace, Lady Byron, died after a long and excruciating bout with a disease that

had no cure. In her last weeks, she made a confession to her husband, which caused him to leave her side and depart the house, returning only after she was gone, but what she confessed, and where he went, he never revealed. The first programmer died as she had grown up, alone except for her mother and her mathematics.

## Engine Security Culture

Both Differential and Analytical Engines have become mainstays in business operations, at least amongst those firms that can afford them. It has become a matter of prestige for a firm to possess an Engine, giving an air of higher authority when compared with a firm that does not, regardless of the actual use of the mechanical wonder. Firms that use Analytical Engines tend to fall into one of three types in terms of the culture that arises around the Engine. Their level of security, how well integrated the Engine is in their business practices, and the degree to which they've migrated the firm's information onto the Engine depends on how seriously they take their investment and how far along they are in the maturity process.

The **Amazing Engine** group tends to be the least mature in its business practices, security precautions, and vision of how to integrate the Engine into their operation. They're still somewhat overcome with the amazement of it all, and the shine hasn't quite worn off their Engine's casing yet. They regard information security as a necessary evil, guarding their old style books and papers reasonably well but being somewhat cavalier about their cards and tapes. After all, what use is a single card out of a deck, out of context? If they have a dedicated security team, it's small and probably recruited from the existing watchmen. The head of the security team reports to the senior Lovelace. Turnover tends to be relatively high in both security and Engine support crews, with little formal training and an expectation that people will learn the job by doing it. The one thing that saves them from being ridden over roughshod by the Byrons is that their firms tend not to have much on the Engine worth stealing, as the firm hasn't yet migrated its more important business methodologies and information from paper files and account books. As it is, they probably have a good deal of code running on their Engine that the firm's Lovelace doesn't know about, as a Byron or two will have taken advantage of the lackadaisical security to steal Engine time for other purposes.

The **Proper Business** group have a more serious approach. Their chief of information security reports to one of the senior managers in the head office. The security team includes some licensed professionals, hydraulic engineers, locksmiths, and the like, as well as some ex-military sorts for handling the rougher end of the job. They might even have a mage. The firm has migrated some of their information handling onto the Engine, but their processes haven't changed. Much like companies that replace waterwheels with steam engines, or steam with electrical motors, the power takeoff still runs from a single large engine out to the biggest equipment on the factory floor, then to the smaller devices. Nobody has reorganized the order of the equipment to take advantage of microsteam engines, restructuring the business process according to the order of work. The firm will have some of their own code running on their Engine, but will also have reasonably up to date versions of commercial packages handling some of the more complex operations. The Engine still drives the process rather than the other way round.

The **Visionaries** have seen past the horizon and understand the significance of the Engine. Information security is ingrained in their firm's culture, with procedures in place for locking down every last bit of information, whether it's handwritten on foolscap or sent by telegraphic signalling. The chief of information security sits on the company's board of directors. Their large, well-paid, and highly professional security team not only has things well in hand on a daily basis, but has contingency plans to deal with the inevitable intrusion. They routinely drill the firm on how to respond when a break-in occurs. The Engine's commercial packages are up to date, the clockwork finely tuned, and the custom code polished to a mirror gleam. Protective charms prevent scrying the console passcodes, and bound elementals guard the Engine room. Only the most highly skilled or

foolhardy (or both) of Byrons would dare try to inveigle their way into this firm's systems.

In game terms, the group the firm belongs to determines the challenge they present to the Byron and to the Dodger team as a whole. The following table shows how this affects several factors. The Defense Bonus can be applied to the Lock Rating of the firm's physical security, the Hardware and Software Defenses of its Engine, or to any other Rating that resists the Dodger team. The Security Team column shows the Tier of the watchmen the Dodgers first run afoul of when entering the premises. This is also the Tier of any team initially sent to chase down the Dodgers after their departure. The Security Backup column shows the Tier of the second level of security (if any), the team that arrives if the first needs a hand. Thus, Dodgers breaking into an Amazing Engine firm would find no extra precautions, just bog-standard locks and a few rough sorts with cudgels. Dodgers breaking into a Proper Business firm would find the locks a bit tricky, the Engine Store well guarded, an initial group of watchmen with light armour and combat training, and a backup team with firearms, military experience, and maybe a bit of magic. Dodgers who survived a run against a Visionary firm would be hotly pursued by a dedicated team of professional hunters, with heavy firepower available on a moment's notice.

## Engine Defense by Business Culture

| Firm Type | Defense Bonus | Security Team | Security Backup |
|---|---|---|---|
| Amazing Engine | 0 | Initiate | None |
| Proper Business | +2 | Novice | Journeyman |
| Visionary | +4 | Journeyman | Warden |

### Engine Interaction

The following excerpt from the memoirs of the late Ernest Wescott has been provided and graciously annotated by his twin daughters Miss Amalia and Miss Philomena Wescott. Their father established himself initially as a mathematician, then applied those skills to the writing of cardware in the early days of the Analytical Engine. Mr. Wescott had begun work on an instruction manual for cardware programmers, but sadly met an early demise as the result of an unfortunate carriage accident. His daughters, having learned mathematics at their father's knee and read for maths at Cambridge, have followed in his footsteps, and now jointly operate their own cardware development firm in Essex. They have completed their father's last work in his honour, adding information from their own experience where applicable.

To harness the computing power of an Engine, it must have a program to run. Attempting to use an Engine without a program would be like trying to drive a coach with no wheels. It's simply not going to go anywhere. A program consists of a set of calculations, definitions of variables, and the data set to be processed (or its location, whether in the Store, a set of cards or reel of paper tape, or a live feed from a telegraphic or hydraulic source). For very simple tasks, these can often be entered manually at the Mill console, which has a keyboard and a roll of paper for printout, and may have a set of three card hoppers (Data, Variable, Operation), a tape reader, and lights, meters, and counters to indicate Engine status. The exact configuration depends upon the manufacturer of the Mill, as well as any custom modifications for the specific installation. While most operators have a preference for a particular interface method, the basic principles behind them are the same, and an operator skilled in Engine Programming should be able to use all types with more or less equal efficiency.

*The available outputs and inputs for a specific Engine will need to be taken into account when writing a program, not only for how the data will be displayed, but how the data will be acquired by the Engine, and how the operator will interact with the Engine. Critical information must be presented in outputs that are immediately accessible. – Philomena Wescott*

*Additionally, I have found it is typically best practice to not criticize a particular Engine interface, nor to draw comparisons between different formats when speaking with an Engine's operator. Operators often have a strong affinity for their preferred formats and methodologies, and fly into a fierce defence if they perceive these preferences to be questioned. – Amalia Wescott*

For complex routines that involve multiple formulae, large sets of variables, and arrays of data, the program is written, then converted into a medium for feeding into the Engine. The most common method uses punched cards created on a stand-alone card punch machine, looking something like the designing station for a Jacquard loom with a complex keyboard instead of a weaving grid. (A similar machine produces paper tape, but it's less popular due to the problem of having to create an entirely new tape if an error is made anywhere along its length, where a single card can be easily replaced.) These are fed into the Mill via a reader, which takes in cards from an input hopper and ejects them into an output box once it has read the punched holes.

The core of the Engine is written in base 10, which most people think in by virtue of how many digits we are born with. A zero base is used, where number values start at 0 and go to 1, 2, 3, and so on. The cards, however, are punched in binary, or base 2, which starts at 0, goes to 1, then moves up to a new place at 10 (or 2 in base 10). Each punch slot in the reader corresponds to a switch in the Mill, and the holes punched in the cards toggle whether each switch is off or on (being 0 and 1 respectively, if translated to numbers). The cards configure the switches, which load operations, variables, and data into the Mill, and from there the functions are carried out. Reading or writing cards (or paper tape) is the only point in the Engine where operations are in base 2. Everywhere else, including with data entered manually at the Mill, information is handled in base 10.

## Card Types

Three types of cards are used. **Data cards** carry values, such as cash amounts, inventory counts, and tax rates. At the most basic level, all data sets are numbers. However, to ease repetition of data entry and save on both Engine and program size and complexity, some data sets are stored within the Engine as reserved characters for common use. This includes the character map for the letters of the alphabet and equation symbols, as well as common functions for standard mathematical operations, entering a line break or carriage return, deleting the last character entered, and so forth. This reserved data set is housed within the Mill rather than the Store, both for efficiency in returning the data and for compatibility in case of future Store upgrades. Standard practice maintains a permanent set of reserved function cards at the Mill for ease of use. These are closely guarded, not only because of their value in Engine function, but also because they will reveal the format of the Engine if studied and thus create potential for a security breach. The working set is usually kept in an open and clearly marked case, with the slot for each card labelled so it can be determined at a glance if a card is missing and, if so, which one. Disorganizing these cards can be a major hindrance to an operator. More than one inattentive clark has received a thorough rollicking from their firm's Lovelace for replacing cards out of order. Most firms will also have a duplicate set of function cards in the event they need to be copied for replacement. These will typically be housed well away from

the Mill room, and kept secured under a lock that only the head Lovelace and possibly the firm owner will have access to.

As of yet, the reserved data set has not been standardized across the industry, or even entirely between models of Engine from the same manufacturer (this allows them to lock a customer into using their own products, and often forces them to replace the entire Engine when upgrading to newer equipment). This is a large part of why the format of an Engine must be known prior to creating a program for it, and why programs on one Engine are not typically compatible with another. The reserved character one Engine uses for the letter "A" may be used by another Engine for the division function.

*While the reserved data set has not yet been standardized, the actual values contained within are more or less universally recognized. If a particular function is in the reserved data set for one Engine format, you can be reasonably sure that it will exist in another, albeit most likely with a different value to locate it. – Amalia*

Next is the **variable card**. Entering a static value into the Mill is all well and good when it is part of the current calculations, but setting data aside for later recall requires it to be moved to the Store. Moving data to the Store requires not just the data value itself, but also a specific location within the Store so that it may be recalled later. The Engine only notates the location within the Store, but properly notated code will typically have information written on the card in language the operator can understand, such as 'x' for the equation 3x+1. When a variable is created, data values must track the storage size (for example, is this a number that goes to the hundreds or to the thousands?), the type of data being stored (is this a whole number or does it have a decimal point? Is it a date? A dollar value? A geographical location?), and other parameters appropriate to the data type. Variable cards typically also include functions relating to the data written to them (is the data being written to the Store at this stage, or being recalled from it? If being written, is this a new variable being added or is it modifying an existing one? If being recalled, can it be removed from the Store or does it need to be left for later use?). Only rarely will a variable be used only once in a program. Doing so is considered bad practice, as it takes up space for the variable parameters when a static value would have sufficed. This makes it easy to locate variable cards in a given set, as they will have similar patterns repeating.

*Variables that store different types of data will typically have further terms associated to them to give better definition as to what operations can be performed with them. For example, a variable that holds purely text data is often referred to as a "string". Strings cannot have mathematical operations performed upon them because they only contain text. Full descriptions of these types of variables and their use in programming is beyond the scope of this work, but the reader should learn this in furthering their education. – Philomena*

Next to the function cards kept by the Mill, there is usually a set of generic variable cards so that an active data set may be stored in the first available memory slot. These memory slots are typically not regulated in size and type, making them inefficient for use in large programs, but convenient for quick storage and recall. If used, the Engine will create a storage location, which the operator must write down so that they can later retrieve the data they stored, as well purge it from memory when no longer needed. Purging disused data from memory, referred to as "binning", is a regular task that operators must perform to keep the Engine running efficiently. Problems can arise from forgetting to clear a generic memory slot or from a sloppy programmer who did not clear

their variables when their program finished.

*Generic variables are extremely wasteful in terms of space used and efficiency in accessing. They also will not restrict the types of data that can be stored within them or the types of operations that can be performed upon them. If used incorrectly, they will cause either a jam or data corruption. The only value to using them is speed when writing information to an Engine, which is critical for an operator working with an Engine in active use. For a programmer, it is best practice to never use them. Doing so is considered a sign of slipshod and lazy work, and will invite disdain from one's peers. Failure to include a bin routine at the end of a program, a much more serious failure of standard practice, may be grounds for dismissal. – Philomena*

The final type are **operation cards**. These carry the actual functions of a program. Operation cards can call upon other functions as subroutines to increase their complexity. This process is called nesting, with a function called upon from another referred to as a nested function. This adds to the usefulness of the reserved data set in the Mill, as common operations, such as multiplication, can be called rather than having to write the entire function on the operation card. This is not limited to reserved functions, however. An operation card could provide a set of instructions which are stored as a variable, to be called upon later by another operation card. operation cards come in sets of two, one at the start of the operation and one at its end, like a set of parentheses. These do not necessarily have to be subsequent to each other, and indeed very often will not if there are nested functions to be used while a particular operation is being processed. The same function can be nested multiple times, but a programmer must remember to put a close on every instance of the function, and in the proper order. Without proper closure, the program will remain open and prevent any others from being run. The Engine will continue following the nested function and repeating in an infinite loop. Eventually, these will cause the Engine to jam once it runs out of memory resources. This dualistic nature of operation cards does mean that a specific function cannot be nested within itself. Attempting to do so will result in a logic error that jams the Engine (though it is possible to write two operation card sets that perform the same function and nest those).

*It is of course possible to have an operation that spans further than two cards if necessary. The dualistic nature means that there is a minimum of two cards per operation. Indeed, for particularly complex operations, it is quite common for an operation card set to span many cards, and have nested operations on top of that. As it is easy to see how complicated these may get, good practice dictates it is absolutely essential to have clear, detailed notes written on one's cards, even if you will be the only one using them. Woe betide you if you must troubleshoot a program that you wrote six months ago and did not notate thoroughly. – Amalia*

*Like variables, operations are restricted to the corresponding variable type by the data being processed. On the surface, some of these functions may seem redundant, but are necessary so that different types of data can be handled properly. For example, an addition operation for two numbers will total their values, whereas an addition operation for two text strings will append the second string to the first. Mismatching of data types between operations and variables is a common mistake among novice programmers. – Philomena*

Operation cards are the heart of the program, giving function to data entered in the Engine rather than it just being numbers sitting idle in storage. Here, the efficiency of a program is won or lost. Accomplishing an action in the fewest steps possible is a primary goal of all Engine programmers. This may sound easy when performing simple tasks, such as basic algebra, but consider managing the inventory of a large warehouse and shipping company. One could assign that task to three different people and get back three different methods of how to go about it, all with varying advantages, disadvantages, and efficiencies. Remember that a function in an Engine translates to the movement of thousands of cogs, pinions, and racks, which must all be completed before the next function can begin. Moving all of that metal requires considerable energy and time, and thus good programming emphasises reducing that movement to as little as possible.

*Achieving this efficiency is why there are standardised practices within the industry. These may require additional time on the part of the programmer, but this fades to nothing compared to the running time saved on the Engine, or modifying and troubleshooting later. Do not take short cuts around proper procedure when writing a program.*

*A commonly told cautionary tale in this regard involves a firm seeking to bypass writing a program by hiring a Medium to summon the spirit of an Engine operator. The thought was to have the spirit possess the Engine, so that they could assign a task to the spirit and leave it to do the work from inside the system. As the story goes, the Engine had access to a telegraph module, and was able to connect with another firm that had the same idea. The spirits of the two operators, having been professional rivals in life, got into a slanging match over the telegraph, halting all legitimate Engine tasks in favour of devising new and more clever insults to throw at each other. The Mediums were unable to banish the spirits, their argument having given them firm purchase on the Engines, and the firms were eventually left with no choice but to replace their Engines at well over ten times the cost of having hired a programmer.*

*Whether the story actually happened or not is irrelevant to its lesson: short-cuts in the short term lead to higher costs in the long term. For a programmer, the story is also useful to tell a prospective client who seems uncertain about the cost for your services. – Amalia*

## What Cardware Can Do

In a nutshell, cardware is capable of any function a person can imagine and a programmer can render into data and operations. The casual observer may find it strange how Engines are touted of being capable of so many tasks, when at their heart, all they really do is perform calculations. The applications for business are obvious enough - reconciling accounts, collating inventories, creating charts, and storing employee records, for example. What of uses outside of commerce?

It is easy to understand how one might think this is all these machines are good for, given the great firms are typically the most visible organisations with the financial prowess to purchase them. Remember, however, that much of the world we live in can be reduced to numbers at its most basic elements. Indeed, much of mathematics arose by studying the natural world. Just look to the work of Sir Isaac Newton in natural philosophy for examples. This leads to the second great purchaser of Analytical Engines – academia. Cambridge and Oxford compete for which institution has more computing cycles available for its research. A competition within Cambridge has arisen in parallel with the Mathematical Tripos, the Computational Tripos, carrying the title of Senior Poet for the student achieving top marks in the exam, and a tin spanner being given to the student achieving lowest marks while still placing within the boundaries for honours.

Predicting how natural forces will function in a given scenario is useful for many professions, including designing new airships or analysing a crime scene. Beyond these specific cases, though, lies the ability of the Engine to manage patterns, and to sort repetitive or emergent behaviours from

noise. Scotland Yard's Engine does quite a bit more than store and retrieve the records of known or suspected criminals. By matching up unsolved crimes with the modus operandi, or operating style, of criminals already encountered, the probability of a crime having been committed by a specific person can be determined. Taking a census of criminal events in an area can point up patterns of crime, and suggest where police efforts might be best used to stem the flow at its source rather than chasing its end points. This comes round to the next great purchaser of Engines – local and national governments. Remember that the first Differential Engine was installed at Great George Street in Whitehall, and used to tabulate the National Census of 1841. Since then, Analytical Engines have been installed in a number of offices across Great Britain and throughout the Empire, managing the tax records, population counts, immigration and emigration processing, and hundreds of additional tasks required for a functioning bureaucracy. In more real-time, some might say practical, applications, Engines manage traffic flow in great cities such as London, Manchester, Paris, and New York. Berlin uses an Engine to manage its S-Bahn trains. The Royal Post Office has Engines, both Analytical and Differential, at many of its facilities to automate the sorting and routing of mail.

Not all Engine use must be practical. They can be used for artistic pursuits as well. Indeed, the Jacquard Loom, that the Mill of all Engines bases its design from, was used for recreating patterns of woven thread. Even music, when broken down to its most basic level, is an artistic expression of numbers, which puts it within the realm of Engine capabilities.

*This points up a key ability for anyone wishing to make a name for themselves as a programmer. Aside from being capable with mathematics and having an eye for seeing patterns, imagination is absolutely critical, especially given the increasing maturity of the industry. One must be able to see past the workaday tasks most requested by business and government, and envision what could be possible with future development. Even dealing with ordinary problems can often be made simpler with extraordinary solutions. – Amalia*

While much focus is given by the popular press to programs created by Byrons for illegitimate use, whether for good or ill, do not forget they are only one half of the story. Lovelaces have plenty of need for writing programs set to legitimate use. Indeed, without the need for effort spent on defence or stealth routines, legitimate programs have many more resources available for higher complexity functions.

## On Code Notation

Program writers should notate their code for later ease of reference, both for themselves and for anyone else trying to implement the program. This sort of notation includes what function each card performs, and how it relates to the larger function of the program as a whole. Comments may provide hints on what to do if a function fails. Engines, for all their glory, are not perfect machines after all. Gears wear down, building subsidence causes cams and racks to come out of alignment, and material imperfections cause imbalance. Even a program that has been tuned to perfection can fail if the Engine has a mechanical issue, and steps must be taken to recover in this sort of event.

In the case of punch cards, notes are typically written directly on the card, so that an operator can read the instructions as the program is read by the Engine, or on the currently active card in the case of a jam or other failure. Other input methods, such as paper tape meant to be fed in telegraphically, will typically have an accompanying manual. Documentation is an industry best practice, and a program that does not have documentation will be looked upon with suspicion.

Obviously, a programmer with illicit intentions cannot annotate their cards with 'this function moves the funds to our covert firm' and expect it will go unnoticed in the firm's operations unless the operator is woefully inattentive. Byrons generally create two sets of cards: one properly annotated for their own use and left at home, and one annotated with more innocuous references for implementation into the target Engine. The Lovelace must not become complacent and take program notes at face value. If one suspects a program to be illegitimate, they must study the code itself, not just the programmer's notes, to determine the true purpose. As is the case so often in security, people tend to be the weak link. Engines faithfully follow whatever instructions are given to them. People submit those instructions. Vigilance and discipline are the only methods that ensure the instructions to be properly written, and to carry out operations that will benefit the firm.

## The Differential Engine

The discussion thus far has been focused on the Analytical Engine. What of the Differential Engine?

For those who do not recall, the Differential Engine processes data similarly to an Analytical Engine, but lacks the Mill. As such, the Differential Engine cannot change functionality as it operates. To change its operations, it would have to be reconfigured by a machinist with knowledge in Engine programming. Differential Engines can only accept operation cards for functions already built into it, and the factors that would be handled by variable cards have already been defined. Users of Differential Engines primarily enter data and trigger predefined operations. Cards may be used depending upon the Differential Engine's established algorithms, which in turn depend upon its purpose.

> *Differential Engines are sometimes peripherals connected to an Analytical Engine. This diverts some of the processing load from the Mill, freeing up those system resources for other tasks. It is quite common for programs run on a Differential Engine to submit data to and request results from a connected Analytical Engine. Remember that data transmission does take time. If you are writing a program, or a subsidiary module for a program, that will run on a Differential Engine, remember to keep your send and receive requests as minimal as possible, and allow for potential delays in processing. – Philomena*

## Mechanical Considerations

Much has been given over to the operation of the Engine in terms of data entry, output, and programming. Some consideration to the physical components would also be in order. These are complex, precision-engineered machines, after all, dependent upon very tight tolerances for proper

operation.

Analytical Engines must be routinely rebalanced and levelled due to building subsidence, wear and tear, and other mechanical considerations. An Engine that is out of balance may give bad figures, jam, or tear itself apart from vibration. For most firms, once every six months is sufficient. Firms that put considerable stress on their Engines, such as Lloyd's, perform routine maintenance once per quarter. The Engine must be taken out of service for at least two days to have its components inspected for wear, realigned, and the entire system demagnetised and levelled. In the aforementioned case of Lloyd's, the firm maintains a large number of Engines, so that one is down each week for maintenance, while the rest continue to process. Smaller firms, especially those with only a single Engine, must carefully schedule their maintenance so it does not interfere with significant financial transactions, such as end of year tax calculations. Crown Revenue is not known for their patience with those who are laggard with their figures.

*The possibilities of gaining access to an Engine during maintenance have been well thought out by both Byrons and Lovelaces. Elaborate ruses and deep cover meet up with triple-checked credentials and telephone conversations for validation. All of the angles have been considered, tried, and refined down to a dance as precise as a minuet. Take my advice – don't try to get in with a maintenance window until you've been at the game for a few years and know the steps.*

*– The Artful Cardpuncher*

Magnetism presents a threat greater than all the Byrons in England. The constant rotation of steel cams and cogs creates a tendency for the parts of an Engine to magnetise. Part of routine maintenance consists of reversing this effect. Lovelaces perform quick checks for magnetism with the simple expedient of a machine screw dangled on a bit of string near the suspected part. Taking down an Engine for an hour to swap out a magnetised cam costs the firm less than erratic figures.

To help prevent this, modern Engines use nickel-iron alloys for casings rather than steel. Attempting to use the same alloys for cams, cogs, and other moving parts has not been successful, steel being required to resist wear and reduce downtime. Maxwell coils can also be used, setting up a field around the Engine to counterbalance the magnetising effect of the motion of the cams, but their power consumption is expensive, and the coils and Engine must be tuned to each other. The risk of a Byron badly damaging the Engine by tampering with the coils must also be considered. Maxwell coils are only found in the most advanced Engines, operating in a temperature controlled oil bath and in secure government installations, like Sandhurst, or at the largest and most prosperous firms, such as Rothschild's Bank.

*The havoc you can create with a child's toy magnet tucked into the right spot ...*

*– The Artful Cardpuncher*

## Cardware and Hardware Firms

With Analytical and Differential Engines in widespread use, companies focusing on specialised cardware for accounting, personnel management, databasing of ships and cargo, actuarial forecasting, and other large business applications have arisen. In the manufacturing field, the assembly line has existed since 1853 and the Long Shop. Engineers and cardware boffins have automated it with clockwork computing.

**Clockwork Computing Ltd.** Operating under the motto "We Run on Time", CC Ltd. makes the Iron Knight Security package, a combination of hardware revisions and additions installed on the Engine, security cardware, and operating system modifications. The Iron Knight package raises the Target Numbers for Byrons and can put in an extra resisted Test against cardware

or operator induced malfunctions. It comes with an actual iron helm to mount in the Engine room. (The helm should not be mounted directly on the Engine because of possible magnetic interference, and well as its weight, which could throw off the Engine's balance.) Prices are given for installed versions, which includes the services of a CC Ltd. Technician for installation and routine maintenance.

**Cost:** IK Basic £450, IK Extended £850, IK Premium £1250
**HW Defense Bonus:** +2 / +4 / +6
**SW Defense Bonus:** +2 / +4 / +6
**Notes:** Any Engine operation that would cause a hardware jam or a mass data deletion triggers a resisted Test and an alarm.

## Hopp and Tschira GmbH

The first cardware firm ever registered in Prussia, Hopp und Tschira specialise in industrial applications. Their Plattner Triple-M suite (Materials and Manufacturing Management) controls supply-chain inventory, allowing manufacturers to reduce their costs by closely monitoring supplies on hand, predicting supplies needed based on projected work orders, and controlling purchasing and delivery of the supplies required to make the firm's own products. The firm's Wellenreuther Resource Planning system applies the same methodology to personnel, tracking hours of labour, aligning labour requirements with manufacturing needs, and predicting adjustments needed in the workforce over days, weeks, and months to allow the firm to constantly maintain just the right number of workers in its factories for the production desired. Each suite adds a base +2.5% to the firm's profit margin due to workflow optimization.

### Mechanics:

Base cost for H&T cardware is by firm size:

- **Small** – 1 facility
- **Medium** – multiple facilities within a single nation
- **Large** – multiple sites across multiple nations
- The firm then pays for the audit level they want. Increasing the audit level puts more load on the Engine for logging, verification, double and triple checking, which takes time to process and causes a slowdown in the workflow, but increases the chance of a fiddle being detected.
- **Normal** – work proceeds at the usual pace, all detection Tests at +2 Steps
- **Strict** – verification algorithms slow processing, so that all actions take 5% more time, all detection Tests at +5 Steps
- **Severe** – verification algorithms and manual validations take noticeable time in the Engine, extending all actions by 10% of their normal processing time, all detection Tests at +8 Steps

H&T's cardware adds to the firm's SW Defense for specific actions (on all Engines in the firm). Plattner Triple-M raises SW Defense against inventory adjustments, spurious work orders, and false invoicing in the manufacturing chain, generally protecting supply and production lines from the vendor to the finished product. Wellenreuther raises SW Defense against forged credentials, false work orders, payroll fraud, and employee records adjustments, making life difficult for Fiddlers as well as Byrons.

The following table shows the cost per year for Plattner or Wellenreuther (they must be purchased separately) according to the firm size and audit level, and the resultant SW Defense adjustment. Upgrades to the new version must be purchased every year. For each year the upgrade is not purchased, cut all Step and Defense bonuses by half, and reduce the profit margin bonus by 1%.

## H&T Cardware Cost and SW Defense Bonus

| | Normal | Strict | Severe |
|---|---|---|---|
| Small | £23 / +2 | £44 / +3 | £66 / +4 |
| Medium | £45 / +4 | £87 / +6 | £132 / +8 |
| Large | £68 / +6 | £131 / +8 | £198 / +10 |

### Morin Huber and Sons

Originating in Stamford Hill's Jewish population, the firm of Morin Huber, now in its second generation ("and Sons") and training a third, specialises in factory automation. Their Human Touch Machinery Supervision package connects sensors in the manufacturing machinery with Differential Engines on the production line, automating the process and providing real-time adjustments. For example, at a bakery, the distance that the dough-folding arms move with each cycle can be measured, and adjusted without stopping the machine, so that all the pretzels come out the same size. With the Modern Wonder Production Line Control suite installed, the Differential Engines feed their data to the firm's Analytical Engine, so that the entire production line can be controlled from a central location. A single operator sitting at a status board can monitor the gauges for pressure, heat, and liquid component availability, the meters for tracking solid component availability, and the indicators for output quality monitoring, as well as run the production line with just a few helpers on the factory floor to keep the machines supplied with raw materials.

*Most factories that implement Modern Wonder feed the production data to their central Analytical Engine, either directly to an on-premises Engine or telegraphically, so that they can monitor their production in real-time. It makes the directors happy when they can see products rolling out on the ticker in the board room. It also creates a security nightmare, as anyone who can get into the company's Engine network can start, stop, or interfere with the production lines. With Human Touch in place as well, the possibilities of convincing the pie-making machines to throw their products at the employees instead of sending them on to the oven...*

*– The Artful Cardpuncher*

*That was you then?*

*– Djehuty Jones*

*Oho, something the omniscient Jones doesn't know!*

*– The Artful Cardpuncher*

### Mechanics:

The **Human Touch** system allows a machine to be remotely controlled and monitored.

**HW Defense:** 5

**SW Defense:** 5

**Cost:** £30 for factory installation and cardware plus £5 per machine for sensors, Differential Engine, and installation

The **Modern Wonder** system allows a factory's production line to be started up, shut down, modified in function (within the limits of the machinery), or put into diagnostic mode for troubleshooting and data analysis. The factory can also be monitored remotely. Modern Wonder has hooks in its cardware for connecting with supply-chain systems such as Plattner from H&T.

**HW Defense:** 6

**SW Defense:** 6

**Cost:** £38 for cardware and installation, plus £5 per machine (waived if Human Touch is already in place)

# Writing Cardware

The cardware build mechanic describes the process of creating a program to be run on an Engine using the game terms listed below.

- **Aspects:** The functions assigned to a program that describe its use. There are 10 potential Aspects, not all of which can be used in a single program. The specific use of an Aspect is described during program creation.

- **Concealment Rating (CR):** The Target Number for an operator working against the program to both detect and remove it from an Engine. The base value is the Software Rating, modified based on the Aspects assigned. The Aspects may modify the program's Concealment Rating under predefined circumstances.

- **Design Points:** The points available to buy Aspects and alter the program's characteristics. A programmer starts out with 5 Design Points for writing their program. These points may be used to modify the program's characteristics using any of the Aspects listed.

- **Software Rating (SR):** The Target Number for an operator trying to implement and work with a program. The Base SR is equal to the number of Aspects used in the program, but may be set higher by spending Design Points in order to increase the resistance of the program to operator interference.

- **Tier:** The minimum Profession Tier for a programmer to write and an operator to implement and use a program. All programs start at Novice, and rise in Tier according to their build. There is no minimum Tier for an operator trying to defend against a running program, though a Novice operator may be badly outmatched by a Warden Tier program.

- **Writing Time:** The days required for the programmer to write the code. A day of programming requires 8 hours of work. All programs start with a minimum write time of one day, and may have additional days added for Aspect complexity, or voluntarily added to gain additional Design Points.

## Program Aspects

The programmer should first determine what function or functions they want the program to perform. They must then break that functionality down in terms of the Aspects used. Depending on the functions, certain Aspects may have to be taken multiple times. For example, if the programmer wants a program that will change the payee on an account, change the amount that is paid for a

specific transaction, and then delete the record of the changes, then it must use the Change Aspect twice, once for the payee and once for the amount, and the Delete Aspect twice to remove the system log entry for each modification.

The following functions may be included in cardware.

- **Attack:** The program attempts to cause damage, either to data in the Mill or Store in order to corrupt it and make it unreadable, or to the data medium, or to the Engine itself by causing a physical jam of the clockworks, either minor or major. A minor jam can be cleared by an operator, whereas a major jam causes physical damage to the Engine, requiring hardware repair before it can be used again. This Aspect can only be implemented into a program up to two times, once to corrupt data and/or once to jam the Engine. Use the code writer's Engine Programming Step as the Effect Step against the SW Defense of the Mill to corrupt data, or against its HW Defense to cause damage to the Mill's Barrier Rating. Additional successes on the Implementation Test may be spent to grant a +2 Step bonus to the Effect. Malicious code of this nature makes the program easier to spot by an Engine operator, with code attempting to cause a major jam being more obvious. This is reflected in the Concealment Rating adjustment on the Program Aspect Cost table.

- **Change:** Alters data, either in another running program in the Mill or information contained in the Store. This is a catch-all function that covers any modification of data, from changing amounts in an inventory database to modifying the code of another program. Highly complex routines may require this Aspect to be taken multiple times, once for each process step. For example, if a change requires the operations of another program to be replaced with a new set of functions, the program to be resequenced so that its subroutines still match up with the main code, and the operator log amended to show the change as a legitimate vendor patch, this would require a minimum of three Change Aspects.

- **Create:** The program enters new data in the Mill, either as a result of its own processing or copied from data elsewhere in the Engine. This requires operations to retrieve or create the result, and may include (but is not required to) writing the results to the Store to be called upon again, either by the same program or another. The Create Aspect must declare whether it is creating static information or variables in the Mill, and whether or not it writes that data to the Store. If a program needs to create variables in the Mill that are disposed of later, and also create static data that is written to the Store, the Create Aspect must be taken twice, once for each operation.

- **Data Transmission:** The program sends data through one of the Engine's peripherals (printer, card punch, telegraph, etc.). Use the Base Software Rating result for any Tests required to send the transmission. The type of transmission must be specified at the time of writing the program. If the Engine does not have the specified peripheral, the program causes a minor jam resulting in automatic detection.

- **Defence:** The program actively defends itself from removal by relocating portions of its code or by attempting to lock an operator out of an Engine sector it is currently occupying. Use the program's Software Rating for any opposed Tests required. Additional successes on the Implementation Test grant a +2 Step bonus each for the program to defend itself. Including this Aspect grants a bonus equal to the Software Rating for a Lovelace to identify the author of the code, based on the skill level and style of the

program.

- **Delete:** The program removes existing data from the Mill or Store, which may deny the data to any currently active programs utilizing it. If a program has loaded data from the Store into variables in the Mill, two Delete Aspects will be required, one to delete the Store data and one to delete the variables from the Mill. Note that data cannot be deleted from anything stored on cards or a paper tape, as those are physical, write-only media. Removing data from cards or tape requires physically destroying the media. This in turn requires the Attack Aspect, targeting the data medium rather than the Engine itself.
- **Self-Destruct:** The program deletes itself upon completion of its task. To further remove evidence of its presence requires a Change Aspect directed against the Engine logs. Once the program has deleted itself, detecting that it was ever there requires an Engine Programming Test against the Concealment Rating of the program at the time it self-deleted, with a penalty of -1 Step for each day after.

- **Self-Replicating:** The program creates copies of itself, possibly embedded in other files. The Implementation Target Number for each copy is the same as the initial Implementation Test. Each time the program copies itself, it reduces the Concealment Rating for all deployments within the same Engine or Firm by -2, to a minimum of 1. Deployments to Engines in other firms or organisations do not increase the chance of detection, as firms rarely share security information.

- **Stealth:** The program attempts to conceal itself, and gains a bonus against detection. The three types of Stealth are mutually exclusive – only one Stealth Aspect and method may be added to any program. All of these enhance the Concealment Rating, but have different subsidiary effects.

    - **Self-Modification:** The program modifies its code as it operates, attempting to make itself look benign.

    - **Encryption:** The program encrypts its operational code using a static encryption key. Attempting to interact with the program while it's running, including attempting to remove it, requires a Cryptography Test by the Engine operator against the Concealment Rating of the program to find the key. Once the key is found, no further Cryptography Tests are required, and actions may proceed as normal.

    - **Polymorphic:** The program encrypts itself with a shifting encryption key. Attempting to interact with the program requires a Cryptography Test as with Encryption, but this Test must be repeated before each action to find the current encryption key. The increased system load of generating new encryption keys triggers an automatic detection Test when the program starts running, as well as an extra check each time the firm runs their standard scheduled security checks (see the Firm Security Scan Frequency table, p.230), if the program is running at the time. Due to this, Polymorphic programs generally have a Trigger Aspect, so that the program only runs when necessary, avoiding the additional security checks.

- **Trigger:** The program remains dormant until launched by a pre-specified condition. This Aspect may be bought up to a number of times equal to the programmer's Engine Programming Rank to set multiple conditions. The Write Time, Base SR, and Tier

Increase penalties only apply to the first Trigger added, reflecting the complexity of creating the Trigger code. Adding conditions for additional Triggers costs Design Points, but does not inflict additional Write Time, Base SR Increase, or Tier Increase. Triggers may be for any definable condition, such as a set date and time, the elapse of a specific duration since the program was loaded into the Mill, any time another program is run or a file accessed, any time a certain character is used, and so on. The program gains a +2 bonus to its Concealment Rating until it is triggered, but does not gain this bonus more than once for multiple trigger conditions. After the program launches, it takes a -1 penalty to its Concealment Rating for each trigger condition. (Each Trigger requires a system call function, which can be spotted by an operator if one knows to look for it). When setting trigger conditions, bear in mind firms do occasionally perform maintenance and purge their active code, which may take the conditional program out along with the rest of the trash. How often this occurs depends upon the firm. Refer to the following table for a guideline frequency of checks by the various types of firms. Firms may perform checks more often if they have reason to suspect malicious activity.

## Firm Security Scan Frequency Table

| Firm Type | Defense Bonus | Check Frequency | Additional Checks |
|---|---|---|---|
| Amazing Engine | 0 | Once per month | None |
| Proper Business | +2 | Once per week | Once per month for auditing purposes |
| Visionary | +4 | At least once per day | Once per week for auditing, with additional checks any time a threat is detected by the firm |

The following table provides the game statistics for each Aspect.

## Program Aspect Cost Table

| Aspect | Design Points | Write Time | Base SR | Tier Increase | Concealment Rating |
|---|---|---|---|---|---|
| Change | -1 | | | | |
| Create | -1 | | | | |
| Delete | -1 | | | | |
| Attack (minor jam) | -2 | | | | |
| Attack (major jam) | -3 | | | | |
| Trigger | -1 (each condition) | +1 (once) | +2 (once) | +1 (once) | +2 until triggered; -1 for each condition after |
| Data Transmission | -2 | | | | |
| Self-Destruct | -2 | | +1 | +1 | |
| Self-Replicating | -3 | +2 | +2 | +1 | -2 (after each replication) |

| | | | | | |
|---|---|---|---|---|---|
| Defence | -2 | +1 | +1 | | +2 |
| Stealth: | | | | | |
| Self-Modify* | -2 | +1 | +1 | | +2 |
| Encrypt* | -3 | +2 | +2 | +1 | +3 |
| Polymorphic* | -5 | +3 | +3 | +2 | +5 |

*Mutually exclusive

Once the base level functions have been determined, the programmer adjusts the program to gain more Design Points if needed, or to change the attributes of the program to better suit their purposes. From the example cited at the start of this section, the base program requires two Change Aspects and two Delete Aspects, for a total of four Design Points and one remaining. This point could be used to grant a +1 bonus to the CR. The programmer could decide to take additional write time, increase the SR of the program, or increase the Tier of the program (or all three) to buy additional Design Points, then raise the CR further, or add other Aspects, such as Encryption to increase the program's chances of making it past Engine security.

All programs start off at Tier 1, Novice. Some Aspects increase Tier due to complexity. Tier may be increased voluntarily, once, to provide additional Design Points. Decreasing Tier requires spending the Design Point cost again of the Aspect that increased it. For example, creating a Self-Replicating program costs three Design Points and increases Tier by +1. By spending three more Design Points, the Tier can be brought back down.

Writing a program requires a minimum of 1 day, plus any additional time required by the Aspects of the program, and any days added to gain Design Points. The programmer must devote at least 8 hours per day to the task, and spends the Design Points as shown in the Program Aspect Cost Table and the Program Adjustment Cost Table.

The following table shows the Design Point cost or gain options during writing.

## Program Adjustment Cost Table

| Adjustment Type | Design Points | Write Time Increase | Tier Increase | Concealment Rating |
|---|---|---|---|---|
| **Software Rating** | | | | |
| Set 12 or higher | +2 | +2 | +1 | |
| Set 8-11 | +1 | +1 | | |
| 6 or HW Defense of Engine | 0 | 0 | | |
| **Concealment Rating** | | | | |
| Increase Concealment* | -1 | | | +1 |
| **Write Days** | | | | |
| Take Additional Days* | +1 | +1 | | |
| **Adjust Tier** | | | | |
| Increase Tier** | +3 | | +1 | |
| Decrease Tier** | Point Cost of Increasing Aspect | | -1 | |

*Can be bought a number of times up to the programmer's Engine Programming Rank

**Can only be bought once

## Debug and Compile

Once the program has been designed, all Aspects have been accounted for, and their costs tallied, the programmer reviews their logic to ensure the program will function as intended, then creates the card sets (or other input form) that will be run through the Engine. This process is known as the Debug and Compile step.

The programmer makes an Engine Programming Test against the Software Rating of the program to debug any errors in their logic and compile the code into the desired input method (punch cards, tape reel, telegraph transmission, etc.). Any leftover Design Points not used in writing the program convert into a +1 Step bonus each for this Test. On a successful Test, the program has been completed and may be implemented on the target Engine (note that the programmer does not have to be the person implementing the code). If the Test fails, the programmer has made an error in the program code itself, in the debug, or in compiling. They may spend one week reviewing the code to correct any errors, and reattempt the compile process. Leftover Design Points do not carry over to repeat attempts. Only one repeat attempt at compiling may be made. On a second failure to compile, or on a Rule of One result to any compile Test, the programmer has made a critical error in their code, and the entire project must be scrapped and started over. Extra successes on the compile Test may be rolled over to either a +1 bonus each to the program's Concealment Rating, or a +1 Step bonus each on the first Implementation Test of the program, if the programmer is the person implementing the program.

## Implementing Code

Implementing a program into an Engine requires access to the Engine, whether by gaining physical access, breaking into a remote terminal, or other means, and two Tests. First, the person implementing makes an Engine Programming Test against the HW Defense of the Engine to input the code. The program then makes a Software Rating Test against the SW Defense of the Engine to load into the Mill. Success on both Tests means the program has been implemented and will carry out its instructions as written. Failure on either Test grants the system admin of the Engine a free Test to detect the intrusion. If the person implementing the program has legitimate access, the error will be logged and may result in jeering by their peers. On a Rule of One result, the Engine jams and the intrusion is detected, with alarms and security response based on the type of firm. Extra successes on these Tests may be used by the program as previously described. How the extra successes are spent must be decided at the time of implementation. They cannot be changed after the program has begun its operation.

## Example Program

*Blah di blah, here's all the theory. Where's the bloody practice? It's no wonder Byrons code circles round the Lovelaces, the official textbooks drone on about how things are supposed to work and never show you how they actually do. Meanwhile, those of us teaching ourselves or learning, shall we say, on the job, get straight into the guts of the Engine, and get most of our theory from analysing actual code and figuring out how to jigger it round the way we want. While I'm mucking about in this document, I might as well lay in a bit of text shamelessly borrowed from Professor Alborough's treatise,* ***Thirteen Practical Lessons in Engine Intrusion and Teaching One to Whistle "God Save The Queen".***

*– The Artful Cardpuncher*

For our example, we'll do up a program that hides itself in the system, and at the end of the

month skims a farthing off each account during routine fee assessment and routes the collection to a wire transfer. It's an old wheeze, and one that any Lovelace fresh out of university would recognize in a heartbeat, but while it's not practical in real life, it'll do for our sample code.

First, we break down the Aspects. We're going to go with Self-Modification for our Stealth Aspect, seeing as it's the easiest, and assuming that the Novice Byron trying this old wheeze is a lazy bugger who can't be arsed to come up with something new. We add a Trigger for the date, End of Month, and another Trigger for the Routine Fee Assessment activity, so that our code goes off at the right time and under the desired circumstances. We bung in a Create Aspect to open a wire transfer, so that our collection has somewhere to go, then a Change Aspect to skim off the farthing from the account currently being assessed for routine fees, and another Change Aspect to accumulate that farthing to our wire transfer. We add a Trigger Aspect looking for the end of the Routine Fee Assessment routine, so that we don't stop skimming too early, then a Data Transmission Aspect to send off the wire transfer when the Trigger goes off. To cover our tracks, we tack on a Delete Aspect to get rid of the wire transfer record.

Well, that's quite a lot, now, isn't it? And this is a fairly simple little dodge. Let's do the sums and see what we've got in terms of cost.

**Mechanics:** This program requires an Engine Programming Skill of Rank 3 or higher, due to the Trigger count. The character used for the example has a Rank of 4.

| Aspect | Design Points | Write Time | Base SR | Tier Increase | Concealment Rating |
|---|---|---|---|---|---|
| Stealth (Self-Modify) | -2 | +1 | +1 | | +2 |
| Trigger (date) | -1 | +1 | +2 | +1 | +2 until triggered; -1 for each condition after |
| Trigger (RFA start) | -1 | Paid | Paid | Paid | +2 until triggered; -1 for each condition after |
| Create | -1 | | | | |
| Change | -1 | | | | |
| Change | -1 | | | | |
| Trigger (RFA end) | -1 | Paid | Paid | Paid | +2 until triggered; -1 for each condition after |
| Data Transmission | -2 | | | | |
| Delete | -1 | | | | |
| Defence | -2 | +1 | +1 | | +2 |

That's a total of 9 Aspects, 11 Design Points, 2 extra days of writing time, +3 to the SR, +1 to the Tier, and +8 to the CR until the Triggers start firing, and then that drops rather precipitously, down to +2 when the program starts running, and all the way down to +1 when the last Trigger fires. Our Byron has started out with 5 Design Points and 1 day of writing time, and is now in the hole by 6 Design Points and looking at 3 days' worth of work. The code has an SR of 12 and a CR of 17, and a Tier of Journeyman. Let's see what we can wrangle to mitigate some of that.

First off, we can't increase the Tier to gain Design Points, or the code will be even further out of reach of our nominal Byron. We need to bring down the Tier, which means spending one more Design Point to counterbalance the Trigger Aspect, so gracious me, now we're in debt 7 Design Points, but our Novice could actually write the bloody thing.

If we set the base SR up a point, from 9 to 10, that gains us 1 Design Point, but adds a day to the Writing Time. That's fine, we're about to load that up all the way to next week. That gives us a total SR of 13, and brings our Design Point arrears down. We now owe 6 points, and the only

way we've got out of that debt is dreary boring work. We tack on an extra 6 days of Writing Time and our Byron spends Monday to Saturday slogging through the code, optimising and refining and looking for ways to make it more efficient. At the end, they've got the beastly thing beaten down to a manageable size, and are ready to have a go at debugging and compiling.

**Mechanics:** The Byron makes an Engine Programming Test against the total SR of the code, which at this point is 13. Spending Karma (assuming a human character), and with a Perception Step of 7 and an Engine Programming Rank of 4 (topping out Novice), that gives the player 1D10 and 2D8. The dice come up 7, 6, and 5, for a total of 18. That's one extra success over the SR, which can be used as either a +1 bonus to the program's Concealment Rating, or a +1 Step bonus on the first Implementation Test. The player chooses to apply it to the Concealment Rating, and the final stats for the program are determined.

### The Farthing Wheeze

**Tier:** Novice
**SR:** 13
**CR:** 18 / 12 / 9
**Aspects:** 9 (Stealth – Self Modify, Trigger 3x, Create, Change 2x, Data Transmission, Delete)
**Total Write Time:** 9 days

Once implemented, the Farthing Wheeze waits until the end of the month and the launch of the Routine Fee Assessment module, then skims a farthing off of each fee assessed, and accumulates it to a wire transfer to a predetermined destination bank and account. When the RFA module exits, the Farthing Wheeze sends the wire transfer, and deletes the transfer from the system.

