OneDice

ABNEY PARK'S

AIRSHIP PIRATES

QUICK AND EASY RULES FOR STEAMPUNK
ROLEPLAYING IN THE WORLD OF ABNEY PARK

OneDice

AIRSHIP PIRATES

Quick and easy rules for steampunk roleplaying in the world of Abney Park

by Peter Cakebread

Based on the songs and stories of Robert Brown

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Purveyors of Fine Imaginings

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Introduction

It's 2150.

The world is mostly a dangerous wilderness.

The Neovictorians huddle in grim, overcrowded cities.

Outside the city walls, the Free Peoples dwell – the Neobedouin in their gaudy caravans; the Skyfolk in their flying cities.

And, risking the guns of the Imperial Air Navy, the freest of them all

– the Airship Pirates!

Welcome to the world of *Abney Park's OneDice Airship Pirates* Roleplaying Game! You've heard the songs; now it's time to live the life!

Gather your friends and you'll soon be immersed in the weird and wonderful world of post-apocalypse 2150. Whether you choose to play the part of a Neobedouin nomad, an oppressed Neovictorian, or an inhabitant of one of the flying Skyloft cities, you'll soon be joining the crew of a pirate airship and taking to the skies for a life of adventure. Well, in your imaginations, at least! You get to play the heroes or scoundrels of the story – and probably both!

About This Book

This book contains everything you need to know to play or run games in the world of *Airship Pirates*.

The **Introduction** is what you are reading now.

Chapter One is all about the *Airship Pirates* world – what it's like, who lives there and how an airship pirate makes his or her living.

Introduction

Chapter Two tells you how to play the game and how to make a character - your character is the airship pirate you control in the *Airship Pirates* world.

Chapter Three has some handy notes for the Gamekeeper. Players should skip this chapter!

Chapter Four contains some adventure ideas to get you started on your voyages. Players shouldn't read the adventure ideas, as it will spoil them!

And at the back of the book there is a character sheet and a ship/crew sheet, which can be photocopied for use in the game.

What is a Role-playing Game?

Role-playing games (RPGs) are a kind of "Let's pretend" – but you don't need to dress up and run around, you all play around a table, using your imaginations to tell the story.

Players play a character in the imaginary *Airship Pirates* world – and you describe what your character says and does.

You can say exactly what you want to say (as long as it is the kind of thing your character would say), get your character to attempt to do whatever you want him or her to do, and the Gamekeeper is there to tell you what happens next.

When you want your character to act in the game, the Gamekeeper will sometimes get you to roll a dice to see if your character succeeds or fails in what he or she is trying to do. The Gamekeeper is in charge – it's only fair, they have to present a story, apply the rules and keep the game moving.

Abney Park?

It's possible you may be wondering who or what Abney Park is. Abney Park are a Seattle-based steampunk band whose fictional adventures, travelling through time in the airship *HMS Ophelia*, are told in their songs. Their music is, of course, the ideal background music when playing the game. If you haven't discovered their albums yet, check out their web site at www.abneypark.com and search for their videos on www.youtube.com.

More on Gamekeepers and Players

Perhaps the best way to describe the difference between the Gamekeeper and the Players is to imagine it's like a movie. The Gamekeeper writes and directs, as well as playing all the extras, villains, etc. The Players are the actors, who play the role of the main heroes (their airship pirate characters). But, unlike in the movies, there isn't a set script that everyone has to follow – the Players decide what their characters are going to say and do, and those actions will often change the direction the movie takes and the reactions of the Gamekeeper's characters.

A game can last as little as two or three hours, but you might want to play a long adventure, that carries on week to week, like a TV series – the characters gaining experience and skills as they go along, defeating old villains, meeting new ones and generally acting like heroes.

What Will I Need to Play?

This book; some friends to play with (two is enough for a game, but more is better); some pens, pencils and paper; some tokens to represent Doubloons (toy coins, poker chips, squares of cardboard - whatever really); and a six-sided dice (the sort you get in most board games).