Gregory
Miller 20

# 1879 PLAYERS COMPANION

## New Magic

*Therefore, if a ghost rise before me, I have not the right to say, "So, then, the supernatural is possible," but rather, "So, then, the apparition of a ghost is, contrary to received opinion, within the laws of nature—i.e. not supernatural."*
*– Edward Bulwer Lytton, Baron Lytton, The Haunters and the Haunted*

This chapter expands on the rules for magic in the ***1879 Players Guide*** and the ***1879 Gamemaster's Guide***. It provides in-depth explanations of how Lodges work, how KAVs are created, and contains rules for creating new Base Spells. It introduces the idea of foci and fetishes, items used by magicians to gather energy, enhance targeting or effectiveness of their magic, or to take the Strain for them when they cast something especially powerful.

# Fetishes and Foci

Priests and Shamans make fetishes to assist them in dealing with the spiritual world, and to take Strain when spiritual support is most direly needed. Priests, Shamans, and Mages create foci to enhance their magic, working as an arcane fulcrum to amplify the precision or effectiveness of a spell. Both a fetish and a focus provide assistance or advantage to the magician. The difference lies in how they work. Fetishes *support*. They absorb harmful energies, enhance the magician's abilities in summoning, bargaining with, and banishing spirits, and provide extra healing. Foci *augment*. They hold mana like magical batteries, gather in more than a single magician can pull together on their own, and supply it when needed. Foci sharpen the magician's ability to target spells, deliver extra punch, or expand the effect.

All fetishes and foci have a Mystic Defense, Armor, Barrier Ratings, and Availability like any other objects. Their Physical Defense is that of the person carrying them and striking them requires a Called Shot. A focus or fetish not currently being carried has a Physical Defense of 2.

- The Physical Armor of a fetish or focus is half the Rating, rounded down, but is never less than 2. This can be bought up at the time of creation at a cost of ¥5 per point, to a maximum of the Rating.
- The Mystic Armor of a fetish or focus is the Rating, plus any Willpower bonus the creator has. This can be bought up at the time of creation at a cost of 2 points of Karma and 1000 APs per point, to a maximum of double the Rating.
- The Mystic Defense of a fetish or focus is the base Mystic Defense of the creator, plus the Rating. This cannot be bought up.
- The Barrier Rating of a fetish or focus is twice the Rating. This can be bought up at the time of creation at a cost of ¥10 per point, to a maximum of three times the Rating.
- Availability of fetishes and foci starts at Rare on both Earth and the Gruv.
    - On Earth, not very many magicians have gained any Skill in the process. Scarcity

drives up the price in a capitalist system such as the British Empire and much of the rest of the world. The advantage is those on the low end who learned to make fetishes and foci are now able to charge considerable sums to toffs what want them. This has, like other magical abilities that one either has or does not have, resulted in a considerable flow of coin to those few individuals so fortunate as to have been blessed with arcane ability.

- On the Gruv, Saurid shamans take the creation of magic items very seriously, and are reluctant to make them without strong reasons. Convincing a shaman to make a fetish for someone else involves the conveyance of a considerable amount of value to the shaman;. Whether this consists of material goods, favours owed, or other physical or social capital depends on the shaman.
- The Samsut do not make fetishes or foci, with very rare exceptions. Those priests allowed to perform healing magic may create whatever tools they require, as long as the keepers of the Life-Giver approve. The mages and unTempled priests out in the countryside keep their own counsel and are justifiably nervous about speaking with anyone they are not completely sure of, much less parting with something that took them a significant part of their life to create.

## Fetishes

Above all else, a fetish must be based on the belief system of the magician, and the magician must draw their power from that belief system. The symbol is only worth what you put into it, after all, and only holds as much value as you believe it does. Belonging to an organised Faith helps with this.

Making a fetish is a spiritual practice. Mages, with their magic grounded in their belief in themselves, or in a rational system that requires no faith, only conviction, cannot imbue a fetish with the symbolic value, the Power greater than the fetish or the magician who creates the effect. Priests and Shamans, having a belief system that includes a higher Power (or Powers), and having a common iconography within their Faith, can imbue a fetish not only for themselves but also for other followers of the same Faith. Some are able to imbue the fetish with sufficient reality that it can be handed off to someone not of the Faith. This should be very rare, but should also be determined by the Gamemaster and players when the issue arises, as it will impact their campaign significantly.

## Building a Fetish

How long it takes to make a fetish largely depends on how long it takes to make the physical component, which varies according to the symbology of its maker's belief system. The button off someone's coat, obtained by stealth, may be sufficient in and of itself for one practitioner. Another might spend days or even weeks carving wood, weaving cloth, working metal, painting, bejewelling, and polishing an elaborate representation of a deity, to create the physical form that represents the abilities and domain of the Power they follow. The process of making the physical components is therefore dependent on the maker's Faith and its belief system. An Artisan Test, or series of Tests, can be made against a Target Number set by the Gamemaster, if the player and Gamemaster feel it appropriate. The fetish maker may be required to make a Test using their Knowledge (Faith) Skill to get the details right. Other Knowledge Skills or Artist Skills may be used, again as the maker's Faith requires. A Rule of One result on this Test may be ignored, or may destroy the materials, depending on the Gamemaster's decision. As a simpler rule, a cost of £1 per Rating point can be assessed, or the equivalent in trade goods, effort, or other currency, representing the materials used, or £2 per Rating point if the fetish is purchased from someone else. A build time of 1 day per Rating point can then be assumed, or an equal amount of time finding the right item and the person

making it. Thus, the physical component for a Rating 3 fetish would cost £3 to make or £6 to buy.

Regardless of how the physical component is made, the final stage is always the same, regardless of Faith. The fetish maker performs a ritual that draws the desired virtue into the physical object, imbuing the fetish with its power. For this, a Spellcasting or other appropriate Skill or Attribute Test is made against a Target Number determined by the desired effect. The following sections discuss where that number comes from, dependent on the nature of the fetish. Additional Skill Tests may be required to imbue the fetish with a particular effect. These Skill Tests require more Strain than normal. Each type of fetish has different requirements, so see the below sections for more details. Note the **Create Fetish** Skill knack (see p.158) must be known, whether or not the Spellcasting Skill is used in the creation of the specific fetish. Pay an additional cost equal to the Strain taken in the imbuement ritual in pounds sterling, double if paying someone else to make the fetish. Thus, a fetish with a Rating of 3, that costs 6 Strain to create, costs an additional £6 or £12 over the price of the physical component, with a total cost of £9 to make or £18 to purchase.

Fetishes are not permanent. They wear out with repeated use. Strain fetishes soak Strain equal to their Rating, then crumble to dust. On average, healing or spirit fetishes are good for a number of uses equal to 18 minus their Rating. Thus, a Rating 15 healing fetish can be used three times before it burns out. This may vary according to the Faith and the individual fetish. If the fetish description does not specify a number of uses, the fetish follows this rule. Once a healing or spirit fetish has been used its maximum number of times, the virtue goes out of it, rendering it inert. Some Faiths allow for a fetish to be recharged, re-using the physical component and just performing the imbuing ritual again. Others do not. See the notes for individual Faiths.

## Fetish Cost Table

| Item | Build | Buy |
|---|---|---|
| Physical Component | Rating x £1 | Rating x £2 |
| Imbuing | Strain x £1 | Strain x £2 |

### Linking a Fetish

Once a fetish is made, it must be linked for the magician to be able to use it. The magician spends 30 minutes in an attuning ritual. At the end, the character spends Karma equal to the fetish's Rating to link it to themselves. Once a fetish is linked in this fashion, it cannot be unlinked while the magician lives and cannot be used by any other magician. If the magician dies, Strain fetishes crumble away. Other fetishes take damage of a Step equal to 5 times their remaining uses. If the fetish still has any Barrier Rating left after this, it can be repaired by making a successful Spellcasting Test against its Rating, then taking Strain equal to its Rating. The fetish can then be re-linked and used by another of the same Faith or symbology.

# Types of Fetishes

### Spirit Fetish

A Spirit fetish provides a bonus when summoning, binding, banishing, or negotiating with spirits. The fetish Rating cannot exceed the creator's Skill Rank. To imbue one, make a Skill (5+intended Rating) Test using the appropriate Skill. The intended Rating is the highest spirit Force

against which the fetish will be effective. To make a Rating 8 Spirit fetish, effective against a Force 8 spirit, the Target Number is 13 (8+5), and the fetish creator needs Skill Rank 8 or higher. If successful, the fetish is imbued and can be used once. Each extra success in the Skill Test adds one additional use to the fetish. The Strain is equal to double the Rating.

Possible Skills include Summon, Spirit Hold, and Spirit Talk. If Summon is chosen, the magician must choose between summoning and banishing at the time the fetish is made. The magician takes extra Strain from the Skill Test made in the imbuing ritual, equal to the intended Rating of the fetish.

Spirit fetishes are cumulative. Keep in mind the Rule of Three: no Test can benefit from more than three bonuses. Using three Rating 1 Summoning fetishes counts as three bonuses, thus no other assistance to the Test would be allowed.

## Strain Fetish

A Strain Fetish absorbs Strain from its user, up to the Rating of the fetish. This may be taken all at once, or may be parcelled out as the magician sees fit. Thus, a Rating 8 fetish could soak 8 points all at once, one point eight times, or any combination that adds up to the Rating. The player simply declares the magician is using the fetish to soak Strain from magical activity, and how many points. No Test is required. When the last Rating point is spent, the fetish crumbles away.

To imbue the fetish, the magician makes a Toughness Test against the intended Rating of the fetish plus 5. To make a Rating 8 Strain fetish, the Target Number is 13 (8+5). If successful, the magician takes Strain equal to the Target Number, minus one for each extra success scored on the Toughness Test. The fetish is then ready to be linked and used.

## Healing Fetish

A Healing fetish provides the magician a bonus in performing healing magic on others. The Rating of the fetish is the Step bonus it supplies. The benefits of a Healing fetish do not apply to its owner. To imbue a Healing fetish, make a Spellcasting Test against the Target Number for the specific type of fetish, with a base Target Number of the intended Rating. The Strain to create a Healing fetish is equal to the intended Rating plus a modifier according to the type of fetish. Extra successes in creating a Healing fetish can be used to increase the number of uses by one per extra success, or to reduce the Strain of imbuement, at 3 points of Strain per extra success.

Healing fetishes come in three subtypes:

- **Booster Fetish:** The fetish grants a bonus to a Recovery Test equal to its Rating. This bonus is granted by touch, so the user must be able to lay on hands, or the equivalent. The Target Number for imbuement is 4 plus the intended Rating, with a maximum Rating of 8. The Strain of imbuement is the intended Rating plus 5. Thus, imbuing a Rating 3 Booster fetish requires a Target Number of 7 and a Strain of 8.
- **Healing Spell Bonus:** The fetish adds its Rating as a Step bonus to healing spells, either to the Spellcasting Test or the Effect Test, or both. The fetish's creator must choose at the time of the imbuement ritual. The base Strain is the intended Rating plus 9. If the fetish grants bonuses to both Tests, the Strain required to create the fetish is doubled. The creator may choose to pay some or all of the extra Strain in Karma instead. Using the bonus for both the Spellcasting and Effect of a healing spell counts as two uses. The Target Number for a Healing Spell Bonus fetish is the intended Rating plus 8, doubled if the fetish can be used for both Spellcasting and Effect. Thus, to create a +3 Healing Fetish requires a Spellcasting Test against a Target Number of 11 and Strain of 12, or 22 if the fetish is dual-use.
- **Wound Healing Fetish:** The fetish grants a bonus to a Recovery Test equal to its Rating, and also heals a Wound. If the recipient of the fetish's blessing has no Recovery Tests

left for the day, they can make a Recovery Test at the Fetish's Rating Step. This fetish works by touch, requiring the laying on of hands or the equivalent. The Target Number for imbuement is 12 plus the intended Rating. The Strain for imbuement is 15 plus the intended Rating. Thus, a Rating 3 Wound Healing Fetish requires a successful Spellcasting Test against a Target Number of 15, and costs 18 Strain.

### Healing Fetish Table

| Type | TN Modifier | Strain Modifier |
|---|---|---|
| Booster | 4 | 5 |
| Healing (single) | 8 | 9 |
| Healing (double) | 16 | 18 |
| Wound Healing | 12 | 15 |

# Foci

Foci serve two purposes: to gather and store mana, and to augment the magician's Spellcasting ability. A Gathering focus creates a high-mana zone immediately surrounding the magician, boosting the magician's effective casting Rank and adding power to the effects. These can also function as life support devices for Boojums, allowing them to survive in a low-mana environment. The Containment focus stores mana that can be used to boost the effect of spells. While it costs less to make, it also must recharge in between uses, where a Gathering focus provides a constant boost. Casting foci fine-tune the magician's Spellcasting, providing a bonus directly to the Casting Test. Variants include the Lodge focus, which works only for members of a specific Lodge, and the Specific Spell focus, which works only for one particular KAV, both of which are easier and cheaper to build than a general Casting Focus.

While there is no universal formulary for foci, the methods of their creation being guarded much more closely than the trade secrets of the high street chemist, every magician who wants to make a focus starts with a formula, developed on their own through research, learned from a fellow Lodge member, or obtained by other (usually dangerous) means. Expensive and rare materials may also be required. By following the steps of the formula, the magician creates the physical component and enchants it with the desired power.

While Priests and Shamans can build foci, they take a penalty of their Professional Rank to all Tests to do so, as their Faith becomes an obstacle. This is due to the lack of significance of a focus as an object of Faith, and the function of a focus as a channel for worldly, rather than spiritual, power.

## Building Foci

Building a focus follows the rules for Enchanting, with the following variations and adjustments.

- The focus can grant a bonus to Spellcasting or Effect Tests in general, or to specific spells for less Strain and cost. See the various types of foci for more details.
- The Skill used for imbuing a focus depends on its intended effect, but will normally be Spellcasting. The **Create Focus Skill** knack (see p.158) must be known whether or not the Spellcasting Skill is used in creation of any specific focus.

- The maximum Rating (Step bonus) a magician can grant to a Casting or Gathering focus is equal to their Tier (Novice = 1, Journeyman = 2, Warden = 3, Master = 4). Containment foci can be created at up to double the Tier number.
- Component cost and Target Number are determined by the type of focus.
- The magician takes Strain equal to the Target Number when a Casting or Mana Containing focus is imbued. Up to half of this may be paid instead with Karma. If someone is hired to create the focus, they charge double the Target Number in pounds sterling for the Enchanting Test.
- Mana Containment foci can be created with a Rating greater than the Tier of the magician, but this causes massive extra Strain, and a similar massive increase in cost.
- To complete the Enchanting Test, the magician must pay APs according to the Tier of the Spell for a Casting focus, or the Rating for a Mana focus. If someone is hired to create the focus, an additional Purchase Cost of 1% of the AP Cost in pounds sterling is assessed on top of Component and Strain costs.

## Focus AP Cost Table

| Spell Tier | Focus Rating | AP Cost | Addtl Purchase Cost |
|---|---|---|---|
| Novice | 1 | 500 | £5 |
| Journeyman | 2 | 2,100 | £21 |
| Warden | 3 | 14,400 | £144 |
| Master | 4 | 98,700 | £987 |

### Linking Foci

Once a focus is made, it must be linked for the magician to be able to use it. The magician spends 30 minutes in an attuning ritual. At the end, the character spends Karma equal to the focus' Rating to link it to themselves. Once a focus is linked in this fashion, it cannot be used by any other magician. It can be unlinked with an hour-long ritual and paying the Karma cost again, representing the difficulty of untangling the focus from the magician. A deeper magic is involved here that is not completely understood at this time. If the magician dies, the focus unlinks, but cannot be relinked by another magician for one full day. Foci do not take physical damage from abrupt unlinking like fetishes do, but require time for their entanglement to their former owner to clear.

### Types of Foci

This section provides descriptions of the various types of foci that are known as of the game-world time of this book's publication. Additional foci types may be introduced in future products.

### Mana Focus

A Mana focus works directly with magical energy, acting as a capacitor (to store it) or focusing mirror (to gather it). Hiring someone else to make the focus doubles the component cost.

**Gathering:** A Mana Gathering focus pulls in ambient magical energy from the surrounding area, creating a higher concentration around the magician. This makes the magician more effective, and provides more energy for spell Effects.

- Increase the magician's effective Spellcasting Rank by the Rating of the focus. This bonus applies for as long as the magician has the focus on their person and is not using it to boost the Effect Step of a spell. If the focus is taken from the magician, the bonus is lost immediately, and regained as soon as the magician can touch the focus.

- The focus can raise the Effect Step of the magician's spell by its Rating. If the focus is used to boost the Effect Step of a spell, the Spellcasting bonus is lost immediately (but applies to the Spellcasting Test just made). The focus goes inert and is unavailable for either Spellcasting or Effect Tests for an additional (Rating +1) combat rounds.
- A Rating 2 (or higher) Gathering focus allows a Boojum to exist in a low magic zone, such as a Samsut city-state within reach of its Life-giver technology. If there is no mana, the focus cannot gather it, so no Rating is sufficient to allow survival in a null magic zone, such as the Takla Makan Desert.
- Component cost is £25 times the Rating.
- The Target Number for the Enchantment Test is 6 times the Rating. A magician can only make a focus of a Rating equal to or less than their Tier (again, Novice = 1, Journeyman = 2, Warden = 3, Master = 4).
- Creation Strain is equal to the Target Number times 1.5.

*I recently spoke with an enchanter friend of mine, and asked him about making me a Gathering focus. He patted my hand and called me a dear, and then explained that even with*

*our relationship, I would have to first obtain three Strain fetishes of extraordinary make for him, and then would be facing a considerable sum for the fabrication and enchantment.*
*– M. Antoine Rouvière, Paris, La Rive Effondré, in a letter to his Order Master*

**Containment:** A Containment focus stores gathered mana.

- The focus can provide an Effect bonus up to the Rating of the focus, or up to double the Rating of the focus for 3 points of Strain per additional Step, paid after the Effect Test is made. Thus, a magician with a Rating 3 Containment focus could add up to +3 Steps to an Effect Test with no Strain, or +6 Steps for 9 points of Strain. If the Rating is exceeded, the magician must make a Spellcasting Test against a Target Number of (focus Rating + 15). On a failure, the focus loses one Rating point permanently.
- The focus must recharge once it has provided bonus Steps equal to or greater than its

Rating. Containment foci recharge one Rating point per hour normally, two hours per Rating point if their Rating has been exceeded. The linked magician can recharge up to their Spellcasting Rank in Rating points in one combat round, at a cost of 3 Strain per Rating point. Up to half the Strain cost (rounded up from 0.5) can be paid in Karma instead.

- A Rating 2 (or higher) Containment focus allows a Boojum to exist in a low magic zone for a number of hours equal to double its Rating. The focus does not have to be kept in skin contact, but it must be kept on the Boojum's person, such as in a pocket. If the Boojum and the focus move more than six feet away from each other, the effects of the focus no longer apply and the Boojum immediately starts taking damage.
- The Rating of the focus can exceed the Tier of the magician creating it, to a maximum of double the Tier (again, Novice = 1, Journeyman = 2, Warden = 3, Master = 4). Pay 5 points of Strain for each extra Rating point after the Enchanting Test is made. Thus, a Master Tier magician could create a Rating 8 Containment focus, but pays an extra 20 points of Strain. Anyone making such a focus for hire charges a minimum of £10 per point for the extra Strain involved.
- Component cost is £12 times the Rating.
- The Target Number for the Enchantment Test is 3 times the Rating.
- Creation Strain is equal to the Target Number, plus any overage from Rating increases.

## Spell Focus

A Spell focus aids the magician in spellcasting, providing its Rating as a Step bonus to one specific type of Test. Component cost for a Spell focus is £5 times the Rating of the focus (maximum of 4), times the Tier of spells (or specific spell) being boosted (Novice = 1, Journeyman = 2, Warden = 3, Master = 4). Hiring someone else to make the focus doubles the component cost.

**Casting:** A Casting focus provides a Step bonus to the magician's Spellcasting Tests.

- The Target Number is 6 plus the Rating.
- The Strain of the Enchanting Test is 1.5 times the Target Number, rounded down. In addition, the magician takes extra Strain equal to the Rating, which cannot be reduced with Karma.
- Casting foci can only affect spells up to the Tier equal to their Rating. Thus, a Rating 2 Casting focus can only affect Novice and Journeyman Tier spells.
- The **Lodge** focus, a variant of the Casting focus, provides the bonus only for members of a specific Lodge (Faith, School, or Order). Making a focus Lodge-specific reduces the base Strain from imbuement by half, rounded down, and reduces the materials cost by 25%, rounded down. The extra Strain is not reduced, but half (rounded down) can be paid with Karma.

**Specific Spell:** During focus creation, the magician selects a particular spell for the focus, and chooses whether the Step bonus applies to the Spellcasting or Effect Test of the spell.

- When making a Specific Spell focus, the Target Number is the spell's normal Target Number. If a Defense number is required, such as the Target's Mystic Defense, use the magician's own base Defense.
- Strain is equal to the Strain of the spell being imbued plus the Rating.

The following table summarizes all the factors involved in creating a Fetish or Focus, for ready reference.

# Fetish and Focus Summary Table

| Attribute | Determined By | Strain | Cost (£) | Notes |
|---|---|---|---|---|
| Physical Armor | 0.5 Rating | | 5/point | Can be bought up for Cost |
| Mystic Armor | Rating + WIL Bonus | | 2 Karma + 1000AP | Max 2xRating |
| Physical Defense | Wearer's PD | | | |
| Mystic Defense | MD of creator + Rating | | NA | Cannot be bought up |
| Barrier Rating | 2xRating | | £10/point | Max 3xRating |
| Cost (Fetish) | £1xRating to build<br>£2x Rating to buy | | £1xStrain to build £2xStrain to buy | |
| Imbuing (basic) | | Rating | | |
| Imbuing (Spirit fetish) | | 2 x Rating | | TN R+5 |
| Imbuing (Strain fetish) | | Rating+5 minus 1 per extra success | | TN R+5<br>Uses: Rating points |
| Imbuing (Booster fetish) | | R+5 | | TN R+4 |
| Imbuing (Healing spell fetish, Casting and/or Effect) | | R+9 for either<br>R+18 for both<br>May be paid in karma | | TN R+8 (either)<br>TN R+16 (both)<br>Uses: 18-R |
| Imbue (Wound healing) | | R+15 | | TN R+12 |
| Focus Rating | | | | Casting, Gathering by Tier #<br>Containment double Tier # |
| Focus | | | (Buying)<br>R1 £5<br>R2 £21<br>R3 £144<br>R4 £987 | R1 – 500AP<br>R2 – 2100 AP<br>R3 – 14400 AP<br>R4 – 98700 AP |
| Focus (Containment) | | TN + Rating Overage (5 per point) | £12xRating to build<br>£24xRating to buy<br>+£10 per point for Rating overage | TN = 3xRating |
| Focus (Gathering) | | TNx1.5 | £25xRating | TN = 6xRating |
| Focus (Spell) | | | £5 x Rating x Tier to build, double to buy | |
| Focus (Spell Casting) | | TN x 1.5, round down from 0.5, plus Rating, cannot be paid in Karma; Lodge: half TN Strain, half can be paid in Karma | Lodge: reduce by 25% | TN = 6 x Rating |
| Focus (Specific Spell) | | Strain of Spell plus Rating | | TN = Spell TN, enchanter's own base MD if Spell TN is TMD |

## Specific Fetishes and Foci

### Strain Fetish

This section describes finished items, and includes their component cost, Availability, retail cost, and any special parameters that apply. These assume certain statistics on the part of the creator, that no extra points were bought for any of the statistics, and that the items are being purchased, not made.

### Fetishes

#### Spirit Bargaining Fetish

Rating: 3 | Mystic Defense: 13 | Physical Armor: 2 | Mystic Armor: 6
Barrier Rating: 6 | Creation Target Number: 8 | Creation Strain: 6 | Effect: +3 to Spirit Talk
Cost: £24 | Number of Uses: 15 | Availability: Rare

#### Strain Fetish

Rating: 12 | Mystic Defense: 22 | Physical Armor: 6 | Mystic Armor: 15
Barrier Rating: 24 | Creation Target Number: 17 | Creation Strain: 17 | Effect: Absorbs a total of 12 points of Strain
Cost: £58 | Number of Uses: Special | Availability: Very Rare

#### Asclepius' Blessing (Healing Spell Fetish)

Rating: 3 | Mystic Defense: 13 | Physical Armor: 2 | Mystic Armor: 6
Barrier Rating: 6 | Creation Target Number: 11 | Creation Strain: 12 | Effect: Adds +3 Steps to the Effect Test of any Healing spell
Cost: £30 | Number of Uses: 15 | Availability: Very Rare

### Foci

#### Gathering Focus

Rating: 4 | Mystic Defense: 15 | Physical Armor: 2 | Mystic Armor: 7
Barrier Rating: 8 | Creation Target Number: 24 | Creation Strain: 36 | Creation AP: 98,700
Effect: Adds +4 Steps to Spellcasting; can add +4 Steps to an Effect Test; will allow a Boojum to survive in a low-magic area
Cost: £1207 | Availability: Unobtainable

#### Containment Focus

Rating: 6 | Mystic Defense: 18 | Physical Armor: 3 | Mystic Armor: 8
Barrier Rating: 12 | Creation Target Number: 9 | Creation Strain: 24 | Creation AP: 100,800
Effect: Adds up to +6 Steps to Effect cumulative before depleting; will allow a Boojum to survive in a low-magic area for up to 12 hours before depleting
Cost: £1008 | Availability: Very Rare

Notes: The Creation Target Number assumes a Warden Tier magician.

### Eagle Talisman (Lodge Focus)

Rating: 3 Mystic Defense: 14 Physical Armor: 2 Mystic Armor: 6
Barrier Rating: 6 Creation Target Number: 18 Creation Strain: 9 Creation AP: 14,400
Effect: Adds +3 Steps to Spellcasting for detection or other sensory spells involving vision
Cost: £238 Availability: Very Rare

Notes: A Lodge focus specific to the Nightingale Sisters, the Eagle Talisman is generally made from a lorgnette, embroiderer's loupe, magnifying glass, or other optical instrument normally associated with women.

### Galvanic Enhancer (Specific Spell Focus)

Rating: 1 Mystic Defense: 10 Physical Armor: 2 Mystic Armor: 3
Barrier Rating: 2 Creation Target Number: 9 Creation Strain: 10 Creation AP: 500
Effect: Adds +1 Step to the Effect Test for the Galvanic Arc KAV of Bolt
Cost: £24 Availability: Very Rare

Notes: A Specific Spell focus created by members of the Galvanic Order, the Galvanic Enhancer boosts the Effect Test of the Galvanic Arc spell, including any lightning thrower device that it's properly attached to, but only for the magician that the focus is linked to.

# Weird Science

The *1879 Players Guide* talks about Enchanting, with an entire chapter dedicated to it, and also mentions Alchemy in the **Skills** chapter. In this book, the Craftsman (Biology) Skill has been introduced. While those lay the foundations for the Heron, the Newtonian, and the Promethean, respectively, there's both room and need for some expansion on each of these, and discussion of how Schools of Weird Science are built.

In this section, we'll discuss Target Numbers for creating devices, potions, and biologicals, the Tier restrictions according to complexity and capability of the end product, and the minimum Skill Ranks just to have sufficient understanding of the field to attempt the creation. We'll also talk about Schools, although the specific mechanics for how to design a new one will be found in the **Building a New Lodge** section at the end of the chapter. Some comments on how to design the creations themselves will be made, although the process must be tailored to the School.

## Schools and Why They Exist

All forms of magic can be defined by their style. OBV officers cast spells based on British military traditions. Anglican priests pray, and convey miracles into the world based on the structure and strictures of their faith. Every magician, whether Mage, Priest, Shaman, or Weird Scientist, belongs to a Lodge, even the most stubbornly independent, as the Lodge at its heart is a style, an approach to the study and practice of the arcane. Mage Orders may have fancy meeting halls, or may just exist as an idea in a few privately circulated papers, but there is a shared commonality of thought, a foundational set of ideas, that drives the spellwork of every Mage in the Order. Faiths are defined by their belief structures. They may have rigid dogma dictated from a central authority, as the Catholics and Anglicans do, or an unquestioned source with some flexibility as to how it is applied, as the Muslims have, or a set of guiding principles left to the individual to interpret, such as with the Unitarians. The spirits of nature, of the astral, and of the ancestors determine the practice

of the Shaman, who may also have religious beliefs that shape their work.

Weird Scientists have a field of study at the foundation of their School. The Herons are fundamentally engineers. They design and build devices. These may be clockworks of extraordinary complexity and capability, but mundane in nature, or they may incorporate elements of the arcane, such as Professor Titwilliger's Aetheric Perceptors, goggles that allow the wearer to see into the astral plane, but each has been conceived of and built by an engineer with a vision of their field that extends beyond traditionally accepted boundaries. Newtonians practice alchemy, which historically is the parent of modern chemistry. While high street chemists and research scientists at Bayer AG follow an academic tradition that long ago abandoned the arcane elements, and focus entirely on the scientifically reproducible, the Newtonians continue to pursue the older version of the craft. Their vision of chemistry includes symbolic values, laboratory practices that are indistinguishable from magical rituals, and results that cannot be easily reproduced by others. The Prometheans study biology, and work tirelessly to push the boundaries of what is known and what constitutes acceptable practice. They do not ask, *should we?*, with all its tiresome belaboring of moral codes hidebound in religious dogma, but ask only, can we? Is it possible? What might we achieve if we press on?

Thus, each School of Weird Science has started with a recognized discipline of Science, and pushed it past its fringes. To create the Unificationists, introduced in this volume, we chose physics as the foundation. We layered the salon culture of Paris and the blatant discrimination against women in scientific fields atop the state of the academic discipline of physics in the era, and produced a School with multiple reasons to exceed the boundaries of natural philosophy and not only break new ground, but establish where that ground might be.

When creating a new School of Weird Science, then, the questions to ask are, what Discipline of Science serves as the foundation? Who are the practitioners? Why are they driven to exceed the boundaries of accepted thought in their field? What methods will they find acceptable, and what goals are they seeking? At the sticking point, what repercussions will they accept? Are they willing to be ostracized from society, arrested, chased out of town by a mob with torches and pitchforks? What sacrifices are they personally willing to make in the pursuit of knowledge? The Herons sacrifice their dignity and pride, being known as showmen who build fancy toys for the rich. The Newtonians risk arrest and seizure of their labs for breach of the Pharmacy and Explosives Acts. The Prometheans – well, the tabloids have had enough of a field day with them already, and they're flatly illegal in the British Empire, with certain exceptions kept under military guard. The Unificationists have flung their culture's ideals of respectability out the window, finding what approval among their own kind they can win for their work to be enough. What will the Weird Science pursuers of mathematical knowledge sacrifice?

## Tiers and Target Numbers

Just like the spells that underlie Weird Science enchanted devices, the gadgets, potions, and creations have Target Numbers to successfully implement them, and Tier restrictions governing how far advanced a character has to be to even be able to make the attempt. This section covers how Target Numbers are determined, and talks about the interlock between Tier and Skill Rank restrictions.

## Target Numbers

The easiest way to determine the Target Number for building a Weird Science gizmo or brewing a potion is to look at the Base Spell or KAV serving as its foundation. Admittedly, the Weird Science mechanics are slanted toward the Herons. Named devices that do wondrous things are a key trope of steampunk. A baseline for the system had to be chosen. By extension, though, this mechanic works well with anything dependent on a base formula, thus supporting the Newtonians. The process for using a Base Spell or KAV to create a device or brew a potion may be found on page 420 of the ***1879 Players Guide***.

- The Weird Scientist makes a Spellcasting Test against the spell's Casting Target.

If the target is not currently present, as tends to be the case, as long as the Weird Scientist avoids a Rule of One result, the spell is cast into the device or potion. For a device that will be able to repeat its effect, a Named Spell must then be invoked, requiring a second Spellcasting Test and a nasty bit of Strain. Potions are single-use items, and don't require the Named Spell fixative. For them, the initial Spellcasting Test either brews a number of uses of the potion equal to the number of successes on the Test, or a single use with the extra successes rolling to the Effect Test (which is made at the time of brewing).

- For biological creations, the Craftsman (Biology) Test is made against the combined Physical and Mystic Defenses of the intended creation.

Where the Heron and Newtonian look to the stat block of the spell for their Target Number, the Promethean looks to the stat block of the organism. The Test presumes that the Promethean already has the raw materials (although they tend to use too many monkeys), the laboratory or other facilities required, and the time to invest. As a general rule of thumb, a creation should take a number of days to build, breed, graft, or construct and revivify as its Death Rating divided by 5, rounded up from 0.5. Thus, a creation with a Death Rating of 38 would take 8 days to produce.

### *Tier and Rank Restrictions*

## Tier and Rank Restrictions

Base Spells and KAVs all have a minimum Tier at which they can be learned or created. This relates to the spell's complexity, and the degree of arcane understanding required to follow or build the formula. This limits the effects that Herons can build into their devices, and that Newtonians can brew into their potions. Prometheans may be able to make the attempt at a powerful creation while still a Novice; this does not mean it is a good idea to try.

The following table provides some guidelines as to Target Numbers that are within reach at each Tier, that are above the median for the total Step of Attribute+Rank but still feasible with karma. Some notes as to the Skill Rank required to achieve the Tier, the level of understanding of the field, and the equivalent position within academia are also included. While Weird Scientists who use methods other than Spellcasting to build their creations are not specifically prohibited from attempting something well above their Tier, it's never a good idea to box outside your weight.

### Spell Tier/Rank Interrelation

| Tier | Minimum Skill Rank | Reachable Target Number | Notes | Academic Equivalent |
|---|---|---|---|---|
| Initiate | 1 | 13 | Raw beginner, barely understands magic at all | Freshman |
| Novice | 2 | 15 | A little experience, still learning the basics | Undergraduate |

| Tier | Minimum Skill Rank | Reachable Target Number | Notes | Academic Equivalent |
|---|---|---|---|---|
| Journeyman | 5 | 20 | Able to teach the basics, learning advanced topics | Graduate Student |
| Warden | 9 | 25 | Able to teach advanced topics, investigating new areas of study | Doctoral Candidate |
| Master | 13 | 35 | Guides those doing research in new fields, directs the School's strategic course | Professor |

## Designing New Creations

The basic rules for creating new magic are as follows.

- Mages follow the Spell Creation mechanic to create a new Spell.
- Herons and Newtonians follow the Enchanting mechanic to create devices and potions.
- Prometheans follow the Creature Creation mechanic (*1879 Gamemaster's Guide*, Chapter 8), to build new organics.
- Other Schools of Weird Science follow the mechanic that supports their scientific discipline. Unificationists, for example, are basically engineers when it comes to building devices that demonstrate their School's principles, so they use the same Enchanting mechanic as the Herons.

Point systems for building new creations, guidelines for how to design them, and limitations on what can be achieved are all found in the relevant mechanics.

When designing a new device or potion, keep in mind the fundamental nature of the underlying spell. Form follows function, and so a device that throws lightning bolts should look something like a gun or ray projector or lightning rod, and be made of materials that can stand up to the stress.

For biological creations, viability is a concern. Unless the creation is meant to die after fulfilling a brief function, it needs to be able to eat and breathe. Even bacteria consume, digest, excrete, and respire. Mutant grasshoppers designed to devour anything organic and used as an area-effect munition should not be able to reproduce on their own, and should probably die from overeating after a certain amount of continuous gluttony, as safety mechanisms. It's also much easier to modify than to create from whole cloth. Biologicals should start from an existing organism, such as the Octobreather, which started out as an octopus and was engineered for additional function. Gamemasters and players should work out details of new creations through in-character roleplay and out-of-character discussion before introducing new creations into their campaign.

## Advanced Spellcraft

This section covers how to expand the existing magical system in the game world, by creating new KAVs, Base Spells, and Lodges. A new KAV provides a variation of a Base Spell that might do things just slightly differently than how anyone else is already doing them. A new Base Spell expands the foundations of spellcraft, planting the seed for dozens of potential KAVs, and describing

an entirely new possibility for the use of magic. A new Lodge expands the magical world itself, introducing a new viewpoint as to how magic works, and opening the door for a flood of new KAVs. Whether an existing religion not yet been written up as a Faith or a new belief system, a new Order of magicians who have gathered to investigate the insight into the arcane they hold in common, or a Weird Science School based around an academic or scientific discipline whose fringes and more obscure concepts are not yet properly explored, a new Lodge effectively creates a new type of magician.

Note that Base Spells are never cast. They are effectively Magic Theory. To cast, a KAV must be created. Think of Base Spells as the blueprints and engineering calculations, and KAVs as the steam engine that is built from the plans and numbers.

## Universal Rules of Spell Design

Both Gamemasters and magician characters may use the spell design system. Gamemasters are not required to have a GMC's stats for design purposes, although it does help, or to make the Spellcasting Test to create the spell, unless the spell's creation is important to the plotline. Player characters must follow the complete process, as there is always a risk they will not succeed. In all cases, the Gamemaster is the final judge and must approve the new spell before it is introduced into the game. The following rules apply to both creating new KAVs and new Base Spells.

- The magician must have a Spellcasting Rank of 5 or better.
- The magician must know the Spell Design Skill knack (see p.169).
- The magician cannot create a KAV or Base Spell higher than their Tier.

## Master-Tier Spells

Spells of the Master Tier are unique and special enchantments. These extremely powerful rituals cannot be created using a formulaic system. Their effects are of great scope and importance, and often form the basis of plotlines in the game world. These spells contain enough power to alter the course of a campaign with only one use.

Because Master-Tier spells are so powerful, they should be difficult to create. Their complexity gives only the most highly skilled and talented magicians a hope of designing and executing them. Master-Tier spells represent magical secrets of the highest order, and only years of devoted work enable magicians to successfully create them. These spells are as carefully guarded as the most valuable of magical treasures, and they are not shared or used lightly.

While this system might serve as a guideline when designing a Master-Tier spell, feel free to bend or ignore the rules presented here altogether. Players and Gamemasters need to consider two important factors when designing spells for the Master Tier.

First, the design must reflect the spell's unique purpose; the magician must define the spell's effect more specifically than they would define the effect of a lower-Tier spell. While the effects are not as flexible as those of lower-Tier spells, they can and should produce far-reaching effects. Master-Tier spells may produce more than one effect, reach long distances or cover large areas of effect. For example, such spells might include a ritual that causes all the adult males in the city of Dusseldorf to fall ill with a wasting disease, or transform Loch Morar into ice.

Second, Master-Tier spells must be designed as ritual spells. Generally, rituals require the abilities of several magicians uniting their powers through the use of Ritual Casting (see the **Spellcasting** chapter on p. 366 of the ***1879 Players Guide*** for a description). A magician powerful enough to design and cast a ritual spell all on their own would be a terrifying individual indeed.

## The Laws of Magic

While spells can create a wide variety of amazing effects, they have a number of limitations inherent to the nature of magic. The most commonly known laws governing the use of the magic

flowing through the fabric of the universe are listed below. Not all magicians, and not all Lodges, are familiar with all of the laws, as magic is in its renaissance and still very new to Earth. Players and Gamemasters however should keep all of these laws in mind when creating new spells.

## The Laws of the Arc

Spells aren't like rocks thrown blindly in the dark, hoping to hit something. Spells travel in an astral arc between the caster and the target. The caster can only create that arc if they can see (or otherwise sense) the target. Without the proper astral arc, the spell energies launch harmlessly into astral space, and may draw the attention of astral denizens (usually to the magician's detriment).

Sight is not the only way of targeting a spell, though it is the most common. Creatures whose primary sense is not sight create the proper astral arc using that sense. Any method that makes the magician certain of the target's location allows the creation of the proper astral arc. For example, a magician who is touching a target when casting a spell is certain of the target's location, even if they can't see the target. In the same manner, a magician can place an area effect spell at the end of their outstretched fingertips.

Material objects between the caster and the target do not prevent a spell from reaching the target unless they block the magician's line of sight. Targets receive a bonus to their Mystic Defense for cover (see Cover in the **Combat** chapter of the ***1879 Players Guide***) to reflect the increased difficulty of targeting them successfully. If the Spellcasting Test succeeds, however, any physical manifestation that accompanies the spell follows the astral arc, avoiding physical obstacles to strike the spell's target.

## The Laws of Contagion

As stated above, a spell needs to have a link to its target, otherwise it cannot affect it. While line of sight suffices to form a magical arc in most cases, ritual and summoning spells require a stronger link abiding to the Law of Contagion. The Law of Contagion states that "once a connection has been forged between two things, they remain connected forever." A dragon's scale is always part of that dragon, even if shed. The place of their birth is a part of a person's pattern until the end of their days, even if they journey far away from it. This law is why shamans and priests use objects once owned by the departed to summon the spirit of an ancestor or other deceased person.

## The Laws of Similarity

Mostly used by enchanters, the Law of Similarity can also affect the behaviour of spells. This law states "those things that look alike are alike; things that behave the same way are the same." A spell designed in accordance with the Law of Similarity may allow a person to walk on water as others walk on earth.

## The Laws of Time

While spells can speed up or slow down processes (such as healing or travelling, for example), they cannot directly alter time. Magicians have been known to magically prolong their lives, an effect routinely used in the Samsut lands, but no one has been able to travel into the past or future.

## The Laws of Divination

Likewise, magic cannot pierce the veil of time to make reliable predictions about the future, a fact with which Mediums are bitterly acquainted. Divination spells only provide clues and hints about possible events and usually only over a short span of time. The further a magician tries to divine into future, the more unreliable the results. The past is somewhat easier to read, although the result of a spell designed to determine the truth of past events becomes more unreliable the further one tries to reach into the past.

### The Laws of the Veil

Since most spells can only be directed at targets the magician can see, magicians must possess some sort of astral sensing ability to bridge the gap to astral space and cast spells at astral targets. If a magician successfully uses an astral sensing ability (other than the Astral Sense spell), they may target any spell that affects astral beings. As a general rule, spells resisted with Mystic Armor affect astral beings. Spells resisted by Physical Armor cannot be used by a caster in the physical world against targets in astral space. For example, a magician using Astral Sight could cast a Stun spell at a spirit in astral space, but could not target it with a Bolt spell. The effect of Bolt is physical, and will not affect the immaterial spirit.

Magicians in astral space may cast spells against astral targets as if both the caster and the target were in the physical world. Magicians in astral space, however, cannot cast spells at targets in the physical world.

### The Laws of the Fool

"A fool with a tool is still a fool," as the saying goes. Magic only does as it is told when manipulated by a magician, and spell effects aren't able to make independent decisions. This is the reason why a spell remains in effect for its entire duration, or why a spell effect may come back to haunt a magician if applied in the wrong situation.

## Making New KAVs

The easiest way to make a new spell is create a KAV of an existing Base Spell.

- If the Lodge already knows a KAV of the Base Spell, the KAV AP cost is reduced by half, rounded down. There is no further reduction if the Lodge knows multiple KAVs of the Base Spell.
- The Known As name for a KAV can be anything appropriate to the Lodge. Generally, the name is either a reference to the KAV's creator (*Roamer's Magnetism*), or a descriptive term (Lightning Bolt), or a reference to the belief system of a Faith (*Verathragna's Blessing*).
- KAVs cannot add more than +1 Step of bonus to the Casting Test of the Base Spell, and cannot reduce the Target Number for the Casting Test by more than 1.
- KAVs cannot provide more than +1 Step of bonus to the Effect of the Base Spell.
- KAVs may extend a Base Spell with a single target to a group, but must use the highest Mystic Defense in the group as the base for the Target Number, adding a minimum of +1 for each additional target. The KAV causes additional Strain equal to the Tier of the spell per additional target. Thus, a Journeyman Tier spell would cause 2 points additional Strain per target after the first. A maximum of Rank additional targets may be added.
- A Step bonus to the Casting Test and/or Effect of the KAV must be paid for, either by restricting the target of the spell (e.g., elves only), requiring an additional component (e.g., holy symbol), or increasing the Strain cost by +2 per bonus Step.
- Additional effects, such as ongoing damage, must be paid for by an increase in the Strain cost.
- The adjustments to Strain and Tier for Base Spells also apply to KAVs. See the Strain / Tier Cost Table in the next section, **Making New Base Spells.**

## Additional Effects Table

| Effect | Step | Duration | Strain Increase |
|---|---|---|---|
| Damage continues | Rank | 1 Round | +1 |
| Damage continues | Rank | Tier rounds | +Tier |
| Damage continues | Rank | Rank rounds | +Rank |
| Damage continues | Effect Step | 1 Round | +2 |
| Damage continues | Effect Step | Tier rounds | +Tier x 2 |
| Damage continues | Effect Step | Rank rounds | + Rank x 2 |
| Target takes penalty | Rank | 1 round | +1 |
| Target takes penalty | Rank | Tier rounds | +3 |
| Target takes penalty | Rank | Rank rounds | +5 |
| Target takes penalty | Effect Step | 1 round | +2 |
| Target takes penalty | Effect Step | Tier rounds | +4 |
| Target takes penalty | Effect Step | Rank rounds | +6 |

* Tier refers to the Tier of the spell; Rank refers to the Spellcasting Rank of the magician

- The time to create a new KAV depends on whether it's coming from a Base Spell the Lodge already knows (has a KAV of), or a Base Spell from outside the Lodge. Creating a new KAV building off previous effort does not require extensive research. If the Lodge does not have a KAV from the Base Spell being used, then the work must start from an unknown Base Spell and is a nontrivial effort, requiring considerable time and resources.
  - Creating a new KAV of a known Base Spell requires the Tier of the spell in days of research, and £15 times the Tier in materials. Thus, a new Journeyman KAV would require 2 days of research and £30 in materials. If the magician does not have the funds or access to materials, the research takes 1 day longer for every £10 (or part thereof) that the magician lacks. Thus, if the Journeyman magician could only raise £5, the spell would take an extra 3 days to research (short £25). The time required cannot be reduced by spending more funds.
  - Creating a KAV of a Base Spell previously unknown to the Lodge requires the Tier in weeks to complete the research, and £50 per Tier of materials. Extend the research by 1 week for every £10 or part thereof that the magician lacks. Spending more does not reduce the research time.
- At the end of the research period, the magician makes a Spellcasting Test against the Creation Target Number for the spell's Tier. See the **KAV Creation Table**, further in this section.
  - If successful, the magician pays the AP cost and creates the KAV.
  - If the Test fails, the magician can spend a number of weeks equal to the spell's Tier doing further research, and then try the Test again. No additional materials cost is required.
  - On a second Test failure, the magician has gone down the wrong path in their studies and must start over, paying the materials cost and beginning a new cycle of research.

- On a Rule of One result, the research and materials were wasted. The magician cannot try creating the specific KAV again for a year and a day. Creating a different KAV from the same Base Spell remains possible. Thus, if the magician tried to create a Fire Bolt KAV from the Bolt Base Spell, and failed with a Rule of One, they could move on to trying to create Water Bolt the very next day, but could not try Fire Bolt again for a year and a day.

## Spell Stacking

Base Spells may be stacked to create more complex and powerful KAVs. For example, Increase Attack Test, Increase Damage, and Bolt could be stacked to produce a KAV that wraps a sword in lightning, causing it to strike more accurately and effectively, and allowing a second Damage Test for electrical damage if the Attack Test scores more than one success.

- The magician creating the KAV may stack a number of additional Base Spells onto the first equal to their Tier. Thus, a Novice could stack a total of 2 Base Spells, a Journeyman 3, a Warden 4, and a Master 5.
- The Tier of a KAV created by stacking Base Spells must be equal to or greater than the number of Base Spells included. A KAV that stacks 3 Base Spells must be of Journeyman Tier or higher, as only a Journeyman or higher Tier magician could stack 3 Base Spells.
- The magician can only stack Base Spells already known to their Lodge. Base Spells not known to the Lodge may not be stacked.
- The KAV starts with the highest Casting Difficulty, Effect, and Strain among the Base Spells being stacked.
  - Increase the Casting Difficulty by +1 per additional Base Spell.
  - Increase the Effect Step of the KAV by +1 per additional Base Spell.
  - Increase the Strain by half the Strain of each of the additional Base Spells, rounded down, with a minimum Strain increase of 1.
  - Add one week of research time and £15 of materials per additional Base Spell.
  - Increase the Creation Target Number by +2 for each additional Base Spell.
  - The KAV costs AP equal to the AP cost for a KAV of each Base Spell, plus the Stacking cost shown on the following table.

### KAV Creation Table

| Spell Tier | Creation Target Number | Creation AP Cost |
|---|---|---|
| Initiate | 13 | 100 |
| Novice | 18 | 500 |
| Journeyman | 24 | 3400 |
| Warden | 31 | 23,300 |
| Master | 39 | 98,700 |

### Examples

Adding a required physical component to Pass Through Shadows brings the Strain down on a Mumper KAV. See the Strain / Tier Cost Table in the next section, **Making New Base Spells.**

### Dark Ferryman

**Base Spell:** Pass Through Shadows **Lodge:** Mumpers **Tier:** Journeyman
**Casting Difficulty:** TMD + 6 **Casting Time:** 2 rounds **Range:** Rank x 10 yards
**Duration:** Rank x 2 rounds **Effect:** Special
**Strain:** 4 + Rank (reduced by 1 for each person who pays the toll)

The Mumper collects 2 coppers from each person to pass through the gateway. (They cannot collect from themselves. Persons other than the magician may not pass through without paying. Animals may have the toll paid by a person, but may pass without paying.) The coins are laid out in an arc around the base of the shadow, and the Name of Charon is invoked. As the gateway opens, the coppers are pulled in as the toll to be paid, and never seen again. A chill, slightly stale-smelling breeze blows out of the shadow at the far end as each person emerges. The GM may require a Willpower Test against the Mumper's Spellcasting Rank for particularly superstitious characters, such as members of the Bollanbane, to bring themselves to enter the gateway.

The Order of Britannia Victorious stacks two Improve Base Spells in a single KAV to greatly enhance battlefield prowess of their troops.

### Lethal Volley

**Base Spells:** Improve Attack Test, Improve Damage **Lodge:** OBV **Tier:** Journeyman
**Casting Difficulty:** TMD + Weapon DR + 1 **Casting Time:** 1 round
**Range:** Rank Targets within Rank x 2 yards **Duration:** Rank rounds
**Effect:** +1 Step to Attack and Damage Tests per success
**Strain:** 4 + 2 per success

The OBV officer designates a number of targets for the spell up to their Spellcasting Rank. All targets must be armed with the same type of weapon. Different makes of repeating rifle, such as Spencers and Martini-Henrys, count as the same type of weapon. Repeating rifles and bolt-action rifles are not the same type of weapon. The OBV officer gives the order to attack, and makes a Spellcasting Test against the highest Mystic Defense in the target group, +1 for each target after the first. If successful, the target group gains +1 Step to their Attack Tests and +1 Step to their Damage Tests per success for the duration.

# Making New Base Spells

This section provides the system for creating new Base Spells. Enough examples are provided in the New Spells chapter that none will be found here.

### Game Terms

The spell design system describes the process of creating a spell using the game terms listed below. See the **Spellcasting** chapter of the ***1879 Players Guide*** for more information.

**Characteristics:** The five main properties of a spell:
Casting Difficulty, Range, Duration, Effect, and Strain.

**Tier:** The character advancement Tier at which the spell can be learned.
**Effect:** The result of the spell; what the spell does to its target. May also include an area of effect.
**Spell Design Points:** A number of building points used to alter a spell's characteristics.
**Target:** The subject of the spell's effect.

## Spell Targets

Spells can be directed at almost any target, with living beings the most common. Spells can affect living targets in three primary ways: the target's physical body, its astral form, or its emotions or thoughts. Most spells that affect living targets affect any and all types of living beings equally, provided the spell's target type applies to them. For example, a spell that affects physical bodies would only affect spirits if they were manifested in physical form. All spells that target a living being use a Casting Difficulty equal to the target's Mystic Defense.

Inanimate objects are non-living things such as buildings, weapons, and vehicles. Spells may affect an object physically or astrally. Most spells that target inanimate objects use a Casting Difficulty equal to the object's Mystic Defense, though some use predetermined Casting Difficulties.

## Determine Initial Spell Characteristics

Once the spell designer has determined the spell's effect, they can start working on the

game mechanics. A spell comes with a basic set of characteristics, which determine the initial game statistics - the Base Strain Number and the Base Effect Step.

## Base Strain Number

The Base Strain Number is the minimum number of Strain Points incurred by casting the spell. The initial value is 1.

## Base Effect

A spell's Effect quantifies what the spell does to its target. Effects may be divided into three types.

- The first type provides an Effect Step, which is used for the spell's Effect Test. The initial value for this type of Effect is Willpower + 0, or just Willpower.
- The second type provides a bonus or penalty to the target. The initial value for this type of Effect is +2 or –2.
- The third type of effect is called a Special Effect, which involves no Action Test. For example, the Light spell creates a single light source. There's no Effect Test to determine how bright it is, or if multiple sources are created, or any other modifiers. In this case, state the Effect as Special, and include a description of the effect (and any relevant game mechanics and statistics) in the spell's description. The effect should be appropriate to the spell's Tier, and should not overshadow similar spells of equivalent Tier. It's always a good idea to use the spells in the *1879 Players Guide* as a guideline.
- Tasked spirits and other creatures summoned by a spell should be designed with the spell's Tier in mind. As a rule of thumb, the summoned spirit or creature shouldn't be worth more than a single Adventure Point Award appropriate to the Tier (see p. 147 of the 1879 Gamemaster's Companion for more information on designing and customizing creatures).

### Distribute Spell Design Points

Spell Design Points can be used to change the Base Strain Number, Casting Difficulty, Effect Step, Duration, or Range characteristics. Each spell starts with 5 Spell Design Points. Additional Spell Design Points may be acquired by modifying the spell's characteristics. For example, increasing the Base Strain Number by 1 earns the spell designer 1 additional Spell Design Point. Increasing the Base Strain by a variable, such as expanding the target from one to a group, earns a number of Spell Design Points according to the value of the variable. See the Spell Point Cost Table, below. A spell designer may also add restrictions and requirements to a spell in order to gain more Spell Design Points, explained later in this chapter.

Some modifications will raise the Tier of the spell. The table below includes the Tier increase, if any, for the spell modification. Tier increases can be bought off with Spell Design Points; see the next section, **Strain and Tier.**

## Spell Point Cost Table

| Strain Number | Cost | Tier Increase |
|---|---|---|
| Increase Strain by 1 | –1 | – |
| Remove Initial Strain | 3 | – |
| Range | Cost | Tier Increase |
| Touch | 0 | – |
| Self | –1 | – |
| Per 10 yards or Rank yards | 1 | – |
| Rank x 10 yards | 2 | – |
| Rank x 100 yards | 3 | 1 |
| Rank miles | 4 | 2 |

| Area of Effect | Cost | Tier Increase |
|---|---|---|
| 3 yards or Rank radius | 2 | – |
| 10 yards or Rank x 2 radius | 3 | – |
| 100 yards or Rank x 5 radius | 5 | 1 |
| 1 mile radius | 7 | 2 |
| 100 square yards (shapeable) | 6 | 1 |
| Per additional unit (see text) | 1 | 1 |
| **Duration** | **Cost** | **Tier Increase** |
| 1 round or Instant | 0 | – |
| 1 minute | 1 | – |
| 1 hour | 2 | – |
| 1 day | 3 | – |
| 1 week | 5 | 1 |
| 1 month | 7 | 2 |
| 1 year or "a year and a day" | 9 | 3 |
| Based on Rank | +1 to time unit cost | – |
| Per additional time unit | 1 | – |
| **Effect Step Modifier** | **Cost** | **Tier Increase** |
| Reduce Effect Step Modifier by 1 | –1 | – |
| Increase Effect Step Modifier by 1 | 1 | – |
| Increase Effect Step Modifier by Rank (Rank + WIL) | 2 | – |
| Special Effect | 0 (see text) | – |
| Tasked Spirit | 0 (see text) | – |
| **Casting Difficulty** | **Cost** | **Tier Increase** |
| 12+ | –2 | – |
| 8–11 | –1 | – |
| 6 or Target's Mystic Defense* | 0 | – |
| **Tier Increase** | **Cost** | **Tier Increase** |
| Tier +1 (may only be bought once) | 3 | 1 |
| Tier -1 (may only be bought once) | Total Spell Cost** | -1 |

*Spells affecting living targets always use Target's Mystic Defense (TMD)
** Total Spell Design Point cost not including this adjustment, with no other adjustments made after

## Strain and Tier

Strain and Tier balance off each other, and incur Spell Design Point costs or create Spell Design Point gains. An increase in Strain or Tier, required due to multiple targets, variable duration, or other option, can be bought off by spending extra Spell Design Points. Voluntarily increasing the Strain or Tier of the spell brings additional Spell Design Points that can be spent elsewhere.

Spells in *1879* have a Strain cost, taken when the spell is cast. This may be a fixed number, or a variable, such as a base plus one per additional target. Spell Design Points can be used to change the Strain. All spells start with a base Strain of 1. Adding a Strain Point grants the designer 1 additional Spell Design Point, up to a maximum of 4 additional Strain and Spell Design Points. Reducing the Strain costs 2 Spell Design Points per Strain Point. For example, a spell has 1 as its Base Strain Number. Increasing the Strain Number to 2 would give the spell designer an extra Spell Design Point to play with. Removing the initial Strain, however, costs 2 Spell Design Points. Increases to Strain include allowing multiple targets, providing a variable Duration, or granting multiple effects. Decreases to Strain include target restriction, requiring spell components, and extending the casting time for ritual magic.

All spells start with a Tier of 1, Initiate. This increases according to certain extras purchased for the spell. It can also be increased voluntarily, once, to gain 3 Spell Design Points. Note effects can have their Tier adjustment offset by spending Spell Design Points. For example, allowing a spell to affect multiple targets normally raises the spell's Tier by 1 (and its Strain by +1 per target), and costs 2 Spell Design Points. By spending the Spell Design Point cost again, the Tier can be brought back down.

The Strain / Tier Cost Table provides adjustments to Strain and Tier and the Spell Design Point cost incurred according to the option taken. When designing a spell, pick one:

- adjustment to Strain with corresponding Spell Design Point cost or gain
- adjustment to Tier with corresponding Spell Design Point cost or gain
- Spell Design Point cost by itself to buy the feature (which incurs the Strain and Tier adjustments). The Spell Design Points column in the table below shows the points gained or spent by making the adjustment.

### Strain /Tier Cost Table

| Adjustment Type | Spell Design Points (Purchase) | Strain Points | Tier Adjust |
|---|---|---|---|
| Strain Increase | 1 | 1+, max 4 | – |
| Strain Decrease | -2 | -1 | – |
| Tier Increase | 3 | 0 | +1 (max 1) |
| Tier Reduction | -4 | 3 | -1 |
| Allow Multiple (Rank) Targets | -2 | +1 per target | +1 |
| Ritual Spell Casting Time | | | |
| Rank hours | – | -1 | – |
| Rank days | – | -2 | – |
| Rank weeks | – | -3 | – |

| Adjustment Type | Spell Design Points (Purchase) | Strain Points | Tier Adjust |
|---|---|---|---|
| Rank months | – | -4 | -1* |
| Rank years | – | -5 | -1* |
| Spell Component required | 1 | -1 (+1 if component unavailable) | – |
| Restriction (specific target, etc.) | 1 | -1 | – |
| Multiple Effects | Requires Spell Stacking | | |
| Variable Duration | -2 | 2 | 1 |
| Increase of Duration time unit (each) | | 1 | +1 per 3 |

*Minimum Spell Tier of Warden.

### Effect

A spell's Effect Step or Effect Bonus/Penalty may be modified using Spell Design Points, as shown on the Spell Design Point Cost Table. The cost for Special Effects and Tasked Spirits is determined by the Gamemaster, but should be 0 if the Special Effects or spirit are appropriate to the Spell's Tier. For example, a spell Effect granting a bonus +3 to the target's Social Defense costs 1 Spell Design Point (the initial value is +2).

## Spell Effect Cost Table

| Effect | Spell Design Point Cost | Strain Increase | Tier Increase |
|---|---|---|---|
| +1 / -1 | 0 | 0 | 0 |
| +2 / -2 | +1 | +1 | 0 |
| +3 / -3 | +2 | +2 | +1 |
| + Rank / - Rank | +3 | +3 | +1 |

### Range

A spell's Range determines the distance from the magician within which the spell affects the target. For example, a spell with a Range of 60 yards affects targets up to 60 yards away from the magician. Spell Ranges include Self (the spell affects only the spellcaster), Touch, or a specific distance, as shown on the Spell Design Point Cost table. Do not confuse a spell's Range with the spell's Area of Effect (see below). Area effect spells must use a minimum Range of Touch.

### Area of Effect

Radial effects extend from a point of origin and spread outward in a sphere. For example, a spell with a radius of 30 yards would extend from the point of origin 30 yards in every direction.

Rectangular area effects can be shaped, and usually can be restricted to less than their maximum area. For example, an illusion spell with 100 square yards to work with could easily cover a pit that is twenty feet long and wide as a trap, discarding the extra approximately 55 square yards of potential effect.

Note a spell affecting multiple targets is not necessarily considered an area effect spell. For example, the Sleep spell affects a group of people within range, but has no area of effect.

## Duration

A spell's Duration is the length of time the spell's effect lasts. All Durations are expressed in units of time: rounds, minutes, hours, days, weeks, months, or years. If the spell has a variable Duration, use the longest Duration possible for determining the Spell Design Point cost. A Duration of a year and a day is the same cost as a single year. Instant and/or permanent effects (such as a damaging spell effect) use a Duration of 1 round. Combat spells must use rounds as their unit for Duration. Spells that give the target additional abilities in combat may use minutes as Duration, at the Gamemaster's discretion. Remember that a Combat Round lasts for approximately six seconds (thus ten rounds per minute). Spells that transform the target or have other effects which aren't intended to be used in combat may use bigger units. Some spells may increase the effect's Duration to a year and a day by using blood magic (usually at a cost of 1 or more permanent Damage Points).

A spell's Duration can be increased. For example, choosing a Duration of 1 round and spending 5 Spell Design Points would make the spell's Effect last for 6 rounds. If the spell should last Rank + 6 rounds, it would cost 7 Spell Design Points instead (1 for basing it on Rank plus 6 units).

## Casting Difficulty

A spell's Casting Difficulty is the Target Number for the Test made to cast the spell. For most spells, the Casting Difficulty equals the Mystic Defense of the target. Spells affecting multiple targets use the highest Mystic Defense of the targets within range or the area of effect, +1 for every additional target beyond the first. Other spells have predetermined Casting Difficulties, usually those that affect objects. The minimum **predetermined** Casting Difficulty is 6.

## Spell Restrictions

The spell designer may gain additional Spell Design Points by adding restrictions to the spell. These may narrow the focus of the spell's Effect, or add conditions under which the spell may be cast. Each restriction reduces the spell's Strain by 1, down to a minimum of 1, and generates 1 Spell Design Point. Buying off a restriction, for example removing the physical component requirement from a Base Spell that normally requires one, costs 2 Spell Design Points. At the Gamemaster's discretion, a severe restriction may justify a larger adjustment.

- Minor
  - Only affects one particular Attribute
  - Requires a source of open flame
- Major
  - Can only be cast at night
  - Only affects a specific Boojum type
- Severe
  - Requires a drafted and written contract signed willingly by both parties with a drop of their blood

### Variable-Duration Spells

Variable-Duration spells produce effects whose Duration may be controlled by varying the number of Strain Points taken to cast the spell. The Initiate Tier spell Darkness has a Duration of "Rank times 5 minutes". When the magician casts it, their Spellcasting Rank at that moment is multiplied by five minutes to determine the spell Duration. Allowing an increase of time unit, for example raising the Duration to Rank x 5 hours, requires spending additional Spell Design Points, and taking additional Strain when the spell is cast.

When designing a Variable-Duration spell, the magician must designate the spell's minimum and maximum duration units: rounds, minutes, hours, days, weeks, or years. The Durations of all Variable-Duration spells must be based on the magician's Spellcasting Rank.

### Leftover Spell Design Points

Any leftover Spell Design Points are lost, unless the spell designer is a player character. For every Spell Design Point left unspent at the end of all design steps, the player gains a bonus of +3 Steps to the Spellcasting Test made to create the spell pattern.

### Write Spell Description

At this point, the spell designer must write a proper description of the spell, using the spell description format below. The Gamemaster must review and approve the description before it is used in the game.

## Example

### Spell Name

**Tier:** The spell's Tier
**Casting Time:** How long it takes to cast
**Duration:** How long it lasts
**Strain:** How much it costs to cast
**Casting Difficulty:** The Target Number to cast
**Range:** The reach of the spell; may include area of effect
**Effect:** What it does

The spell description should be clear and concise, providing answers to the following questions:

- What is the spell about?
- Does the magician require spell components?
- Is the magician required to make gestures or speak incantations?
- What does the spell do to its target when it is successfully cast?
- How is the Effect Step applied?
- What is the area of effect?
- Are further Tests required, either by the magician or by the target?

### Create Spell Pattern

Creating the spell pattern is the last step in the spell design process, and is only used when a player character magician develops the spell. To create the spell pattern, the magician must make a Spellcasting Test and spend a number of Adventure Points based on the Tier of the spell.

### Make Spellcasting Test

The magician creates the spell pattern by making a Spellcasting Test against the Spell Pattern Difficulty Number, which is based on the spell's Tier (as shown in the **Spell Pattern Table** below). If the magician has any leftover Spell Design Points, they create a bonus to this Test (see **Leftover Spell Design Points**, above).

Developing a spell takes a number of weeks equal to the spell's Tier. During this time, the magician must at least devote 8 hours per day to this task. The Spellcasting Test is made once the development is complete. If the Test fails, the magician must continue to develop the pattern for an additional week before they can try again. On a successful Test, the magician has inscribed the spell into their grimoire, and must spend Adventure Points to empower the pattern, again as shown on the **Spell Pattern Table**. Once this has been done, the magician may create a KAV from the new base spell, cast the KAV, and teach the KAV or Base Spell to other members of their Lodge.

## Spell Effect Cost Table

| Tier | Difficulty Number | Adventure Point Cost |
|---|---|---|
| 1 (Initiate) | 13 | 100 |
| 2 (Novice) | 18 | 500 |
| 3 (Journeyman) | 22 | 3400 |
| 4 (Warden) | 28 | 23,300 |
| 5 (Master) | 33 | 98,700 |

# Building a New Lodge

This section walks through the format for a Secret Society as it applies to a magical Lodge, demonstrating how to create a new magical tradition within the game world or adapt a real-world tradition into game terms.

**When adapting a real-world Faith into game terms, be *respectful*. Do your research. Consult sources other than websites. Books written by members of the Faith are a good option. Take your drafts to a member of the Faith, get their opinion on it, and accept their recommendations. Remember that you are playing with something that other people sincerely believe. Playing a character who follows a Faith different from your own can be good for exploring a foreign viewpoint, and examining your own values in light of those of others. Playing a stereotype, or a derisive parody, whether or not it's intentional, harms everyone involved.**

## Secret Society Format

### Society Name

*What do the members call their Lodge?*

This is the formal name, not necessarily what's in everyday use. The Army refers to it as the OBV for brevity's sake, but its proper name is the Order of Britannia Victorious. The calling name will be presented through demonstration in later sections.

### Description

*Who are these people anyway?*

All Lodges start with their basic preconceptions, the things the Lodge members believe to be true about the world and about the practice of the arcane. This is true whether the Lodge is an Order of Mages, a Faith of Priests or mystics or Shamans, or a School of Weird Scientists. The field should be a brief paragraph, laying out the basics of the society in a nutshell.

## Origins

*Why was the Lodge founded? What event led to its formation? Who put it together? Were there any extraordinary events surrounding its formation?*

A paragraph about the history of the Lodge gives it context in the game world, and plot hooks to hang stories on. See the Lodges in the ***1879 Players Guide*** and in this book for examples of how the Origins field can be completed, in ways that provide players with material for their characters and Gamemasters with guidance for their plotlines and world descriptions.

## Goals and Methods

*What does the society want? How do they go about getting it?*

In this field, delve into the style of the Lodge as it's seen in both the machinations and everyday lives of the members. Talk about the precepts of the Faith, the assertions of the Order, the principles of the field of science. Include any jargon or other specialized terminology they use. Describe their front organisations if the Lodge hides itself or some of its activities behind social cover. If specific activities of the Lodge have serious impact or take up a large portion of Lodge members' time, give those their own subsections. This is where the roleplaying motivations come from, where the style is determined at a granular enough level for a player to know how to roleplay their character. Both personal and organisational visions should be covered here.

## Organisation

*How is the Lodge structured?*

Is it a monolithic entity with a single authoritarian leader, or is it broken into cells that operate by consensus? This affects how easily the Lodge could be impaired or stamped out, the coherence of its operations and direction, and the ease of proving its existence. Provide details of how the Lodge manages itself. A few brief lines about how each person in the local chapter knows someone in another chapter may be sufficient, or a table showing the hierarchy and descriptions of the advancement and selection process may be needed.

Regalia gets discussed here. Does the Lodge have a specific mode of dress that identifies them? Do they carry a recognition token of some sort, openly or hidden? Again, this should be described in sufficient detail for a player to know what their character would have and how they would appear to fellow Lodge members and to outsiders. Is there specific dress required for Lodge meetings or rituals? This determines whether the character will have to purchase and maintain such items, and carry or wear them to Lodge functions.

## Resources

*How much money do they have? What special facilities? Political connections, blackmail, favours owed, support?*

This field should talk primarily about the organisation as a whole, but also about the individual members and what they are likely to have. If the Lodge has official recognition of some sort, such as the OBV or the Ordnung Galvanisches, the nature of that support should be described. If there are resource constraints on the Lodge, or its members, those should also be discussed. Mumpers, for example, don't tend to have much to begin with, and their Lodge only has what its members can beg, borrow, buy, earn, or steal. If the Lodge has physical facilities, such as a meeting hall or cathedrals in every major European city, that goes here as well. Connections are also described here, as specified in the last question above, as resources aren't just ready coin and buildings. What can the Lodge pull in if it needs to?

## Membership

*Who are the members? What special qualifications restrict who can join? Is there a ritual, a challenge, a task that must be performed? What is the nature of the commitment?*

This field should talk about how someone joins the Lodge, how they advance through its ranks, and how they remain a member in good standing. How granular this gets is a matter of judgement on the part of the writer, but remember that this is, like the **Goals and Methods** section, roleplaying material. Session goals, story arcs, or entire campaigns may hinge on the membership requirements for a Lodge. For example, the Lodge member may be required to retrieve a rare ingredient from a part of the world that doesn't normally export it before they can advance to a position of leadership. The actual rituals of advancement may also be described here. If they require special items, or achievements, that in turn drives character activity and creates plotline for the campaign.

## Enemies / Allies

Other secret societies, groups, government agencies, or individuals that support or oppose this society, whether or not they know of its existence. Similarly, groups or people whom the society supports or opposes, with or without informing them of the society's existence.

This field may mention the alliance or opposition in general terms, or may describe relationships with specific organisations that support or oppose the Lodge. The reasons behind the opposition should be explored. *1879* is not a world of white hats and black hats, but of people with complex motivations, often working at cross purposes with each other, and all firmly convinced that they are in the right. As an example, the High Street Chemists' Association opposes the Newtonians based largely on legal grounds. The HSCA has gone through the examination process, obtained proper licensing, and followed the appropriate government regulations in pursuing their trade. They're quite annoyed with a Lodge of Weird Scientists who blatantly ignore laws created to protect public safety, ensure the quality of products on offer, and keep charlatans out of the business. The Chemists aren't bad people, they're responsible tradesmen. It's not their fault that the legal structure tends to stifle research and make it difficult to break new ground in the field.

## Spell List / Device List / Example Creations

At the end should be a list of specific things that the Lodge member can do – KAVs they can cast, devices they can build, biological creations they can produce, or the like. These are built with the mechanics already introduced in this and other books.

Hopefully, in the process of completing all of this, there has been some consultation between the author and the other people in the gaming group. Before a new Lodge is introduced into play, all those at the table should be in agreement that it is in fact playable, and that it will work within the boundaries and style of their campaign. There's no point values or dice rolls here. What determines if a Lodge is built properly is if it works in gameplay. When in doubt, go see the Law of Pragmatism.

# 1879 PLAYERS COMPANION

## New Spells

*The exercise of magical power is the exercise of powers natural, but superior to the ordinary functions of Nature. A miracle is not a violation of the laws of Nature, except for ignorant people. Magic is but a science, a profound knowledge of the Occult forces in Nature, and of the laws governing the visible or the invisible world.*
– *The Theosophical Movement* (tract), author unknown

This chapter presents new spells for the lower Tiers (Initiate, Novice, Journeyman), and spells for the upper Tiers (Warden and Master).

## Spell Statistics

Before we get into the spell listings, an explanation of the game statistics for spells is in order. Spells being processes, they require time to cast, and only last for so long. Their effects have to be targeted, and the target has to be in range. The following text describes the statistics used in *1879* for spells.

## Lodge

KAVs have a Lodge, while Base Spells do not. The Lodge of the KAV determines who can learn it. While similar Lodges can adapt the KAV to their own structure, normally there isn't enough similarity in belief system, methodology, and the like to allow sharing of KAVs directly between Lodges.

## Base Spell

KAVs always have a Base Spell that they are a Known As Variant of, which is specified in this field. The stats for a KAV show how it varies from the Base Spell.

## Tier

The Tier of a spell determines when it can be learned. Magicians cannot learn spells above their Tier, because they have not yet learned the prerequisites for understanding the spell. Think of it as trying to follow a recipe for Eggs Benedict that tells you to poach three eggs. If you don't already know how to poach an egg, you're not going to be able to follow the recipe and make the dish.

There's not many spells of the Warden and Master Tiers, largely because magic is still new to Earth, and magicians of Earth are still learning how to work with it. Also, the mana level simply isn't high enough to support much in the way of high-Tier magic. The Gruv sourcebooks will include some higher Tier spells that may eventually make their way over to Earth, and as the mana level rises on Earth, higher order magics will become possible. This will all be explored further in future sourcebooks.

## Casting Difficulty

Casting Difficulty specifies the Target Number for the magician's Spellcasting Test. For most spells, particularly those that cause or heal damage, this will be the target's Mystic Defense (TMD). For other spells, there is a predetermined number given in the spell description. The minimum Casting Difficulty for spells, regardless of modifiers, is 6. "Target" can refer to the recipient of a beneficial spell as well as to an opponent.

## Casting Time

The Casting Time of the spell is the length of time, usually stated in combat rounds, needed to gather the energy and complete the process. Spellcasting is normally a Standard Action. Spells with Casting Times greater than one round become effectively a Sustained Action. The magician may take no other actions during the Casting Time beyond working the spell. If the magician is interrupted during the Casting Time, such as taking a Wound from a physical attack, their concentration is broken and the spell fails. See **Concentration** (pg.361) in the **Spellcasting** chapter.

## Range

The Range of a spell is the limit of its effective distance, usually given in yards. A Range of "Self" means the spell only works upon the caster. A Range of "Touch" means the caster must be able to touch the recipient of the spell, which could also be the caster. A Touch Range spell cast on an unwilling target does not require an additional Action Test, like a Dexterity or Attack Test, to touch the target. A successful Spellcasting Test means the caster has also successfully touched the target.

## Duration

Duration is the length of time the spell remains in effect. A spell's Duration is usually given in combat rounds, but can also be measured in minutes, hours, weeks, or longer. Unless the description says otherwise, "Rank" refers to the magician's Spellcasting Rank. Thus, a Duration listed as "Rank + 10 minutes" is a number of minutes equal to the character's Spellcasting Rank plus ten. Once cast, most spells continue for their full duration even if the caster is killed or falls unconscious. Some spells require concentration (pg.361), and end if that is broken, or expire under other conditions noted in the spell's description. Unless specifically noted, a magician cannot end their own spell before the Duration expires. The magician (or another magician) could use the Dispel Magic Skill or an equivalent spell to do so, however.

The Duration of spells that last longer than one combat round can be extended by paying the Strain again. This assumes that the magician is able to maintain concentration and is unopposed in maintaining the effect. If concentration is broken for any reason, Duration cannot be extended. A magician may only renew the effect and extend the Duration a number of times equal to their Spellcasting Rank. Not all spells can be extended. Those that cannot will say so in their description.

## Effect

The spell Effect varies with the spell. The most common use of the Effect Step is to generate a number, such as the amount of damage the target takes, a creature's Attribute Values, the Target Number for other Action Tests made by the spell's target, and so on. When a character needs to generate such a number, the spell description instructs the player to make an Effect Test. When a spell requires an Effect Test, the Step Number is indicated, for example "WIL + 4." In this example, if the magician successfully casts the spell, the Effect Step is equal to the magician's Willpower Step plus four more points. Players with magician characters may want to calculate and record the Effect Steps for all of their character's spells to save time during play.

Some spells allow or require a character other than the magician to make an Effect Test. Unless noted, the character uses their own Willpower Step to determine the Effect Step. Some spells use the Effect Test to determine success or failure. Use the spell Effect Step to make an Effect Test against the Target Number given, which is often the target's Mystic Defense (TMD), but may be another value noted in the spell description. Magicians with the Willforce Skill (pg.227) may use it to improve their spell's Effect Step.

If the Effect causes damage, the type will be followed by /Physical, /Mystic, or /NA. This means that Physical Armor, Mystic Armor, or No Armor provides protection against this damage. The natural Mystic Armor that characters gain from their Willpower Attribute is always in play, and will protect a character even from a No Armor spell.

## Strain

Strain specifies how much damage the energies required for the spell do to whatever they're routed through. Normally, magicians use the Raw Casting method (pg.363), which requires them to pass the energies through themselves. Grimoire Casting (pg.365) passes a small part of the energy through the grimoire, which then takes part of the Strain. Magicians take Strain after making their Spellcasting Test. If the magician is interrupted and does not complete the spell, they do not take the Strain for the spell.

## Description

The text underneath the game statistics block, explains the spell's effect or any special information for the spell. It also describes any requirements for the spell to be cast, such as gestures, supporting objects, or access to a particular environment, Target Numbers for Effect Tests, and other conditions and restrictions.

### Gestures

Some spells include gestures in their descriptions, which need to be completed for the spell to be cast. Gestures include both physical movement and verbal speech. If the magician is unable to make the gesture or speak the appropriate words, for instance being bound and gagged, they cannot cast the spell.

### Prerequisites

Some spells have prerequisites that must be met before they can be cast. Often, these are physical components, such as a handful of dirt or a carpet. Some spells require environmental conditions, such as being on the deck of a ship. If the magician does not have the physical item or other prerequisite available, then the spell cannot be cast.

### Success Levels

A number of spells designate special uses for the Success Levels achieved on either the Spellcasting or the Effect Test. If the spell has a special use for Success Levels, the description will specify it.

# Base Spell Listings

This section provides new Base Spells for the *1879* system.

Important Note: Not all of these spells can be reverse engineered with the Spell Creation system. Some have had their stats adjusted for game balance purposes. (For example, all Base Spells in the Warden and Master Tiers have been made substantially more difficult and costly.) This can be done in your campaign by agreement between player and GM, or by GM fiat, or by whatever other process your group uses for decisions and house rules.

## Alter Memory

**Tier:** Journeyman **Casting Difficulty:** Target's Mystic + Social Defenses
**Casting Time:** 5 minutes per memory aspect **Range:** Touch
**Duration:** Permanent **Effect:** Special
**Strain:** Target's WIL Step per aspect changed

The magician makes a Spellcasting Test against the target's combined Mystic and Social Defenses. If successful, the magician may change one aspect per success of an event that the target remembers, up to a maximum of the magician's Rank. For example, a memory of meeting someone at a train station could be altered so that the target remembers meeting them at a tailor shop. Instead of meeting Agent 86, the target remembers meeting their uncle. Only one memory may be adjusted per casting. The target continues to remember the altered version of the event even if presented with evidence that their memory is incorrect. Whether the target admits their memory is faulty or not should be roleplayed.

## Astral Double

**Tier:** Master **Casting Difficulty:** 30 **Casting Time:** 1 hour
**Range:** Self **Duration:** Rank hours **Effect:** Special
**Strain:** Magician's base Death Rating

The magician undergoes a harsh ritual, at the end of which a Spellcasting Test is made. If successful, the magician creates an avatar of themselves, effectively an Ally Spirit with a Force Rating equal to the magician's Rank, and with all appropriate stats equal to the magician's own, not augmented by Force Rating. The avatar has the base powers for ally spirits (Aid Summoner, Astral Sight, Empathic Sense, Lifesight, Manifest, and Spellcasting), with the Step of these powers being equal to the Step of the magician's Skills of the same name where appropriate. Extra successes on the Spellcasting Test may be used either to extend the Duration, at one hour per success, or to add ally spirit powers, at one power per success. The avatar has access to all Skills known by the magician, becoming effectively a second copy of the magician, and should be controlled by the magician's player. Anything known or learned by one is immediately available to the other.

## Astral Projection

**Tier:** Journeyman **Casting Difficulty:** Special **Casting Time:** 2 rounds
**Range:** Self **Duration:** Rank minutes **Effect:** Special
**Strain:** Special

The magician takes the first round to compose themselves. In the second casting round, their spirit leaves their body, remaining attached by a strand of mana referred to in Western mystic traditions as the silver cord. At the end of the spell's Duration, the silver cord contracts and pulls the spirit back into the body. The magician is left dazed and at -3 Steps to all actions for one full minute if this happens. The magician can avoid this by voluntarily returning to their body before the

end of the spell's Duration. See the table below for the Casting Difficulty and Strain, which are both determined by the state of astral space in the area where the magician is attempting to project.

| Astral State | Casting Difficulty | Strain |
|---|---|---|
| Safe | 8 | 10 |
| Open | 12 | 12 |
| Tainted | 16 | 15 |
| Corrupt | 20 | 22 |

For more information about astral projection, and actions on the astral plane, see Chapter 13, **A Treatise on the Astral Plane**, in the ***1879 Gamemaster's Guide***.

## Augment Other

**Tier:** Warden **Casting Difficulty:** Target's Mystic Defense **Casting Time:** 1 minute
**Range:** Touch **Duration:** Rank minutes **Effect:** Rank + WIL
**Strain:** 8 + 2 per Effect Test success

The magician may imbue another person with a spell as a Skill, or with a power of a creature or spirit. They must know the spell, or have it available in a grimoire (in which case the grimoire must be attuned as for grimoire casting), or have directly observed the power in use. If they have a sample (blood, bone, etc.) of the creature, this reduces base Strain by 4 points. The new Skill or power has the appropriate statistics, but instead of a Rank that adds to an Attribute, operates using the result of the Effect Test as its Step.

## Augment Self

**Tier:** Warden **Casting Difficulty:** Target's base Mystic Defense **Casting Time:** 1 minute
**Range:** Self **Duration:** Rank minutes **Effect:** Rank + WIL
**Strain:** 8 + 2 per Effect Test success

The magician may imbue themselves with a power of a creature or spirit. They must have directly observed the power in use. If they have a sample (blood, bone, etc.) of the creature, this reduces base Strain by 4 points. The magician must cast against their normal base Mystic Defense, and may not voluntarily lower it. The new power has the appropriate statistics, but instead of a Rank that adds to an Attribute, operates using the result of the Effect Test as its Step.

| Element | Target Number | Strain | Special Effects |
|---|---|---|---|
| Earth | 8 | 9 | None |
| Water | 10 | 9 | None |
| Air | 12 | 9 | Target makes any Knockdown Tests at -1 Step |
| Fire | 14 | 10 | Target continues taking damage at -3 steps/ round until damage Step is 0 |
| Electricity | 16 | 12 | Target is at -3 Steps to all Actions for 3 rounds |

## Coincidental Disruption

**Tier:** Journeyman **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank x 3 yards, line of sight **Duration:** Instant
**Effect:** Rank + WIL
**Strain:** Rank

The mage creates a random effect, determined by discussion between the player and the GM, that helps or hinders a current activity or situation. For example, the mage could hinder an attacker by causing a flower pot to be knocked off a windowsill and strike the attacker below. The mage makes a Spellcasting Test against the target of the effect, whether this is a person (the attacker), a vehicle (the steam lorry the party is riding in), or whatever the thing to be helped or hindered might be. If successful, the mage makes an Effect Test to determine the degree or help or hindrance, with each success adding or subtracting a Step from the target's actions as appropriate.

## Convince

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Self **Duration:** Rank minutes
**Effect:** Adds Rank to CHA and CHA-based verbal persuasion Skills
**Strain:** 3

The magician bolsters their argument magically. They focus on the subject at hand, and make a Spellcasting Test against their own base Mystic Defense. If successful, the magician adds their Spellcasting Rank as a Step bonus to their Charisma and to Charisma-based verbal persuasion Skills, such as Haggle or Slough Blame, for the duration of the spell. Each extra success in the Spellcasting adds 2 minutes to the duration. Two extra successes can be used instead to add +1 to the Effect, but only one such bonus may be gained.

## Cool Area

**Tier:** Journeyman **Casting Difficulty:** Highest TMD in area **Casting Time:** 1 round
**Range:** Rank x 10 yards, line of sight **Duration:** Rank rounds
**Effect:** Special
**Strain:** 3 plus up to Rank

The magician may lower the temperature of an area Rank feet in radius by a maximum of Rank times ten (10) degrees Fahrenheit. Make a Spellcasting Test against the highest Mystic Defense within the target area. If successful, the ambient temperature of the target area may be lowered by 10 degrees per round. The magician must maintain concentration for the duration to continue lowering the temperature. Once the spell Duration expires, the magician may no longer drop the temperature of the target area without casting the spell again, and the area will begin to warm back up to match the surrounding area normally.

## Cool Object

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** 10 yards **Duration:** Rank **Effect:** Special
**Strain:** 1 point per Step of heat per 20 pounds of mass

The magician converts heat into mana, channelling heat out of the target object and venting the excess mana into astral space. This spell cannot be used on anything that is currently alive. Up to twenty (20) pounds of mass times the magician's Spellcasting Rank may be affected. For reference, a one square foot plate of steel a half inch thick weighs 20 pounds. Make a Spellcasting Test against the object's Mystic Defense. If successful, the magician may channel up to their Rank

in Steps of heat (see the **Fire Table** on p. 225 of the *1879 Gamemaster's Guide*) out of the object, dropping its temperature accordingly. It is possible to lower the temperature of the object past its freezing point, but causing damage is not the object of this spell. As an example, freezing a steel plate one half inch thick and two square feet in area down to -40 degrees Fahrenheit, cold enough to turn the steel brittle, from a room temperature of 60 degrees Fahrenheit, would cost 20 Strain: 10 points of heat being pulled out of 40 pounds of mass.

## Counterattacking Armour

**Tier:** Journeyman **Casting Difficulty:** Special **Casting Time:** 1 round
**Range:** Self / Rank + 2 yards (see below) **Duration:** Rank rounds
**Effect:** Rank + WIL
**Strain:** See below

A source of the desired element must be available, but does not have to be of sufficient volume to constitute the armour. A clod of dirt the size of the magician's fist, for example, is sufficient to conjure an earth barrier. The magician makes a Spellcasting Test against a Target Number determined by the element of the armour. See the following table. Extra successes roll to the Effect Test at +1 Step per success.

If successful, the magician conjures mystical protection (according to the form dictated by the KAV) made of the appropriate element. This protection applies only to the magician, and will move with them. If the magician deliberately runs the armour into a foe, treat this as a Shield Charge. The armour does not take Barrier Rating damage from such an attack, and so does not trigger the counterattack.

Make an Effect Test for the Barrier Rating of the armour. Use the magician's current Physical and Mystic Defense for the armour's Defense Ratings. Any attacks directed against the magician go against the armour instead. If the incoming attack hits, and takes points off the armour's Barrier Rating, the armour fires back, using the magician's Spellcasting Step against the attacker's Mystic Defense. This counterattack is made even if the incoming attack reduces the Barrier Rating to zero, the armour getting a parting shot. If the armour's counterattack hits, make an Effect Test for the damage. Roll extra successes from the Attack Test to the Effect Test at +1 Step per extra success. If the armour's Barrier Rating is reduced to zero, and there's still damage left from the attack, that damage goes to the magician, reduced by any additional armour the magician may be wearing or carrying.

Air counterattacks put the target at -1 Step to their Knockdown Test if the target takes a Wound. Fire counterattacks set the target ablaze. The target continues to take the Effect Test in damage, decreasing by 3 Steps each round, until the damage Step is reduced to zero or the flames are extinguished. Electrical counterattacks, like a lightning Bolt KAV, put the target at -3 Steps to all Actions for 3 rounds.

## Create Clothing

**Tier:** Novice **Casting Difficulty:** 8 **Casting Time:** 3 rounds **Range:** Touch
**Duration:** Rank hours
**Effect:** CHA + Rank
**Strain:** 3

The magician must have materials to start with – fabric, leather, etc. Make a Spellcasting (8) Test. Extra successes roll to the Effect Test as Step bonuses, +1 Step per success. If successful, the magician turns the raw materials into clothing suitable for the target, who does not have to be the magician. Make an Effect Test to determine how well fitting the clothing is, and its stylishness. The table below provides suggested Effect Test Target Numbers for particular styles of clothing.

| Style | Target Number |
|---|---|
| Navvy's Work Clothes | 6 |
| Clark's Suit | 9 |
| Business Owner's Suit | 12 |
| Court Garb | 18 |

## Create Poison

**Tier:** Novice **Casting Difficulty:** Special **Casting Time:** 1 round per 3 Steps
**Range:** Special **Duration:** Instant
**Effect:** Creates 1 dose
**Strain:** Special

The magician determines the intended Step for the poison to be created, and spends the Casting Time in uninterrupted work conjuring the poison. If the intended Step does not divide evenly by 3, round up for the Casting Time. When the conjuring is complete, the magician makes a Spellcasting Test against the intended Step of the poison, plus the type modifier as shown on the following table. If successful, one dose of the poison is created. Extra successes add to the Poison Step, at +1 Step per success. The magician takes Strain equal to the Target Number for the Spellcasting Test. See the *1879 Gamemaster's Guide*, p. 239, for more on poisons.

| Poison Type | Casting / Strain Modifier |
|---|---|
| Damage | 1 |
| Debilitation | 4 |
| Paralysis | 3 |
| Death | 7 |

## Create Shelter

**Tier:** Novice **Casting Difficulty:** 8 **Casting Time:** 3 rounds
**Range:** Touch **Duration:** 12 hours
**Effect:** WIL + Rank
**Strain:** 3 + 2 per additional person, up to Rank people

The magician must have some sort of materials to start from – wood, stone, fabric – although not necessarily in any finished form or sufficient quantity. Make a Spellcasting (8) Test. If successful, the materials are combined, multiplied, and assembled into a shelter capable of providing living space for one person. Additional people can be sheltered by increasing the Strain of the spell, which in turn increases the size of the shelter. At the end of the Duration, the materials collapse harmlessly into a pile, conveniently missing anyone who happens to still be in the shelter at the time. The materials can be reused. Make an Effect Test for the Barrier Rating of the shelter. If the shelter takes its Barrier Rating in damage, the spell ends as if the Duration had expired, but the materials cannot be reused. The magician may renew the Duration of the spell at any time by paying the Strain cost while touching the shelter.

## Decode

**Tier:** Novice **Casting Difficulty:** Special **Casting Time:** 1 minute per page
**Range:** Touch **Duration:** Instant
**Effect:** Special
**Strain:** 5 + 1 per page

This spell will decrypt a number of pages of text encrypted with the Cryptography Skill (*1879 Players Guide*, p. 192) or the Encode spell up to the magician's Rank. The number of pages being decoded must be specified before casting. The magician makes a Spellcasting Test against the target's Mystic Defense for mundane encoding, or base Target Number as determined by an Encode spell Effect Test for arcane encoding. If successful, the decryption is removed, and the text rearranges itself into its original form. On a Rule of One result, the target pages are blurred beyond recovery.

For the definitions of "page" and "text" being used, see the Encode spell.

## Deny Armor Rating (Vehicle)

**Tier:** Journeyman **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** Vehicle's base Armor Rating + 6

A choice of Physical or Mystic Armor as the target must be made before casting. KAVs may be restricted to one or the other. The magician makes a Spellcasting Test against the Mystic Defense of the vehicle. If successful, the vehicle's Armor Rating is decreased by the magician's Rank, with each extra success inflicting another -1 penalty.

## Deny Attack Test

**Tier:** Journeyman **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** 6 + 1 per success

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target takes a penalty of the magician's Rank to their Attack Tests. Additional successes inflict another -1 Step penalty per success.

## Deny Attribute Test

**Tier:** Journeyman **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank yards **Duration:** The next Test with the targeted Attribute
**Effect:** Special
**Strain:** Target's Attribute Step +3

The magician specifies the target Attribute, and makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's next Test using the specified Attribute (raw Attribute Test or Skill Test based on the Attribute) is at a penalty of the magician's Spellcasting Rank. Extra successes increase the penalty, at -1 Step per success.

## Deny Barrier Rating

**Tier:** Journeyman **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** Rank rounds
**Effect:** Special
**Strain:** 6 + 2 per extra success

The magician makes a Spellcasting Test against the Mystic Defense of the target. If successful, the target's Barrier Rating decreases by the magician's Rank. Extra successes reduce the Barrier Rating an additional 5 points per success. If the target's Barrier Rating is reduced to zero during the spell's Duration, the target is destroyed, and does not reconstitute when the spell expires. If the target still has a Barrier Rating greater than zero when the spell expires, all points reduced by the spell immediately return.

## Deny Personal Armor Rating (Physical or Mystic)

**Tier:** Journeyman **Casting Difficulty:** TMD plus target's current Armor Rating
**Casting Time:** 1 round **Range:** Rank yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** 8 + 2 per extra success

The magician makes a Spellcasting Test against the target's Mystic Defense plus their current Armor Rating. If successful, the target's Armor is reduced by the magician's Rank. Extra successes reduce the target's Armor by an additional -1 point per success. This spell only works against armour worn by a living being.

## Deny Poison

**Tier:** Journeyman **Casting Difficulty:** Poison Step **Casting Time:** 1 round
**Range:** Touch **Duration:** Instant
**Effect:** Special
**Strain:** Poison Step + Rank

The magician makes a Spellcasting Test against the Step of the poison affecting the target person or animal. If successful, the poison's Step is reduced by the magician's Spellcasting Rank. Extra successes reduce the poison by -1 Step per success.

## Deny Recovery

**Tier:** Journeyman **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** 10 yards **Duration:** Rank hours
**Effect:** Special
**Strain:** Rank

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's Recovery Step is reduced by the magician's Spellcasting Rank for the Duration of the spell. Extra successes reduce the Recovery Step by -1 Step each. The magician takes their own Spellcasting Rank in Strain.

## Deny Wound Penalty

**Tier:** Journeyman **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank x 5 yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** 5 x Wound count

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target ignores the penalty from up to Rank Wounds for the Duration of the spell.