Rolling the Bones

A six-sided dice is the only dice you need to play the game. When you want your character to do something that is risky (such as have a fight, climb a steep cliff, etc.), the Gamekeeper will give you a Target Number and ask you to roll a dice to beat it. You'll roll a number between one and six – which you might get to add a bonus to. What you rolled, including bonuses, is compared to the Target Number. If you equal it or beat it, your character succeeds in what he or she was trying to do, if you don't, your character fails.

If you fail, you might need to spend some Doubloons to save your character. Everyone has some Doubloons at the start of each game session. You can use these to perform cool stunts or avoid disaster.

So it's simple – you roll your dice, add any bonuses, and find out if your character has had a success or failure.

Introduction

The Other Airship Pirates

There are two versions of the *Abney Park's Airship Pirates RPG*; the one you hold in your hand, and the *Heresy Engine* edition. The other edition of the game is a huge 300-page full colour book, with much more information on the game world and a more complex set of game rules. They are both set in the same game world, so information from that book and its supplements can be used to enrich your games of *OneDice Airship Pirates*, but they are not at all necessary to enjoy this game.

Chapter One – The World

Note: There is a timeline, covering the events that led up to the Apocalypse, in the Gamekeeper section of this book. What follows is a potted version of the history of the timeline, along with details on the world (and the people in it) as it is in 2150.

The Apocalypse

Our own timeline has been lost – history began diverging in the eighteenth century, due to the interference of some strangers travelling in a mysterious airship.

By the end of the first half of the nineteenth century, the world was largely at peace. But with peace and prosperity, came overcrowding and massive environmental damage.

Victor Hypocrates became the President of the United States of America. He called for the world to unite against the threats of pollution and overpopulation and for the creation of a "new wilderness". His fanatical "Neovictorian" followers, demanded Victor be made World President. The world's governments folded and he took over, first as World President, then, later, Emperor for life.

Between his enthusiastic supporters and secret enforcers, the world was bent to the dictator's will. Laws were passed banning new innovation. Innovators were locked up and technology was wound back to the Victorian era (remember: that's a different Victorian era!). Victor cared nothing for humanity, and had secret plans to return the whole world, bar a few mega-Change Cage cities, to nature.

Victor II shared his father's vision. The Great Rectification continued. The wilderness was stocked with genetically engineered carnivorous uber-beasts, and those people not herded into the new cities, were herded into the wilderness to be eaten. Nevertheless, some Free People survived – the Neobedouin and the Skyfolk.

Now, in 2150, the human population are mostly huddled in the Neovictorian Change Cage cities, brainwashed by a hundred years of misinformation and propaganda. Victor Hypocrates III rules the Neovictorians – but he is a distant figure, who maintains little contact with his remaining people.

The Skylofts

The Skyloft cities are mighty (and not-so-mighty) platforms, originally built to escape the Great Apocalypse. The Free People who live on them are known as Skyfolk.

Taking to the Skies

One hundred years ago (2050), Emperor Victor II and his forces had begun the process of depopulating the earth. Some people hid, some fought and died. Some tried to run, but found they had nowhere to run to. Some waited, hoping things would improve – their hopes were dashed, as the world they once knew crumbled around them.

Others found a different solution – they built Skyloft platforms and took to the skies. Many of the early constructions failed - but some survived, and even prospered.

The Balance of Power

The Skyloft cities are all independent of each other. Nevertheless, all the Skyfolk agreed, very early on, that they would band together if the Emperor ever attacked them. They made the Declaration of Allegiance Pact. By the time Victor II had finally consolidated his control over the land below, the Skyfolk were settled in their new aerial homes. Each Skyloft city had found its own place in the skies. The Emperor found he simply did not have enough resources left to clear the skies of the mavericks. The Declaration of Allegiance Pact pledged the Skyfolk to band together and make war on the Change Cage

cities in the event of any imperial attack. Victor II had hoped to assault the cities piecemeal; the pact prevented him from doing so.

An uneasy truce still holds. The Imperial Air Navy (see p.38) patrol the skies – hunting pirates, checking on the Free Peoples, and flexing their military muscle. The Skyfolk tolerate the IAN, while threatening to invoke the Declaration of Allegiance Pact if they ever overstep themselves.