## Deny Wound Threshold

**Tier:** Journeyman **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** Rank rounds
**Effect:** Special
**Strain:** Rank

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's Wound Threshold is decreased by the magician's Spellcasting Rank. Extra successes reduce the Wound Threshold by -1 per success.

## Distract

**Tier:** Novice **Casting Difficulty:** TMD (see below) **Casting Time:** 1 round
**Range:** Rank yards **Duration:** Rank rounds
**Effect:** Rank + WIL
**Strain:** Target's Social Defense

The magician makes a Spellcasting Test against the target's Mystic Defense. If multiple targets are chosen, use the highest Mystic Defense among them. Additional targets may be affected, up to the magician's Rank, with an increase to the Target Number of +1 per target and an increase to the Strain of +1 per target. If successful, the magician makes an Effect Test, which becomes the Target Number for a Willpower Test for the targets to overcome the spell's effect. Extra successes on the Spellcasting Test roll to the Effect Test at +1 Step per success. Affected targets have their attention directed where the magician specifies, and will not notice background activity not directly in their line of sight for the spell's duration. Each round, each target may make a Willpower Test against the Effect Test result to break the distraction. Excessively loud noise, such as explosions, or environmental hazards, such as fire, will break the spell's effect automatically.

## Electromagnetic Pulse

**Tier:** Novice **Casting Difficulty:** 8 **Casting Time:** 2 rounds
**Range:** Rank x 10 yards, area of effect Rank yards radius **Duration:** Instant
**Effect:** Rank + WIL
**Strain:** 4

The magician may place the centre of the effect anywhere within Rank times 10 yards, with line of sight restrictions applying, with the effect extending to a radius of Rank yards about that point. All electrical and magnetically sensitive equipment in the area of effect takes damage to its Barrier Rating equal to the Effect Test, reduced by any electromagnetic hardening (such as aluminium shielding). For each Critical Hit incurred, the device loses one function. For example, a Differential Calculator, which contains a considerable number of precision-engineered steel cogs, that takes a Critical Hit may lose its ability to do division, or to print out its results. An Analytical Engine hit with an electromagnetic pulse must, in addition to any repair time and materials required to address loss of Barrier Rating points, have a recalibration performed, requiring three days per Critical Hit incurred. Until this is done, the Engine's results will be unreliable.

## Encode

**Tier:** Novice **Casting Difficulty:** TMD + 6 **Casting Time:** 1 round per page, max Rank pages
**Range:** Touch **Duration:** Rank days
**Effect:** Rank + WIL
**Strain:** 5 + 1 per page

The magician makes a Spellcasting Test against the Mystic Defense of the target text, plus 6. If successful, the magician may magically encrypt one or more pages, up to a maximum of their Rank. ("Text" here is defined as written or printed material, which may include diagrams or illustrations. "Page" is defined as a standard foolscap or folio page, 8 inches by 13 inches. Slight variance in actual page size, such as a book printed on quarto (8 x 10) or American letter (8.5 x 11) paper, will not affect this spell.) Extra successes roll to the Effect Test, at +1 Step per success. The magician makes an Effect Test to determine the base Target Number for the encoding. Attempts to decrypt the pages using the Decode spell use the Effect Test result as the Target Number. Attempts to decrypt by non-magical means use the Effect Test result plus the Rank of the encoding magician as the Target Number. The Duration may be renewed by the casting magician at any time before

expiration by touching the encoded pages and paying the Strain cost. The Duration may be extended from Rank days to Rank weeks by paying additional Strain of 3 + the page count at the time of initial casting. Duration may not be extended after casting, only renewed. On a Rule of One result, the text becomes blurred and unreadable, but is not encoded and cannot be restored with a Decode spell.

## Find

**Tier:** Novice **Casting Difficulty:** 6 **Casting Time:** 1 round
**Range:** Rank x 100 yards **Duration:** Rank minutes
**Effect:** Rank + WIL
**Strain:** 3

The magician enters a trance state and psychically locates the target, if it is within range. Each minute, the magician may make an Effect Test against the target's Mystic Defense. If successful, the target is found, and the magician knows the distance and direction. On two successes, the magician knows the basic details of the location, such as "an upstairs room". On three or more successes, the magician knows the precise location, such as "hidden in the back of the second drawer down behind a packet of French postcards". Wards and other shielding will of course interfere with the spell, and must be defeated by the Effect Test for the target to be found. If the magician has not found the target by the end of the Duration, they emerge from the trance state frustrated and with a slight headache.

At higher Tiers, the Range and Duration can be extended by adding Strain. See the table below.

### Find Extension Table

| Tier | Range | Duration | Strain |
|---|---|---|---|
| Journeyman | Rank miles | Rank x 10 minutes | +1 per extension |
| Warden | Rank x 10 miles | Rank hours | +3 per extension |
| Master | Rank x 100 miles | Rank x 3 hours | +5 per extension |

## Force the Truth

**Tier:** Journeyman **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** Rank rounds
**Effect:** Special
**Strain:** TMD

The magician pushes past the target's mental defences, and coerces them into speaking only the truth as they understand it. Direct contact must be maintained. If the magician's touch is disrupted, for example their hand being knocked away from the target's wrist, the spell is broken, and both magician and target are Harried for two rounds. The target will answer all questions put to them as honestly as they are able. If the target was lied to by someone they trusted, they will believe that lie to be the truth and will relate it as such. On a casting failure, the target gains +5 to their Mystic Defense against the magician for the remainder of the scene. This spell cannot be used in the British Empire and many other nations in any situation that may end up in court, as coerced testimony is inadmissible by law.

## Grant Recovery

**Tier:** Journeyman **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** Instant
**Effect:** Special
**Strain:** Target's Wound Threshold

This spell gives the target an extra Recovery Test, which must be used immediately. The magician makes a Spellcasting Test against the target's Mystic Defense. Extra successes grant a bonus to the target's Recovery Test, at +1 Step per success.

## Heat Area

**Tier:** Journeyman **Casting Difficulty:** Highest TMD in area **Casting Time:** 1 round
**Range:** Rank x 10 yards, line of sight **Duration:** Rank rounds
**Effect:** Special
**Strain:** 3+ up to Rank

The magician may raise the temperature of an area Rank feet in radius by a maximum of Rank times ten (10) degrees Fahrenheit. Make a Spellcasting Test against the highest Mystic Defense within the target area. If successful, the ambient temperature of the target area may be raised by 10 degrees per round. The magician must maintain concentration for the duration to continue raising the temperature. Once the spell Duration expires, the magician may no longer raise the temperature of the target area without casting the spell again, and the heat will begin to disperse normally.

## Heat Object

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** 10 yards **Duration:** Rank
**Effect:** Special
**Strain:** 1 point per Step of heat per 20 pounds of mass

The magician converts mana into heat and channels it into the target object, which must be inanimate. This spell cannot be used on anything that is currently alive. Up to twenty (20) pounds of mass times the magician's Spellcasting Rank may be affected. For reference, a one square foot plate of steel a half inch thick weighs 20 pounds. Make a Spellcasting Test against the object's Mystic Defense. If successful, the magician may channel up to their Rank in Steps of heat (see the **Fire Table** on p. 225 of the ***1879 Gamemaster's Guide***) into the object, raising its temperature accordingly. If this raises the object's temperature past its combustion point, it will catch fire, but that is incidental and not the intended effect of the spell. As an example, heating a steel plate one half inch thick and two square feet in area up to the temperature of a campfire, hot enough to make the steel easily workable, would cost 12 Strain: 6 points of heat going into 40 pounds of mass.

## Improve Armor (Vehicle)

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** Rank rounds
**Effect:** Special
**Strain:** Vehicle's base Armor Rating + 2

A choice of Physical or Mystic Armor as the target must be made before casting. KAVs may be restricted to one or the other. The magician makes a Spellcasting Test against the Mystic Defense of the vehicle. If successful, the vehicle's Armor Rating is increased by +1 for each success (including the first).

## Improve Attack Test

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** 3 + 1 per success

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target gains +1 Step to their Attack Tests for each success.

## Improve Attribute Test

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** The next Test with the targeted Attribute
**Effect:** Special
**Strain:** Target's Attribute Step

The magician specifies the target Attribute, and makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's next Test using the specified Attribute (raw Attribute Test or Skill Test based on the Attribute) is at a bonus of +1 Step per success.

## Improve Barrier Rating

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** Rank rounds
**Effect:** Special
**Strain:** 3 + 2 per extra success

The magician makes a Spellcasting Test against the Mystic Defense of the target. If successful, the target's Barrier Rating increases by 5 points per success (including the first). Any damage taken during the spell's Duration is absorbed by the additional points, and does not transfer to the target's base Barrier Rating when the spell expires.

## Improve Personal Armor (Physical or Mystic)

**Tier:** Novice
**Casting Difficulty:** Target's current Armor Rating
**Casting Time:** 1 round
**Range:** Touch
**Duration:** Rank hours
**Effect:** Rank + WIL
**Strain:** 1 + 1 per success on the Effect Test

The magician makes a Spellcasting Test against the target's current Armor Rating. If successful, the magician makes an Effect Test against the same target number, and boosts the Physical or Mystic Armor rating of a person by one point per success scored on the Effect Test. This spell may be renewed by touching the target and taking the Strain again before the Duration expires. This refreshes the spell's Duration, but does not allow a new Effect Test for better Armor improvement.

## Improve Poison

**Tier:** Novice **Casting Difficulty:** Poison Step **Casting Time:** 1 round
**Range:** Touch **Duration:** Instant
**Effect:** Special
**Strain:** Poison Step +2 per success

The magician makes a Spellcasting Test against the Step of the poison affecting the target person or animal. If successful, the poison's Step is increased by +1 Step per success.

## Improve Recovery

**Tier:** Initiate **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** Instant
**Effect:** Special
**Strain:** 4

The magician increases the Recovery Step of the target by +8 Steps. The target must make a Recovery Test within 2 rounds of receiving this benefit, or it is lost. This spell cannot be cast on a target with no remaining Recovery Tests.

## Improve Strike

**Tier:** Novice **Casting Difficulty:** TMD + Damage Step **Casting Time:** 1 round
**Range:** Touch **Duration:** Rank rounds **Effect:** Special
**Strain:** 3 + 1 per success on the Spellcasting Test

The target's Unarmed Combat Damage Step receives a temporary boost. If the target has a Skill or other ability that improves their Damage Step for Unarmed Combat, this spell stacks with the effect. The magician makes a Spellcasting Test against the target's Mystic Defense plus their current Damage Step. If successful, the target's Damage Step gains a bonus equal to the magician's Rank for the Duration of the spell. Extra successes add +1 Step each to the damage increase. On a Rule of One result, the target takes a -1 Step penalty to their Unarmed Combat Damage Step for the Duration of the spell.

## Improve Wound Threshold

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** Rank rounds
**Effect:** Special
**Strain:** 2 per success

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's Wound Threshold is increased by 1 per each success (including the first).

## Increase Wound Penalty

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank x 5 yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** Target's Wound Threshold + 3 per additional Wound

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target takes an additional -1 Step penalty from 1 Wound for the Duration of the spell. Extra successes apply the -1 Step penalty for additional Wounds that the target already has, or takes during the Duration, at a cost of 2 extra successes per Wound and an additional 3 Strain per Wound.

## Kinetic Transfer

**Tier:** Journeyman **Casting Difficulty:** TMD + Speed Step

**Casting Time:** 1 round **Range:** 10 yards
**Duration:** Instant
**Effect:** Special
**Strain:** 1 + calculated Speed Step

The magician transfers the kinetic energy of a moving object or person (the source) to another object or person (the target). Make a Spellcasting Test against the Mystic Defense of either the source or the target, whichever is higher, plus the current Speed Step of the source. If the source is falling, use the total Damage Step from the Falling Damage Table. On one success, the source comes to a halt and the target is flung into motion in the same direction the source was moving. On two or more successes, the magician can redirect the force vector, for example using the energy from a bus travelling horizontally on the street to launch an enemy spellcaster vertically.

Note that if the target is not normally able to move, such as a wall or tree, being put into motion will cause damage. Make a Damage Test using the transferred Speed Step and apply it to the target's Barrier Rating. No armour protects against this damage.

To accommodate difference in mass, compare the Size of the source and the target. If the source's Size is greater than that of the target, add the difference to the Speed Step transferred over. If the source's Size is less than that of the target, subtract the difference from the Speed Step. This calculated Speed Step should be used for the spell's Strain.

### Quick Guide to Object and Person Sizes

| Item | Size |
|---|---|
| Knife, Sap | 1 |
| Medium Pistol | 2 |
| Heavy Pistol | 3 |
| Pole-axe, Lance, Two-handed Sword | 6 |
| Dwarf | 7 |
| Human | 9 |
| Snark | 10 |
| Troll | 12 |
| Steam-coach | 15 |
| London Omnibus | 20 |
| Rail Passenger Car | 30 |
| Locomotive (broad gauge) | 40 |
| Steamship | 100+ |

## Mass Demolition

**Tier:** Warden **Casting Difficulty:** TMD **Casting Time:** 3 rounds
**Range:** Rank x 10 yards **Duration:** Instant
**Effect:** Rank + WIL + 10
**Strain:** Effect Test result

This spell does Barrier Rating damage to everything within range. Living entities are not affected. The magician makes a Spellcasting Test, followed by an Effect Test. Every object (including natural ones such as boulders) within range with a Mystic Defense equal to or lower than the result of the Spellcasting Test takes the Effect Test in damage, reduced by Physical Armor. KAVs of this spell can reduce the Strain to Rank + WIL by focusing the effect into a 30 degree cone, or a circle of Rank yards radius with a centre point within Rank x 10 yards.

## Mass Destruction

**Tier:** Master **Casting Difficulty:** TMD **Casting Time:** 1 minute
**Range:** Rank x 100 yards **Duration:** Instant
**Effect:** Rank + WIL + 15
**Strain:** Effect Test result

This spell does Barrier Rating damage to everything within range. Living entities are not affected. The magician makes a Spellcasting Test, followed by an Effect Test. Every object (including natural ones such as boulders) within range with a Mystic Defense equal to or lower than the result of the Spellcasting Test takes the Effect Test in damage, reduced by Physical Armor. KAVs of this spell can reduce the Strain to Rank + WIL by focusing the effect into a 30 degree cone, or a circle of Rank yards radius with a centre point within Rank x 100 yards.

## Mass Transform Other

**Tier:** Warden **Casting Difficulty:** TMD (see below) **Casting Time:** 2 rounds
**Range:** Rank x 10 yards, up to Rank targets **Duration:** Rank hours
**Effect:** Special
**Strain:** 5 per target + TMD

This spell allows the magician to temporarily change the physical form of a group of people. The target shape must have been studied for at least one day in the past year. The magician makes a Spellcasting Test against the highest Mystic Defense in the target group, +1 for each additional target after the first. If successful, the target takes on the new form. Extra successes may be used to adjust body mass by 10% of the base per success. Anything held or worn is unaffected. Forgetting to remove an earring can result in being easily noticed as a shapeshifter.

## Overclock

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 2 rounds
**Range:** Touch **Duration:** Rank rounds
**Effect:** Special
**Strain:** 7

The magician may accelerate the function of a mechanical or clockwork device, at the risk of damaging it. Make a Spellcasting Test against the target's Mystic Defense. Record the result of the Spellcasting Test and the number of successes achieved. For each success, the target's Speed Step, number of Actions possible, or other appropriate measurement of functioning speed increases by +1.

Each round, the target device makes a Test using its Physical Defense as the Step Number against the Spellcasting Test result. If the Test succeeds, the target takes damage to its Barrier Rating equal to the number of successes achieved in the Spellcasting Test. If the Test fails, the target takes the magician's Spellcasting Rank in damage to its Barrier Rating. On a Rule of One result, the device immediately ceases to function, and flies apart with appropriate results (such as shrapnel damage or steam release).

## Ranged Strike

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank yards **Duration:** Instant
**Effect:** Rank + WIL
**Strain:** 4

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target takes damage resisted by Physical Armor. Make an Effect Test for the damage. Extra successes in the Spellcasting Test roll to the damage at +1 Step per success.

## Reduce Armor Rating (Vehicle)

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** Vehicle's base Armor Rating + 4

A choice of Physical or Mystic Armor as the target must be made before casting. KAVs may be restricted to one or the other. The magician makes a Spellcasting Test against the Mystic Defense of the vehicle. If successful, the vehicle's Armor Rating is decreased by -1 for each success (including the first).

## Reduce Attack Test

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** 3 + 1 per success

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target takes a penalty of -1 Step to their Attack Tests for each success.

## Reduce Attribute Test

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** The next Test with the targeted Attribute
**Effect:** Special
**Strain:** Target's Attribute Step

The magician specifies the target Attribute, and makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's next Test using the specified Attribute (raw Attribute Test or Skill Test based on the Attribute) is at a penalty of -1 Step per success.

## Reduce Barrier Rating

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** Rank rounds
**Effect:** Special
**Strain:** 3 + 2 per success

The magician makes a Spellcasting Test against the Mystic Defense of the target. If successful, the target's Barrier Rating decreases by 5 points per success (including the first). If the target's Barrier Rating is reduced to zero during the spell's Duration, the target is destroyed, and does not reconstitute when the spell expires. If the target still has a Barrier Rating greater than zero when the spell expires, all points reduced by the spell immediately return.

## Reduce Personal Armor Rating (Physical or Mystic

**Tier:** Novice **Casting Difficulty:** Target's current Armor Rating **Casting Time:** 1 round
**Range:** Rank yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** 5 + 2 per success

The magician makes a Spellcasting Test against the target's current Armor Rating. If successful, the target's Armor is reduced by -1 point per success (including the first). This spell only works against armour worn by a living being.

## Reduce Poison

**Tier:** Novice **Casting Difficulty:** Poison Step **Casting Time:** 1 round
**Range:** Touch **Duration:** Instant
**Effect:** Special
**Strain:** Poison Step

The magician makes a Spellcasting Test against the Step of the poison affecting the target person or animal. If successful, the poison's Step is reduced by -1 Step per success.

## Reduce Recovery

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** 10 yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** 3

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's Recovery Step is reduced by -3 Steps for the Duration of the spell. Extra successes reduce the Recovery Step by -1 Step each.

## Reduce Wound Penalty

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank x 5 yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** 3 x Wound count

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target ignores the penalty from 1 Wound for the Duration of the spell. Extra successes remove the penalty from additional Wounds at a cost of 2 extra successes per Wound and an additional 3 Strain per Wound.

## Reduce Wound Threshold

**Tier:** Novice **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** Rank rounds
**Effect:** Special
**Strain:** 2 per success

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target's Wound Threshold is decreased by 1 per each success (including the first).

## Repel Element

**Tier:** Novice **Casting Difficulty:** Special **Casting Time:** 2 rounds
**Range:** Touch**Duration:** Rank hours
**Effect:** WIL + Rank
**Strain:** Special

This spell wards materials against specific elements, such as creating waterproof boots or a fireproof cloak. Make a Spellcasting Test against the Casting Difficulty for the specified element. Roll extra successes to the Effect Test, at +1 Step per success. Make an Effect Test for the Barrier Rating of the item, effective only against the specified element. The spell-provided Barrier Rating takes all damage from the specified element until it's used up. Non-damaging occurrences of the specified element are simply turned aside. Note that enchanting an object with Repel Earth will not substitute for a Dig spell, although it will keep dirt from sticking to a shovel blade. This spell is limited to one object, of an area no larger than Rank square yards.

| Element | Casting Difficulty | Strain |
|---|---|---|
| Air | 8 | 2 |
| Water | 11 | 3 |
| Earth | 14 | 5 |
| Fire | 17 | 8 |
| Special (e.g., Acid) | 20 | 13 |

## Strike

**Tier:** Initiate **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Touch **Duration:** Instant
**Effect:** Rank + WIL
**Strain:** 2

The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, the target takes damage resisted by Physical Armor. (A successful Spellcasting Test implies that the magician has been able to touch the target.) Make an Effect Test for the damage. Extra successes in the Spellcasting Test roll to the damage at +1 Step per success.

## Strike Area

**Tier:** Journeyman **Casting Difficulty:** Special **Casting Time:** 2 rounds
**Range:** Rank yards **Duration:** Instant
**Effect:** Rank + WIL + 6
**Strain:** 3 + number of targets

The magician makes a Spellcasting Test against the highest Mystic Defense in the area, +1 per additional target after the first with a maximum of Rank targets total. If successful, make an Effect Test for damage, which is resisted by Physical Armor. Extra successes in the Spellcasting Test roll to the damage at +1 Step per success.

## Summon Creature

**Tier:** Journeyman **Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank x 100 yards
**Duration:** Rank minutes
**Effect:** Special (calls a creature of the specified type to the caster)
**Strain:** 4

Note that this spell does not grant the magician control of the creature. It only compels the creature's presence.

The magician specifies the target creature prior to casting. The creature must be native to the local ecosystem, or otherwise available (such as known to be held in a nearby zoo). Mordslangers cannot be summoned on Earth, for example, as no one has been fool enough to bring a live specimen through the Rabbit Hole. This spell cannot summon sentient beings or magical / dual-nature creatures. A successful Spellcasting Test indicates the creature was there to be summoned.

The magician makes a Spellcasting Test against the creature's Mystic Defense, increasing the Target Number by +2 per additional creature up to Rank extras, and taking +3 Strain per additional creature summoned. Swarm creatures, such as bees, count as 1 creature for a small swarm, 2 creatures for a medium swarm, and 3 creatures for a large swarm. The summoned creature is initially Hostile toward the magician. Nobody likes being forcibly summoned. Extra successes shift the creature's Attitude toward the magician upward by one stage for every two successes. Thus, it takes four extra successes for the creature to be Neutral toward the magician.

The summoned creature will travel at its best speed toward the caster. If the starting location of the creature is not initially known (as in the zoo example), roll 1d10, multiply by ten, and the creature is that percentage of the effective Range from the magician. Thus, if the magician has an effective Range of 400 yards for the spell, and rolls a 5, the creature is initially 200 yards away, or 50% of the Range. If the creature does not reach the caster by the end of the Duration, the creature's Attitude will determine if the creature continues on to find the person who commanded it, either to obey of its own volition (Friendly or better) or to attack (Unfriendly or worse), or wanders off somewhere else (Neutral). Once the creature arrives at the magician's location, it will remain within line of sight of the magician until the Duration expires.

## Thermal Transfer

**Tier:** Novice **Casting Difficulty:** 11 **Casting Time:** 1 round
**Range:** Rank x 10 yards **Duration:** 1 round
**Effect:** Moves Rank Steps of heat
**Strain:** 2 per Step moved

This spell allows the magician to move heat from one object or clearly defined location to another. The magician makes a Spellcasting (11) Test. If successful, the magician moves up to their Spellcasting Rank in Steps of heat, as determined by the **Fire Table** on p. 225 of the ***1879 Gamemaster's Guide***, from the source to the target. Both source and target must be within line of sight. Whether this does damage to the target, extinguishes the source, or has other effects, must be determined on a case by case basis. For example, moving all the heat from a house fire to a nearby pond would require a Spellcasting Rank of 10, according to the Fire Table, and would extinguish the fire at the cost of boiling the pond. It would also result in the magician taking 20 points of Strain, which might be worth it to save the house and its occupants and/or contents.

## Write Memory

**Tier:** Warden **Casting Difficulty:** Special **Casting Time:** 30 minutes
**Range:** Touch **Duration:** Permanent
**Effect:** Special
**Strain:** Spellcasting Target Number + 10

The magician makes a Spellcasting Test against the sum of the target's Mystic and Social Defenses and their Willpower Step. If successful, the magician may create a memory of a single event in the target's mind out of whole cloth. Details will be vague in the recollection, such as which train station the target departed from, or what class they were traveling. Extra successes may be used to specify aspects of the false memory, for example changing a generic airship into a specific

model. This false memory covers that of the encounter with the magician. On a Rule of One result, however, the target remembers quite clearly that the magician attempted to alter their mind.

The Spellcasting Test result should be recorded. If the target is hard-pressed about the memory, for example interrogated about event details which obviously they will find hard to remember, the target may make a Willpower Test against the Spellcasting Test result. If successful, they realize that the memory is false, and gain distance from it, like remembering a scene from a book rather than something actually experienced. On a Rule of One result, the target will react poorly to the interrogation, such as becoming violent or catatonic.

# KAV Listings

Herein are found additional KAVs from Lodges already described in *1879* books such as the *Players Guide* and the *London* sourcebook.

## Antivenom

**Base Spell:** Reduce Poison
**Lodge:** Nightingale Sisterhood
**Tier:** Novice
**Casting Difficulty:** Poison Step
**Casting Time:** 1 round
**Range:** Touch
**Duration:** Instant
**Effect:** Special
**Strain:** Poison Step -2

The Sister prays briefly over a syringe of sterile saline, turning it into a specific antidote to the poison the patient is suffering from, then injects it into the patient.

## Awakening of Potential

**Base Spell:** Augment Other
**Lodge:** Sufis
**Tier:** Warden
**Casting Difficulty:** Target's Mystic Defense
**Casting Time:** 1 minute
**Range:** Touch
**Duration:** Rank minutes
**Effect:** Rank + WIL
**Strain:** 8 + 2 per Effect Test success

The Sufi speaks briefly with the target, leading them to knowledge they already had, but were unaware of having learned.

## Burden of Guilt

**Base Spell:** Bind
**Lodge:** Anglican Church
**Tier:** Initiate
**Casting Difficulty:** TMD
**Casting Time:** 1 round
**Range:** Rank + 5 feet
**Duration:** Rank + 8 rounds
**Effect:** WIL + 4
**Strain:** 2 + target count

This KAV requires the priest to speak to the target or targets during the casting, and will not work if the target or targets do not understand the priest's words. The priest brings to the minds of the target or targets all of the sins or offences they have committed, and shackles them with the weight of their own conscience. If the target or targets are Christian, extra successes on the Spellcasting Test increase the Action penalty to the magician's Rank plus 2 Steps per extra success, and if Anglican, to Rank plus 3 Steps per extra success.

If the Spellcasting Test scores three or more extra successes against an Anglican target, the target must succeed in their first WIL Test against the Effect Test result, or will repent of their sins and confess their guilt to the priest. If they are forgiven, and abandon the actions they were taking

to stand with the priest, the target is immediately freed of the binding.

This spell is less effective against targets who do not follow the Christian path. Reduce the Effect Step by 2 against Jews and Muslims, by 3 against faiths not of the Book but with a similar moral code (Hinduism and Buddhism serve as examples), and by 5 against atheists and other traditions that do not include a divinely inspired mechanism of guilt.

## Convincing Rhetoric

**Base Spell:** Convince **Lodge:** Theosophical Society **Tier:** Novice
**Casting Difficulty:** TMD **Casting Time:** 1 round **Range:** Self
**Duration:** Rank minutes
**Effect:** Adds Rank to CHA and CHA-based verbal persuasion Skills
**Strain:** 2

The Theosophist draws on their knowledge of the arcane and the subject matter at hand, and through applied dialectics, constructs an argument that dispels the target's objections. Only one target may be chosen for the effect of the spell. This KAV is not useful for swaying a crowd or persuading an audience.

## Ease Suffering

**Base Spell:** Reduce Wound Penalty **Lodge:** Nightingale Sisterhood **Tier:** Novice
**Casting Difficulty:** TMD **Casting Time:** 2 rounds
**Range:** Rank x 5 yards **Duration:** Rank rounds
**Effect:** Special
**Strain:** 2 x Wound count

The Sister prays for a round, then channels healing energies to the targets.

## Faraday's Bulwark

**Base Spell:** Counterattacking Armor **Lodge:** Galvanic Order **Tier:** Journeyman
**Casting Difficulty:** 16 **Casting Time:** 1 round
**Range:** Self / Rank + 2 yards (see below) **Duration:** Rank rounds
**Effect:** Rank + WIL
**Strain:** 12

The magician creates a crackling shield of electricity. The shield itself is created at the magician's location. The retaliatory fire has a Range of the magician's Spellcasting Rank + 2 yards. If hit, the Bulwark fires back with a lightning bolt. Besides damage from the Effect Test of the bolt, the target takes a -3 Step penalty to all actions for 3 rounds.

## Frigidarium

**Base Spell:** Cool Area **Lodge:** Nightingale Sisterhood **Tier:** Journeyman
**Casting Difficulty:** Highest TMD in area **Casting Time:** 1 round
**Range:** Rank x 10 yards, line of sight **Duration:** Rank rounds
**Effect:** Special
**Strain:** 3+ up to Rank

Cold can be therapeutic, especially when the patient has a fever. While this spell provides no further direct magical benefit to healing, it can be utilized as part of treatment where a reduction in temperature is utilized. Refer to the specific disease for use in treatment

## Gas Burners Are Nice To Have But...

**Base Spell:** Heat Object | **Lodge:** London Pharmaceuticals | **Tier:** Novice
**Casting Difficulty:** TMD | **Casting Time:** 1 round | **Range:** 10 yards
**Duration:** Rank
**Effect:** Special
**Strain:** 1 point per Step of heat per 20 pounds of mass

The magician delivers a sentence or two of opinions about laboratory technique, how gas burners can be dangerous when working with certain substances, and why it's best to know how to induce heating at a distance without an open flame being involved for some of the more volatile compounds.

## Honour Permits No Lie

**Base Spell:** Force the Truth | **Lodge:** Saurid Shamans | **Tier:** Journeyman
**Casting Difficulty:** TMD | **Casting Time:** 1 round | **Range:** Touch
**Duration:** Rank rounds
**Effect:** Special
**Strain:** TMD

The shaman invokes the ancestral demands of honour, using the pressure of the target's lineage to coerce them into speaking only the truth.

## I Thought It Was Your Round

**Base Spell:** Reduce Attitude | **Lodge:** Mumpers | **Tier:** Novice
**Casting Difficulty:** TMD (see below) | **Casting Time:** 1 round | **Range:** Rank feet
**Duration:** Rank rounds
**Effect:** Special
**Strain:** 3 + 1 per target

The magician must select two or more targets for this spell. The Mumper starts an argument over whose turn it is to pay for the beer. The magician makes a Spellcasting Test against the highest Mystic Defense among the targets, +1 for each additional target after the first. The targets' Attitude toward each other shifts down one level, plus an additional level for every 2 extra successes scored on the Spellcasting Test. If the Attitude of any of the targets reaches Hostile, a fight breaks out.

## Inorganic Phase Disruption

**Base Spell:** Mass Demolition
**Lodge:** Galvanic Order | **Tier:** Warden | **Casting Difficulty:** TMD
**Casting Time:** 3 rounds | **Range:** Rank x 10 yards, 30 degree cone
**Duration:** Instant
**Effect:** Rank + WIL
**Strain:** Effect Test result

The Galvanic magician attunes a blast to the vibrational phase of nonliving matter, allowing the destructive energies to pass harmlessly through any out-of-phase living entities in the targeted zone.

## Linga-Sarira Rejects Corruption of the Sthula-Sarira

**Base Spell:** Deny Poison
**Lodge:** Theosophical Society | **Tier:** Journeyman | **Casting Difficulty:** Poison Step
**Casting Time:** 1 round | **Range:** Touch | **Duration:** Instant
**Effect:** Special
**Strain:** Poison Step + Rank

The Theosophist contacts the Linga-Sarira aspect of the Higher Self, and uses it to reinforce the nature of the Sthula-Sarira, which emanates the physical body. This in turn suppresses those physical emanations which would corrupt or damage the physical body, such as poisons.

## Look Out Below

**Base Spell:** Ranged Strike | **Lodge:** Bollanbane | **Tier:** Novice
**Casting Difficulty:** TMD | **Casting Time:** 1 round | **Range:** Rank yards
**Duration:** Instant
**Effect:** Rank + WIL
**Strain:** 4

A loose brick, bit of cornice, dropped tool, or other plausible object falls on the target. This is why you don't walk under ladders, or too close to the base of an old building.

## Never Buy Fish From Newbury

**Base Spell:** Create Poison | **Lodge:** Bollanbane | **Tier:** Novice
**Casting Difficulty:** Special | **Casting Time:** 1 round per 3 Steps | **Range:** Special
**Duration:** Instant
**Effect:** Creates 1 dose
**Strain:** Special

Only thing fish that've travelled that far inland, or been caught in somebody's pond downstream of who knows what factory, are good for is making people sick. The Bollanbane magician uses an ingredient that's been acquired from a source where it doesn't normally originate.

## Nothin' Up My Sleeve

**Base Spell:** Distract | **Lodge:** Mumpers | **Tier:** Novice
**Casting Difficulty:** TMD (see below) | **Casting Time:** 1 round | **Range:** Rank yards
**Duration:** Rank rounds
**Effect:** Rank + WIL
**Strain:** Target's Social Defense

The Mumper grabs the target's attention with a quick show of legerdemain. This has the disadvantage of focusing the target on the Mumper, but sometimes Engaging Banter just isn't enough.

## Peculiar Weather We're Havin' Innit?

**Base Spell:** Distract | **Lodge:** Mumpers | **Tier:** Novice
**Casting Difficulty:** TMD (see below) | **Casting Time:** 1 round | **Range:** Rank yards
**Duration:** Rank rounds
**Effect:** Rank + WIL
**Strain:** Target's Social Defense

The Mumper directs the target's attention to an odd cloud, or similar climate phenomenon. If more than one target is affected, they begin a discussion of how the weather has, in fact, been odd lately. Maybe it's the Rabbit Hole.

## Persuasive Logic

**Base Spell:** Convince | **Lodge:** Galvanic Order | **Tier:** Novice
**Casting Difficulty:** TMD (see below) | **Casting Time:** 1 round | **Range:** Self
**Duration:** Rank minutes
**Effect:** Adds Rank to CHA and CHA-based verbal persuasion Skills
**Strain:** 2 + 1 per target

The Galvanic scholar may address multiple targets by casting the spell against the highest Mystic Defense in the group, and adding +1 to the Target Number for each additional target after the first, up to a maximum of their Spellcasting Rank in additional targets. The magician overcomes the audience's objections through clear and compelling rational argument, showing the facts of the matter in a way that brings the audience to an agreeable understanding.

## Pranic Overriding of Sthula-Sarira Corruption

**Base Spell:** Reduce Poison **Lodge:** Theosophical Society **Tier:** Novice
**Casting Difficulty:** Poison Step **Casting Time:** 1 round **Range:** Touch
**Duration:** Instant
**Effect:** Special
**Strain:** Poison Step

The Theosophist channels prana from the Higher Self, reinforcing the emanation of the physical body from the Sthula-Sarira, the lower level of the soul where the body's pattern is determined. The magician makes a Spellcasting Test against the Step of the poison affecting the target person or animal. If successful, the poison's Step is reduced by -1 Step per success.

## Psychic Mind Haze

**Base Spell:** Improve Personal Armor (Mystic) **Lodge:** Lytton Society **Tier:** Novice
**Casting Difficulty:** Target's current Armor Rating **Casting Time:** 1 round **Range:** Touch
**Duration:** Rank hours
**Effect:** Rank + WIL
**Strain:** 1 + 1 per success on the Effect Test

The mystic shrouds themself in a cloud of telepathic noise, that absorbs a limited number of incoming attacks.

## Revelation of the Divine

**Base Spell:** Convince **Lodge:** Anglican Church **Tier:** Novice
**Casting Difficulty:** TMD **Casting Time:** 1 round **Range:** Self
**Duration:** Rank minutes
**Effect:** Adds Rank to CHA and CHA-based verbal persuasion Skills
**Strain:** 3

The Priest speaks with the target, invoking a state of solemnity over the discussion. They then pronounce the truth of the matter in the name of their Lord, Jesus Christ, and make the Spellcasting Test. If successful, the grace of the Lord reveals the truth to the target, bolstering the Priest's CHA or CHA-based Skill. Increase the Casting Difficulty by +1 for targets that are Christian, but not Anglican; by +2 for targets that are People of the Book but not Christian; by +4 for people of faith who are not of the Book; and by +6 for those without religious faith.

## Shoulda Put A Shilling Under It

**Base Spell:** Reduce Barrier Rating **Lodge:** Bollanbane **Tier:** Novice
**Casting Difficulty:** TMD **Casting Time:** 1 round **Range:** Touch
**Duration:** Rank rounds
**Effect:** Special
**Strain:** 3 + 2 per success

This spell is restricted to buildings, free standing walls, and other land-based structures. The magician remarks on how failure to observe the proper ritual weakens the footing.

## Specific Cure

**Base Spell:** Deny Poison | **Lodge:** London Pharmaceuticals | **Tier:** Journeyman
**Casting Difficulty:** Poison Step | **Casting Time:** 2 rounds | **Range:** Touch
**Duration:** Instant
**Effect:** Special
**Strain:** Poison Step + (Rank -2)

The magician references a formulary, and administers a pinch of the appropriate herb to the patient.

## Spine Spray

**Base Spell:** Strike Area | **Lodge:** Saurid Shaman | **Tier:** Journeyman
**Casting Difficulty:** Special | **Casting Time:** 2 rounds | **Range:** Rank yards
**Duration:** Instant
**Effect:** Rank + WIL + 6
**Strain:** 3 + # of targets

The shaman must have an exploder pod spine to cast this spell. Make a Spellcasting Test against the highest Mystic Defense in the targeted area, +1 per additional target after the first with a maximum of Rank targets total. If successful, a spray of pod spines hits the targets. Make an Effect Test for damage, which is resisted by Physical Armor. Extra successes in the Spellcasting Test roll to the damage at +1 Step per success.

## Stagging the Thingumbob

Base Spell: Find | **Lodge:** Mumpers | **Tier:** Novice
**Casting Difficulty:** 6 | **Casting Time:** 1 round | **Range:** Rank x 100 yards
**Duration:** Rank minutes
**Effect:** Rank + WIL
**Strain:** 3

Given a rough description of the item to be found, the Mumper makes a quick show of searching the immediate area, and is then struck with an aha! moment and knows where the item is. "By jingo! You've left that in your left-hand dresser drawer back t'the flat!"

## Stiff Upper Lip

**Base Spell:** Deny Wound Penalty | **Lodge:** OBV | **Tier:** Journeyman
**Casting Difficulty:** TMD | **Casting Time:** 1 round | **Range:** Rank x 5 yards
**Duration:** Rank rounds
**Effect:** Special
**Strain:** 5 x Wound count

The OBV officer reminds the target that a subject of the Empire does not let the side down, and maintains proper effort in the face of all adversity, however painful.

## Strike with the Might of Empire

**Base Spell:** Improve Attack Test | **Lodge:** OBV | **Tier:** Novice
**Casting Difficulty:** TMD | **Casting Time:** 1 round | **Range:** Rank yards
**Duration:** Rank rounds
**Effect:** Special
**Strain:** 3 + 1 per success

The OBV officer exhorts the target to remember the Empire for which they fight, and to bring the weight of the Empire down upon their foe.

## These Things Tend To Work Out for the Best

**Base Spell:** Coincidental Disruption **Lodge:** Sufis **Tier:** Journeyman
**Casting Difficulty:** TMD **Casting Time:** 1 round
**Range:** Rank x 3 yards, line of sight **Duration:** Instant
**Effect:** Rank + WIL
**Strain:** Rank

The Sufi starts a chain of events that in the end prevents harm. This should be at least three steps, but something that can be completed within a combat round. For example, the Sufi flicks a grape in the general direction of a monkey. The monkey leaps for the grape, knocking the support out from under a merchant's awning. The awning fabric collapses over a would-be attacker. This spell cannot be used to prevent harm to the Sufi, only to protect other people.

## This Should Set You Right

**Base Spell:** Improve Recovery **Lodge:** London Pharmaceuticals **Tier:** Initiate
**Casting Difficulty:** TMD **Casting Time:** 2 rounds **Range:** Touch
**Duration:** Instant
**Effect:** Special
**Strain:** 2

The magician puts together a quick seltzer and herbs mixture and administers it to the patient.

## Tougher'n They Look Right?

**Base Spell:** Improve Wound Threshold **Lodge:** Mumpers **Tier:** Novice
**Casting Difficulty:** TMD **Casting Time:** 1 round **Range:** Rank feet
**Duration:** Rank rounds
**Effect:** Special
**Strain:** 2 + 2 per success

The Mumper speaks the name of the spell and jerks a thumb at the target, then makes the Spellcasting Test as per the Base Spell.

## Tracking

**Base Spell:** Find **Lodge:** Saurid Shamans **Tier:** Novice
**Casting Difficulty:** TMD **Casting Time:** 1 round **Range:** Rank x 100 yards
**Duration:** Rank minutes
**Effect:** Rank + WIL
**Strain:** 3

The Shaman must start in an area where the item, animal, or person to be found was present no more than Rank hours ago. The magician makes a Spellcasting Test against the target's Mystic Defense. If successful, they pick up the trail, and can follow it to the target. If the target is moving, the GM should consider the Movement Rates of both shaman and target. Putting the target aboard a vehicle, or crossing water, will not break the trail, as the tracking is mystical in nature. If an attempt is made to break the trail magically, the shaman makes an Effect Test to oppose it and hold onto the trail.

## Violence is Not the Most Effective Answer

**Base Spell:** Reduce Attack Test | **Lodge:** Sufis | **Tier:** Novice
**Casting Difficulty:** TMD | **Casting Time:** 1 round | **Range:** Rank yards
**Duration:** Rank rounds
**Effect:** Special
**Strain:** 3 + 1 per success

The mystic chides the target for resorting to violence before all other means of resolution have been exhausted.

## Vision of Location

**Base Spell:** Find | **Lodge:** Anglican Church | **Tier:** Novice
**Casting Difficulty:** TMD (see below) | **Casting Time:** 1 round | **Range:** Self
**Duration:** Rank minutes
**Effect:** Text
**Strain:** 3

After a moment spent in prayer, the Priest has a vision of the object in its current location.

## Vril Script (Read)

**Base Spell:** Decode
**Casting Difficulty:** Special
**Range:** Touch
**Effect:** Special
**Strain:** 5 + 1 per page
**Lodge:** Lytton Society
**Casting Time:** 1 minute per page
**Duration:** Instant
**Tier:** Novice

The magician focuses their mind on the higher functions of the Vril, and reassembles the script into something readable by the unenlightened.

## Vril Script (Write)

**Base Spell:** Encode
**Casting Difficulty:** TMD + 6
**Range:** Touch
**Effect:** Rank + WIL
**Strain:** 4 + 1 per page
**Lodge:** Lytton Society
**Casting Time:** 1 round per page, max Rank pages
**Duration:** Rank days
**Tier:** Novice

Using a specially prepared pen (1 day of work, 8 shillings materials cost), the magician transcribes the text into the script of the Vril, which only an enlightened race can read. During the casting, the magician enters a trance, with the transcription resembling automatic writing, as the pen races across the pages to be encrypted and the text flows into new forms.

## Walls of Harlech

**Base Spell:** Counterattacking Armor
**Casting Difficulty:** 8
**Range:** Self / Rank + 2 yards (see below)
**Effect:** Rank + WIL
**Strain:** 8
**Lodge:** OBV
**Casting Time:** 1 round
**Duration:** Rank rounds
**Tier:** Journeyman

Requires the magician to have a piece of stone no smaller than their fist, or be standing on bare rock. The magician conjures a castle wall with arrow slits and crenellations, a little taller than

# 1879 PLAYERS COMPANION

## Devices, Potions, Creations

*The introduction of new inventions seemeth to be the very chief of all human actions. The benefits of new inventions may extend to all mankind universally, but the good of political achievements can respect but some particular cantons of men ; these latter do not endure above a few ages, the former for ever.*
*– Sir Francis Bacon*

This chapter presents new devices for the Herons, new Potions for the Newtonians, and new creations for the Prometheans, in addition to magic items from other Lodges, including some native folk magic from various parts of the world.

## Devices

This section describes new inventions of the Heron School, the Unificationists, and other technologically-minded Weird Scientists. When a device stat refers to Rank, such as Range (effective radius) of a bomb being Rank yards, use the Craft Device Rank of the Weird Scientist who created the device.

# Weaponry

Earth Weird Scientists have reverse engineered a crude mana battery, most often used as a substitute for a weapon cartridge or ammunition clip. It has to be dedicated to a specific purpose, must contain a consumable carrying medium, and can only be produced individually, requiring a Weird Scientist to create and recharge it. Some Weird Scientists are happy to spend their time recharging batteries at a pound each, while others fob off the work onto an apprentice, and a few just flatly refuse to produce anything more than they themselves require.

While a few people have gone old-school and created wands that throw fire or lightning, Weird Scientists, who do most of the enchanting work, have been building pistols and carbines, because that's the form of weaponry they're accustomed to. This has given rise to a number of weapons that look like pistols and rifles, but work like wands, firing with the Spellcasting Step of the enchanter rather than the Firearms Step of the user. This section contains a number of these devices, with the Spellcasting Step listed in the item description.

## Avner Trachtenberg's Patent Galvanic Fulminator

The power and effectiveness of a Prussian blitzschutz in a compact, easily carried carbine! No protective gear required against stray bolts or back scatter!

Enchanted with the Lightning KAV of Bolt, the carbine casts at Step 16 with an Effect Step of 17.

**Base Damage:** 16 **Success Bonus:** +1 **DEX Minimum:** 8 **STR Minimum:** 6
**Capacity:** 6 **Rate of Fire:** 1 **Range:** 16 yards **Size:** 4
**Weight:** 5 **Cost:** £4/9 / new cartridge £2/2 / cartridge refill £1/3
**Availability:** Very Rare / Bespoke

The target takes a penalty to DEX and all DEX-based actions equal to the number of successes scored on the Spellcasting Test, for Step 8 rounds.

## Blitzhammer

The Blitzhammer is a massive two-handed warhammer, not suitable for anyone smaller than a snark, with galvanic coils embedded in the haft and a kinetic charging mechanism in the head. Given a proper swing, the hammer generates electricity that can be discharged into whatever it hits.

If the Attack Test scores one or more extra successes, the player may spend one extra success to invoke a Lightning Bolt attack on the target. (This extra success is deducted from rollover for the Base Damage Test.) Make the Damage Test for the hammer as usual for a Melee Weapon, then roll the hammer's Spellcasting Test against the target's Mystic Defense. If successful, make the Effect Test for lightning damage using the hammer's Effect Step. If the target takes any damage from lightning, they also take a -2 Step penalty to all DEX and DEX-based Tests for the next 2 combat rounds. If the Lightning Bolt Damage Test causes a Wound, use its result as the Step of a Battle Shout Test against everyone within line of sight except the target.

**Base Damage:** 9 **DEX Minimum:** 9 **STR Minimum:** 16 **Spellcasting:** 11
**Effect:** 17 **Size:** 9 **Weight:** 24 **Cost:** £7
**Availability:** Very Rare / Bespoke

## Dr. Phlogiston's Improved Pocket Dragon

No leaking fuel supplies to endanger your clothing or your person! A safe and sanitary solution to the need for mankind's oldest tool! The Pocket Dragon uses a sealed cartridge with a patented Leak-Stop gasketing system that guarantees safety for the wielder, and first-time incineration of the target every time!

The pistol, resembling a coiled dragon with the barrel in the mouth, is enchanted with the Firebolt KAV. The cartridge is a dedicated mana battery with a charged supply of lighter fluid.

**Base Damage:** 15 **Success Bonus:** +1 **DEX Minimum:** 8 **STR Minimum:** NA
**Capacity:** 8 **Rate of Fire:** 1 **Range:** 12 yards **Size:** 2
**Weight:** 2 **Cost:** £5 / new cartridge £2 / cartridge refill £1
**Availability:** Very Rare / Bespoke

Casts the Firebolt KAV of Bolt at Step 14, with an Effect Step of 15. Make a second Effect Test against the target's Mystic Defense. If successful, the target is set ablaze, and takes a minimum of Step 4 damage for three rounds. This fire may be extinguished or may spread as appropriate to the target and the environment.

## Electromagnetic Whip

Much more than an electrified chain, the electromagnetic whip can lock into place as an entangling weapon, and deliver a charge if the target tries to break free. The handle, made of steel and coated with rubber, holds a capacitor, and provides insulation for the wielder. Like a standard

whip, the electromagnetic whip has an Entangling Difficulty of 9 (see **Entangling Weapons**, ***1879 Players Guide***, p.250) and an entangling range of 3 yards. With an extra success on the Attack Test, the wielder may choose to release the weapon's Step 14 electrical shock. This may also be done as a Simple Action whenever the weapon has a target already entangled, with no Test required. The electric shock inflicts a -2 Step Dexterity penalty for 2 rounds in addition to its Damage Test. If the electrical shock has not been used, the wielder may choose to lock the whip's links into place magnetically, raising the Target Number to break free from entanglement from 9 to 15. The electromagnetic lock lasts 6 rounds, but can be shut off before then. Once the shock or lock are used, the whip must be recharged on house current for one hour before they can be used again.

**Base Damage:** 5 **Success Bonus:** +1 **DEX Minimum:** 7 **STR Minimum:** 7
**Capacity:** 1 **Rate of Fire:** 1 **Range:** 3 yards / touch
**Size:** 4 **Weight:** 3
**Cost:** 18/-
**Availability:** Very Rare / Bespoke

## Gravity Mines

Gravity mines produce a localized increase in attractive force, in some cases amplifying the pull of the Earth and in others focusing the pull on a single point. In either case, the effect can be substantially greater than conventional explosives. Unlike grenades, if they take damage equal to half or more of their Barrier Rating, they do not detonate. Instead, they stop working until a successful Craft Device Test is made against their Effect Step.

### Flatteners

These increase gravity exponentially in a radius, the exponent value and distance being the Rank of the Weird Scientist. Throwable flatteners are spheres the size of a cricket ball, with an arming button covered with a safety cap. Flattener mines are discs an inch thick and seven inches across, again with a safety-capped arming button, and with any of several triggers possible, including clockwork timing, tripwire, and remote detonation.

**Physical Defense:** 6 **Mystic Defense:** 3 **Physical Armor:** 3 **Mystic Armor:** 0
**Barrier Rating:** 9 **Range:** Rank x 1 yard radius **Duration:** Rank rounds
**Effect:** Rank x 3 Step damage on activation (ignores Armor), STR vs. Effect Test result to move
**Cost:** £Rank to build, Rank x £3 to purchase
**Availability:** Very Rare

### Crushers

These create a cube-Rank point source for one combat round, drawing everything violently toward itself. Think of them as implosion grenades. Like flatteners, these are either cricket ball-sized spheres for throwing, or discs for use as mines. They affect everything in the area, including vehicles and structures. While they can be used to reduce an armoured door to a small wad of crumpled metal, they may well take parts of the surrounding wall as well, destabilizing the building in the process. Their usefulness in sapping should be obvious.

**Physical Defense:** 6 **Mystic Defense:** 3 **Physical Armor:** 3 **Mystic Armor:** 0
**Barrier Rating:** 9 **Range:** Rank x 1 yard radius **Duration:** One round
**Effect:** Rank x 5 Step crushing damage (ignores Armor), STR vs. Effect Test result to resist
**Cost:** Rank x £1/10 to build, Rank x £4 to purchase
**Availability:** Very Rare

## Miss Agatha Thornton's Percussive Pest Persuader

At last, a way for the genteel lady to rid herself of importunate men and would-be robbers, without resorting to unseemly violence and bloodshed! The optional alarm modification (only 5/6) raises a cry of "Baker!" in a woman's clarion alto, or "Thief!" in a man's strong baritone, when the Persuader is discharged, letting everyone in the area know of the miscreant. Light, small, easy to aim and fire, producing no wounds or damage to person, and with no chance of a miss harming an innocent or causing property damage, Miss Thornton's Persuader is the perfect protection for the prim and proper woman!

This derringer-sized pistol-shaped device is enchanted with the Stun spell, casting it at Step 14, with an Effect Step of 15. The cartridge is a crude lead/acid battery, which must be recharged both electrically and with mana.

**Base Damage:** 15 **Success Bonus:** +1 **DEX Minimum:** 6 **STR Minimum:** NA
**Capacity:** 6 **Rate of Fire:** 1 **Range:** 60 yards **Size:** 1
**Weight:** 1 **Cost:** £3 / new cartridge £1/6 /cartridge refill £1
**Availability:** Very Rare / Bespoke

## Vibrational Blades

A catch-all term for bladed weapons that rely on vibration at the macro or micro level to increase their cutting power, or that shift their blades into another state of matter or level of reality to bypass physical limits, vibrational blades have a wild variety of technologies and enchantments that drive them. Effectively, though, they divide into two basic types, physical and mystic. Use the same basic statistics as the bladed weapons in the ***1879 Players Guide***, with the following modifications:

### Physical

**Duration:** Rank rounds per charge. Recharging requires access to house current and Rank hours. Partial charge is possible.
**Effect:** ignore Rank points of Physical Armor; inflict Rank points of damage automatically on any hit, plus the Damage Test result
**Cost:** Build Rank x £2, purchase Rank x £4.
**Availability:** Very Rare

### Mystic

**Duration:** Rank rounds per charge. Recharging requires a Craft Device Test against Rank + Damage Step and Rank hours.
**Effect:** ignores Physical Armor entirely; can damage astral entities
**Cost:** Build Rank x 2.5 pounds, purchase Rank x 5 pounds.
**Availability:** Very Rare

# Other Equipment

This section covers devices that are not intended to be weaponry. While devices in this section may cause damage to persons or property if misused, such is not their primary function.

## Ambient Charge Accumulator

The principles of static and atmospheric electricity have been known for quite some time. With the proper equipment, one can tap these forces for a bit of free energy. You won't be running your carbon-arc light on it, not for more than five minutes a day anyway, but having that little bit of charge ready to hand just might come in useful. While a device weighing thirty pounds and riding in a case the size of a Gladstone just barely edges into the definition of "portable" for humans, elves, and dwarves, it's eminently so for snarks and trolls, and easily mounted in the luggage boot of your steam coach. Someone with the capital for a private railway car could readily afford an array of half a dozen Accumulators, although with that kind of capital, a portable alcohol or coke powered dynamo would be much more productive. The only advantage the Accumulator has is its lack of need for a fuel source.

The Accumulator slowly gathers electrical energy from its environment, providing enough each hour to run a standard light bulb for three minutes, or a carbon-arc light for fifteen seconds. At the end of a full day, the Accumulator has enough energy to provide one charge for a reloadable Weird Science device, such as a weapon cartridge, although a Craft Device Test must be made against the Mystic Defense of the device to successfully recharge it from the Accumulator.

**Physical Defense:** 5 **Mystic Defense:** 4
**Physical Armor:** 3 **Mystic Armor:** 0
**Barrier Rating:** 8
**Cost:** £2/9
**Availability:** Rare

## Brownie Catcher

Inspired by tales of "spirit jars" popular among folklorists, the Brownie Catcher is a small metal jar about the size of a lantern. A complex locking mechanism holds the hinged lid in place until the user rotates a set of small gears to release the safety clasp. Once opened, the Brownie Catcher activates and attempts to pull any spirits within range into the jar. Powerful spirits can sometimes resist being sucked inside, but weaker spirits are usually unable to escape. After the spirit is inside the jar, the user must manually close the lid and reset the lock. Once trapped, spirits cannot escape from the Brownie Catcher. A second locking mechanism on the bottom of the jar deactivates the trapping enchantment, allowing spirits to get out should the lid open. Of course, releasing a trapped spirit is often a hazardous proposition. They are not used to being confined and are likely to take their frustrations out on their captors at the earliest opportunity.

When the Brownie Catcher activates, it engages in a Contest of Wills with the spirit. The device uses its Trap Rating in place of Willpower. Once trapped, the spirit cannot escape until someone disengages the enchantment and opens the lid. The trap's Rank determines how many spirits it can safely hold. Brownie Catchers have a Range of 20 yards.

| Rank | Trap Rating | Spirit Capacity |
|---|---|---|
| 1 | 5 | 1 |
| 2 | 7 | 2 |
| 3 | 9 | 3 |
| 4 | 11 | 4 |
| 5 | 13 | 5 |

**Physical Defense:** 3 **Mystic Defense:** 9 **Physical Armor:** 0 **Mystic Armor:** 8
**Barrier Rating:** 6 **Weight:** 10 **Cost:** £400 for Rank 1, +£50 for each additional Rank
**Availability:** Very Rare

## Dr. Burrell's Improved Safety Lantern

Away with the hazards of open flames and dangerous electrical arcs! Dr. Burrell's Lanterns glow with the clean, crisp light of Enchantment! Compare the price of our Safety Lantern to a year's supply of kerosene, coal gas, or carbide elements and electricity, and you'll see where the real cost lies! Is it better to settle the cost up front, and spend a year sleeping comfortably, knowing your cotton mill shall yet be standing in the morning, or pay the same cost (or more!) in dribs and drabs, month after month, and lie awake knowing that at any moment, a careless miner could take his own life and that of many others with one wave of a Davy lamp?

Plus! By special arrangement! Lloyd's now offers a rate reduction to businesses prone or vulnerable to fire that switch to safer forms of illumination! Contact your insurance broker and find out what savings you may accrue by replacing those dangerous gaslights and arc-lamps with our Improved Safety Lanterns!

Dr. Burrell's Improved Safety Lanterns! Telegraph to Safe Light, London, or visit our showroom at 16-2 Stamford Street, Lambeth! Bring this advertisement for a reduction on both installation and your first annual recharge visit!

**Mechanics:** The Lantern is a well-made lamp of sturdy and utilitarian design, enchanted with a Light spell. A reasonably light-proof shroud may be attached, allowing the light to be blocked by closing the shroud, and thus "shutting off" the Lantern. The enchantment lasts for one year and one day, and may be renewed for another year and a day at any point during that time. If the enchantment lapses, a new enchantment must be cast, which costs as much as a new Lantern.

**Physical Defense:** 3 **Mystic Defense:** 3 **Physical Armor:** 2 **Mystic Armor:** 2
**Barrier Rating:** 7 **Weight:** 1 **Cost:** £5 new, £2 for a recharge
**Availability:** Very Rare

## Mr. FitzPiper's AeroTrike

An utterly preposterous flying machine, Mr. FitzPiper's AeroTrike consists of a tricycle frame outfitted with gears instead of wheels. These drive (via chains and pulleys) a cylindrical device mounted above the rider, that has a large wooden propeller at its stern. Speed is controlled by the rate of pedalling, ascent and descent by pulling up or pushing down on the handlebars, and steering by turning the handlebars, which swivels the propeller. Attempting to fit armour to the AeroTrike overloads it. Its useful load is restricted to one person with personal kit and maybe a few parcels. Mr. FitzPiper designed the AeroTrike to carry his groceries, as he loathed trying to bring his weekly veg supply home through the streets. Thus far, he's been unable to make any other design work.

**Mechanics:** The AeroTrike works because it's enchanted with the Fly spell. Mr. FitzPiper builds each of these by hand, leading to their exorbitant cost and near-unavailability. The enchantment

lasts for a year and a day, and cannot be renewed by Mr. FitzPiper, as he doesn't quite understand what he's doing.

**Cost:** £320 **Fuel Charge:** 0d **Availability:** One every three months
**Speed:** 7 (maximum) **Maneuverability:** 5 **Armor:** 0 **Armament:** None
**Ramming:** 5 **Passengers:** 1 **Cargo:** 30 / 4
**Crew:** 0 (requires only the rider)
**Damage:**
Disabled: 23
Destroyed: 28
Critical Threshold: 8

## Prof. Agatha Ferschnicket's Pocket Menagerie

A series of intricately detailed life-sized mechanical animals, each species chosen partly for its ability to fit into an apron pocket, Prof. Ferschnicket originally created the Menagerie as a series of pets for Archduchess Margarete Sophie of Austro-Hungary for her eleventh birthday. Two months later, the nation's intelligence service, seeing the benefits of the devices, convinced the archduchess to relinquish them for the good of the nation. The set was broken up and scattered during field operations, and now nobody really knows where they all are. It's possible some may have been damaged or destroyed. The kitten no longer has its control ring; see below. As these are unique items, the Cost is determined by who has them and whether or not they're willing to sell.

*Convinced, hogwash. Margarete cried for three days after they took her birthday presents away.*

*– Belowstairs in Prussia*

Each animal of the menagerie has abilities native to its species – the dog can take down a rat, the finch can fly, the mole can dig. As well, anyone wearing the matching ring for the animal can see and hear through the device, as well as control its actions, within five hundred yards. Beyond that range, the animal can follow a brief set of simple instructions autonomously, such as "find the paper with the green wax seal and bring it to me. Unfortunately, the rings were made for an eleven year old girl, and barely fit as pinky rings on adult women, much less on the larger hand of a man. An attempt to resize the kitten's ring failed, breaking the connection between the ring and the kitten in the process. The ring has since been lost. The animals require winding once per day under normal activity, using a specially-made key. Attempts to duplicate the keys have thus far failed, but fortunately not damaged the originals. This does not in fact wind a spring, but transfers mana to the device, resulting in five points of Strain for a full winding. Partial windings will result in the device running out of power unpredictably, and going inert most likely at the worst possible moment.

## Dog (Yorkshire Terrier)

| | | | |
|---|---|---|---|
| DEX: 5 | STR: 4 | TOU: NA | PER: 5 |
| WIL: 3 | *CHA:* 5 | Initiative: 6 | Physical Defense: 7 |
| Actions: 1 | Mystic Defense: 7 | Attack (2): 7 | Social Defense: 7 |
| Damage: | Physical Armor: 3 | Bite (6): 10 | Mystic Armor: 3 |
| Barrier: 30 | Knockdown: 4 | Critical Threshold: 7 | Movement: 7 |
| Weight: 6 pounds | Availability: Unique | | |

Powers: Battle ShoutS (Bark) (2): 6, Enhanced Senses (Listen, Sight, Smell) (3): 8

## Finch

| | | | |
|---|---|---|---|
| DEX: 9 | STR: 2 | TOU: NA | PER: 5 |
| WIL: 3 | CHA: 5 Initiative: 10 | Physical Defense: 13 | Actions: 1 |
| Mystic Defense: 7 | Attack (2): 5 | Social Defense: 7 | |
| Damage: | Physical Armor: 3 | Beak (4): 6 | Mystic Armor: 3 |
| Barrier: 20 | Knockdown: 4 | Critical Threshold: 6 | |
| Movement: 2 ground / 9 flying | | Weight: 1 pound | Availability: Unique |

Powers: Enhanced Senses (Sight) (3): 8

## Kitten

| | | | |
|---|---|---|---|
| DEX: 6 | STR: 3 | TOU: NA | PER: 5 |
| WIL: 3 | CHA: 5 | Initiative: 7 | Physical Defense: 8 |
| Actions: 1 | Mystic Defense: 7 | Attack (2): 9 | Social Defense: 7 |
| Damage: | Physical Armor: 3 | Bite (6): 10 | 2x Claws (5): 8 |
| Mystic Armor: 3 | Barrier: 20 | Knockdown: 4 | Critical Threshold: 6 |
| Movement: 7 | Weight: 3 pounds | Availability: Unique | |

Powers: Enhanced Senses (Listen, Sight, Smell) (3): 8

## Mole

| | | | |
|---|---|---|---|
| DEX: 5 | STR: 4 | TOU: NA | PER: 5 |
| WIL: 3 | CHA: 5 | Initiative: 6 | Physical Defense: 7 |
| Actions: 1 | Mystic Defense: 7 | Attack (2): 7 | Social Defense: 7 |
| Damage: | Physical Armor: 3 | 2x Claws (6): 10 | Mystic Armor: 3 |

Barrier: 25 Knockdown: 5 Critical Threshold: 7 Movement: 7
Weight: 1 pound Availability: Unique
Powers: Dig (5): 11, Enhanced Senses (Listen, Smell) (3): 8
Note: The mole is effectively blind, able to see clearly for only 2 inches.

### Mouse

DEX: 8 STR: 2 TOU: NA PER: 5
WIL: 3 CHA: 5 Initiative: 9 Physical Defense: 11
Actions: 1 Mystic Defense: 7 Attack (2): 4 Social Defense: 7
Damage:
Physical Armor: 3 Bite (3): 5 Mystic Armor: 3 Barrier: 20
Knockdown: 4 Critical Threshold: 5 Movement: 7 Weight: 1 pound
Availability: Unique
Powers: Enhanced Senses (Listen, Smell) (3): 8

### Hickley's Progressive Auto-Transcriber

A desktop device consisting of a pantograph or typewriter with an attached computational system the size of a ten key calculator, the Auto-Transcriber takes dictation and produces either written or typed copy, depending upon the model. Everett Hickley tried to call it the Mechanical Clark, but Preston Bodgett had already registered that name for a machine that does the filing. Bodgett's Clark has not been popular, as its ability to recognize and sort the paperwork relies on what Bodgett calls an aetheric intelligence, which just sounds a bit dodgy. Hickley's device includes an impressively complex Differential Engine, but still defies reverse engineering. Hickley himself has to do the final assembly, sharply throttling the number of the devices available. The device runs for an hour before needing to be wound back up and have its pen refilled or ribbon replaced.

Physical Defense: 5 Mystic Defense: 2 Physical Armor: 6 Mystic Armor: 2
Barrier Rating: 8 Weight: 15
Cost: £800 for the fountain-pen equipped pantographic model, £500 for the typewriter model
Availability: Very Rare

### Humberto's Light Powder Tube

Ever since the sun first set on our cave-dwelling ancestors, mankind has developed innovation after innovation meant to vanquish the dark. Each has its own drawbacks: either it is dim or flickering, or inflicts a blinding glare. Enter Humberto's Light Powder. Stored in a hollow tube about the size of a penknife, it is convenient to carry at all times. When presented with a dark room, the prepared traveller withdraws the Light Powder, depresses the plunger, and fills the area with thousands of dancing motes of light. Carefully calibrated to light a room, the light powder creates bright light without glare, suitable even for performing delicate tasks, such as maintaining clockworks or performing one's ablutions.

Mechanics: Each tube is usable only once. Use the stats for a Light Area spell, p.386 of the 1879 Players Guide, with a Duration of one hour. As noted, the light is distributed throughout the area, with no shadows cast. This adds +1 Step to any Perception or Perception-based Test to locate a hidden object or person within the area.

Cost: £1 per tube
Availability: Rare

### Blackwater

One of the more dangerous substances developed by the Newtonians, Blackwater is pure, distilled entropy. It corrodes matter on contact and is highly unstable. When shaken or otherwise

violently disturbed, it explodes. Newtonians brave (or foolish) enough to produce Blackwater must store it in specially treated vials resistant to its corrosive properties (cost 15/- each). No amount of precaution can prevent it from exploding, however. When a container is either thrown or dropped, the liquid inside catalyses into superheated gas and rapidly expands. The resulting explosion shatters the container, adding shrapnel to the forceful burst of kinetic energy. Given its volatile properties, Blackwater is illegal for civilian use in all parts of the British Empire and the Gruv. Although the British Army has a keen interest in the substance's military applications, only specially trained personnel are authorised to use Blackwater in the field.

**Mechanics:** Requires Alchemy. If poured onto an object, treat as the Entropy spell (1879 Players Guide, p.380). If thrown or dropped, treat as the Explosion spell (1879 Players Guide, p.380), with a follow-on Entropy spell like flames following a fireball. If brewed by a player character, use WIL for the Entropy Effect Test and Spellcasting + WIL for the Explosion Effect Test. If purchased, the potion creator's Profession Tier determines the Effect Step.

- Rank 1: cannot create this potion
- Rank 2: Entropy Effect: 6;
  Explosion Effect: 11
- Rank 3: Entropy Effect: 8;
  Explosion Effect: 13
- Rank 4: Entropy Effect: 10;
  Explosion Effect: 15
- Rank 5: Entropy Effect: 11;
  Explosion Effect: 16

**Availability:** Rare **Cost:** £15 x Rank **Weight:** 1

## Instant Gelification Powder

A peculiar product with applications limited only by the imagination! When applied to water (or any aqueous solution), Instant Gelification Powder spreads rapidly throughout the liquid, changing into a semi-rigid gel. In this state, which lasts for several hours, the gelled water will not change shape or flow. The gel is extremely buoyant as well, serving admirably as an emergency life raft.

**Mechanics:** Each packet gels up to ten cubic feet of liquid. The liquid must be water-based. Petroleum-based liquids such as kerosene will not be affected, nor will alcohols. The gel is firm enough to walk on, and will support a maximum of 30 pounds per cubic foot if free-floating. Thus, a full ten cubic feet of gel will serve to keep up to 300 pounds of cargo (or person) afloat. The gel dissolves abruptly back into its original liquid form after six hours.

**Cost:** 13/- per packet **Availability:** Rare

## Phlogiston

The Newtonians have found a way to put fire in a bottle. A vial of phlogiston is effectively an incendiary grenade, using the Fireball KAV of the Explosion base spell (***1879 Players Guide***, p.380).

**Mechanics:** *Requires Alchemy.* The initial blast has an Effect Step of Rank + WIL, with damage halved every ten feet from the point of impact. Anything taking a Wound or Critical Threshold is set ablaze, initially at Step 6. See the rules for **Fire** on p.225 of the ***1879 Gamemaster's Guide.***

**Cost:** £1/1 x (Rank + WIL Step)
**Weight:** 1 oz
**Availability:** Very Rare

## Potion of Puppetry

Enchanted with the Control Person spell (***1879 Players Guide***, p.375), the Potion of Puppetry allows the user to seize control of the target's actions.

**Mechanics:** *Requires Alchemy.* As with all potions, use the Rank and WIL Steps of the alchemist that created it. The potion must be poured onto the target's skin, or consumed by the target, with one drop reserved. The user then consumes the final drop to make the connection to the target and activate the enchantment.

**Cost:** £2 x (Rank + WIL Step) **Weight:** 1 oz
**Availability:** Very Rare

## Rappaccini's Universal Antidote

Often imitated, never replicated! A balm against venom, succour from poisons, Rappaccini's relieves most toxins known to Man! (Not especially effective in cases involving the heavier Metals, especially when exposure has been over the long term.) Cost a mere £5 per dose, available by subscription only from Visha Kanya Pharmaceuticals, Padua, Italy.

**Mechanics:** *Requires Alchemy.* Reduces any poison by -5 Steps, and grants an immediate free Toughness Test against the poison at the reduced Step.

**Cost:** £5 **Weight:** 1 oz **Availability:** Very Rare

## Sealing Wax

Essentially magical superglue gel, Sealing Wax consists of a base made from wax and a volatile liquid, enchanted with the Seal spell (***1879 Players Guide***, p.396). Any wax will do, paraffin,

beeswax, or those stubs of sealing-wax left over from last Christmas' letter writing. Any ordinary volatile will also do, such as kerosene, wood alcohol, or cheap brandy. The resulting semi-liquid paste is kept in an airtight container until needed. Contact with air causes the volatile to evaporate and activates the enchantment. The wax then seals shut whatever it has been poured on or flung against.

**Mechanics:** *Requires Alchemy.* One vial covers an area the size of a human's outspread hand, and applies the Seal base spell at the Rank and WIL Steps of the alchemist that created it.

**Cost:** £(Rank + WIL Step) **Weight:** 1 oz **Availability:** Very Rare

### Spider Juice

Properly known as Wall Climbing Potion, Spider Juice got its nickname both from the effect and from requiring puréed spiders as a key ingredient. Quite a few Dodgers have overcome their revulsion at the sludgy grey mixture's content, taste, and texture, to become regular consumers.

**Mechanics:** *Requires Alchemy.* Grants +8 Steps to Climbing for 2 hours.

**Cost:** £1/2 **Weight:** 1 oz **Availability:** Very Rare

### T.J. Troy's Hematocryptic Ink

Accept no substitutes! Five drops of blood and eight guineas, and nobody can read anything written in the ink except the person whose blood it contains.

**Mechanics:** *Requires Alchemy.* The alchemist creating the ink must make an Alchemy Test against the purchaser's Mystic Defense to complete the enchantment. The purchaser takes 2 points of damage that cannot be healed until the ink is used up and the bottle is empty. The ink has an effective Mystic Defense of the purchaser's Mystic Defense plus the Alchemy Rank of the ink's creator. This serves as the Target Number for attempts to read the writing by magical means or to apply Cryptography to deciphering it. The purchaser may read anything written in the magical ink without making a Test. The bottle holds enough ink to write 50 pages of text using standard British writing paper.

**Cost:** £8/8 **Availability:** Very Rare

## Creations

This section describes the work products of the Prometheans.

### Weapons

### Bug Bomb, Antipersonnel

Sometimes referred to as a hornet grenade, the antipersonnel bug bomb consists of a perforated glass sphere the size of a tennis ball, filled with a swarm of engineered insects. When released, they attack the nearest person or persons, and continue attacking until killed.

**Sphere:**

**Physical Defense:** 4 **Mystic Defense:** 0 **Physical Armor:** 0 **Mystic Armor:** 0
**Barrier Rating:** 5 **Weight:** 1 **Cost:** £6
**Availability:** Very Rare

### Insects:

DEX: 12 STR: 3 TOU: 5 PER: 3
WIL: 3 CHA: 3 Initiative: 14 Physical Defense: 8
Actions: 1 Mystic Defense: 8 Attack (1): 12 Social Defense: NA
Damage: Physical Armor: 0 Sting (5): 8 Mystic Armor: 3
Death: 38 Recovery Tests: 3 Unconsciousness: NA Knockdown: NA
Wound Threshold: 10 Movement: 14 (flying)
Adventure Award: Novice Tier
Powers: Poison (Debilitating, 10); Swarm Attack
Loot: None
Rules: Sting attack is armor-defeating against anything short of a diving suit or other fully sealed protection.

## *Living Armor*

The Promethean team that developed living armor keeps insisting that it should be called "symbiotic environment suits", and trying to make puns based on the SES initials. Everyone else involved does their best to ignore them when they go off on this tangent, although they are correct. The suits are essentially symbiotic creatures that allow humans and Boojums to survive in hostile environments, such as the deep ocean and at extreme altitudes. They take the concept first seen in the Octobreather to its ultimate end – a living creature that wraps completely around a person, and provides what the person needs for a specific environment.

Because living armor is symbiotic, it costs Strain just to wear it, as well as to use any augmentations or powers. As a person needs sleep, the suit needs to be returned to its life support tank for maintenance on a regular basis. The frequency and duration of time in the tank vary according to the environment the suit is designed for. The suits require direct skin contact for symbiosis to engage, which brings up issues of propriety, both in the necessity of wearing nothing but the suit and in wrapping oneself in a living creature in such an intimate fashion.

### Diving Suit

The living armor diving suit has gills for supplying air to the person inside, reinforcement to withstand pressure at depth, heating to keep its wearer from freezing, strength enhancement, webbing between the fingers and extended webbed toes like swim fins, and low-light vision enhancement. Given a supply of food and fresh water, a diver wearing a living diving suit could remain in the water for a full day and night before needing to return to the tender or shore for rest and suit recharge. In practice, professional divers maintain a strict four hour schedule, with decompression time added as necessary, to prevent errors due to fatigue and avoid lengthier decompression cycles. That having been said, one of the prototypes was lost when the diver refused to surface and swam away. He's been seen since, apparently surviving in a semi-feral state in the open sea. The Prometheans say they have no idea how long his suit will last without maintenance and rest in its tank, especially since it was a prototype.

Physical Armor: 10 Mystic Armor: 5 Death Rating: 48 Unconsciousness: N/A
Wound Threshold: 12
Powers: Heat Object (Self); Improve Sense (Low Light Vision); Improve Skill (Swimming) (+8 Steps); Improve Strength (+3 Steps); Resist Temperature (16); Water Breathing
Cost: £80
Availability: Bespoke

### High Altitude Suit

Besides heating and pressure maintenance, like the diving suit, high altitude living armor extracts oxygen from its wearer's exhalations for the next breath, and concentrates the available air, resulting in great whooshing inhalations as the suit pulls in enough air for each breath of its pilot. This suit can be worn up to eight hours safely, beyond which the makers will not guarantee survival. Given the pre-existing necessity for a nutrient tank for the suit to rest and recharge in, this precludes the use of the high altitude suit in mountaineering expeditions. Its primary use is in balloon ascensions, although it has been used for the crew of military extreme altitude Giffards.

**Physical Armor:** 8 **Mystic Armor:** 4 **Death Rating:** 44 **Unconsciousness:** N/A
**Wound Threshold:** 11
**Powers:** Gather Element (Air); Heat Object (Self); Improve Strength (+3 Steps); Resist Temperature (16)
**Cost:** £50
**Availability:** Bespoke

## Other Work

### Bug Bomb, Termite or Ironmite

Similar to the antipersonnel bug bomb, this again consists of a perforated glass sphere filled with engineered insects. The termite bomb contains a particularly voracious strain of wood-eating insect, while the ironmite bomb contains metal phages. When released, they attack the nearest appropriate food source, doing considerable damage in a short time, and being somewhat difficult to get rid of.

#### Sphere:

**Physical Defense:** 4 **Mystic Defense:** 0 **Physical Armor:** 0 **Mystic Armor:** 0
**Barrier Rating:** 5 **Weight:** 1 **Cost:** £6
**Availability:** Very Rare

#### Insects:

**DEX:** 12 **STR:** 3 **TOU:** 5 **PER:** 3
**WIL:** 3 **CHA:** 3 **Initiative:** 14 **Physical Defense:** 8
**Actions:** 1 **Mystic Defense:** 8 **Attack (1):** 12 **Social Defense:** NA
**Damage:** **Physical Armor:** 0 **Bite (10):** 13 **Mystic Armor:** 3
**Death:** 38 **Recovery Tests:** 3 **Unconsciousness:** NA **Knockdown:** NA
**Wound Threshold:** 10 **Movement:** 14 (flying)
**Adventure Award:** Novice Tier
**Powers:** Swarm Attack
**Loot:** None
**Rules:** Insects attack for 6 rounds or until killed, and will only attack wood or metal as appropriate to their type. Damage done creates holes in the target as the insects consume the material.

### Ferrophages

Safer (by some measures) than carrying acid for hinges or locks or Engine casings, ferrophages are metal eating bacteria, originally developed by Antonio Manuzio in Venice, and now marketed by Prometheans all across Europe. Normally carried in a glass or glass-lined metal vial in quantities of one fluid ounce or less, if the culture escapes containment in one's pocket, there's no risk to

flesh and bone, only to one's favourite turnscrew. The culture will swiftly eat through up to three times its own volume, turning solid metal into vaguely alkaline slime. However, caution must still be exercised. The user must carry a sprayer loaded with bleach or carbolic acid to kill the bacteria once they've done their job. Be careful and thorough, having ferrophages getting loose on their own would be bad for tolerably obvious reasons. As a side note, while ferrophage culture is a bit costly and difficult to find, bleach and carbolic acid can be purchased for a few pence at any reputable chemist's, and a handheld sprayer at an ironmongery or general goods store for a few pence more.

The bacteria will die in a day if they have no food source, so if they're spilt on wood and nobody tracks through the puddle, there's no problem, but a spill on the catwalk of a steamship engine room and the user will be spraying like a Union farmer trying to keep the ship from being eaten out from under them. The only good news is that the bacteria die from overeating faster than they reproduce. While each bacterium can consume up to three times its own weight before expiring, it takes twice as long to reproduce. Thus, the culture drops in volume by half every third combat round, despite the ready availability of metal, or because of it, and dies out when the total volume of the culture drops to less than a quarter of a fluid ounce. The bacteria are also highly vulnerable to dehydration and heat, although drying out the contaminated area fast enough may require magic, and sweeping the area with fire may have effects worse than the bacteria. And yes, there have been naval experiments with shells loaded with a gallon or more of ferrophage culture. The last one was thankfully done aboard a wooden-hulled ship, as the shell ruptured when the cannon was fired, and the bacteria ate through the breech of the gun and its mountings before enough carbolic acid could be applied to bring it to a halt.

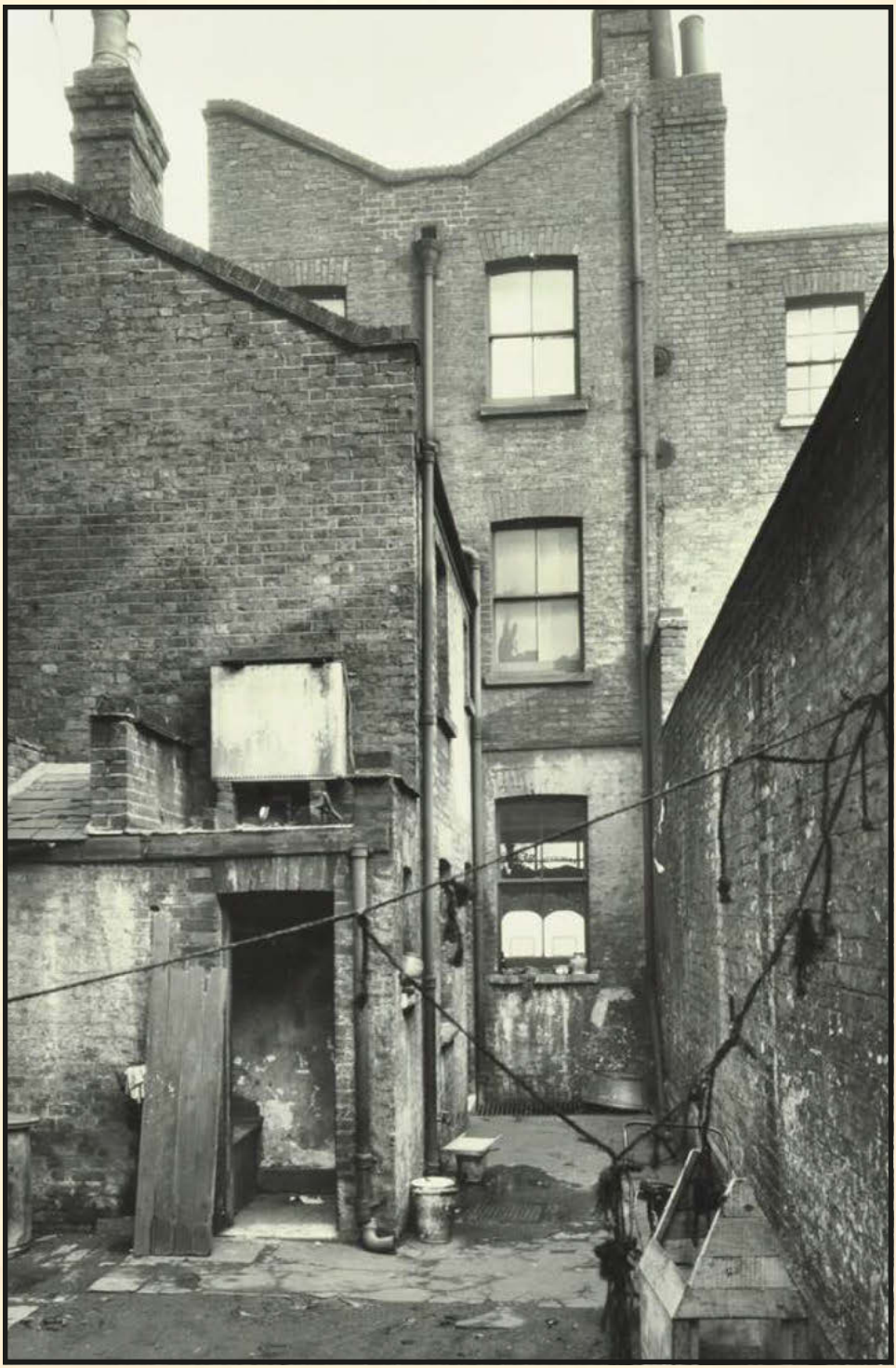
Once a Promethean or anyone with biology Skills has a sample of the stuff, they can breed their own, but it takes a daily Craftsman (Biology) Test (or related Skill at appropriate penalty) to feed the culture and decant the waste products. The same Test is required to separate a culture into two viable populations. Each vial takes a week of careful feeding and handling to grow to a point where it can be split. The bacterial culture dissolves its own volume in metal per combat round once deployed, with no Test required. See above for its limits and containment requirements.

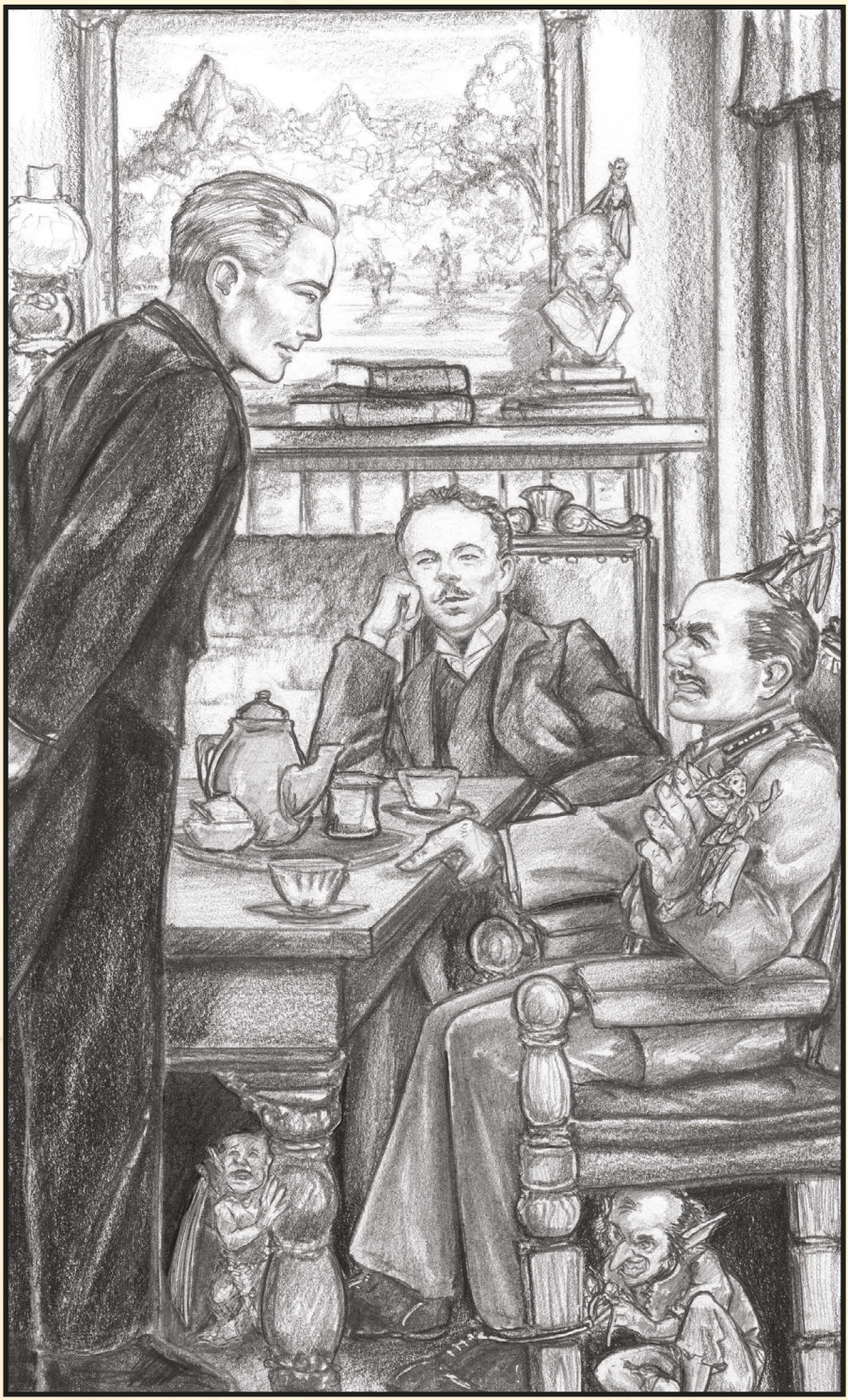
**Ferrophage Culture** (one fluid ounce vial, tin with glass lining)
**Physical Armor:** 2 **Mystic Armor:** 0 **Barrier Rating:** 4 **Weight:** 2 ounces
**Cost:** 8/-
**Availability:** Rare

## Spider Churn

Despite its ominous name, the Spider Churn actually contains no spiders. Instead, it consists of a bucket of yeast that produces spider-silk proteins instead of alcohol, with a paddle churn attachment for winding the proteins into strands. Every third day, the waste liquid must be skimmed off the top, the paddles turned to extract the proteins, water added that has been boiled and left to cool overnight, and nutrients stirred in. On the average, it takes a dozen churnings to produce enough spider-silk to weave a bullet-proof vest, more for larger garments. A rack of fifteen churns is needed plus at least two months to produce enough silk for a parachute. A spider-silk bullet-proof vest or jacket grants 2 points more Physical Armor than a standard silk vest or jacket, with no increase in Initiative Penalty, and can be made to look like ordinary clothing if a professional silk-weaver is engaged (add £2 per garment to the base cost for weaving and tailoring fees). Production and use of spider churns has resulted in sabotage and open attacks, exacerbating the conflict between the silk weavers and importers and the rest of the textile industry begun over the importation of Indian chintz.

**Physical Armor:** 4 **Mystic Armor:** 2 **Barrier Rating:** 5
**Weight:** 16 pounds when the solution is topped up properly
**Cost:** 15/- for the churn, £2/6 for the starter culture, 5/- every three days for nutrients
**Availability:** Rare





# 1879 PLAYERS COMPANION

## Faeries

*"For whatsoever from one place doth fall,*
*Is with the tide unto an other brought:*
*For there is nothing lost, that may be found, if sought."*

*– Edmund Spenser, The Faerie Queene*

**From the personal diary of Lord Easton**

I have the opportunity to meet a faery. A messenger arrived at my door today with an invitation to meet with a Ser Tristan at his London house. I knew the invite came from a faery as soon as I saw the card. Wesley took it from the messenger and all but dropped it to the floor, before handing it gingerly to me. The expression on his face confirmed my initial thoughts – another ghost from my past had returned, presumably to deal with some unfinished business. To the uninitiated, the calling card appeared as any other: fine cardstock, perfectly cut, with the owner's address clearly presented. The name, however, was embellished in a pure gold filigree, and I could discern a fresh

fragrance –hibiscus, or possibly honey-suckle? – lingering in the air after I handed the card back. The sensation of holding the card did not immediately end, and as I looked down at my hand, I could see the name "Ser Tristan" wriggling around my palm, the letters squirming and rearranging themselves into various shapes, before quickly shrinking and fading into nothing. In truth, this was an offer that I could not decline, so, after having returned Ser Tristan's invitation to the messenger in the affirmative and sent him on his way, I made the necessary arrangements to travel to London the next day.

That evening, Wesley and I discussed the possible outcomes of such a meeting over port and cigars. We both quickly agreed that the nature of the offer was of concern. How did the faery, Ser Tristan, know of me? And why now? Wesley would of course accompany me to the meeting. And, just in case, I made a point of taking some precautions. The most important weapon, of course, was our wits. However, I added a concealable pistol and loaded it with cold iron rounds. My silvered sword cane would serve me in a melee. Wesley, I knew, had his rapier; it rarely left his side. Just to be sure, I added several special items from my collection. To that end, we finished our ports, extinguished our cigars, and took an early night to ensure a good rest.

The next morning, we left the estate, following the overgrown country roads for a short time, before embarking on the longer journey to London. As the carriage bumped its way across packed earth and cobblestones, I used the time to reflect on my experiences with the faery. Though my library is extensive, there is more unknown than known about these folks. I wondered to myself if this meeting would serve to fill some of the gaps in my knowledge?

# Introduction: Something Old Something New

It is difficult to look into the folk lore, art, and literature of British culture leading up to the late 1800's without finding references to fairies and mythical creatures. These stories permeate the culture for centuries before, even back to the days of King Arthur. The fae in these stories are generally described to be extremely old (though in most cases not quite as old as dragons), have a culture all their own and a world they come from that is separate from ours. They are foreign visitors to this world, who left for a time and have come back with the return of magic.

The opening of the Rabbit Hole does not mark the first time the fae have existed on Earth. Their exact origin is unknown, beyond that they come from one of the innumerable Netherworlds that connect to Astral Space. Given their curious nature, they tend not to remain in one world, drifting and exploring through Astral Space like an oceanic creature that flows with the currents, and these currents form the trods that portals naturally generate in. The fae's existence is tied intimately with Astral Space and the flow of mana. While they can manifest themselves outside of Astral Space, they will need a form to anchor themselves to, with a strong enough presence in the belief structure of that world to sustain them. This is not the only thing that influences the form a fae takes on, and not all fae will take on the same form when they visit a world. It is factored in part by the local belief structure, part by the fae's own motivations and intentions, and part by a conscious choice of the individual fae themselves.

## On Forms Past and Present

When the fae visited Earth previously through naturally generated portals, they often found woodland and other natural areas to be most comfortable to them. The Astral Space in those areas tended to be cleaner, the woods offered a lot of opportunities for concealment away from prying eyes to appeal to their secretive nature, yet they were also often fairly close to settlements so they could sate their curiosity about people when the mood struck. As they got closer to people, they frequently took on forms closely related to the humans they watched, though often heavily influenced by the natural areas they came from and other creatures from those areas. The closer they got to

people, the more often they would keep their forms small so that they could hide more easily. Despite their abilities to camouflage themselves, fae often have a difficult time maintaining humanoid forms just right, and would often gain extraneous features, and only the oldest and most skilful fae can convincingly pull off the form of a person. As people caught glimpses of creatures with these features and observed their behaviour, tales would be told, and stories of creatures matching these descriptions would take on in the beliefs of people, which the fae latched on to.

While many fae have fallen back into those same patterns they exhibited previously when they visited Earth, the time has created some major differences, and thus new things for them to explore. Industrialization is a new product of humanity, and a new curiosity for the fae. Some of their older forms can find similar patterns in urban environments similar to the more natural ones they were used to previously; a dark, twisting alleyway with overhangs and nooks and crannies can make a suitable facsimile for a cave. There are also those with this visit to Earth, as with previous ones, that will dare to take on the form of humans (or any of the Boojum races; to the fae they're referred to the same) to study them directly. However, the extensive use of iron in this age forces them to exercise even greater caution than usual, due to its harmful effects on them.

*"While some may believe that gremlins fall into one of the potential forms of the more hostile fae, this seems unlikely. Gremlins are quite opposite from fae, in that they have an affinity for metal and are repelled by wood or other natural materials. Perhaps there is some process that corrupts fae passing through the Rabbit Hole and subverts their nature when they manifest, which gives rise to gremlins? Far too little is known about both to make anything more than wild speculation."*

*– **Lady Jennings:***

When a fae takes on a physical form, they take on the characteristics of that form, though they will retain their own personality and intelligence. Maintaining a form requires at least some amount of concentration, and it is possible for a fae to make minor mistakes, especially if they do not possess much knowledge about the form they are taking on. Animal forms are simple to maintain, and can generally be handled without worry for minor details

Most people aren't going to notice if a chipmunk has a few too many spots in their fur pattern or eyes that are an odd colour. Likewise, creatures of a more mythical nature require little effort to concentrate on, as they generally aren't well enough understood to even appear odd if one were looking for it. If a fae takes on the form of a person, however, extraneous features become much more noticeable, and thus extra concentration and caution must be exercised. A lapse in concentration in a fae manifested as a person can cause strange features such as having too many teeth, exotic eye or hair colour, skin texture that appears off, too many or too few fingers, and so on. Such a lapse is generally very brief, and is often written off by unaware observers as just a trick of the light or their imagination playing tricks on them.