Born to Fly

Some of the Skyloft cities are primarily markets, some are primarily small-scale manufacturers, and some are pirate havens. Most Skyloft cities have their own cultural peculiarities. Nevertheless, there are certain attitudes and lifestyles that most of the Skyfolk share (although, there are exceptions to every rule).

Independence

The Skyloft are fiercely independent. They saw what happened to those who tried to hang on down below and are determined they will never share that fate. They have a deep suspicion of authority. If their own administrations become too draconian, the people soon start muttering "We may as well have an Emperor" – when that happens, it's usually a sign that the administration is about to change.

Defence

All of the Skyloft cities are wary of being overwhelmed by the IAN and aware they present a tempting target for raiding pirates (even cities run by other pirates). Some raise taxes to pay for a specialised defence force; others demand all residents join a "voluntary" city defence force. The pirate cities just rely on there being enough pirates in port at any one time to defend the place.

Pioneers

Although some of the sky cities are all but permanently moored, the people who dwell on them like to think that they could take to the skies at any time and relocate as needed. Even if, in practice, impossible, belief in an ability to up sticks and start again is a source of pride for the Free Peoples of the Skyloft cities. Skyfolk culture tends to celebrate life in the skies and most sky cities hold yearly festivals to commemorate their first launching.

Gadgeteers

The Skyfolk love practical experimentation. Even those not working as engineers tend to include mechanical construction amongst their hobbies. Those that can afford it, build small private workshops. Those that can't, can often still be found tinkering away at a pet project, using scavenged parts and home-drawn designs.

Pride

The Skyfolk tend to have a fierce love of their homesteads. Each Skyloft city has its own distinct culture, with unique flags and symbols, and they are physically often very different in appearance. The Skyfolk tend to believe their own platform is the best of all – in terms of structure, beauty, and the abilities of its people – and will react with hostility to any slight against their city's good name.

Chapter One – The World

Overpopulation

Nearly all Skyloft cities suffer from chronic overcrowding. Some of those that are permanently moored have expanded their platforms, but it's a simple fact of life that space is limited. The populations aloft resist attempts at enforced birth control – due to an innate hatred of the concept ("We might as well live in the Empire!"). So there is a tradition of younger sons and daughters leaving the cities – the unlucky are sold as slaves; the luckier are cast adrift to become travelling entertainers, merchants or pirates. The latter might leave to join an existing pirate crew; or en masse, in a new airship provided by their city. Pirates tend to live short, if exciting, lives, but those that do survive to retirement usually settle on those Skyloft cities whose main function is to act as a pirate base.

(Nearly) Everyone Loves a Pirate

The Skyfolk love pirates. Well, more precisely, Skyloft children are obsessed with the tales of pirate heroes, and as adults tend to retain this enthusiasm. Even the more serious-minded defend piracy as an understandable response to the state of the world.

Of course, not everyone has such a rosy view of piracy. Merchants resent their losses; and pirates have raided the Skyloft platforms. Nevertheless, the Skyfolk generally defend pirates; at times harbouring them, trading with them and emulating them. If a pirate action oversteps the mark and an atrocity is committed, the general view is that those are the actions of villains, who aren't "real" pirates, or that the situation has been exaggerated.

Getting By

Most Skyfolk work in mercantile, engineering, combat and aviation-related trades. The main economy of each Skyloft city varies. Some have settled farms, such as the terraced farms of Isla Aether; some specialise in buying salvage and repairing or manufacturing machines; some specialise in artisan work, transforming raw trade goods from the Neobedouin gatherers into finished goods; and some facilitate trade between other Skyloft cities and the Neobedouins. Many Skyloft cities dabble in a mixture of trades – merchants buying and selling, artisans manufacturing on a small scale, while the underbelly dabbles in smuggling, slave trading and piracy.

Some Skyloft cities function purely as pirate havens. These platforms are often in the most inaccessible or remote areas, or else keep on the move. The IAN often play "cat-and-mouse" with them. If they hunt down such a haven, they'll set up a blockade, picking off pirate ships and effectively shutting down (but never attacking) the platform.

Pirates!

Pirates are roaming vagabonds of the air.