*"I still must wonder to what extent the attributes truly hold up for a fae that has taken physical form. Would they be capable of having children? If so, what would a child split between such vastly different realms even be like?"*

*– **Lady Jennings:***

*"Madam, while I understand it is in your profession to follow certain lines of inquiry, it is still quite a faux pas to gossip about someone's family. Or potential for one, for that matter."*

*– **Mr Fairchild**:*

Not all fae chose to manifest physically. When travelling through Astral Space, fae have forms that are essentially Spirits. They may maintain this form even when travelling through Astral Space outside the trod and exploring the world they are on. Occasionally, while in their Astral form, they may manifest some small, indistinct form of light similar to a wil 'o wisp or ghost lights, when they desire to make their presence known. If a fae's physical form is destroyed, their astral form will still exist, and will typically depart quickly to safety. Some powerful fae can also shift back and forth between their physically manifested and astral forms seemingly almost without effort, and will frequently do so to make an escape when necessary, or simply to confound people for their amusement.

### Example Location: Tyme

On a side street somewhere midway between Covent Garden Piazza and the Victoria Embankment – no one can ever seem to remember more clearly than that where it is – is a small corner cafe called Tyme, though nowhere does it actually bear its name. Inside, which seems to be much larger than it should be given the size of the building, the walls are decorated to the brim with clocks of various makes and origins, none of which ever seem to be set to the same time, or even the correct time. The shop specializes in very sweet and exotic teas and pastries. Patrons will often hear faint music, though they are never sure from where, as there is no location for a band visible. Despite the exotic nature of their offerings, the prices are comparatively modest, and they will occasionally give free samples of items, making it a popular location across a large swath of social classes. Patrons of the working class should be warned, however, that quite often one will end up staying later than they intended, making it potentially precarious for those that have a regular shift to report to.

Unbeknownst to the populace, the café is in fact run by fae, with intentions to use the place as a means of studying people. Buying food and drink here is safe; the fae have set a price for their goods, openly on display, and as long as it is paid honestly there is no risk to the consumer. More than once, when asked to provide a name for their order, particularly unaware patrons have given their full name, and for the briefest of moments are met with a smile that seemed to have too many teeth, or a flash of colour in their server's eyes that seemed to be wholly unnatural. The primary risk, however, is in taking one of the free samples when they are offered, as this would constitute a favour. Turning it down must be done cautiously, so as not to show rudeness and not offer any promises.

## On the Relationship with Iron

Since time immemorial, even to the fae themselves, iron – and in particular cold forged iron – has had a baneful effect on them, regardless of the physical form they take. Cold forged iron, or simply cold iron, refers to iron or other metalwork with a heavy iron content that has been primarily shaped without the use of heat. The tunnel that extends through the Rabbit Hole is primarily of cold iron, and as such is a major point of contention among many fae, who see it as intruding on their territory and seek to disrupt the British operations in the Rabbit Hole by any means necessary. The hope is to cause the British so much disruption and chaos that they will withdraw the tunnel and cease using the portal.

Exactly why cold iron reacts so violently against the fae has been a matter of debate for ages. Some followers in the mystic arts theorize it is a symbolic matter, that the fae represent nature and the wilds, and that iron goes against this as the primary element that makes mechanization possible.

Some followers of folklore believe that ages ago, the fae made a pact with the spirits of metal. The details of this pact are uncertain, but the result was that the fae were not able to uphold their end of the bargain, and as a result by their own rules of bargaining now gives those spirits of metal power over them. Some more modern ideas are that it has something to do with magnetism and the relationship between the fae and the aetheric currents of Astral Space, or that much of the iron found on Earth originated from meteorites and thus has some properties from whatever world it originates from. Whatever the true cause is, the fae aren't telling, if they even know..

## Names and Their Worth

The fae have been called by many names (and several with different spellings) throughout their history with various cultures. Some of the most commonly known variations in English are fairies, faerie, faery, and the fair folk. Splits among those who claim to have dealt with the fae that use differing words will often mount in an adamant defence that theirs is the proper term. Are one of these the correct word to use? Are there divisions among these creatures where one term fits more appropriately than another?

In truth, none of these even come close to the True Name that the fae give to themselves as a people. Possessing something or someone's True Name gives power over that person or thing. Possessing the True Name of their people would potentially give that person power over the entirety of their race. Divulging the True Name of their people to someone not of their people is the highest offence one could perform against the fae, and would result in immediate and severe punishment upon both the offender and the person to whom the Name was given in order to protect themselves.

To ensure they are protected both as individuals and as a people, it is common practice among the fae to give a pseudonym so that a person has something to use to call them by without giving the speaker true power over them. It is wise practice for a human dealing with a fae to do likewise, so as to not in turn give the fae power over them. These pseudonyms could be a nickname, part of a real name, a title or phrase, or even a complete fabrication. Until a name has been given, it is common among the fae to use a descriptive phrase or title to address someone by, and they will generally accept this in return as long as the description isn't insulting. Commonly, if a fae were to address a child, they would call them "young one" or "little one", and occasionally will use similar titles when addressing an adult if they are trying to drive home a point of being older and wiser. Once a name has been given, however, it is considered an act of rudeness not to use it. This may account for why people who have decided upon a name for the fae defend their choice vehemently.

## The Art of Mischief

To those who find the mindset of the fae to be a foreign thing, which will be most people, their goals will typically come across as a complete mystery, a desire to insight total chaos, or both. Many fae seem to delight in pulling pranks and causing mischief on unwitting humans. They will use their powers of deception and manipulation to influence what people see or feel, and often delight at the confusion it causes.

While there are some among the fae who engage in this sort of behaviour with actual malicious intent, for many of them it is merely to test the people's reactions in order to learn about them, at least in part. It must also be considered that this sort of trickery and deception is simply part of their culture. This is largely due to how the fae treat their rules regarding polite behaviour and bargaining. Bargains among the fae are considered a form of contract, treated by them with a similar sort of power to Blood Oaths, though shedding blood is not required for dealing with the fae (as well, Blood Oaths tend to follow the intention of the agreement, rather than allow for ambiguity and word games as the fae do). As a result, fae will often twist intended and literal meanings of the words spoken to suit their needs. If one seeks to engage in a bargain with the fae, one must exercise great care and play by their rules.

## Negotiating with the Fae

The following list is compiled from "Fair Deals with the Fair Folk", a somewhat common publication distributed among the Mumpers, at least the few who are literate, by an unknown author. The text has been translated from the nearly incomprehensible atrocities of spelling and grammar that plague the original work to be understandable by those who read proper English.

*"Oy now, yeh kin keeps yer hoy-tee toy-tees ter yerselfs! Iffins yeh kin unnerstans wots it means, them werds 'as dun they's job now, innit?"*
*– Otto Renteze:*

1. Have great care with how you speak. As detailed further below, fae are very particular in what is said in their dealings, frequently playing word games and utilizing implied meanings to turn contracts in their favour. For example, a fae could promise to "deal you no harm", then turn around and bite you, saying that their intended meaning was about insult or rudeness rather than physical harm. Always be explicit and direct in your words and avoid ambiguity at all costs.

2. Promises with fae are binding. A fae will hold a person to honestly uphold their word, even if doing so would cause them personal injury or potentially even death. On the same token, fae must also abide this rule in their agreements. When being troubled by a fae, tricking them into an agreement that they cannot uphold is one of the few ways of being able to get rid of them. Once the fae realizes they cannot uphold the bargain, they can then be made to agree to releasing you from torment if they are in kind released from their obligations.

3. Debts must be paid. Fae do not believe in gifts. Offerings of service or goods are considered favours, and all favours must be repaid in kind. The favour required to repay the debt is almost always determined by the one who gave the original favour, and the fae work hard to make sure that's them. The only real exception is when the price for a favour is worked out beforehand, though one should still be wary of any word games the fae may use to twist that agreement to their whims. On these lines, saying "thank you" to a fae is generally a bad idea. In their rules, a thank you can either be taken as an acknowledgement that a debt is owed, even if nothing of significance was given, or could be taken as the return offering for a favour, which is considered poor recompense. How strictly this might be interpreted depends on the fae and the individual circumstances.

4. Names have power – in particular one's True Name. A True Name refers to the name of one's soul, the name that truly defines who they are. This may or may not be a person's legal name, and indeed, some people go their whole lives without ever learning what their True Name is. For example, a person who identifies as another gender would generally not consider the name they were given at birth to be their True Name, for that name does not truly define who they are. A famous criminal could take up a street name as a signature for their work and might consider that to be their True Name. If a fae possesses a person's True Name, they will always be able to find that person no matter where they are or by what means they may flee or hide. Likewise, if a person possessed the True Name of a fae, that person could always find them, and summon them like a spirit if they're in their Astral form. A fae will never willingly give their True Name, and will go to almost

any lengths to keep it hidden in order to avoid such a fate. Typically, fae will give pseudonyms so that people have a means of addressing them – often given by specifically saying "You may call me..." or some equivalent. A fae called by such a name through a summoning will hear it but may choose to ignore the call as the name does not truly have power over them.

5. Be polite. The fae do not take well to rudeness, regardless of how cruel or troublesome their own tricks and meddling may be. A misunderstanding or mistake can be forgiven if one is appropriately apologetic after the fact, but intentional rudeness is equivalent to a personal act of war and will invite a fae's full wrath.

### Method Behind the Madness

Among the fae that interact with people, there tend to be two true overarching viewpoints that dictate their individual goals. There are those who see the opening of the portal, and primarily the installation of the iron tunnel within it, as an encroachment upon their territory; the portal as an affront to their abilities to traverse and control the trod that goes between worlds, and the tunnel as a physical invasion of their space. These fae would love nothing more than to see the British withdraw from the Gruv, dismantle the iron tunnel, and find a means to close down the portal. The methods and extent to which they will go in attempt to see this done are a matter of individual circumstances.

The other portion of the fae are generally still upset at the intrusion, but their curiosity outweighs their annoyance. They view humanity as children who have managed to play with forces that should be well beyond their abilities, and would like to know more about these people that have stumbled into realms of thought so far beyond them. The methods these fae may use to try and learn about people, however, may make them hard to distinguish from those who wish to actively impede their progress.

### Time and Space of the Fae

Under some circumstances, fae may wish to take certain people in whom they have an extremely high level of interest back to their home realm. Taking another being with them through Astral Space requires a tremendous amount of power, and for all but the most powerful of fae it requires a collaborative effort. The stories of those taken to realm of the fae can vary wildly as to specific details, but all describe it as a place of natural beauty, peace, and serenity. Depending on the circumstances that lead to their travel there, some people have been compelled to dance or feast with them to excess and exhaustion, though the stories that speak of this coming to the point of self-harm are a fabrication. Time within the fae's home realm passes much more slowly than on Earth, and without any direct correlation. A person could spend a day in their realm and, assuming they do return, find that any time from a week to a century or more has passed

## Game Information

### Using Fae In Adventures

Game masters should consider carefully before deciding to introduce fae into their game. The fae are not intended to be used as just another set of NPCs to interact with, or just another foe to fight. They are ancient, curious, mischievous, and elusive. While not physically as impressive or magically powerful as dragons, they do possess several innate magical abilities, as well as a nature based in Astral Space, that makes them extremely difficult to pin down.

While some of the more creature-like forms of fae listed below could be encountered more commonly, it's best to keep them in reserve and make them more significant elements of a story

arc, or to form a distraction from the main story as needed. Rather than simply dealing with a fae creature through combat, which will often not get rid of them anyway, it is far more interesting to have the players try to discern their motivations and come to some sort of bargain.

The least common way of encountering fae will be in their Astral form. When the fae are in this form, it is generally because they want to remain hidden from physical observation. The most likely circumstances for finding a fae in spirit form will be if they are encountered in transit somewhere, if one were tricked into a trap, or if a person somehow found a fae's True Name and summoned them.

The most narratively interesting way of encountering a fae is to find one that has taken the form of a human or boojum. These fae will be among the oldest and most powerful to be able to sustain these forms. As such, these encounters should be very rare, and will be part of significant plot developments. These fae will likely have multiple, complicated plots, and may have other less powerful fae working for them.

# Fae Attributes

The following attributes apply to fae in any physical form:

## Cold Iron Weakness

If a fae touches a piece of cold iron, it acts as though it disrupts their presence in the physical realm, causing them great pain and, if they are in contact with it for long enough, damage. In game terms, any time a fae comes in contact with cold iron, they incur a Harried penalty which persists until their next initiative after they have lost contact with the metal. So, if the contact occurs for two Rounds, they would cease to be Harried at the start of their Initiative on the third Round. Every round a fae remains in consistent contact with cold iron (touching and withdrawing as with a weapon strike does not count), they must make a Toughness test against an 8 or suffer Step 4 damage. On a Rule of One, the damage is doubled for that round. Damage dealt to a fae from contact with cold iron or using a weapon made from cold iron ignores any natural Physical or Mystic armor. The fae would retain bonuses for any armor worn or shields used. A fae that wears gloves or uses a cloth to avoid direct contact with cold iron would also avoid these penalties.

## Astral Nature

The true nature of the fae is that of their astral form. Any fae that exists in a physical form still maintains their original form in astral space, simultaneous with the physical body they occupy at that moment. If a fae's physical form is killed or destroyed, their astral form will still live on, and in such circumstances will generally attempt to flee as quickly as possible in order to regroup. A fae that has reverted to their astral form after their physical body is destroyed will no longer be carrying the physical damage that was inflicted, but they will continue to carry any Strain and Wounds taken while in their physical form. If they have taken Strain that exceeds the Unconsciousness Rating or Death Rating of their astral form, they will fall unconscious or die as appropriate per normal rules.

## Hidden Form

This applies to fae manifested as humans or boojums only. Keeping their human form is difficult for fae if they are under stress, and at times they will let slip some sort of exotic feature if they lose concentration. Any time a fae rolls a Rule of One on any test, receives a Wound, or at any other time deemed narratively appropriate by the Game Master, the fae must make a Willpower test against their own Mystic Defense to maintain concentration on their form. Success means they are able to handle the stress of the situation and keep the form maintained. A failure means they have lost concentration for a moment and have let slip some sort of noticeable exotic change. Examples include but are by no means limited to: a strange eye or hair color, gaining or losing a finger or

two, a sudden change in ear length, or a shift in the shape of their nose. A Rule of One result on the Willpower test only increases the oddness of the change.

Any character observing this momentary lapse is allowed a Perception Test against the fae's Mystic Defense to mentally register what they saw. Failure means the lapse is immediately dismissed by their mind, assuming it is a trick of the light or something similar. Success on the test means they did observe the feature and will react accordingly. Note that these lapses are always very short, only for a second or two, and so afterward convincing them that what they saw didn't actually happen is viable with appropriate social tests.

# Forms of Fae

There are three methods that fae can be encountered in the game world: as humans and other boojums who are hiding their true form, as spirits in their astral form, and as creatures of myth.

## Fae as Humans

As stated above, fae who take the form of humans (or any of the boojum races) are among the oldest and most powerful of their kind. They're also most often the cleverest, having long, drawn out schemes that require them to get close to people in order to carry them out. For game rules, generate statistics for these characters as you would for any other NPC. Most often, fae that are manifesting as people will have some sort of spellcasting Profession, to tie in with their innately magical nature. Fae have sufficient knowledge of magic to replicate any magical Profession that fits appropriately with the persona needed for their plans, though the most common are Mages, and will adopt KAVs for their spells that mesh with this persona. Commonly, a fae will not reveal any magical abilities in their persona, and instead present themselves as just an average person to allow them to blend in better.

## Fae as Spirits

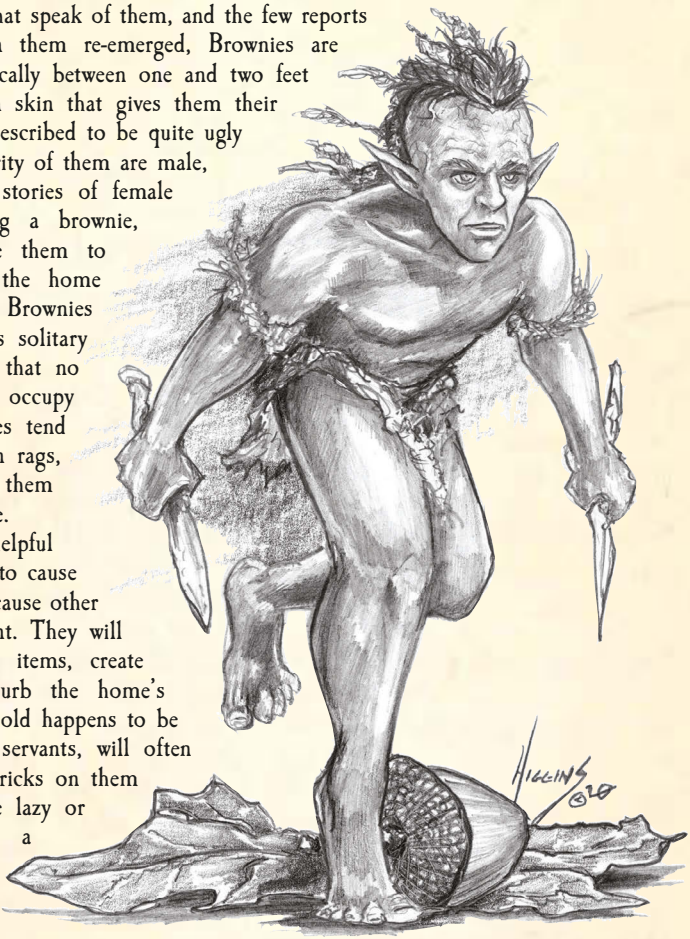
When encountered in their astral form, fae should be treated as Named spirits, as outlined in Chapter 13 of the 1879 Game Master's Guide. Use a Force Rating equivalent in challenge rating to the fae's physical form. Fae can be treated as either Ally spirits or Nature spirits, depending on the specifics of their personalities and overall disposition. In general, most fae that take on the physical form of people will be more closely related to Ally spirits in their astral form, and those that take the form of creatures will be more closely related to Nature spirits.

## Fae as Creatures

The following are examples of some of the more exotic forms that fae may take when they choose to manifest physically. Note that these forms will most commonly be present on Earth, where there is sufficient history and belief for these forms to have taken shape. With the growing presence of the British in the Gruv, fae may possibly take on some of these forms there, albeit much more rarely. Additional forms taken from the history of the Samsut and Saurids will be detailed in future 1879 products.

### Brownie

Brownies have their origins in folklore as nocturnal house spirits that will assist owners of a home with various household and farming chores. They are generally considered to be benevolent, though they take offence easily if they are not given proper offerings – such as a bowl of milk or cream or small baked goods, typically left by the hearth at night.




From the legends that speak of them, and the few reports that claim to have seen them re-emerged, Brownies are humanoid and stand typically between one and two feet tall, have wrinkled brown skin that gives them their name, and are generally described to be quite ugly and hairy. The vast majority of them are male, though there are a few stories of female brownies. Actually seeing a brownie, however, tends to cause them to take offence and leave the home they have been servicing. Brownies are generally described as solitary creatures, and it is said that no two brownies shall ever occupy the same home. Brownies tend to go nude or dressed in rags, and any attempts to offer them clothing will cause offence.

Despite their helpful nature, brownies do tend to cause mischief for no apparent cause other than their own amusement. They will occasionally break small items, create noises at night to disturb the home's owners, and if the household happens to be affluent enough to have servants, will often pinch or otherwise play tricks on them in their sleep if they are lazy or slovenly. If offended, a brownie will often leave in a destructive manner, breaking all that they had previously worked on and generally leaving the household a mess.

Brownies never occupy homes within cities. They tend to prefer farmsteads, though any rural home with nearby access to a cave or woods and a clean stream or pond has a chance for a brownie to take up caring for it. They will typically only perform simple tasks such as tidying up, gathering food or water for any animals present, and in some cases very basic maintenance to keep any structures of the household in order (anything more complicated than mending a fence will be beyond their capabilities).

Brownies feel an affinity toward those who live closely to nature, and thus more in line with their own sensibilities, and wish to see them succeed and prosper to spread this way of life. As long as the people of the home they are looking after behave politely according to the Brownie's rules and continue to do work on their own without expecting the brownie to simply take care of them, they are content to likewise live in harmony with them and see to their wellbeing.

| | | | |
|---|---|---|---|
| **DEX:** 7 | **STR:** 7 | **TOU:** 6 | **PER:** 5 |
| **WIL:** 5 | **CHA:** 5 | **Initiative:** 8 | **Physical Defense:** 10 |
| **Mystic Defense:** 9 | **Social Defense:** 7 | **Actions:** 2 | **Mystic Defense:** 9 |

| | | | |
|---|---|---|---|
| Attack: 9 | Social Defense: 7 | Damage: | Fist: 8, see below |
| Physical Armor: 4 | Fist: 8 | Mystic Armor: 5 | Unconsciousness: 28 |
| Death: 34 | Recovery Tests: 3 | Unconsciousness: 28 | |
| Knockdown: 8 | Wound Threshold: 9 | | |
| Movement: 8 | Adventure Award: Novice Tier | | |

Powers: Magical Immunity, Astral Nature, Cold Iron Weakness

Rules: Brownies may use any farm implement as an improvised melee weapon without penalty. Apply a damage rating and statistics for a weapon of the appropriate size, usually a spear for any long handled tools and a hand axe for any single handed ones. Any spell directed at a brownie is at -2 Steps to its Effect.

Brownies never have to make a Toughness Test for fatigue, as they do not tire.

## Changeling

A fear among parents that spans back hundreds of years, changelings are fae that have been swapped with a child shortly after birth, with the changeling taking the child's place, and the child being taken by other fae back to their own realm.

On first appearance, the changeling will copy the exact features of the stolen child. Skin, eyes, hair, facial features, great care will be taken so that everything will be a perfect match. As the changeling "grows", however, they will often develop some sort of deformity or some form of disease that would alter their appearance, to aid in hiding any exotic features that may show up if they were ever to let their illusion slip. This could range from an infection of the eyes that causes them to become milky white and apparently blind, to a skeletal or muscular growth problem, to an early development of excessive hair growth, among many other possibilities. A changeling will still retain their intelligence and personality, and so the child they portray may appear to be particularly gifted, and perhaps rambunctious or mischievous as they grow.

Motivations for this can vary among changeling fae and their cohorts who take the child. Some do so purely out of curiosity, hoping to learn more about people by living among them, and by studying the child as they raise it as one of their own. Some are out of malice, with intentions to implant the changeling into the human ranks in order to have an inside agent to eventually help bring down their operations with the portal, or to otherwise destabilize their society. Some may even do so out of pity, taking a child born into poor circumstances out of their bad situation, having faith that the changeling will be much better able to handle whatever the hardships issues are.

Regardless of the motivations, children taken in this way are always treated well; the trade for the child is considered a bargain among the fae, even if the parents are not aware of it, and their rules require them to uphold it in good faith. Depending on their original motivations, the child may be returned to the human world once they have grown with a mission of their own, or they may simply be kept within the fae's realm to live out their days peacefully.

| | | | |
|---|---|---|---|
| DEX: 5 | STR: 4 | TOU: 4 | PER: 7 |
| WIL: 6 | CHA: 3 | Initiative: 5 | Physical Defense: 7 |
| Mystic Defense: 12 | Social Defense: 6 | Actions: 1 | Attack: 5 |
| Damage: | Fist: 4 | Physical Armor: 0 | Mystic Armor: 2 |
| Unconsciousness: 16 | Death: 20 | Recovery Tests: 2 | Knockdown: 4 |
| Wound Threshold: 6 | Movement: 6 | | |
| Karma Points: 15 | Karma Step: 8 | Adventure Award: Novice Tier | |

**Powers:** Astral Nature, Cold Iron Weakness, Hidden Form,

**Rules:** A Changeling gets a +5 Step bonus to any tests involved with keeping their form hidden, due to their speciality with this practice. Any tests against a Changeling's defenses to determine their true nature require an additional Success.

## Adventure Hook: Something Taken

An orphanage in one of the poorer areas of Soho has been seeing a marked increase in the unruliness of their children lately. One of the older and more superstitious caregivers suspects the children are being swapped out for Changelings and reaches out for assistance. The headmistress refuses to believe in such stories, stating that the children just need more discipline, and refuses to allow the party entrance to investigate, nor to speak with any of the children. Can the players get to the bottom of this without being allowed inside?

## Imp

More problematic for their love of mischief and tricks than for any physical threat, imps are small humanoids, about a foot and a half tall, with bat-like wings, clawed hands and feet, and often rat-like tails. They tend to have vaguely dog-like facial features, may or may not have small horns, and occasionally will have facial hair but rarely body hair. They are most commonly red in colour but can also be found in shades of dark grey, purple, or green.

Whether by natural occurrence or by religious beliefs that typically associate them with hell, they tend to have an affinity with fire-based magic. They typically restrict this to small displays of pyrotechnics to distract or startle, or small attacks that will cause pain but not threaten any major damage. They prefer to use their ability to fly to gain a height advantage and use these minor attacks to annoy, then flee before they can be reached for counterattack.

Imps tend to live in clusters of five to twenty, and prefer dark places with tall areas to hide in. They typically do not inhabit forests, as fire can quickly get out of hand there. Caves and city alleyways at night where the lower sections of the buildings are made of stone are perfect places forthem to dwell. They are most often nocturnal, and during the day will take to the same areas that bats tend to find in order to sleep. Even if found in such a place, their wings and small bodies tend to make them blend right in with the bats around them.

Aside from existing in their groups, solitary imps will often make deals with spellcasters, particularly those of malicious intent. Having the aid of an imp is often a great boon to a spellcaster, as they are highly intelligent and can offer excellent counsel, in addition to making terrific scouts and spies. In a pinch, the imp's magical abilities can also offer a great distraction against meddlesome adventurers while the spellcaster either prepares

a powerful counterattack or flees as is necessary. In very rare circumstances, an imp may also be convinced to undergo the ritual to become a magician's familiar. A magician that associates themselves with an imp will typically keep the relationship hidden, even from like-minded peers. The connotations of being known to consort with an imp will at best reveal the magician's maleficent nature, and at worst will insight a religious inquisition against them for associating with hellspawn.

Even if the relationship is kept secret, great care should be taken when dealing with imps. Without exception, they all have plans of their own, and will try at every opportunity to twist the designs of a magician they are serving into their own. Imps are among those fae who take great offence to the presence of the iron tunnel, hoping to divert humanity onto a path of self-destruction so that they will either withdraw from the portal on their own, or be weakened to the point that they can be forced out. Imps will most often serve other fae lords above them with similar designs, who prefer to work from the shadows and use the imps as their eyes and ears to spy and enact larger schemes.

| | | | |
|---|---|---|---|
| DEX: 9 | STR: 5 | TOU: 6 | PER: 7 |
| WIL: 5 | CHA: 3 | Initiative: 10 | Physical Defense: 13 |
| Mystic Defense: 10 | Social Defense: 6 | Actions: 1 | Attack: 9 |
| Damage: | Claws: 6 | Physical Armor: 1 | Mystic Armor: 2 |
| Unconsciousness: 28 | Death: 34 | Recovery Tests: 3 | Knockdown: 5 |
| Wound Threshold: 9 | Movement: 4/9** | | |

Adventure Award: Journeyman Tier

**Powers:** Astral Nature, Cold Iron Weakness, Heat Sight, Hidden Form, Spellcasting (5): 13
Available Spells: Bolt (Fire): 10, Darkness, Ignite

** Second value is the Imp's Flying Movement Rate

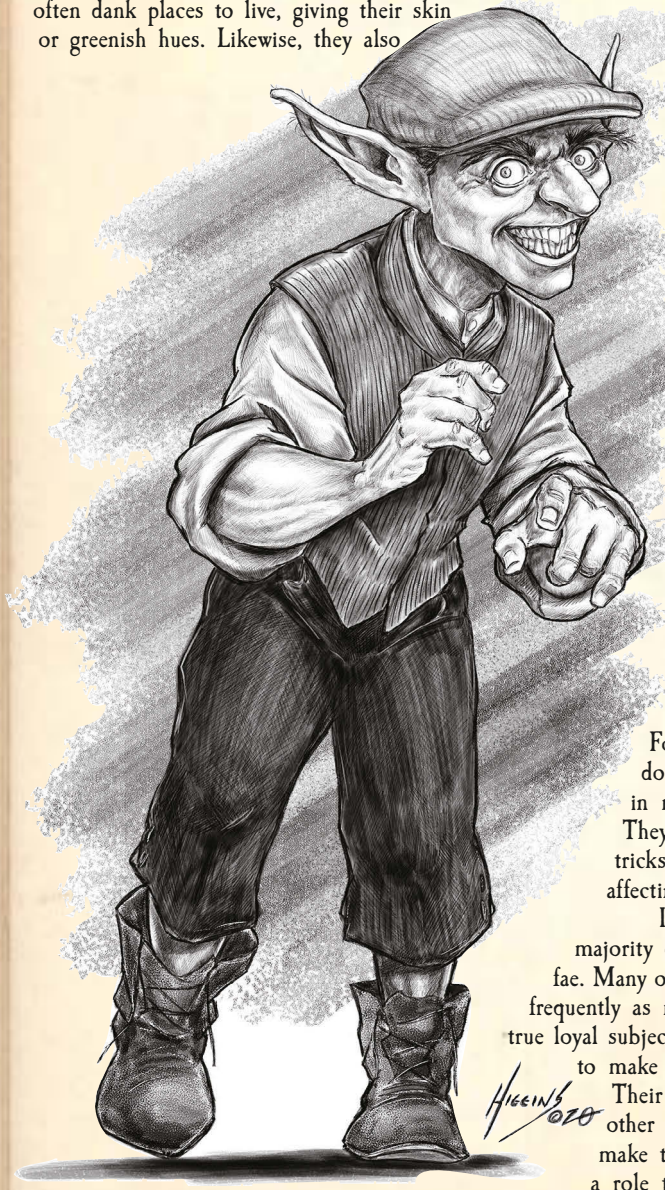
**Rules:** Imps do not check for warping in anything less than a Corrupt area. They will cast using the base statistics for the spell, as they do not utilize any KAVs. They are able to reduce Strain cost for any spells they cast by half, to a minimum of 1.

## Adventure Hook: Bad Eggs Benedict

A member of the Sons of Thoth comes forward to the party, admitting that he had taken on an imp as a familiar. The imp tricked him into a bargain to take it as his familiar and manipulated his plans to its own. He had been slowly working to undermine one of the priests of the Anglican Church who had rebuked an offer to work with his organization. The imp has taken the plan far out of proportion, seeking to actually harm the priest and any around him physically rather than just harming his reputation. Eggs of some form of beast have been smuggled in from the Gruv and planted below the main assembly hall of the priest's church. Ritual lines have been hidden under the floorboards, and lines of a spell slipped into the next assembly's programme, which once spoken will hatch the beasts and send them charging in a rage at the nearest living targets. The magician can't act directly against the imp due to the bargain they made. It's up to the party to investigate and put a stop to the ritual before anyone gets hurt – presuming they even believe the story of someone willing to make a deal with an imp

## Goblin

Goblin is something of a catch-all term for similar creatures that span across multiple cultures, including several in the East. They are about the size of a small dwarf, with sharp, pointed features including pointed ears that are far longer than that of an elf and sharp, razor edge teeth. They are frequently hairy and generally hideous. They abhor sunlight, seeking out dark and often dank places to live, giving their skin a pale cast that often has yellow or greenish hues. Likewise, they also have an aversion to religious symbols and hallowed ground, avoiding these areas at all costs. Goblins have a natural resistance to sickness and disease, and as a result they tend be able to survive comfortably in places of filth and squalor. They are rarely seen on their own, preferring to operate in groups of five to ten, though more could be gathered if a higher authority were directing them.




When encountered, goblins will often come across as dim-witted , but this is entirely a ruse; they are actually quite conniving and delight in trickery, being more than happy to play along with the role of a silly, stupid creature if it brings down someone's guard. For all their cleverness though, they don't seem to have a particular goal in mind other than complete chaos. They will quite happily engage in tricks on anyone they have a chance of affecting, including other fae.

In truth, goblins make up the majority of distraction troops used by the fae. Many of them serve higher level fae, most frequently as mercenaries though sometimes as true loyal subjects, offering their trickster abilities to make a diversion when one is needed. Their willingness to pull pranks on other fae is all part of the ruse to make them less suspicious to outsiders, a role that other fae find annoying, but begrudgingly admit is often effective. As such, most will tolerate their antics if for no other reason than that they may need to hire them someday.

| | | | |
|---|---|---|---|
| **DEX:** 7 | **STR:** 5 | **TOU:** 8 | **PER:**6 |
| **WIL:** 5 | **CHA:** 4 | **Initiative:** 7 | **Physical Defense:** 10 |
| **Mystic Defense:** 8 | **Social Defense:** 5 | **Actions:** 1 | **Attack:** 7 |
| **Damage:** | **Club:** 8 | **Physical Armor:** 0 | **Mystic Armor:** 2 |
| **Unconsciousness:** 40 | **Death:** 48 | **Recovery Tests:** 4 | **Knockdown:** 5 |
| **Wound Threshold:** 12 | **Movement:** 6 | | |

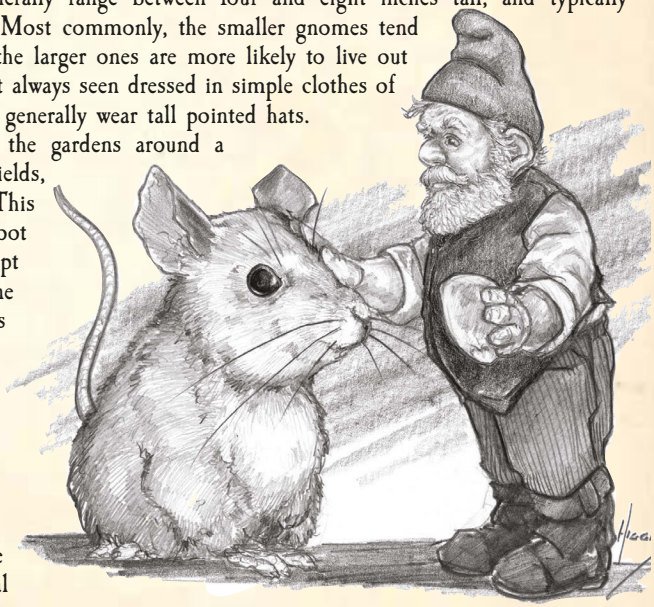
**Adventure Award:** Novice Tier

**Powers:** Astral Nature, Awareness (3): 9, Avoid Blow (3): 10, Cold Iron Weakness, Conceal Object (4): 11, Fast Hand (4): 11, Heat Sight, Picking Pockets (5): 12, Stealthy Stride (3): 10, Stout Constitution (5): 14

**Rules:** Goblins are able to use weapons and armor sized for Dwarves, if they have the means of accessing it. Adjust damage and armor values accordingly. If the goblin comes from an area of squalor, their weapons carry risk of disease. Upon receiving a wound from a goblin weapon, the target must make a Toughness Test against an 8. Failure means they have been exposed to a disease. See Chapter 9 of the 1879 Gamemaster's Guide, Page 231, for rules on exposure to disease.

### *Gnome*

Whereas brownies that get close to people typically find their use inside a home and tending to farm work, gnomes that get close enough to study them will usually put themselves to more agricultural work. Gnomes generally range between four and eight inches tall, and typically resemble scaled down dwarves. Most commonly, the smaller gnomes tend to get closer to humans while the larger ones are more likely to live out in the wilderness. They are most always seen dressed in simple clothes of handwoven cotton or wool, and generally wear tall pointed hats.



They will often tend to the gardens around a home and smaller crops in fields, as appropriate for their size. This will mostly be limited to root vegetables, though they are adept climbers and can take care of vine plants like tomatoes if there is a latticework for them to use. Gnomes that prefer to stay out in the wilds will often tend to animals in addition to plants. Gnomes out in the forest may band together to take care of trees, where they will often hollow out sections to make their homes as a sort of vertical neighbourhood.

Gnomes that do get close to humans will often occupy spaces like mouseholes and may even live together with mice, keeping them almost as pets. Some people have opened walls to find mouseholes and have found empty thread spools or other small, discarded items that appear to have been used as tools – likely evidence that they have stumbled upon a gnome home.

| | | | |
|---|---|---|---|
| DEX: 8 | STR:3 | TOU: 7 PER: 6 | |
| WIL: 6 | CHA: 6 | Initiative: 9 | Physical Defense: 13 |
| Mystic Defense: 10 | Social Defense: 8 | Actions: 1 | Attack: 8 |
| Damage: | Tiny Dagger: 4 | Tiny Sling: 4 | Physical Armor: 2 |
| Mystic Armor: 2 | Unconsciousness:34 | Death: 41 | Recovery Tests: 3 |

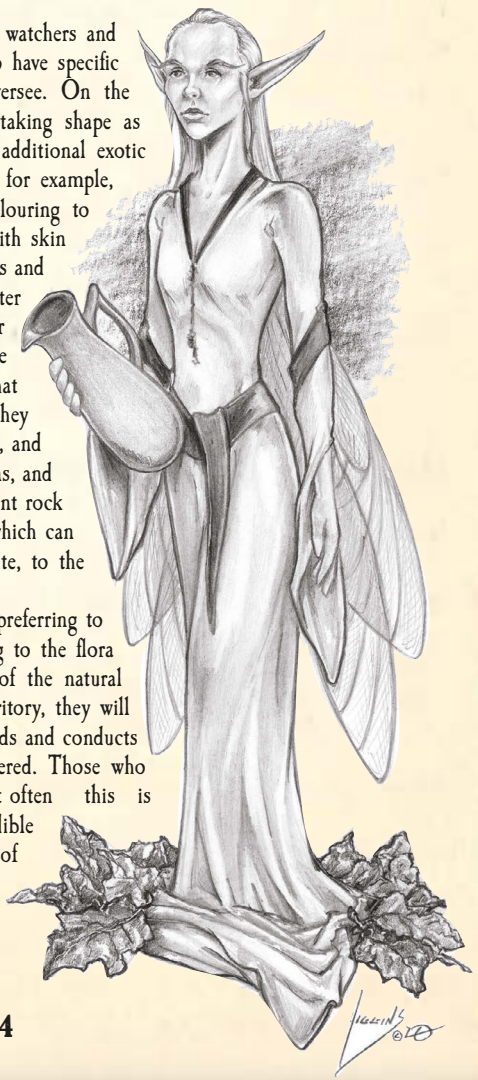
Knockdown: 3 Wound Threshold: 11 Movement: 4

Adventure Award: Novice Tier

**Powers:** Animal Talk (4): 10, Astral Nature, Climbing (5): 13, Cold Iron Weakness, Stealthy Stride (5): 13

**Rules:** Gnomes will typically try to flee rather than fight as first action. If forced into combat, they will attack as a swarm, working together to bring down larger opponents. Gnomes will frequently ally with animals from the local area, and will use their Animal Talk ability to call them for assistance if they are overwhelmed.

## Nymph



Nymphs are fae that take up positions as watchers and protectors of various areas of nature, and tend to have specific names depending on the type of area they oversee. On the whole, nymphs are universally female, typically taking shape as particularly beautiful humans or elves, but with additional exotic features matching the area they oversee. Dryads, for example, are nymphs of the forest, and tend to have colouring to match the trees of the area they oversee, often with skin markings that gives the appearance of bark. Naiads and Nereids are water nymphs, the former of freshwater areas such as ponds and streams, and the latter of saltwater areas like the sea. They tend to have bluish and green tints to their skin and hair that would work as camouflage when underwater, and they may have areas of their skin with scales like a fish, and possibly gills. Oreads are nymphs of the mountains, and tend to have colouring similar to the most prevalent rock type present in the mountain they preside over, which can range from white quartz to peach coloured granite, to the inky black of obsidian found in volcanic rock.

Nymphs do not seek out human contact, preferring to remain secluded in their natural environs, tending to the flora and fauna of the area and ensuring protection of the natural order there. If a person travels through their territory, they will be watched closely. A person who respects the wilds and conducts themselves well will be allowed to travel unhindered. Those who are particularly dutiful may also be given aid; most often this is covert, such as making fresh water or safely edible food easily available, or a subtle encouragement of the plants in the area to shift out of the way so that they can pass more easily. There are legends of lone travellers who have conducted themselves well that have actually been able to meet with

these fae, and enraptured with their beauty have been taken in to their secret homes to share in their passions, from their perspective having spent one long night, only to finally emerge at their destination to find they've actually been gone for years without ageing in that time.

*"Hmph. These stories and legends are just that; fanciful dreaming of overly romantic ninnies that would make a stuffed bird laugh. There has not been a single report at all to corroborate anything of the sort."*
*- Name Redacted, Professor of the Laplace Society*

*"Well, no, there wouldn't be yet, would there?"*
*- Henry J. Newton, Theosophical Society*

Anyone passing through a nymph's territory that does not show basic respect to the natural order of things will find their way particularly difficult, and possibly treacherous. Sudden swells in a river, heavy growth of vines and an annoyance of biting insects that simply won't leave, loose ground and possibly rockslides, all become likely occurrences for one that has irked a nymph. For those who are actively harmful to their area, the nymph will act in full defence, seeking to expel and, if necessary, kill the intruders. Attacks by the native wildlife are the most common form of defence, though the nymph may utilize any natural events appropriate for the area that will fall short of leaving the area destroyed – after all, there's no point in defending their home if there's no home left afterwards

| | | | |
|---|---|---|---|
| DEX: 7 | STR: 6 | TOU: 7 | PER: 7 |
| WIL: 6 | CHA: 9 | Initiative: 7 | Physical Defense: 10 |
| Mystic Defense: 10 | Social Defense: 13 | Actions: 2 Attack: 7 | |
| Damage: | Spear: 10 | Physical Armor: 2 | Mystic Armor: 4 |
| Unconsciousness: 34 | Death: 41 | Recovery Tests: 3 | Knockdown: 6 |
| Wound Threshold: 11 | Movement: 7/8* | | |
| Karma Points: 20 | Karma Step: 8 | | |

Adventure Award: Journeyman Tier

**Powers:**

| | | |
|---|---|---|
| Animal Talk (3): 10, | Astral Nature, | Bardic Voice (3): 12, |
| Cold Iron Weakness | Camouflage (5): 11‡ | Enrage Element (5): 11‡ |
| Locate Target (4): 11† | Manipulate Element (5): 11‡ | Share Knowledge (4): 11‡ |
| Seduction (4): 13 | Shockwave (3): 9¥ | Swimming (4): 10† |
| Wood Skin (3):10†† | | |

† Swimming for Naiads and Nereids only. Second movement rate is their Swimming speed
‡ Elemental powers will be related to the type of Nymph. Likewise, camouflage will be usable only in their home element; Water for Naiads and Nereids, wood for Dryads, earth for Oreads.
¥ Shockwave for Oreads only, can only be used to create tremors in earth. Use Base Spell information
†† Wood Skin for Dryads only

**Rules:** Nymphs will typically avoid direct confrontation when possible, using their abilities to manipulate their home element to create a natural response first. They will also use their Animal Talk ability to call for attacks from local animals to assist them. If forced into direct combat, or if facing an opponent that will not be deterred by natural events, they will use spears made from their home element as their primary weapon, though they will still prefer toattack at range rather than engage directly.

# 1879 PLAYERS COMPANION

## Social Level & Connections

*"Why is the present English social system like the Ptolemaic system of astronomy?*
*Because it is full of circles which cut one another.*
*– Lord Houghton*

### Social Mechanics Expansions

This section contains a number of expansions and clarifications to the mechanics of Social Level (SL), Renown, and Reputation, as described in the *1879 Player's Guide*.

#### Impact of Social Level

In a class aware society such as the British Empire, SL creates a sort of First Impression of its own. People size each other up, determine class distinctions, and approach each other on their

initial meetings based on the expectations of social rank. Making a Perception (Target's Social Defense) Test to guess SL based on cues of appearance, behaviour, and so on, would be appropriate, especially for GMCs. Wrongly guessing someone's SL can lead to all kinds of awkwardness, which in turn leads to amusing roleplay.

For example, a high street shopkeeper assesses potential customers when they walk in the door. This determines what goods they will offer, if any, and what additional services they might suggest, such as delivery or payment on account. If they believe the person to be of SL1, they're not going to want that person in the shop at all. They may just keep a close watch, and quietly let them know that their sort isn't welcome, kindly leave, or they may call the floorwalker or store detective to bounce the offender out on their ear. On the other hand, if the new customer appears convincingly to be of SL5, the shopkeeper will turn loose their most obsequious charm. If they recognise the person by Renown or Reputation, the shopkeeper may even want to advertise the person's custom ("Purveyors to the Duchess of Cumberland!").

Social Level also sets up expectations of behaviour and ability. The section on **Scandal** deals with what happens when people misbehave. More subtle and insidious are the preconceptions of what a person can and cannot do as part of their social class. A working-class woman who cannot put together a decent meal out of a few penn'orth of food scraps has let down her family, and will be shamed by her peers. An upper class woman who cannot wield an embroidery needle will likewise be seen as having failed at a skill expected of her rank. Illiteracy is a minor hindrance at SL1, but a scandal looking for a place to happen at SL5. The full impact of class expectations, and the result of violating them, can and has filled quite a lot of books. These constraints and the fallout of breaking them can provide considerable material for roleplay, and could be pivotal in an adventure. The punk in Steampunk, after all, indicates social conflict, class warfare, and challenging of cultural expectations.

## Use of Social Level

Social Level has been previously described as a modifier for Interaction Tests. It affects a number of other Tests as well, including the availability of languages, social knowledge, and how others see the character.

Languages tend to stratify by social class. For example, at SL1, the character may understand Polari, a mishmosh of several Romance languages, backslang, rhyming slang, and cant from the thieves of several cultures. A man of SL4 or SL5 who understands Polari is either an investigator with a law enforcement organization, a scholar who studies languages, or a homosexual, using Polari to disguise his conversations with his fellows in a culture still highly intolerant of same-gender relationships.

At SL5, the character can reasonably be expected to know French and Latin, as these are taught in the public schools as part of the upper-class curriculum. Someone of a lower class who speaks French may themselves be French, or may be a business person with affairs on the Continent, or interested in philosophy or poetry. A lower class person who knows Latin is a bit of an odd duck, likely to raise eyebrows at their knowledge of a language normally restricted to medicine and the law. Perhaps they're an occultist, or a high street chemist who's had a run of hard luck and lost their shop.

When looking for social cues, such as reading someone's appearance, or trying to pass in an environment such as a dockside pub, SL should be used as a bonus or penalty to the Test as appropriate. For example, in a lower class pub, which has an SL of 2, Baron FitzSmythe, with an SL of 5 and no attempt at disguise, will make his First Impression Test at a modifier of -3 Steps (the bar's SL of 2 minus his SL of 5) to represent the resentment of the dockworkers at someone slumming it among them. Miss Eudora Pennyfarthing, daughter of a well-placed and wealthy merchant, has an SL of 4. In the receiving line at a gala, she's just come face to face with

an older woman whose tiara has a few pearls on it, and who is wearing a sash with a badge pinned to it over her ball gown. Miss Eudora has never been presented to this person before, and has no clue who they are. She makes a Knowledge (Secrets of the Aristocracy) Test at a total penalty of -2 Steps, her SL of 4 minus the older woman's SL of 5 and the Honours SL of 5, and rolls a 12, neatly surpassing the woman's Social Defense of 9. The badge is a knighthood, but the tiara outranks it, and so she properly addresses the woman as Duchess, and apologizes for not having been properly introduced.

## Finance at the Low Levels

Below Social Level 3, banking is an unfamiliar concept. Most banks simply aren't interested in opening demand accounts, sometimes known as checking or draught accounts, for labourers and other people of low class and uncertain income. This is partly snobbery, but partly driven by fear of financial risk in a banking environment where deposit insurance provided by the Crown hasn't been invented yet. The average person at SL2 operates on a cash basis, with any savings being in a jar at the back of the cupboard. At SL1, saving money for later often isn't possible. Just surviving from day to day takes every farthing that can be obtained by fair means or foul.

Pay is in cash at lower Social Levels. The pay packet is quite literally an envelope, often a reusable one that has to be returned to the employer, with coins in it to cover the week's wages. Nobody at SL2 or SL1 makes enough in a week to be paid in folding money.

Money changers and money lenders offer services to the socially underprivileged. These tend to be unlicensed businesses, or operating within the law as far as paying taxes and having permits for their place of business, but well outside any sort of banking or financial regulations. These operations provide loans, typically at terrifically high interest rates, change high denomination notes for more readily spendable coin, change foreign currency for British at a premium rate, and sometimes buy draughts and other negotiable instruments, usually for pennies on the shilling.

Pawn shops offer a route to quick cash. They lend money based on whatever material goods can be brought in as collateral. Quite a few Londoners put their one nice outfit into pawn on Monday to get enough coin to get through the week. When the pay packet arrives on Friday, they retrieve their nice clothes so they can wear them to church on Sunday. On Monday, the cycle begins again.

## Keeping Up Appearances

At SL3 and higher, a monetary maintenance cost by SL gets assessed weekly, not just for food and shelter, but also for the proper standard of living. Clothing must be in fashion, salons must be attended, horses maintained, and so on. Appearances must be kept up or SL falls. Moral turpitude attaches to poverty in the pretentious world of the upper classes. Scandal attaches to a down at heel appearance, as the poor are expected to be doing terrible things.

No one of SL5 goes out on the town without spending at least an hour attending to their hygiene, appearance, and clothing. The aristocratic woman spends her prep time at home, with at least one maid and likely a few to assist in her grooming. The aristocratic man goes to his barber. A morning trip prepares him for the day. An evening trip freshens his grooming for a night at the opera. This careful attention to personal appearance actually put the higher classes in better health than the lower, partly due to cleanliness, and partly due to the Victorian disdain of cosmetics. Only those of low morals painted their faces, at least according to the British (the French disagreed vehemently). This kept women, and some men, of the higher classes safe, as cosmetics had no regulation at all. Arsenic, bleach, and other chemicals were used to remove blemishes. Rouge made from vermilion contains mercury. Those who used cosmetics slowly poisoned themselves, sometimes even deliberately, as ladies of breeding would sneak an occasional tablet of arsenic to keep themselves fashionably pale.

Fashion serves as a subtle messenger, communicating to others one's station in society. If one's clothing is not suitable for the Social Level of an event, the attitude of GMCs will drop by one or two levels. Carrying inappropriate weaponry will have the same result. On the other hand, spending a bit extra on something special (a dress, painting, steamcoach, even throwing a grand ball) can get others to take another look. This can potentially boost an Interaction Test, as long as the character purchases something that could logically do so. For each week's income spent, the potential bonus increases by +1 Step. Money spent on fashion items must come from Cash Reserves, not Ready Cash (see the **Terms and Mechanics** under **Socio-Economic Conflict**, further along).

In order to benefit, the character must be using or wearing the item. The first time the item is used in this way, make an appropriate Skill Test, such as Knowledge (Fashion) or Etiquette, against the Social Defense of the target(s) to gauge its success. If successful, the character may add the appropriate bonus to Interaction Tests with those targets. The benefit lasts for 1 week per success. On a failure, the item is considered gauche, or putting on airs, and the character takes a penalty equal to what the bonus would have been. Keeping Up Appearances provides no benefit when interacting with those from a higher Social Level or Infamy Level. Aristocrats simply do not care if the baker has a new hat, no matter how elaborate.

*Baron Harrington intends to propose to Lady Bagot. She is Friendly, so to gain the Large Favour of accepting his hand he will need 3 successes. His weekly income is £55. He spends the princely sum of £110 on an extravagant engagement ring and an elaborate dinner party, for a potential +2 Step bonus. His player makes an Etiquette (11) Test against Lady Bagot's formidable Social Defense, and gets a 5. Unfortunately, Harrington has terrible taste in lady's jewelry and so takes a -2 Step penalty on his Interaction Test. Lady Bagot raises an*

*eyebrow and lowers the corners of her mouth, but the Baron soldiers on. He breaks out a Winning Smile, earning a +2 Step bonus to counteract the faux pas, and makes a joke at his own expense. It's still a tough situation with no bonuses, but the player picks up their dice and ...*

## Social Obligations

Social obligations come with higher station and the need to maintain appearances – funerals, christenings, weddings, balls, charitable organization board meetings, or holding forth at the Countess's salon. The player and Gamemaster work together to determine what these will be. The GM may roll 1d12 to determine in which month certain events occur, or write them into the narrative. As a rule of thumb, each character should have one significant event per Social Level per year. Preparing for each event costs (on average) a week's worth of income to provide for suitable clothing, gifts, donations, and the like. Any or all of these social events may be incorporated into the party's adventures, in which case the narrative will determine the timing and cost.

The social season for the upper classes nominally depends on when Parliament is seated, but also on certain sporting events and significant parties. It runs from early May to late July. Attending a social event lets the player tag every Contact present. Missing one event results in a Minor Scandal, unless the character has a very good reason. Having been sent to Paris on a diplomatic mission for the Foreign Office will suffice. Being too engrossed in one's latest inamorata and just forgetting about Lady Tisdale's charity auction will not do. Missing two in a row causes a Moderate Scandal. Three or more and the Scandal rises to Serious, and possibly Dire. One does not stand up Her Majesty.

## Peerages, Honours, Decorations, Medals

Honours are how the Crown recognises those who have served the British Empire in extraordinary ways. While fame and fortune may come to these individuals, and often do, Honours bring social elevation that simply can't be gained any other way. Honours divide into **Peerages**, which grant aristocratic titles, allow a seat in the House of Lords, may carry lands, and may be hereditary; **Honours** proper, aristocratic titles granted for extensive service or extraordinary achievement, such as knighthoods; **Decorations**, given out for specific actions; and Medals, generally restricted to the military, and given for service in particular engagements or theatres, actions above and beyond the call of duty, and Good Conduct over the course of a career.

> *Only an enlisted man or woman with twenty years of service and a Good Conduct medal can put in an application to become a Beefeater, more properly the Guard of the Tower of London. As any Tower Guard will tell you, a Good Conduct medal means twenty years of undetected crime.*
>
> *– Sgt. Pikey Ravenfeeder, Ret.*

While the Crown can of course grant Honours at the Sovereign's leisure, most are done through the Honours List. Twice a year, at New Year's and on May 24, Her Majesty's birthday, the Crown announces those subjects found worthy of accolade and social elevation. In a culture as class-conscious as the British Empire, this is a Very Big Deal Indeed. (Other nations have their own Honours systems, such as France and Prussia, but those will be discussed in separate volumes. For the sake of illustration and simplicity, this work will restrict itself to the British system.)

The process of making the Honours List involves rather a lot of committees, a few senior officials who serve as the final level of filtering, and finally the consideration of the ruling monarch. Nobody is ever totally satisfied with the decisions made, and there's rows about the Honours List

for at least a week after each one publishes in the London Gazette.

Honours are awarded in full ceremony, with the attendance of all available members of the Orders to be presented. Decorations and Medals are presented in lesser ceremonies, Decorations usually during a personal visit to the Sovereign by the recipient, and Medals during full-dress military reviews. Given the logistics of an Honours ceremony or a review in formation, it's no wonder that the Honours List only comes out twice a year.

Some Honours are worth more, socially speaking, than others. A Knight Commander of the Order of the Bath outranks a Companion of the Bath, for example, and both must yield to a Knight of the Most Noble Order of the Garter. A military officer with a Victoria Cross, the Empire's highest decoration, follows all of them, as a VC doesn't carry a title of aristocracy. This is called precedence, and largely has to do with who goes first in the parade, who stands closest to the Crown at the ceremonies, and who sits where at dinner.

*You want to watch a quintessentially British bit of stuffiness, stand in a corner when a bunch of nobles are trying to sort out who goes into the dining room from the hall first, and which lord walks with which lady. They'll argue precedence until the soup's cold, just trying to make sure Lord Tightpants doesn't get one over on Lady Fullaerself. God help them if someone else's husband outranks Lady Divabottom, but not the Lady herself, and she has to walk in to dinner on the arm of Lord Fishface.*

*– Timmy Belowstairs*

## Peerages

Peerages are titles granted by the Crown that give the recipient a seat in the House of Lords, may carry lands, and may be hereditary. These outrank everything else in the Order of Precedence. They divide into Hereditary Peerages, which pass down through the family line, and Life Peerages, which attach to the person honoured and do not inherit. Hereditary Peerages go back hundreds of years, into the feudal era, although they're not worth nearly so much these days. Life Peerages were created under the Appellate Jurisdiction Act of 1876, initially intended for Law Lords so that better legal expertise could be brought into the House of Lords. Of course, that got expanded upon within less than a year, once the first ones got their foot in the door and all that.

## Hereditary Peerages

Hereditary peerages have lands associated, and are not legally defined as "Honours under the Crown". The combination of real estate and legal status means they can't be revoked without an Act of Parliament. Even then, that only confers the title and holdings on the heir. There's a multi-volume directory of all the peers of the British Empire published regularly, *Burke's Peerage*, or simply Burke's, which traces the bloodlines and lists out who's who. The order of precedence is tracked by the College of Arms, not a weaponry study group but a college of heralds, who keep track of the insignia, or arms, registered to each of the peers and their holdings. For those who simply haven't the time to read a few encyclopedias, the hereditary peerages defined in the British Empire are summarized here.

*Burke's also serves as the stud books of European royalty, although don't say that where anyone of higher rank can hear, they get a bit touchy about how they track their breeding.*

*– Djehuty Jones*

## Duke

In the British Empire, a duke (addressed as Your Grace and referred to as His/Her Grace) holds a dukedom, a collection of lands, dignities, privileges, and rights, under the authority of the Crown, with no independence of legislation, taxation, or justice. A duchy, found in other nations, is a separate legislative and judicial entity.

The general order of precedence among dukes is:

- Dukes in the Peerage of England, in order of creation
- Dukes in the Peerage of Scotland, in order of creation
- Dukes in the Peerage of Great Britain, in order of creation
- Dukes in the Peerage of Ireland created before 1801, in order of creation
- Dukes in the Peerage of the United Kingdom and Dukes in the Peerage of Ireland created after 1801, in order of creation

The following table shows the dukedoms and current dukes of the British Empire, arranged in order of precedence. Given how important these sorts are to the governance of the Empire, we're listing out the entire lot.

### Dukedoms of the British Empire

| Title | Year of Creation | Current holder | Peerage | Notes |
|---|---|---|---|---|
| The Duke of Lancaster | 1351 | HM Victoria | England | Lancaster vested to the crown when Henry of Monmouth, Duke of Lancaster, ascended the throne as King Henry V in 1413. |
| The Duke of Cornwall | 1337 | HRH Prince Albert Edward, Prince of Wales, Earl of Chester, Duke of Rothesay, Earl of Dublin | England | See 1879 London |
| The Duke of Norfolk | 1483 | Henry Fitzalan-Howard | England | m. Lady Flora Abney-Hastings 1877 |
| The Duke of Somerset | 1547 | Edward Adolphus Seymour, Earl St. Maur, KG, PC | England | No legitimate heirs |
| The Duke of Richmond | 1675 | Charles Henry Gordon-Lennox, Duke of Lennox, Duke of Gordon, Earl of March, Earl of Darnley, Earl of Kinrara, Baron of Settrington, Lord of Torboulton, KG, PC | England | Heirs are son, Charles Henry Gordon-Lennox II, and grandson Charles Henry Gordon-Lennox III |
| The Duke of Grafton | 1675 | William Henry FitzRoy | England | Heir is younger brother Augustus Charles Lennox FitzRoy, as William has no issue |

| Title | Year of Creation | Current holder | Peerage | Notes |
|---|---|---|---|---|
| The Duke of Beaufort | 1682 | Henry Charles FitzRoy Somerset, KG, PC DL | England | Master of the Horse 1858-1859, 1866-1868, Honorary Colonel of the Gloucestershire Yeomanry |
| The Duke of St. Albans | 1684 | William Amelius Aubrey de Vere Beauclerk, PC DL | England | Captain of the Yeoman of the Guard, 1868-1874 |
| The Duke of Bedford | 1694 | Francis Charles Hastings Russell, KG | England | Former Liberal MP for Bedfordshire; agricultural scientist, Pres. Royal Ag. Society |
| The Duke of Devonshire | 1694 | William Cavendish, 2nd Earl of Burlington, KG, PC | England | Chancellor, Victoria University; former Chancellor of Cambridge, endowed Cavendish Professorship in Physics and Cavendish Laboratory |
| The Duke of Marlborough | 1702 | John Winston Spencer-Churchill, KG, PC | England | Lord Lt. Of Ireland, Lord President of the Council 1867-1868 |
| The Duke of Rutland | 1703 | Charles Cecil John Manners, KG | England | Lord Lt. of Leicestershire; unmarried |
| The Duke of Rothesay | 1398 | HRH Prince Albert Edward | Scotland | |
| The Duke of Hamilton | 1643 | William Alexander Louis Stephen Douglas-Hamilton, Duke of Brandon, Duke of Châtellerault, KT | Scotland | Escaped bankruptcy in 1867 when his horse won the Grand Nat'l |
| The Duke of Buccleuch and Queensberry | 1663 and 1684 | Walter Francis Montagu Douglas Scott, KG, PC, FRS | Scotland | Chancellor of University of Glasgow |
| The Duke of Lennox | 1675 | Charles Henry Gordon-Lennox, Duke of Richmond, Duke of Gordon, Earl of March, Earl of Darnley, Earl of Kinrara, Baron of Settrington, Lord of Torboulton, KG, PC | Scotland | |

| Title | Year of Creation | Current holder | Peerage | Notes |
|---|---|---|---|---|
| The Duke of Argyll | 1701 | George John Douglas Campbell, 8th Duke of Argyll, KG, KT, PC, FRS, FRSE | Scotland | Close friend of Prince Albert; noted writer on science, religion, politics; former Sec State for India; founding member, Royal Aeronautical Society |
| The Duke of Atholl | 1703 | John James Hugh Henry Stewart-Murray, KT | Scotland | Lord Lt. of Perthshire |
| The Duke of Montrose | 1707 | Douglas Beresford Malise Ronald Graham, KT | Scotland | Ret. from 5th Lancers 1878, returned to service as Col., 3rd Battalion, Argyll & Sutherland Highlanders |
| The Duke of Roxburghe | 1707 | James Henry Robert Innes-Ker | Scotland | Acceded Apr. 1879; former MP for Roxburghshire |
| The Duke of Brandon | 1711 | William Alexander Louis Stephen Douglas-Hamilton, Duke of Hamilton, Duke of Châtellerault, KT | Great Britain | |
| The Duke of Manchester | 1719 | William Drogo Montagu, KP | Great Britain | |
| The Duke of Northumberland | 1766 | Algernon George Percy, KG, PC, DL | Great Britain | Former Lord Privy Seal 1878-1880; Lord Lt. of Northumberland |
| The Duke of Leinster | 1766 | Charles William FitzGerald, PC | Ireland | |
| The Duke of Abercorn | 1868 | James Hamilton, 1st Duke of Abercorn, KG, PC | Ireland | Retired from public life due to his wife's ill health |
| The Duke of Wellington | 1814 | Lieutenant-General Arthur Richard Wellesley, KG PC | United Kingdom | Eldest son of the Wellington of Waterloo; Lord Lt. of Middlesex |
| The Duke of Sutherland | 1833 | George Granville William Sutherland-Leveson-Gower, KG FRS | United Kingdom | Lord Lt. for Cromarty; former Liberal MP for Sutherland; Col., Sutherland Regiment, Highland Volunteers; heavily invested in railroads |
| The Duke of Westminster | 1874 | Hugh Lupus Grosvenor, 1st Duke of Westminster, KG, PC, JP | United Kingdom | Current Master of the Horse; has bred four Derby winners; wife Constance died 1880, currently in mourning |

| Title | Year of Creation | Current holder | Peerage | Notes |
|---|---|---|---|---|
| The Duke of Gordon | 1876 | Charles Henry Gordon-Lennox, Duke of Lennox, Duke of Richmond, Earl of March, Earl of Darnley, Earl of Kinrara, Baron of Settrington, Lord of Torboulton, KG, PC | United Kingdom | |

## Marquess

The marquess, feminine marchioness, holds a marquessate, a smaller bit of land with slightly fewer privileges than a dukedom. In days of yore, a marquess held a march, on the border of the nation, while a count held a county, inland a bit and with less defensive expenses. This put the marquess above the count in the order of precedence due to the responsibility to hold the border. Along the way, the title of "count" was replaced by "earl", and more about that in a moment. While there haven't been marquesses with direct involvement in national defence since the formation of the standing army, this may change with the situation in the Gruv. Thus far, no landholding peerages have been granted there, but it's only a matter of time before the marcher lords are assigned at the perimeter of Earthly civilization and the title of marquess once again confers direct responsibility to raise troops, see to the walls, and fend off would-be invaders.

A proper marquess, with a landholding, is referred to as The Most Honourable The Marquess of Landholding, and addressed directly as Lord or Lady Landholding. A marquess by courtesy, who's simply carrying the title of marquess devolved from their forebear who's a bit overloaded with titles and needs to offload one onto the heir, doesn't get the extra honorifics, being simply Marquess of Landholding. They do get addressed the same as a proper marquess, though, so there's no chance of mixing that up.

As far as who the marquesses of the British Empire are, there's so many of them they require their own volume in Burke's. We'll list just a few here for convenience.

### Marquessates of the British Empire (Selected)

| Title | Year of Creation | Current holder | Peerage | Notes |
|---|---|---|---|---|
| Marquess of Winchester | 1551 | John Paulet, Earl of Wiltshire | England | Oldest marquessate in England, confers title of Premier Marquess of England |
| Marquess of Queensbury | 1682 | John Sholto Douglas | Scotland | Known for being loudly atheist and for formulating the Queensbury Rules of boxing |

| Title | Year of Creation | Current holder | Peerage | Notes |
|---|---|---|---|---|
| Marquess of Lothian | 1701 | Schomberg Henry Kerr, KT, PC, FRSE | Scotland | Pres., Society of Antiquaries of Scotland; Col., 3rd Battalion Royal Scots |
| Marquess of Salisbury | 1789 | Robert Arthur Talbot Gascoyne-Cecil, KG, GCVO, PC, FRS, DL | England | Sec'y of State for Foreign Affairs, prev. Sec'y of State for India |
| Marquess of Waterford | 1789 | John Henry de la Poer Beresford, KP PC | Ireland | Lord Lt. of Waterford, Irish Privy Council |
| Marquess of Sligo | 1800 | George John Browne, Earl of Altamont, Viscount Westport, Baron Mount Eagle, Baron Monteagle | Ireland | During the Great Famine, converted Westport House into a soup kitchen, bought cornmeal from the Americas at great personal expense, and gave his peasants guns so they could hunt for game |

## Earl

For various reasons, the title of count never quite caught on in the British Isles, and so the peer in charge of a county gets the title of earl, if male, or countess, if female. This leads to some confusion for those outside of Britain, trying to figure out how the Earl of Wessex and the Countess of Wessex are related (hint: there was a church involved.). Earls originally had quite a bit of power, ruling over their counties with right of justice and taxation, although they only kept a third of the collection and sent the rest up to the duke and the Sovereign. Henry II put an end to all that and brought the earls to heel, although Edward II found out the hard way how long that held. In our enlightened modern times, the earls cannot band together and depose the reigning monarch, which is probably for the best in terms of stability of the Empire.

An earl is styled as The Earl of Landholding, and addressed as Lord Landholding, with his wife being Lady Landholding. A countess who holds peerage in her own right is the Countess of Landholding and addressed as Lady Landholding, but her poor husband gets no courtesy title, and has to make his own way in the order of precedence.

There's more earls than there are badgers in the forest, so we shan't list them all out, restricting ourselves as we did with the marquesses to a few that stand out for one reason or the other.

## Earldoms of the British Empire (Selected)

| Title | Year of Creation | Current holder | Peerage | Notes |
|---|---|---|---|---|
| Earl of Essex | 1139 | Arthur Algernon Capell | England | Hosted the first game of croquet in Britain at Cassiobury House, leading to a rulebook published in 1865 and a Cassiobury brand croquet set made at the Earl's sawmills in Watford. |
| Earl of Crawford | 1398 | James Ludovic Lindsay, Earl of Balcarres, FRS, FRAS | Scotland | Pres., Royal Astronomical Society; ornithologist, astronomer, philatelist, bibliophile; led scientific expeditions 1870, 1871, 1874; elected MP Wigan 1874; ascended to Lords 1880. |
| Earl of Derby | 1485 | Edward Henry Stanley, KG, PC, FRS | England | Heir is addressed as Lord Stanley. Family seat is Knowsley Hall, Liverpool. Current earl has been Sec'y of State for Foreign Affairs 1866-1868 and 1874-1878, and was directly involved in the CSS Alabama / Merseyside incident. |
| Earl of Devon | 1553 | William Reginald Courtenay, PC | England | Pres., Poor Law Board, 1867-68; chairman, Bristol & Exeter Railway |
| Earl of Antrim | 1620 | William Randall McDonnell | Ireland | Antrim was converted to a marquessate twice, in 1645 and 1789. |
| Earl of Cork and Orrery | 1620/1753 | Richard Edmund St Lawrence Boyle, Earl of Orrery, KP, PC | Ireland | Master of the Buckhounds 1866, 1868, 1874, 1880; Lord Lt. of Somerset; Col, North Somerset Yeomanry |
| Earl of Shaftesbury | 1672 | Anthony Ashley-Cooper, Baron Ashley, Baron Cooper, Bt DL | England | Hon. Cmdr., London Brigade, RNAV |
| Earl of Strathmore and Kinghorne | 1606/1677 | Claude George Bowes-Lyon | Scotland | First-class cricketer, played for Marylebone Cricket Club 1843-46, Gentlemen of England 1846 |

## Viscount

The viscount exists in a sort of nebulous space in between a marquess and a baron, originally as a sort of title of recognition that wasn't hereditary. Along the way, as these things happen, the titles attached themselves to lands or family lines, got properly recognised, and now Burke's lists 270 viscountcies, although most of them are secondary titles of marquesses and dukes. The naming practice is likewise a little vague, with some being the Viscount Landholding, some being the Viscount Surname, and a few being the Viscount Surname of Landholding just to cause confusion. Note that the "of" is generally dropped. Viscounts are addressed as Lord or Lady Landholding, and their children as The Honourable Firstname Surname. The heir of an earl or marquess may be given the courtesy title of viscount, if there's a viscountcy in the assemblage of titles held by the forebear. Sometimes this digs down through the titles a bit. For example, the Marquess of Salisbury also carries the title Earl of Salisbury, but the heir can't also be called Salisbury as that would cause confusion, so the heir gets the title of Viscount Cranborne.

There's not much point listing example peers at this rank. Most of them as previously pointed out hold higher titles, with the viscountcy tacked on as an afterthought, something to fob off on the eldest child. Have a butcher's at your copy of Burke's if you really want to know who these people are.

## Baron

At the bottom end of the landed peerage lie the barons and baronesses, those aristocrats who hold land deeded from the Crown at some point in their lineage, to which they have the right to collect rents. Think of the barons as titled landlords and you've about got it. Baron can also be a courtesy title for the heir of an earl or duke, in which case there's still lands attaching.

Barons are referred to as Baron or Baroness Landholding, and addressed as Lord or Lady Landholding. The wife of a baron gets the title of Baroness and Lady, but the husband of a landholding baroness in her own right gets nothing, like the husband of a landholding countess. Such is the way of things. If the baron or baroness has been admitted to the Privy Council, they get to add The Right Honourable before their title.

As with the viscounts, there's just too many peers at this level to list them, and many are secondary titles, sometimes so far down the list they get forgotten about. The only time HRH Prince Albert Edward's baronages get mentioned is when there's an Honours ceremony or other terribly formal occasion that requires all the titles to be read out.

## Baronets

The non-landed title of baronet was introduced to elevate recipients above the knighthoods but not into the peerage proper. Some baronetcies are hereditary, while others are so-called Life Peerages, a title that attaches to the individual but does not pass to their heirs. These are handed out when the Sovereign wants to put someone in the House of Lords, but doesn't want to create a new lineage. Baronets are addressed as Sir or Dame as if they were knights.

## Lords and Ladies

The titles of Lord and Lady can be tricky. They may apply to the sons and daughters of any of the peers, so that the daughter of the Duke of Gordon is styled Lady Caroline, although not Lady Gordon-Lennox, as the ennoblement derives from her parentage and does not attach directly to her family name. The direct heir, usually a son although a few peerages pass through the female

line as well as the male, generally takes the most pre-eminent of their parent's lesser titles, so that Charles Henry Gordon-Lennox II is accorded the title and referred to as the Earl of March, or simply as March by his equals and betters. Addressing him as Lord March is acceptable, but not as Lord Gordon-Lennox, as the title attaches to his earldom, and again not to his family surname. Barons and baronesses are addressed directly as Lord or Lady Landholding, as their title again attaches to the lands they hold for the Crown. They may also be addressed as My Lord or Your Lordship, or Your Ladyship (but never under any circumstances My Lady). Keeping track of forms of address is itself a bit of a task, as one mustn't forget and address a duke as My Lord instead of Your Grace, unless speaking to him directly in the House of Lords where everyone is accorded the same honorific.

*And if you've got all that straight in your head, you're ready to learn three-handed whist.*
*– Percival Squallow, Esq.*

## Honours

The following table shows the Orders of knighthood currently in standing in the British Empire, with the ranks and postnominal letters (the additions to the alphabet soup that follows an aristocrat's name) that go along with them. A knight, dame, or lady is addressed as Sir, Dame, or Lady and their given name, not their family name. This differs from a Lord or Lady who get their title from land or other inheritance, as there, the title attaches to the lands or the family lineage. It's worth noting that inherited titles outrank bestowed titles, and so Lady Wicnell, who has her title from the Wicnell estate, walks ahead of Lady Cynthia, who got her knighthood for serving ten years as Scotland's Exchequer of Pleas. The postnominals also follow the order of precedence, so someone who is both a Knight of the Thistle and a recipient of the Victoria Cross styles themselves as Sir/Lady Firstname Surname, KT, VC.

### Honours in Order of Precedence

| Order | Ranks | Established | Founder | Motto | Awarded For | Notes |
|---|---|---|---|---|---|---|
| The Most Noble Order of the Garter | Knight (KG) Lady (LG) | 23 April 1348 | King Edward III | Honi soit qui mal y pense ("Shame upon him who thinks evil of it") | Service to Britain, Ireland, Wales, at the discretion of the sovereign | A lot of legends surrounding its origin, most of which are hogwash |
| The Most Ancient and Most Noble Order of the Thistle | Knight (KG) Lady (LG) | 29 May 1687 | King James VII & II | Nemo me impune lacessit ("No one provokes me with impunity") | Service to Scotland, at the discretion of the sovereign | A rather prickly bunch |

| Order | Ranks | Established | Founder | Motto | Awarded For | Notes |
|---|---|---|---|---|---|---|
| The Most Honourable Order of the Bath | Knight/Dame Grand Cross (GCB) Knight/Dame Commander (KCB/DCB), Companion (CB) | 18 May 1725 | King George I | Tria iuncta in uno ("Three joined in one") | Senior civil servants and military officers, by the Sovereign at the recommendation of the Government | A Companion of the Bath doesn't get a title, just letters after their name. Promotion within the Order is possible with further service. |
| The Most Illustrious Order of Saint Patrick | Knight (KP) | 17 March 1783 | King George III | Quis separabit? ("Who will separate us?") | Service to Ireland, at the discretion of the Sovereign | Rather than disturb the traditions of the Order by adding a title, women awarded this Order are addressed as Sir. |
| The Most Distinguished Order of Saint Michael and Saint George | Knight/Dame Grand Cross (GCB) Knight/Dame Commander (KCB/DCB), Companion (CB) | 28 April 1818 | King George IV (as Prince Regent) | Auspicium melioris ævi ("Token of a better age") | Diplomats and members of the colonial service | Anyone who survives the rarefied heights of the Foreign Office for more than ten years is pretty much guaranteed this one. Again, the Companions don't get a title. |
| Most Exalted Order of the Star of India | Knight Grand Commander (GCSI) Knight Commander (KCSI) Companion (CSI) | 1861 | Queen Victoria | Heaven's light our guide | Indian, Middle Eastern and Asian rulers, Viceroys, Governors and senior administrators, Commanders-in-Chief, senior military officers and Indian civil servants | Exclusively male. Women in the Raj can only be honoured by the lesser Orders. This has caused serious contention. |

| Order | Ranks | Established | Founder | Motto | Awarded For | Notes |
|---|---|---|---|---|---|---|
| Most Eminent Order of the Indian Empire | Knight Grand Commander (GCIE) Knight Commander (KCIE) Companion CIE) | 1878 | Queen Victoria | Imperatricis auspiciis ("Under the auspices of the Empress") | Indian, Middle Eastern and Asian rulers, Viceroys, Governors and senior administrators, Commanders-in-Chief, senior military officers and Indian civil servants | Again a boys' club, no girls allowed. |
| Imperial Order of the Crown of India | Companion CI) | 1878 | Queen Victoria | | British Princesses, wives or female relatives of Indian Princes and wives or female relatives of any person who holds or held the office of: * Viceroy of India * Governor-General of India * Governor of Madras * Governor of Bombay * Governor of Bengal * Secretary of State for India * Commander-in-Chief in India | The only all-female Order in the Honours |

| Order | Ranks | Established | Founder | Motto | Awarded For | Notes |
|---|---|---|---|---|---|---|
| Order of Saint John of Jerusalem in England | Grand Prior GPStj | 1871 | Sir Robert Peat (1831), chartered by HM Victoria 1871 | Pro Fide Pro Utilitate Hominum | Work done at great personal sacrifice or risk to ensure the well being of humanity in general and the sick or injured in specific | Officially the Grand Priory of the Order of the Hospital of Saint John of Jerusalem in England. The top three ranks style as Knights as Dames; the lower three get no titles, only postnominals. |

Her Majesty has been discussing the possibility of adding a wartime military Order, or an Order for personal service to the Crown, or both. Either would put Her Majesty's name on the books for generations to come, as if she has anything to worry about regarding that. Given the Samsut War, the service of Dr. Elizabeth Garret Anderson, and similar situations where the existing Orders just don't seem quite appropriate, it's likely a future Honours List will include a new Order in the very near future.

## Decorations

Decorations, as previously noted, are given to individuals who have performed some considerable service, usually military or diplomatic, worthy of personal congratulations by the Sovereign and a fancy bit of jewelry to hang on a ribbon. Some include their own named medal, such as the Victoria Cross, while others come with an associated medal, such as the Distinguished Flying Cross, that gets the recipient a Distinguished Flying Medal to pin on their jacket.

| Decoration Name | Post-nominal letters | Estab-lished | Founder | Awarded to/for | Associated Medals |
|---|---|---|---|---|---|
| Victoria Cross | VC | 1856 | Queen Victoria | British and allied Military personnel for "...most conspicuous bravery, or some daring or pre-eminent act of valour or self-sacrifice, or extreme devotion to duty in the presence of the enemy." | None |
| Royal Red Cross, Class I | RRC | 1873 | Queen Victoria | Members of the Military Nursing Service for "... exceptional services in military nursing" | None |
| Naval Cross | NC | 1824 | King George IV | British and allied forces at sea for "...gallantry during active operations against the enemy." | Naval Medal |
| Distinguished Flying Cross | DFC | 1878 | Queen Victoria | British and allied forces in the air for "...gallantry during active operations against the enemy." | Distinguished Flying Medal |
| Distinguished Armour Cross | SC | 1879 | Queen Victoria | British and allied forces in the mobile armoured divisions for "...gallantry during active operations against the enemy." | Distinguished Armour Medal |
| Order of Brit-ish India | OBI | 1837 | East India Company | for "long, faithful and honourable service". | Not awarded since 1857, when the EIC lost its charter |
| Indian Order of Merit | IOM | 1837 | East India Company | Indian citizens in the armed forces and civilians for gallantry. | Not awarded since 1857, when the EIC lost its charter |

## Medals

The list of medals that can be given for military service and associated efforts runs for quite a few pages for each service. Some are awarded for service in a particular battle, as previously noted, and are never given out again after that battle is recognised. Others are given for acts meeting specific conditions, such as bravery under enemy fire. Quite a few tend to be given out posthumously, to recognise the self-sacrifice of the recipient for the greater good.

*These do have an effect more than a bit of tin to send to the next of kin. A posthumous medal bumps up the pension, according to a table created by a dry bean-counter who's never seen a bullet, much less faced an enemy under live fire. Nevertheless, recognition by a grateful nation, blah di blah, and another shilling or two in the widow's packet each month, theoretically makes up for losing a husband, wife, mother, father, with not enough of the remains left to bury. Me, I was a lucky one, they tell me. They gave me a medal and a fancy bit of clockwork as reward for my leg getting blowed off, and put me out to pasture. At least I get to hug my children goodnight. More than many got.*

*– Color Sgt. Ephraim MacGuire, Ret.*

Of course, medals have an order of precedence. Some get worn higher or to the left of others, and recipients of the higher medals sit closer to the head of the table at formal events. Here's the ranked list.

- Victoria Cross
- United Kingdom Decorations
- Order of St. John
- United Kingdom Medals for Gallantry and for Distinguished Service
- United Kingdom Operational Service Medals worn in order of date of award
- United Kingdom Polar Medals
- United Kingdom Police Medals for Valuable Service
- United Kingdom Jubilee, Coronation and Durbar Medals
- Long Service and Efficiency Awards
- Imperial Orders, Decorations, and Medals instituted by the Sovereign, worn in order of date of award
- Foreign Orders (if approved for wear), worn in order of date of award
- Foreign Decorations (if approved for wear), worn in order of date of award
- Foreign Medals (if approved for wear), worn in order of date of award

The following table shows a representative list of medals from the armed services of the British Empire, listed in order of precedence. Campaign, Coronation, Jubilee, and Efficiency/Long Service medals are generally excluded for brevity's sake, although the Good Conduct medals are included as they're referenced above. Likewise, foreign orders, decorations, and medals that are approved for wear on British military uniforms have a manual all of their own, which should be referenced by those who have received such awards.

| Name/Description | Postnominals | Established | Notes |
|---|---|---|---|
| Victoria Cross | VC | 1856 | For valour in combat. |
| Knight/Dame Grand Cross of the Order of the Bath (Military Division) | GCB(Mil) | 1725 | Prior to 2 January 1815, this grade was known as a Knight Companion of the Order of the Bath. |
| Knight/Dame Commander of the Order of the Bath (Military Division) | KCB(Mil)<br>DCB(Mil) | 1815 | |
| Companion of the Order of the Bath (Military Division) | CB(Mil) | 1815 | |

| Name/Description | Postnominals | Established | Notes |
|---|---|---|---|
| Indian Order of Merit (1st Class) (Military Division) | IOM(Mil) | 1837 | Not awarded since 1857, when the EIC lost its charter |
| Indian Order of Merit (2nd Class) (Military Division) | IOM(Mil) | 1837 | Not awarded since 1857, when the EIC lost its charter |
| Indian Order of Merit (3rd Class) (Military Division) | IOM(Mil) | 1837 | Not awarded since 1857, when the EIC lost its charter |
| Royal Red Cross (Class I) | RRC | 1873 | |
| Distinguished Service Cross | DSC | 1868 | |
| Distinguished Flying Cross | DFC | 1878 | Referred to informally as the Wings Cross |
| Distinguished Armour Cross | DAC | 1879 | Referred to informally as the Steam Medal |
| Royal Red Cross (Class II) | ARRC | 1878 | |
| Order of British India (First Class) | OBI | 1837 | Not awarded since 1857, when the EIC lost its charter |
| Order of British India (Second Class) | OBI | 1837 | Not awarded since 1857, when the EIC lost its charter |
| Distinguished Conduct Medal | DCM | 1854 | |
| Conspicuous Gallantry Medal | CGM | 1874 | |
| Conspicuous Gallantry Medal (Flying) | CGMF | 1874 | |
| Conspicuous Gallantry Medal (Armour) | CGMA | 1874 | |
| Queen's African Rifles Distinguished Conduct Medal | QADC | 1877 | |
| Sea Gallantry Medal | SGM | 1854 | |
| Queen's Gallantry Medal | QGM | 1874 | |

| Name/Description | Postnominals | Established | Notes |
|---|---|---|---|
| Army Long Service and Good Conduct Medal | – | 1830 | |
| Naval Long Service and Good Conduct Medal (1830) | – | 1830 | |
| Naval Long Service and Good Conduct Medal (1848) | – | 1830 | |

# Connections

Characters do not exist in a vacuum, nor do they spring into existence from thin air. Like real people, characters should have family, friends, allies, all of which group together under the heading of Connections.

## Creating Useful Character Background

To start with, think about family. Are the character's parents still living? Do they have siblings? Cousins? That annoying uncle who shows up every six months, ensconces himself in the spare bedroom, drinks all the port, and leaves before his creditors can track him down? All of these tie into the character's background, and create Connections that could be useful to the player, the Gamemaster, or both. The uncle could provide an introduction to a swank gambling establishment, providing of course that the party assist in the small matter of a slight tab owed. The creditors could be highly unsavoury types who show up at exactly the wrong moment, providing an unwelcome diversion from the matter at hand. Plot complications drive stories. Family will drive you mad.

Did the character attend a school of any sort? School ties are more than fancy patterned bits of fabric worn about the neck. Keeping in touch with the rugby team could prove useful if you need a few sturdy fellows who know how to ignore pain and keep driving toward the goal. That swot you kept the bullies off of is now a financial officer at a large firm and might still feel grateful toward you. Just being an alumnus is normally enough to get you back into the library.

Professional acquaintances count for a lot. Everyone knows it's not your skills and experience that count, it's who you know that lands you the position. How did the character learn their trade? Who was their mentor? Their co-workers at previous engagements? What about professional societies – do they belong to any? Being able to drop a word in a friendly ear at the monthly dinner of the London Association of Actuaries might get things rolling.

## Social Level Impact

No one climbs the ladder by themselves. Someone has to give you a hand up somewhere along the way, or you've got to step on a lot of heads, which is never a good idea, as you meet the same people on the way down as on the way up. Who you know can determine how easy, or hard, it is to advance or decline in terms of Social Level. While that pawnbroker who operates a cleaner's out of the back room, turning stolen goods into coin by removing identifying marks and thus semi-legitimizing the items, might be handy to know in some circumstances, if she gets arrested and people know you're a friend, that could be a Scandal. Let's hope it's only Minor. Conversely, while having a Baron as an old school connection could do wonders for you, getting you on the invitation lists you need in order to rise in status, his friendship with you might be seen as a bit déclassé by the other nobility, having a positive effect for you but a negative for him.

## Favours Owed and Owing

Sometimes it's not a matter of who you know, but what's been left outstanding from previous events. You don't have to like someone to work with them, after all. If you've done someone a favour, they owe you, and you can call that marker in on its own strength. Having a few IOUs out isn't necessarily a bad thing, either. Reputation is like any other form of capital. You've got to make investments in order to build the fund. Beyond that, favours both owed and owing give the Gamemaster plot hooks built into the character, ways to draw the character deeper into a story, and telling a story is the idea of the game.

## How They Work

Characters may have and maintain a maximum number of Connections equal to their Charisma Step. The character may know a hundred people well enough to call them acquaintances, maybe even friends, but only a few can be cultivated and held as Connections.

When seeking a Favour (*1879 Gamemaster's Guide*, p. 181) from a Connection, they require

one less success. Thus, a Loyal Connection would automatically perform a Small Favour, and would only require one success for a Large Favour. If the Connection owes the character, this also reduces the success count. A Friendly Connection who owes the player character in some way would do a Small Favour just for the asking, and would only need a little convincing (one success) to perform a Large Favour. Yes, this does mean that a Hostile Connection that owes the character could be convinced to perform a Small Favour for three successes, and a Large Favour for four. Forget about getting a Large Favour from an Enemy Connection – it's just not going to happen.

Connections must be maintained. Forget to collect the debt for long enough and it may become non-collectable. Miss the family reunion and the cousins may be offended. Keep in touch with friends, or they become acquaintances and then strangers.

Mechanically, Connections are another form of Equipment. There's no monetary cost inherent, although a Connection that's picked up as the result of a debt owed or through a financial transaction has a monetary cost associated with it. Rather, they're given freely at the time of character creation, picked up through roleplaying, or bought with APs if the Connection hasn't been seen on-stage as of yet.

## Connections at Character Creation

When a player creates a new character, up to three Connections may be created for free. They should result in a zero sum; that is, if one Connection owes the character a debt, another Connection should be owed an equal debt by the character. Whether this debt is monetary, or a debt of honour, or a favour, or something else entirely is up to the player and the Gamemaster. As long as the Gamemaster and the player agree, the exact details of the Connections may be anything desired. It's suggested that one Connection be a family member, one a friend, and one an ally, just to keep them varied.

Each of these Connections gets a name, a description, and a definition of how they're connected to the character. Once designed, and approved by both the player and the Gamemaster, these Connections form part of the resources for the character, along with their Equipment, Money, and so forth. Starting Connections are initially Friendly to the character. To have a starting Connection with a better Attitude than Friendly, another Connection must drop in Attitude an equal amount. To have a starting Connection who is Awestruck would require having another who is Unfriendly. The difference cannot be split. An Awestruck starting Connection cannot be balanced out by two Neutral Connections.

### *Example:*

*Paulo Rodriguez, a newly minted Brassman, has an old school chum, a cousin, and a bookie for his starting Connections.*

- *Enrique de Seville, now a handsome and well placed insurance analyst with the Barcelona branch of Lloyd's, was small for his age and stammered as a child. Paulo's support and defence kept him from getting beaten up on a number of occasions, and gave him the confidence to overcome his speech impediment and excel in his studies, leading to his current position. He is Awestruck with Paulo, and would gladly help out his friend in any way he can.*
- *Ignacia Rodriguez, daughter of Paulo's father's sister, runs a small cantina in an area of Barcelona that is, shall we say, not the best in the city. She has customers who are sometimes in need of Paulo's creations, and can steer business his way. In return, Paulo makes sure that his customers run up their bar bill during meetings. They get along well enough, Ignacia being Friendly toward her cousin.*

- *Domingo Bolivar does not have a reputation for patience. Paulo owes him 600 pesetas from a boxing match that did not go so well for Paulo's contender. (That's £24/10 for you British sorts.) While Domingo could steer a highly lucrative client Paulo's way, giving him the chance to earn the money to pay his debt, Domingo would take his cut off the top plus a middleman's fee. He is decidedly Unfriendly at the moment, although 600 pesetas would improve his Attitude to Neutral.*

## Creating During Play

Connections may be created during play either by roleplaying through turning a GMC into a Connection, or by building a new Connection GMC and paying APs. Both have their advantages.

Not every GMC is meant to be a Connection. Some are just walk-on speaking parts. Others the Gamemaster may already have backstory for that precludes it. Opportunities do present themselves, though, and sometimes a player will want to spend the extra effort required to turn a spear carrier into a supporting character. When a player wants to turn a GMC into a Connection, there needs to be a valid reason for it, and a means to establishing a deeper relationship with the GMC. Preferably, this all gets worked out in roleplay. The player character establishes the reason for the Connection in-character, and negotiates with the GMC to create the Connection. Discussion out of character between player and Gamemaster may also be useful here, to agree upon the reason and the means before playing out the scene. However the negotiations occur, in character, out of character, or both, once a reason and the means are established, the forming of the Connection is played out in character. The player then pays APs according to the initial Attitude of the Connection, per the table below, and makes a note of the Connection and their current Attitude in their character's Equipment list.

The same basic process used in character creation applies when a player would like to introduce a Connection who has not yet appeared on stage. The Gamemaster and the player discuss the possible Connection, including the reason for the relationship and the means by which it is maintained. When they agree, the player names the Connection, writes down their background description, and pays APs according to the initial Attitude of the Connection. See the following table. The new Connection may be brought into play immediately, if the story allows for it, or can be brought in later when the opportunity arises.

### Connection Cost Table

| Attitude | AP Cost |
|---|---|
| Awestruck | 2100 |
| Loyal | 1300 |
| Friendly | 800 |
| Neutral | 500 |
| Unfriendly | 300 |
| Hostile | 200 |
| Enemy | 100 |

## Maintaining Connections

Like Social Level, which mandates a monthly Lifestyle cost, Connections require upkeep. If the depth of the relationship isn't nurtured by regular contact and the occasional AP, the Connection fades into just someone the character knows, and the benefits of a Connection are lost. See the

following table. The **Contact Requirement** is the means and time spent necessary to keep the Connection thinking of the character as someone special in their life. A more intimate means is always acceptable, but a less personal one is not. Thus, a Friendly Connection can be maintained with a telegram, but not with a postal card. The **AP Cost / Week** is the number of Adventure Points that must be spent each week to maintain the Connection.

Connections that are Unfriendly, Hostile, or Enemy must be maintained each week without fail. One miss drops the Connection. Neutral or better Connections slip down the Attitude scale one degree for each week they're not maintained. Renewing the Connection and bringing their Attitude back up requires two weeks of maintenance to restore one Attitude degree. Once the character is back in the Connection's good graces, with the Connection's Attitude restored, they can bring up the Connection's Attitude further through roleplay and in-character effort as with any other GMC.

## Connection Maintenance Table

| Attitude | Contact Requirement | AP Cost / Week |
|---|---|---|
| Awestruck | Personal Visit | 300 |
| Loyal | Telephone call, Telegram, or other rapid communication | 200 |
| Friendly | Handwritten letter | 100 |
| Neutral | Calling card left at home or business, postal card sent through mail | 50 |
| Unfriendly | Handwritten letter | 100 |
| Hostile | Telephone call, Telegram, or other rapid communication | 200 |
| Enemy | Personal Visit | 300 |

## Using and Being Used By

Using a Connection works like asking a favour or assistance from any other GMC, with the exception of the aforementioned bonuses. The Gamemaster may require a personal visit to request a Favour (of either sort) of an Unfriendly, Hostile, or Enemy Connection, or a Large Favour of a Neutral, Friendly, or Loyal Connection. Awestruck Connections just have to be informed by direct communication from the character. A handwritten letter delivered by messenger would be sufficient.

The Connection will expect the same treatment in return, especially if the character owes their Connection. If the Connection asks for a Favour, base the pressure put on the character on the Connection's Attitude. A Loyal Connection would expect a Small Favour to be done without question or hesitation, and only a little convincing to be necessary to obtain a Large Favour. Failure to deliver on the player character's part without a truly excellent reason results in an immediate drop in Connection Attitude. If the Connection was already Unfriendly or Hostile, they break off the relationship, becoming just another GMC, albeit one with a personal grudge against the player character. An Enemy Connection scorned gains a vendetta against the player character, and may exact a lengthy and potentially lethal revenge.

***Optional Rule:*** Game Masters may elect to forgo the AP cost of maintaining a connection, substaining it with the equivalent cost in requested favors, monetary compensation, role played interaction, or a comination therof. The point of the AP cost is to represent the maintenance cost of an additional resource that the character may tap into. If that cost is being actively maintained through other means, spending the APs is not strictly necessary.