The Pirate Life

Pirates live by a variety of nefarious means – most through traditional piracy, plundering airships, barges and tribes; some work as smugglers, moving goods to the Bargefolk; some are slavers, transporting their unfortunate cargoes to work on terraced farms or in the households of the wealthy; and one crew has even been reported to stoop as low as to supplement their income by forming a mime troupe, although this terrible practice is only referred to in whispers.

Airship pirate crews usually also have a shtick – a non-pirate means of income – such as performing as a band, running a theatre troupe, or whatever (even mime, gulp!).

Pirate Codes

Pirates don't go in much for rules, but even they realise that sometimes agreements have to be made or else nothing would get done. There are ships and pirate sky cities where the only rules are those of the biggest bully – but unless that bully is truly fearsome, they don't last too long. So many pirate Skyloft cities and individual pirate ships subscribe to a pirate code, which varies in detail from ship to ship and city to city.

At the allegiance ceremony (where candidates might pledge over a pair of crossed cutlasses or steampistols; a bowl of blood; or a human skull), it's made clear what happens to those that break the code – invariably something very unpleasant. Aside from execution ("walking the plank") or other grim punishments (such as being "swung around the ship/platform"), marooning is a common punishment for serious crimes. Marooning consists of being set

down in the wilderness with a flask of rum, a hunk of bread, a steampistol, and a single bullet.

A typical pirate agreement

Every pirate has a vote in the running of things.

Every pirate has the right to food and strong liquor, unless scarcity forces a vote to forbid it.

Each pirate has a right to a share of the booty, as agreed. If any pirate steals the common booty they shall be marooned in a deserted place. If any pirate steals from another he shall be cut with a blade and let off at the nearest pirate port.

Every pirate must keep their weapons in good order.

Desertion in battle shall be punished by death or marooning.

No fighting aloft. Any quarrel between crew-mates to be settled on land with cutlass and steampistol.

The Details

An individual airship crew might have their own extra clauses. For instance, they might agree that no-one should leave the company until everyone has earned 1,000 He; the company should be all-male or all-female; everyone must obey the orders of their captain, first-mate, etc.; no music on a Wednesday; no smoking below-decks; all punishments to be decided by the captain and a majority crew vote, etc.

Rewards

The pirate code in a home city might demand a share of booty from returning ships – used by the city to buy helium, pay a carpenter to patch up holes in the city floor, etc. In other words, a tax.

The pirate code on an individual airship will probably lay out who is entitled to what share of the booty – the captain might get two shares; the master gunner, quartermaster, etc., one and a half shares; while the rest of the crew get one share each.

If there is no booty, there is no pay. The captain isn't responsible for paying the crew a wage, but if they aren't given the chance to earn some booty,

every now and again, they will no doubt look for a new captain – it's in everyone's interests to get on and do some plundering.

Plundering isn't the only road to riches for airship pirates. Most pirates have a shtick. The chances are that it will be the Adventurers who are the most important members of such a group, and earnings from performances, festivals, trade enterprises and the like will be shared in the same way as booty.

The Neobedouins

The Neobedouin are Free Peoples who live in tribal groups scattered across the wilderness.

Scattered and Broken

The Neobedouin story is rooted in disaster.

The Great Apocalypse changed everything. The uber-species began to decimate the population, while the Chuno Ggun (see p.40) finished the job. While the Skyfolk took to the skies, others stood and fought below. Their bravery was not in doubt, but their cause was doomed to failure.

But some clung on. They hid and found ways to survive, on the edges, in the margins. They scavenged. They moved on when the enemy came near or when they'd stripped an area of resources. They banded together for protection, each group no bigger than a few families. These little fledgling communities were painfully vulnerable, but they adapted. They are known as the Neobedouin.

Origins

Neobedouin existed pre-Apocalypse. Indeed, in his youth, Victor Hypocrates had travelled with a Neobedouin group. The early tribes were a reaction to an industrial world. Some wanted to freely wander, unconfined by city walls; others wanted a return to nature. Better placed to adapt, some of them survived the Apocalypse – but by no means all. They had the skills needed to live in the wild, but not to cope with uber-beasts and the Chuno Ggun. Many were wiped out.

—and in a voice like a broken Carburetor said,

Trust Me.