# Social Standing

This section expands on the rules governing the class system and social conflict in the ***1879 Players Guide***. It expands on Infamy and Reputation, and introduces Social/Economic Actions.

## Terms & Mechanics

Items that are new to this section have their names in ***bold italics***. Items that are found in previous books are in **bold**.

**Attitude** – how a GMC feels about another character. Determines how easy it is to extract Favours.

***Cash Reserves*** – a C/C's savings, accounted to the last pence.

***Characters and Companies (C/C)*** – a person or organization that can make or be the target of Socio-Economic (S/E) Actions. Characters can be PCs or GMCs. Companies can be noble Households, Departments, firms, military units, street gangs, or any other organization.

***Connection*** – a character with a special relationship with another that makes Favours easier to obtain.

***Department*** – a type of Company that is part of a larger Company.

***Economic Level (EL)*** – Abstraction of a C/C's financial well-being. Corresponds to the chart on p. 75 in the ***1879 Players Guide***.

**Favour** – a task carried out on behalf of another.

**Household** – the home, servants, and staff that make up the living situation of a wealthy person.

***Infamy Level*** – the dark mirror of Social Level; status within the criminal world.

***Ready Cash*** – the amount of money that a C/C can lay hands on per week.

**Renown** – the TN for a C/C to have heard of another C/C.

**Reputation** – how society at large tends to view the character. The mechanics for Reputation from the ***1879 Players Guide*** are expanded in this section.

***Secrets*** – Scandals that are not yet revealed to society, that don't affect Social Level. They have the same intensity levels as Scandals. A Severe Secret revealed becomes a Severe Scandal, for example.

***Social/Economic Actions (S/E actions)*** – Activities a C/C can take during social & economic conflicts.

***Social/Economic Defense (S/ED)*** – EL + SL. Target number for many S/E actions.

**Social Level (SL)** – an abstraction of the late 19th Century class system.

## Modifiers to Interactions & Favours

***Keeping up Appearances*** – Bonus to Interaction Tests with those of the same or lower Social Level, based on how much is spent to maintain appearance.

***Staking Your Reputation*** – Temporarily increases the Attitude of one character to determine how many successes are needed for a Favour.

**Social Level** - Compare the SLs of the characters. The character from the higher SL gets a bonus equal to the difference.

**Renown** – Target number and bonus as described on p. 270 of the ***1879 Players Guide***.

**Target's Attitude** - determines a GMC's reaction to a PC and the number of successes needed to get the target to grant Favours or to succeed on Interaction Tests.

## Increasing Social Level or Infamy Level

All characters start with Economic Level and Social Level appropriate to their Profession. Characters do not typically start with Infamy Levels, although exceptions may be made for criminal characters. Increasing one's Social Level or Infamy Level requires two things:

- Respectability: Reputation Rank equal to the desired Social / Infamy Level.
- Comfortable Living Standard:
  - Economic Level 4 for Social Level 2
  - Economic Level 7 for Social Level 3
  - Economic Level 10 for Social Level 4
  - Household at EL 8 or better (for characters)
    - One or more Departments (for Companies)
  - Economic Level 13 for Social Level 5
    - Household at EL 11 or better (for characters)
    - Five or more Departments (for Companies)

Companies and Households don't need to create Departments or additional Households to increase in EL, as previously stated. It's not necessary to created nested Departments or complicated organizational charts, unless that's your thing.

## Reputation

In the ***1879 Player's Handbook***, Reputation is described as providing a simple bonus to Interaction Tests. This book provides rules that extend and replace that. Reputation here is used to increase Social Level, protect against Scandals, and as leverage to extract Favours that might not otherwise be available.

## Setting and Gaining Reputation

At character creation, assign Reputation based on the character's Charisma Attribute Value, similar to how Mystic Armor is derived from Willpower. A Company's default Reputation is equal to its Social Level.

### Starting Character Reputation Table

| Charisma Value | Starting Reputation |
|---|---|
| 1-4 | 0 |
| 5-9 | 1 |
| 10-14 | 2 |
| 15-19 | 3 |

Increasing Reputation requires the following:

- **A Good Word from Above:** Someone with a higher Reputation must vouch for the company or character. This is a Large Favour.
- **A Financial Settling In:** Upgrading access to the right clubs, donating to the right charities,

settling debts, etc. The C/C must invest a year's living expenses, or 26 week's income, from Cash Reserves. Thus, at EL 7, a C/C must invest £26.

- **Life Experience:** Reputation points are purchased with Adventure Points like Master Level Free Skills (*1879 Players Guide*, p265), but without the need for tagging. Note that this means that Reputation can never rise above 10. The table is reproduced below for convenience.

## Reputation Point Cost Table

| Reputation Point | AP Cost |
|---|---|
| 1 | 800 |
| 2 | 1300 |
| 3 | 2100 |
| 4 | 3400 |
| 5 | 5500 |
| 6 | 8900 |
| 7 | 14,400 |
| 8 | 23,300 |
| 9 | 37,700 |
| 10 | 61,000 |

### Increase Social Level

To increase SL, Reputation must be of a rank at least equal to the desired SL. See the section on increasing SL elsewhere in this chapter.

### Protect Against Scandal

Reputation provides insulation against Scandal. Instead of Temporary or Permanent SL loss, the character can sacrifice points of Reputation.

- Converting a point of permanent SL loss to temporary SL loss costs 2 points of Reputation.
- Negating a point of Temporary SL loss costs 1 point of Reputation.
- Spent points of Reputation can be regained through normal means (see above).

### Staking Your Reputation

A GMC's Attitude determines the difficulty of convincing them to perform any sort of Favour. If getting the Favour is critical and the odds of reaching a deal look dicey, a player character can stake their Reputation on the deal. For each point of Reputation put on the line, the GMC's Attitude temporarily increases by one rank for determining whether the person will agree to the specified Favour. The GMC doesn't *actually* think any better of the player character. The GMC will drive a hard bargain, and is unlikely do anything they consider unethical (unless their Attitude rises to Awestruck). The deal must include a specific Favour the player character will do in return, and the specific time frame. If the player character doesn't hold up their end of the bargain, the Reputation points put up are lost, and the GMC will still expect the Favour to be paid back.

*Maisy Rae, a Dodger with significant pull among her people, has Reputation 4 and an Economic Level of 7, but because of her Infamy Level 3 some stodgy sorts hesitate to help her out, even when it's in their best interest. She needs Bill Muir, an Investigator (SL 2), to clue her*

*in on the guards' shift schedule at a particular warehouse. She's looking into a French spy ring, so Muir would like for her to succeed, but he has an Unfriendly Attitude towards her, making a Large Favour impossible. Given that the information is time-sensitive, Rae stakes 2 points of her Reputation and tries to make a deal. For the purposes of this Favour, that improves his Attitude toward her to Friendly. A deal is possible, but requires 3 successes on her Charisma Test. Fortunately, she has a number of Ranks in Winning Smile and pulls it off. In exchange, Muir needs addresses for the criminal contacts of a particularly nasty nobbler. She agrees to get it done in two weeks, to give her time to wrap up this unfortunate Continental matter. She'd better pull it off on schedule, or she'll lose 2 points of hard-won Reputation.*

## Temporary Renown and Reputation Adjustment

While Renown builds over the course of a character's life, their exploits may make enough of a splash to grant a temporary Renown Target Number reduction for being newsworthy. Publication of discoveries, building and bringing to market new devices, and so forth have social impact. For a short (or perhaps long) time, passers-by may recognise the character from seeing their face on the front page of the *Times*. Similarly, Reputation may rise (or fall) based on character actions.

The conditions for temporary or permanent adjustments to Renown and Reputation are far too complex to summarize in a simple game mechanic. There's just too many different things that a character could do that would affect what people think of them, how much coverage they get in the press, and so on. The following table provides a few suggestions to give the GM guidance, but in the end, like AP awards, the GM and the party must use their best judgement, and go with what best supports the story they are telling. The resourceful player or GM might also look at the rules for Scandals, which can be borrowed here.

| Event | Renown | Reputation |
|---|---|---|
| Stopping the spread of illness in a village | -1 for a week | No effect |
| Halting an epidemic in a region or nation | -3 for a month | +1 for a month |
| Curing a disease, with the cure named for the character | -5 for a year | +1 permanently |
| Infantry captain, bad decision, loss of more than one platoon | -2 for a week | -1 for a month |
| Army colonel, bad decision, loss of a battalion | -4 for a month | -2 for two months |
| Army general, bad decision, loss of a regiment or battle | -6 for six months | -5 for a year, reduced by 1 per year afterwards |
| Journalist, breaks the story of a Scandal | -SL of Scandal target for SL weeks | -SL of Scandal target to anyone of equal SL or higher, +SL of Scandal target to anyone of lower SL, for SL weeks |

## Becoming Infamous

If a C/C has negative SL, either temporary or permanent, the C/C can choose to embrace it and take on Infamy. The player and Gamemaster simply declare that the C/C is now Infamous. (This should be an agreement between player and Gamemaster, not a unilateral action by one or the other.) The C/C's negative levels, both temporary and permanent, are converted to the new permanent Infamy Level. Reputation and Economic Level each drop by one. All of the character's Connections with Social Levels higher than 1 have their Attitude drop by 2 degrees to a minimum of Unfriendly. Anyone with a Social Level of 1 is already a criminal and isn't likely to care about a Connection becoming Infamous. Connections with Infamy are not affected.

*Molly Gambini has Social Level 2, Reputation 2, and Economic Level 5. She has been exposed as a Brassman with criminal connections. Formerly SL 2, the Serious Scandal has resulted in -1 permanent and -2 temporary to her SL. She is now SL 1, and for two months she will be treated as Social Level -1. Infuriated, she makes a terrible scene at a charity ball, unloading her custom pepperbox into a duke at point-blank range, and making her escape with clockwork shenanigans. The resulting Unforgivable Scandal reduces her SL permanently by -1 and causes an additional temporary -3. Now at Social Level 0, and temporarily reduced to -5, she declares herself Infamous. She loses her Social Level and gains Infamy Level 5. Her Reputation drops from 2 to 1 and her EL drops from 5 to 4.*

There are benefits to being on the wrong side of society. Infamous C/Cs have some degree of immunity to the usual sort of Scandal. What they are vulnerable to include situations such as grassing a confederate to the bobbies, breaking a deal, or showing weakness. In social situations, Infamy Levels interact with Social Levels as though they were in fact Social Levels. Molly Gambini, from our example, has an Infamy Level 5, and so an Aristocrat at Social Level 5 has no advantage on Interaction Tests against her. The newly-minted criminal mastermind gets a +3 when interacting with an Investigator at Social Level 2.

There are plenty of downsides to being Infamous. An Infamous C/C has trouble dealing with respectable company without causing Scandal just by association. The character may have to deal with the enmity of the Crown, whose legal machinery may be brought to bear. Legal methods of making a living may no longer be available. This should all be roleplayed, with Tests as appropriate when necessary, rather than simply adjusting numbers and rolling dice.

## Reentering Society

Losing Infamy and regaining the approval of society requires losing Infamy Levels through the sort of Scandals that affect Infamous C/Cs. Once at Infamous Level 0, the character or Company can attain Social Level 1 by sacrificing 2 Ranks in Reputation and 2 Economic Levels. Economic Level cannot drop below 1 and Reputation cannot drop below 0, and thus the C/C must have at least EL 3 and Reputation 2 to attempt to reenter society. A C/C that has shed their Infamy and regained respectability will always have a whiff of Scandal about them, though. They retain a Temporary SL -1 penalty for a year and a day, and take a -1 Step penalty to all Tests to deal with Scandal for the remainder of their existence.

# Socio-Economic Conflict

The complex social and economic landscape of *1879* is just as dangerous as a battlefield or the wilds of the Gruv. This section expands on the existing rules to bring life, depth, and danger to conflicts in the marketplace and club. These rely heavily on the rules for Interaction tests, Attitude, and Favours found in the *1879 Gamemaster's Guide*. A quick refresher, and preview of what is to come:

## Method of Play

The socio-economic conflict system provides dice rolls that guide roleplay. Sometimes it's not necessary to roll. An Equestrian Test isn't required every time to mount a horse; an Interaction Test isn't needed to ask for a second lump of sugar. Skills Tests determine the success of actions when there's something at stake. It's recommended that Skill Tests be made before roleplaying the scene. The players and Gamemaster can then align the roleplay to the Test results. Think of it as an actor taking direction during a scene, except that in this case the dice are the director. If, in the course of play, the Gamemaster needs guidance as to how a GMC might react, a Skill or Interaction Test can be made to decide the outcome of the interaction. When in doubt, each gaming group should use what has worked best for them previously.

## Economic Level, Ready Cash, and Cash Reserves

Characters normally have an income that supports their lifestyle, however luxurious or threadbare that might be. With no other considerations and living like a monk, the average person can, in theory, sock away a week's worth of income each month. In practice, people indulge in occasional well-deserved luxuries, develop bad habits, get sick, and have personal emergencies. PCs live exciting lives, and their path is rarely straight or smooth. Characters who accumulate too much wealth also find themselves the targets of thieves and rivals, should they become complacent.

In reality, few people know how much money they have down to the ha'penny, or every item they own, down to the defective corkscrew in the back of the junk drawer. To abstract this for playability, this section introduces three financial statistics: **Economic Level**, **Ready Cash**, and **Cash Reserves**.

## *Economic Level*

Economic Level corresponds to the income rates in the **Starting Funds** chart (p.75, ***1879 Players Guide***). Maintaining one's economic level requires spending 2 weeks' income each month on basic living expenses and a primary residence. Assume that a character spends half their money on living expenses, and leftover money goes to mustache wax, corset boning, newspapers, and birthday presents. The character is assumed to maintain suitable housing with all of the candlesticks, armoires, fireplace pokers, and so on one would expect. The character sheet should list everything carried on their person, but not necessarily everything the character owns. EL abstracts the ancillary kit for game purposes, into a number that can be used as a Step. The Gamemaster may call for an EL Test to determine if a character owns a particular thing, such as a bottle of fine brandy suitable for a gift to a Baroness.

## *Ready Cash*

Ready Cash abstracts the money a character has on hand, equal to their weekly income. No more than once a week, a character can tap their Ready Cash to obtain items and luxuries not included in their living expenses. The player makes a list of the desired items or services. The Gamemaster then reviews the list, and if the items or services are within the character's budget, and there isn't anything illegal or unusual that must be rolled for, the character acquires them.

Characters that maintain a Household must spend one week's Ready Cash for maintenance each month. Leftover Ready Cash is not saved from one week to the next. It gets spent on clockwork penguins and penny dreadfuls. A character that isn't earning money through adventure or application of professional Skills doesn't accumulate savings.

## *Cash Reserves*

Cash Reserves are funds stashed away as savings in lockboxes, hidey-holes, bank accounts, and debts to be called in. While not carried on the character's person, it should be tracked and recorded down to the penny. Whenever a character is paid cash for an adventure or similar circumstance, add any funds not immediately spent to Cash Reserves. S/E actions and EL tags must be paid for out of Cash Reserves. They can be spent at will, as long as the character is in a position to access it. If a noble has £500 in an account with the Bank of London, it will be of little use in bribing the first mate on a Chinese junk in Canton. (More about travel later.)

## Income and EL Chart

| Economic Level | Category | Weekly Income | Household EL or # of Departments |
|---|---|---|---|
| Social Level 1: Lower Class/Criminal. Maintains a room in the slums. | | | |
| 1 | Low | 7p | NA |
| 2 | Moderate | 3s | NA |
| 3 | High | 7s | NA |
| Social Level 2: Working Class/Commoner. Maintains a flat in run-down districts. | | | |
| 4 | Low | 8s | NA |
| 5 | Moderate | 12s | NA |
| 6 | High | 17s | NA |
| Social Level 3: Middle Class/Bourgeoisie. Rents or even owns a flat or townhouse. | | | |
| 7 | Low | £1 | NA |
| 8 | Moderate | £1/8 | NA |
| 9 | High | £2/2 | EL 7 (Minimum 1 servant, riding horse or horse & carriage) or 1 Dept. |
| Social Level 4: Upper Class/Merchant. Owns a respectable home or rents a posh flat. | | | |
| 10 | Low | £3 | EL 8 (Minimum 2 servants, horse & carriage) or 2 Depts. |
| 11 | Moderate | £8 | EL 9 (Minimum 3 servants, horse & carriage) or 3 Depts. |
| 12 | High | £21 | EL 10 (Minimum 2 servants, horse & carriage) or 4 Depts. |
| Social Level 5: Nobility. Owns one or more townhouses in upscale neighborhoods, and at least one country estate. | | | |
| 13 | Low | £55 | EL 11 (Minimum 6 servants, riding horse, horse & carriage) or 5 Depts. |
| 14 | Moderate | £144 | EL 12 (Minimum 4 servants, riding horse, horse & carriage) or 6 Depts. |
| 15 | High | £377 | EL 13 City Household (Minimum 40 servants, horse & carriage) plus EL 11 Country estate or 7 Depts. |

## Travel

While traveling, Economic Level Tests are required to access Ready Cash and Cash Reserves, and not all may be available. The wise traveler carries coin, a letter of credit, or bank draughts, even though those are vulnerable to loss or theft. Before travel, the character should decide how much to carry, and transfer that sum from Cash Reserves to the character's inventory. The following table shows the Target Numbers to access Cash Reserves and Ready Cash, and the percentage of Cash Reserves the traveler can access based on location. As always, the Gamemaster should only require a Test when there are stakes involved.

### Funds Availability Table

| Conditions of Travel | Cash Reserves TN | Cash Reserves % Available | Ready Cash TN |
|---|---|---|---|
| Same country, different city | 7 | 100% | 5 |
| Same continent, different country, large city | 9 | 80% | 7 |
| Different continent, large city linked by trade | 11 | 60% | 9 |
| Different continent, large city not linked economically | 13 | 40% | 11 |
| Fort Alice | 15 | 20% | 13 |
| Small cities or towns on continents not linked by trade; frontier areas | Not available | 0% | Not available |

## Changing Economic Levels

A Character or Company needs to tag its Economic Level to increase it, similar to increasing a Skill. The C/C must invest four weeks of income at the current EL, drawn from Cash Reserves, to tag its Economic Level. To advance, Economic Level must be tagged a number of times one greater than the current rank.

To increase to EL 9 and above, characters must maintain a Household with an EL no less than 2 lower than the character's own. See the **Income and EL** chart, above. Companies must create new Departments to increase their Economic Level. A newspaper based in New York City, for example, might need to establish a foreign office in Paris, France to rise to EL 9, and another in Montgomery, capital of the Confederacy, to rise to EL 10.

Once the C/C has enough tags and a sufficient Household or Department count, EL can be increased with no Adventure Point cost or training time requirement. When EL is increased, all tags are erased, just as with Skills. Increasing Economic Level does not automatically increase Social Level.

***Examples:***

- *To rise from EL 7 to EL 8, a C/C must invest £4 per tag, and must do so 8 times.*
- *To advance from EL 11 to 12, a character must increase their Household from EL 9 to EL 10. That requires investing £8/8 per tag in the Household, and doing so ten times. The character must then grow their own EL by investing £32 per tag,*

*and do so 12 times.*

- *A Company at EL 11 has at least three Departments at EL 7. To increase to EL 12, it has to create a new Department at EL 7 or better (costing at least £52). The Company must then invest £32 per tag, and do so 12 times.*

## Losing Economic Level

If an S/E action or other circumstance would force a C/C to lose an EL tag (such as a Sabotage action) but it doesn't have any tags, the C/C instead drops an Economic Level. A Household can lose a tag if the owning character doesn't pay the monthly maintenance cost.

If a Company's EL drops below 7, the Company dissolves, with its assets forfeit to its creditors. If a character's Household or a Company's Department is dissolved, the owning C/C drops an Economic Level.

Dropping an Economic Level is normally a Minor Scandal, but dropping below the minimum comfortable living standard for the SL is a Moderate Scandal. See the following quick reference table.

### Comfortable Living Standard

| Social Level | Economic Level |
|---|---|
| 2 | 4 |
| 3 | 7 |
| 4 | 10 |
| 5 | 13 |

## Companies, Households & Departments

Households have already been discussed above and in the ***1879 Players Guide***. "Company" includes businesses, branches of the military, secret societies,, street gangs, clubs, and any other organization that is not a Household. Companies are divided into Departments, which the Company may refer to as divisions, offices, branches, or any other preferred term. GMCs in the employ of the Household or Company, such as butlers or chief operating officers, use applicable Skills for S/E actions, just as the Captain of a ship uses their Skills for directing ship to ship combat.

Companies and Households have some statistics in common with characters.

- Social Level: Companies and Households by default have a Social Level one rank lower than the character or clients maintaining them. A high street shop serving the aristocracy, for example, defaults to SL 4.
- Economic Level: Companies and Households have a default Economic Level 2 ranks less than the character or clients maintaining them. The shop in our example would have an EL of 11.
- Cash Reserves: At creation, Companies and Households have zero Cash Reserves. Those created by the Gamemaster may have whatever Cash Reserves are appropriate to the story.
- Reputation: By default, Companies and Households share the Reputation of the character or clients that maintain them. Our high street shop would have a Reputation of 5.

## New Companies

The minimum Economic Level of any Company, Household, or Department is EL 7. To establish a new Company, Household, or Department, a C/C must save up enough money to pay the entire year's income or maintenance cost in one lump sum. At EL 7, that comes to a round £52 at £1 per week.

### Households

At Economic Level 9 and above, characters must maintain a Household. A character maintaining a Household can thus only use Ready Cash for shopping one week out of each month, as one week's Ready Cash goes to lifestyle expenses and one week to maintaining the Household. (This is how aristocrats slip into genteel poverty.) Not using a week's Ready Cash to maintain the Household in any given month forces the Household to lose one EL tag. If the Household has no more EL tags to lose, it loses 1 Rank of EL. It dissolves if its EL drops to less than 7, with the staff turned out, and the premise and furnishings seized by creditors. This counts as a Major Scandal.

### Departments

A Company at EL 9 or higher must have at least one Department. Departments are self-sustaining as long as they maintain the minimum EL.

## Social/Economic Actions

### Overview

Wealth and social station can be a weapon or shield to those with the wit to use it. Social and Economic Actions are of course most devastating against those with the most to lose. Cut a noble off from their friends and funds and they will truly be at a loss. Launching an economic attack against a chimney-sweep won't make much difference; they're accustomed to hunger. A social attack against someone of low class may simply result in the target becoming Infamous, which can make for a more formidable rival.

> *One should never trade an old friend for a new enemy.*
> *– Henry Covington, U.S. Senator (D-Ky)*

The Social/Economic Actions described in this section can function as downtime activities, as frameworks for short adventures or roleplaying scenarios, or can happen in the background of the main adventure. An adventurer of noteworthy social or economic standing may find themselves the target of an action, undermining their ability to bring their influence to bear. The adventurer may need to call in Favours to get an ally to stand up to the attack or put pressure on a rival, so that they can complete the adventure with their party.

In an adventure centered around a Social/Economic Action, the GM will call for the Action Test prior to the climax. The success (or lack thereof!) of the adventure may provide bonuses or penalties to the Test. To keep the game moving, a failed Social/Economic Action shouldn't result in catastrophe. Instead, let the party fail forward, introducing consequences and complications, but allowing them to continue pursuit of their goal.

These rules are meant to be used in the context of groups and individuals conflicting within and through their social networks. Organizations, including Companies and player character parties, can coordinate Tests and share consequences. Characters may pool their resources to buy the Favours

required. The character with the best chance may make any given Test, with bonuses and penalties applying to whichever player of the group rolls the dice. However, this also means that Secrets and Scandals are shared as well. Actions may be scandalous for some characters and not for others, based on their Social Level, resulting in risk divided unevenly across the party. The GM should encourage the group to work together on Social/Economic Actions, to keep from having to run separate adventures for each character. Of course, if the players insist on splitting the party, the GM has the opportunity for a lot of fun at the expense of the characters' reputation and general well-being.

Monetary costs for all Actions must be paid from Cash Reserves. Ready Cash cannot be used for this.

## Social/Economic Action Definitions

The person instigating the action will be called the actor. The person subjected to the action will be referred to as the *target*.

## Order of Play

- **Declaration:** The actor declares the type of action they are taking. More than one C/C can attack the same target. The GM decides what kind of Test will be made to succeed, such as Secrets of the Aristocracy, Streetwise, or Finance.
- **Pay up:** The actor marks off the money and Favours required.
    - **Detection:** The target makes a Skill Test to detect the meddling. Again, generally Secrets of the Aristocracy, Streetwise, or Finance are the most appropriate. One success reveals that someone has been interfering. Two successes reveals who took action. If a proxy is making the attack, three successes will reveal who was backing the proxy.
- **Defend:** The target declares their defensive Social/Economic action, if any, and pays the costs.
    - **Detection:** The actor makes a Skill Test to detect the countermeasures. The same conditions apply as above.
- **Adventure and Social/Economic Action Test:** The GM calls for the Test near the end of an adventure or week of downtime.
- **Aggressive Action Consequences:** The target suffers any consequences and the actor takes any Secrets or Scandals.
- **Defensive Action Consequences:** The aggressor suffers any consequences and the defender takes any Secrets or Scandals due to defensive actions.

## Social/Economic Action Structure

The following format is used for S/E Actions.

*Test Target Number:* Usually the Social/Economic Defense of the target (S/ED).

*Adventure:* Ideas for an adventure used to resolve the action.

*Costs:* Measured in a number of weeks of income and/or Major Favours. A cost of 3, for example, could be paid with 3 weeks' income, 3 Major Favours, or 2 week's income and 1 Major Favour.

Financial costs must be paid from Cash Reserves. For minor and major Actions, the cost is based on the defender's weekly income. A streetsweeper can't expect to invest their 7p and have any effect on Lloyd's of London. For defensive actions, the cost is based on the attacker's weekly income.

Favours should be called in from someone who can actually work towards the Action, or the Favour may be wasted. A Connection in the Navy may be quite important in their field, but would be of little use in discovering smuggling routes through the city. In that case, a criminal Connection would be more useful.

*Social Outcome:* Suggested Social results, such as Secrets or Scandals that may fall on the actor.

*Economic Outcome:* Suggested Economic results, such as loss of income or other financial penalty.

*Detection Difficulty:* The Target Number to detect the action. In some cases, no Test is necessary; it is obvious what is being done and by whom. If the Test for the action has a Rule of One result, detection is automatic.

## Minor Actions

### *Digging for Dirt*

*"Now what do you suppose Baroness FitzCraddock might have been keeping in this old box? Oh. Oh my. Oh dear. Some things should really not be written down – oh, and such language!"*

*Discovering a Secret.* Social Action only.

*Test Target Number:* S/ED

*Adventure:* Inquire among peers, the help, or others in the know.

*Costs:* The equivalent of 2 weeks' income for the target or a Major Favour.

*Social Outcome:* Potentially discover a Secret. The degree of the Scandal is limited by the number of successes. For each success, the limit is increased by one. With one success, a Minor Scandal is discovered. With 5 successes, an Unforgivable Scandal could be discovered. If there are no scandals, there is no effect. If the actor fails to achieve even one success, this action has no effect, and cannot be detected. (A Rule of One result still results in automatic detection.)

Causes a Minor Secret for the actor.

*Economic Outcome:* NA

*Detection Difficulty:* 12

### *Grist for the Rumour Mill*

*"Have you heard? Oh, my, it's simply too shocking, what they're saying about Lord Randall's son and the Contessa!"*

Spreading rumours about the subject, which may or may not have any basis in truth.

*Test Target Number:* S/ED

*Adventure:* Forging documents and dropping them in the post to the paper, telling tales to gossips.

*Costs:* The equivalent of 1 week's income for the target or a Minor Favour.

*Social Outcome:* On one success, the rumourmongering is accurate, and uncovers a previously established Secret. If there are no Secrets, one success has no effect. Additional successes, however, allow the player (or GM, in the case of GMCs) to invent an actual Secret. For each additional success, increase the level of the Scandal by one. For example, with with two additional successes, the player or GM creates a Moderate Scandal.

Causes a Minor Secret for the actor.

*Economic Outcome:* Identifies a vulnerability. For example, when is the payroll being carted to the factory? What is in the secret sauce? Target takes a penalty of -2 Steps per success to their next Economic Action Test.

*Detection Difficulty:* 14

### *Investigation*

*"Ai, lad, that's bloody insane! 'Ere's another ale. No trouble, we're friends, ain't we? Can you tell me a bit more about what the firm did with the defective guns? It's damned interestin'."*

*"Yes, they say the Howards have spawned three of those dreadful trolls since the Rabbit Hole opened. I know, it's awful! But that's why Lord Howard goes through the laudanum so quickly."*

Try to find out more information about the target, or discover proof for a Scandal.

*Test Target Number:* S/ED

*Adventure:* Inquire among peers, the help, or others in the know.

*Costs:* 1 week's income. For each additional Favour or week's income spent, add +2 Steps to the Investigation Test.

*Social Outcome:* Discover any vulnerabilities. +2 Steps per success to the next Social Action Test.

Investigation can also be used to uncover proof of a Secret. For example, the party could discover the bill of sale proving the target had purchased all of the ingredients for a particularly noxious poison.

*Economic Outcome:* Discover vulnerabilities. +2 Steps per success to the next Economic Action Test.

*Detection Difficulty:* 12

### *Prying A Bit*

*"Great Scott! The Brattenburg Brothers firm did indeed kill a dozen bobbies with poisoned sausages. I knew there was a stink somewhere when the Brattenburgs made that massive donation to the precinct!"*

*Discovering a Secret.* Social Action only.

*Test Target Number:* S/ED

*Adventure:* Inquire among peers, the help, or others in the know.

*Costs:* 2 week's income

*Social Outcome:* Potentially discover a Secret. The degree of the potential Scandal is limited by the number of successes. With one success, a potential Minor Scandal is discovered. With 5 successes, an Unforgivable Scandal lies dormant, waiting to be revealed. If the target has no Secrets that could cause Scandal if exposed, there is no effect. If the actor doesn't get enough successes to discover any existing Secrets, this action has no effect.

Causes a Minor Secret for the actor. Snooping into someone else's private affairs is untoward, regardless of what is found and why it was done.

*Economic Outcome:* The actor gains +2 per success to their next Economic Action Test.

*Detection Difficulty:* 16

## Major Actions

## *Fiddle and Dodge*

*"Aye, that Gerry Mulligan is pretty flush these days. Getting too big for his britches. We'll shut down the shops he's been shaking down for protection and see how he likes that."*

Create trouble where there was none. Inventing or forcing a Scandal, illegally interfering with business, possibly holding a business Secret for ransom.

*Test Target Number:* S/ED

*Adventure:* Planting forged letters criticizing a duke.

*Costs:* 1 to 5 weeks of income. The effectiveness of *Fiddle & Dodge* is limited by how much the actor invested in the Action. For each week's income or Major Favour, the actor can benefit from one success on the Action Test.

*Social Outcome:* One success on a Test against the target's Social/Economic Defense creates a Minor Secret. For each additional success that has been paid for with a week's income or a Major Favour, the intensity of the Scandal is increased by one. For example, if Baron Guffer is trying to trump up a Moderate Scandal (2) into a Serious Scandal (3), he could spend an additional 1 week's income or call in another Major Favour. Note that the Cost must be paid before the Test is made.

An actor who creates a Secret for another takes a Moderate Secret of their own.

*Economic Outcome:* For each success, the target's Cash Reserves are reduced by 1 week's income. Half of this money goes into the actor's Cash Reserves. This represents collusion, outright theft, or other illegal practices. If the target's Cash Reserves are reduced to zero, this Action has no further effect.

The actor takes a Moderate Secret for benefiting from their target's loss.

*Detection Difficulty:* 10

## *Remittance Man*

*"So there you have it, the evidence all laid out before you, and I promise you again, Sir Clive, these are certified copies, with the originals in a box at the Bank of England. I have a solicitor who will act if I do not give her the word by morning. Shall you withdraw, and accept my offer of settlement, or shall we take this to the courts?"*

Call it blackmail if you will, but the aggressor agrees to a truce if given enough financial consideration.

*Test Target Number:* Social Defense; but this will rarely be resolved as a simple Skill Test.

*Adventure:* Direct confrontation.

*Cost:* Creates a Moderate Secret.

*Social Outcome:* The cost of quiet is one Major Favour per success, or one month's income for the aggressor per success. This is one of the few exceptions to the general case where the cost is dependent on the target's Economic Level. This may be paid out in lump sum or over time, as determined by role-playing.

*Economic Outcome:* NA

*Detection Difficulty:* Obvious

## *Sabotage*

*"Your Grace, bad news, I'm afraid. Someone removed the screens at the back of the warehouse, and the rats have got at the stores. Half the shipment is ruined, and the supplier can't deliver enough to make up the difference before the contract for delivery comes due."*

Damaging a target directly, through harming their livelihood.

*Test Target Number:* S/ED

*Adventure:* Spoiling raw materials or finished goods in transit, breaking factory machinery.

*Costs:* Minimum of 2 weeks' income for the actor, maximum of 5. The actor gains +1 Step on the Test for each week's income spent.

*Social Outcome:* The actor creates a Moderate Secret of their own.

*Economic Outcome:* For each success, the target loses one EL tag, and has their Cash Reserves reduced by 1 week's income. If the target's Cash Reserves are reduced to zero, this Action has no further effect.

*Detection Difficulty:* 9

## Climactic Actions

### *Cut to the Bone*

*"She was expectin' that ore shipment to come through, she was. Made big promises 'bout what her fact'ry would be producing for the navy. Shame when the train jumped the tracks ju' at the trestle, right? Took a week to recover the shipment and by then the contract 'ad passed to another firm? Terrible 'ow these things happen, right?"*

A devastating economic strike intended to drop the target's Economic Level.

*Test Target Number:* S/ED, but should be the core of an adventure.

*Adventure:* Disrupting the critical governmental contract, ruining the harvest, destroying irreplaceable hardware, releasing confidential formulas to the public.

*Costs:* 3 weeks' income

*Social Outcome:* NA

*Economic Outcome:* For each success, the target loses one Economic Level tag. If the number of tags is reduced to less than zero, the target drops one Economic Level. For GM-controlled C/Cs, the number of tags defaults to the Social Level, unless the story requires a different number.

*Detection Difficulty:* 8

### *Reveal a Scandal*

*"Ladies and Gentlemen, I present the Duke's first wife – not quite as dead as he claimed!"*

Exposing a Secret to society at large. Some will choose to use a proxy, a loyal ally willing to take the fall if it all goes wrong.

*Test Target Number:* The target's Social Defense, but this Action should not be resolved with just a Test. It is too ripe of a roleplaying moment to pass up.

*Adventure:* Confronting the target in a drawing room, penning an open letter to the paper.

*Costs:* 1 week's income

*Social Outcome:* On a success, the actor reveals a target's Secret, which becomes a Scandal of the same intensity.

The actor takes a Minor Scandal if the reveal is successful. If the Test fails, and the reveal is not successful, the actor suffers a Moderate Scandal. If the actor launches this Action without a Secret to reveal, not only does it automatically fail, but the actor takes a Serious Scandal for attempting to destroy the target's Reputation.

*Economic Outcome:* NA

*Detection Difficulty:* 8, or obvious if revealed openly.

## Defensive Actions

## *Bankruptcy*

*"None of this matters if we can't finance the closing. Sell the south fields of the Lancaster estate. Do it!"*

Sacrifice an Economic Level to add money to Cash Reserves.

*Test Target Number:* Make an Economic Level Test against the target's own S/ED.

*Adventure:* Auction off a steam lorry, fire staff members.

*Costs:* Drop one Economic Level

*Social Outcome:* None

*Economic Outcome:* Gain 4 week's income times the original Economic Level, and add it to Cash Reserves. For example, dropping from EL 7 to EL 6 nets £28 (4 times £1 times EL 7). Bankruptcy creates a Minor Scandal all of its own, in addition to any other Scandal caused by dropping an Economic Level.

*Detection Difficulty:* Obvious

## *Countermeasures*

*"These bastards don't know who they're trifling with. Remind Lady Bosworth of the help we gave her with that unfortunate Prussian cousin. Then visit Baron Jermyn and let him know we'll be there for his banking bill in the House of Lords this year."*

Seeking out weaknesses in the actor's attacks and making them pay.

*Test Target Number:* The actor's S/ED. The identity of the actor must be known to the target.

*Adventure:* Make social calls, sometimes confrontational, to the actor's allies. Bring other rivalries to bear on the actor, in an 'enemy of my enemy is my ally' maneuver.

*Costs:* 1 week's income

*Social Outcome:* S/E Actions against the target are more costly. For each success on the Countermeasure Test, increase the cost of any subsequent Action by the actor by 1. If the actor cannot or will not pay the additional costs, the Action automatically fails. The GM may wait to reveal the increased cost until after the actor declares their aggressive S/E Action Test.

*Economic Outcome:* The same as with the Social Action.

*Detection Difficulty:* 8

## *Mitigation*

*"I need you to make this go away. Have some ruffians show up at his door with a one-way ticket to Prussia. Encourage him to make himself scarce and they won't be able to prove anything."*

Lessen the intensity of a Secret. This may require adventure or roleplaying. At the very least, the player must explain what actions are being taken to make the Secret less odious or tougher to prove.

*Test Target Number:* The target's own S/ED.

*Adventure:* Bribe inconvenient people to go away, pay down a gambling debt, secure favourable coverage in the press, conceal the movement of moneys through financial Engines.

*Costs:* 1 week's income per intensity level of the Secret. Minor: 1 week's income or a single Favour, Moderate: 2 weeks, or 2 Favours, and so on.

*Social Outcome:* If the Secret is real, increase the Target Number to identify it by Prying by +2 per success on the Mitigation Test, or decrease its intensity by one rank, at the choice of the affected character. If the Secret is false (such as one created by a Fiddle and Dodge Action) and

the Mitigation Test succeeds, reduce the intensity of the Secret by one, and add +1 Step to Tests to Detect or counter further attempts to use the Secret. On a Rule of One result, the intensity of the Secret is increased by one and is revealed, causing a Scandal. The attempt at cover-up is often seen as the worse offense.

*Economic Outcome:* None

*Detection Difficulty:* 16

### *Pinch-Penny*

*"Sorry, we simply cannot afford such an extravagance at this delicate time."*

Spending cautiously and investing wisely to bolster Cash Reserves.

*Test Target Number:* Willpower Test against the character's own S/ED.

*Adventure:* NA

*Cost:* Loss of 1 tag to Economic Level. Character may take no other actions that have a monetary cost for a week.

*Social Outcome:* NA

*Economic Outcome:* Add 1 week's income to Cash Reserves for every success.

*Detection Difficulty:* 8.

### *Stiff Upper Lip*

*"You know me, you know my family. We have always stood for integrity. We need you to stand with us, now, and fend off this calumny that threatens to besmirch a name older than Magna Carta."*

Speaking with peers and rallying the workers and loyal customers, either on your own behalf or to help out an ally. Generally this counts as a Major Favour. In some cases, a noble's household will rally behind their master and provide this action on his behalf.

*Test Target Number:* The aggressor's S/ED. If the identity of the aggressor is unknown, increase the Target Number by +2.

*Adventure:* Inquire among peers, the help, or others in the know.

*Cost:* 1 week's income.

*Social Outcome:* +2 to defend against the next social attack against the target.

*Economic Outcome:* +2 to defend against the next economic attack against the target.

*Detection Difficulty:* 16

## Aggressive Action

Instead of using defensive actions, the target could use choose any of the aggressive actions described above. The target must know the identity of the actor.

## An Example of S/E Conflict

A GMC Aristocrat named Lord Finch-Hatton, a bit of pill, has gotten up the nose of a Big Game Hunter, Sir Alistar, another GMC. Sir Alistar has recently been knighted, which has brought his Social Level up to 5. He hasn't the least interest in risking his new-found status in a public spat, so he engages the services of the Player Characters. Lady Alice Beckett, Aristocrat, leads the party. She has recently fallen to Social Level 4 as a result of a nasty social attack instigated by none other

than Lord Finch-Hatton. The others are Dr. Jermaine Lancaster, a Weird Scientist of the Heron School; Lt. Barry Sieff, a Military Officer currently on detached duty, awaiting the formation of a new regiment; and James Harris, a Dodger who sometimes passes himself off as Sieff's valet. Sir Alistar pays most of the party in folding money, but to Lady Beckett he promises a Favour. When she is ready, he will put the right words in the right ears to rehabilitate her Reputation so she can raise it to 5, putting Social Level 5 back within her reach.

## First Exchange

The party begins with **Investigation**. Lady Beckett pays the cost and makes a Secrets of the Aristocracy (8) Test against Lord Finch-Hatton's Social Defense. She gets two successes, which grants the party a +4 Step bonus to the next Test they make for a Social/Economic Action. Fortunately for them, Lord Finch-Hatton doesn't make his Detection Test to spot Lady Beckett nosing about. He spends the week zipping through the countryside in his new microsteam sulky.

The GM informs Lady Beckett that she's discovered Lord Finch-Hatton is often seen entering a gentleman's club, Boodle's, in the City of Westminster. This is not unusual, but he is not seen leaving the club nearly as often as he is seen entering. Furthermore, there are few accounts of how he entertains himself while there. Is he leaving the club through some other means? And for what purpose?

## Second Exchange

The team engages in **Prying A Bit**. They pay up and call in a Major Favour. To possibly detect this, Lord Finch-Hatton makes a Secrets of the Aristocracy Test against Lady Beckett's Social Defense. With two successes, he now knows that Lady Beckett and her troupe are moving against him.

The GM sets up an adventure. After infiltrating the club, the group finds that Lord Finch-Hatton is disguising himself as a pastry chef and leaving with the kitchen staff. The GM rules that instead of playing out the rest (it is a good stopping point for the game session, and getting late in real life), Harris can make a Streetwise Test against Lord Finch-Hatton's Social Defense to find out what's going on. He gets a +4 Step bonus from **Investigation**, and an additional +2 Steps from the GM because the adventure went well. With +6 Steps and a point of karma, Harris gets three successes. That's good enough to uncover a Serious Secret. For a SL 5 Aristocrat, a Serious Scandal could result in 1 permanent SL loss, as well as a temporary -3 SL lasting 3 months. The GM has already decided that Finch-Hatton does indeed have a Serious Secret. He has been attending animal fights, which is low class enough to cause a loss of Reputation. Even worse, he attends an underground fighting club which features the unholy monstrosities created by Promethean Weird Scientists.

Since Lord Finch-Hatton knows the party is on his trail, he uses **Countermeasures**. By putting the right words in the right ears, he makes it clear there will be costs to those who cooperate with the player characters. He scores two successes on his Interaction (9) Test against the average Social Defense of his social class. Harris makes a Test to detect the Countermeasures and fails, but will find out soon enough. The next Social Action the party takes will cost an extra 2 weeks' income.

## Third Exchange

The party attempts to discover proof of Lord Finch-Hatton's Secret with another Investigation action. The GM runs them through another adventure. They arrive at a warehouse where the illegal bout is supposed to be held. The GM calls for the Investigation Test. Lady Beckett succeeds, but

the GM tells her player that in light of the successful Countermeasure, they'll need to pay a lot of extra money. They don't have that kind of Cash Reserves, and find themselves in an abandoned, unused fighting pit, beset by hired goons. Without Lt. Sieff's quick thinking and Martini-Henry carbine, it might have been the end of their story.

Lord Finch-Hatton, meanwhile, has hired a team of Dodgers for a **Fiddle and Dodge** action. Since Lady Beckett has been blameless as of late, attempting to regain her Reputation, he has the Dodgers fabricate a Minor Secret, that Lady Beckett herself has an improper gambling habit. Lady Beckett succeeds on her Test to detect the Fiddle and Dodge, and she is not happy. Of course, in addition to the financial costs, this creates a Moderate Secret for Lord Finch-Hatton.

## Fourth Exchange

The party rallies around Lady Beckett. They pay the costs, but also call in a couple Favours to boost the chances of their **Investigation**. With +6 Steps for the Test, they are confident of success. As they play through the adventure, the GM works the Favours into the narrative. Lady Beckett convinces Sir Alistar to connect her to a bookie he knew from his less reputable days, something he is loathe to do. Lt. Sieff calls on his Contact from the docks to get a midnight boat ride through the canals at the right time to intercept the right barge. The GM calls for the Test and the party succeeds in their Investigation. Dr. Lancaster uses an amazing device – a sort of instant camera – to record Lord Finch-Hatton's presence at the fight. Had the Investigation Test failed, Lord Finch-Hatton wouldn't have been at the bout.

At the same time, Lord Finch-Hatton's band of Dodgers has continued their assault on Lady Beckett's character with another **Fiddle and Dodge**. By investing some of his considerable resources, they are able to increase the severity of the Secret to Moderate. Allegedly, Lady Beckett was driven to sell some of her family's jewelry to pay her gambling debts. Again, Lady Beckett makes her Secrets of the Aristocracy Test to discover their meddling. She's starting to get nervous.

## Fifth Exchange

Everything comes to a head. The party decides to **Reveal a Scandal** by releasing Dr. Lancaster's photographs and several eye-witness reports to a newspaper. Because of the successful adventure, the high quality of the proof, and the timely use of Lady Beckett's Impressive Display Skill, they've accumulated a +6 Step bonus to their Test. Lady Beckett is Social Level 4 and in a Social Level 5 situation, however, so that's -1 Step for a final bonus of +5 Steps. Everyone holds their breath as Lady Beckett's player adds karma, throws the dice, and beats Lord Finch-Hatton's Social Defense! His stock falls, invitations to parties are withdrawn, and his Social Level takes a beating. He attempts to **Reveal a Scandal** in return, telling everyone about Lady Beckett's trips to the tracks. However, with his permanent SL loss of -1 and temporary loss of -3, he is effectively at Social Level 1. He takes a -4 Step penalty on the Interaction Test with his former Social Level 5 peers and fails. Humiliated, he withdraws from society to lick his wounds. The party now has a Minor Scandal, from being so closely associated with the turmoil. However, after a respectable amount of time passes, Sir Alistar puts a good word in for Lady Beckett, and she finds herself welcomed back into Social Level 5.

She's not unscathed, though. There's still a team of Dodgers with 'proof' of her gambling problem. Lord Finch-Hatton, while perhaps never regaining the same level of influence he once had, will bear a deep and abiding grudge against Lady Beckett and her friends.

# Economy of Favours and Other Rewards

Not all player characters will be motivated by money. Some want information, some fame, and others prefer to deal in Favours owed.

## Secrets

Knowledge may be valued more than guineas. A Moderate Secret might replace half of the financial payment where a Serious Secret might replace all of it. The character would need to have the proof to be able to reveal it.

## Favours

Being owed a Large Favour can be more valuable than payment in pounds. Depending on the people involved, the Favour may replace part or all of a cash payment. This can also be used to have an old, unrelated Favour marked off the books. Owe a Journalist for looking into a rival's woes? Have your current employer invite the Journalist to a Duke's wedding.

## Renown

A well-connected patron can get one's name mentioned in the right circles and paper, broadly increasing the chance that others have heard of them. In lieu of money, the character can reduce their Renown Target Number by one point as a reward, increasing the chance that others will treat the character favourably. At each tier, there is a minimum to which the Renown TN can be reduced. A Novice can never have a lower Renown Target Number than a Journeyman, for example.

### Renown By Tier Table

| Tier | Base Renown | Minimum Renown | Bonus |
|---|---|---|---|
| Novice | 16 | 13 | +0 |
| Journeyman | 12 | 10 | +1 |
| Warden | 9 | 8 | +2 |
| Master | 7 | 6 | +3 |

STEWED EELS

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