Some tribes can trace their ancestry to these pre-Apocalypse groups; others are comprised solely of those who managed to flee just before the formation of the Change Cage cities. A precious few managed to escape from the terrible new cities after their construction. Most tribes are comprised of a combination of all three groups.

Clinging On

For decades the Chuno Ggun went about the task of cleansing the Earth of humans. When the Emperor was satisfied there were too few people left to start over, he scaled down his armies. The IAN were formed, against the threat

of the Skyfolk, and Victor concentrated the rest of his efforts on containment, herding the population into giant Change Cage cities, to be pacified and indoctrinated.

The Neobedouin began emerging from their hiding places. They began to range, searching for salvage and resources. They weren't safe, their exploration often leading them to their doom. But the world is a big place, and humans are tenacious.

They began to work out how to deter the most dangerous predators. They domesticated some of the more docile beasts. They supplemented traditional caravans and trailers with scavenged vehicles. As the Skyfolk began to establish themselves aloft, both groups began to realise trade could be mutually beneficial – Neobedouins supply raw materials and scavenged items in return for Skyfolk manufactured goods. They also trade with the Bargefolk, selling them meat destined for the cities.

Dangerous Neighbours

Some tribes sit apart from the others. These renegade hostile tribes prey on those weaker than themselves. They gather resources, not from the world about them, but through force of arms. They think nothing of slaughtering another tribe's warriors and elders, stealing their vehicles and livestock, and enslaving any survivors.

The Enemy

The IAN tend to avoid engaging Neobedouins. They're fair game, but usually scatter before the airships can close in. Disembarking is fraught with danger and there is little glory or treasure to be earned fighting primitive Neobedouin.

The Chuno Ggun are a different matter. When the Neobedouins see a black frigate overhead, they realise they are facing a more deadly fight, a battle for the tribe's very survival. The Chuno Ggun were officially disbanded, but Victor kept some units operative. The Chuno Ggun prefer to concentrate on terrifying ambushes, designed to wipe out an entire tribe in one go. They particularly focus on Neobedouins who seem to be "settling down" (having perhaps located a rich seam of natural resources or a fuel refining plant). This ensures the tribes remain dispersed and nomadic.

Chapter One – The World

The Freedom of the Road

The Neobedouin are a wandering, nomadic people. Most of their time is spent travelling in tribal convoy. Tribes take a pride in their vehicles – spare parts and fuel are considered as essential as food and water. They use diesel or steam power, according to what's available. Tribes that can't easily access oil still maintain a few diesel vehicles, even if just one or two motorhogs or trikes.

Larger families often own large steamtrucks. These pull articulated trailers, as many as four giant trailers might be pulled by one engine. Smaller families, and groups of single men and women, travel in caravans, pulled by mastodons or even indrikkis.

Faster vehicles or mounts circle the bulk of the convoy or camp. Predators stalk the Neobedouin and their livestock. Where they're available, Neobedouin use cars (fitted with prongs, roll-bar cages and armour), to patrol the convoy/camp perimeter.

Life's Essentials

Neobedouins are usually on the road; or setting up/breaking camp; foraging; and tending their herds. Their equipment is mostly basic and primitive – bone utensils; clothes made of hides and fur; etc. They might have large trailers, but they're often overcrowded. There are few tribal doctors and medicine is only available through scavenging or trade. Cooperation is the key to their survival. The tribe as a whole is like a big extended family, and all members of a tribe share a common last name.

Some tribe members drive and fix engines. Others train and ride beasts. Some specialise in salvage and trade. Some are herders. Others work as scouts. Everyone take turns cooking, slaughtering, skinning and gathering. Most Neobedouins can play a musical instrument, and all love to dance. The most entrancing dancers are the beast dancers.

Most tribes are led by elders and a shaman. More warlike tribes sometimes have a headman, headwoman or chief. Shamans are usually feared as much as respected. No-one doubts they have secret knowledge, and perhaps dark powers. Shamans serve long apprenticeships, and most fully-fledged shamans are very old.

We are all defined by our speed – and our hunger.

Getting Along

Most tribes get on well enough with neighbouring tribes. When tribes meet, it's an excuse for a mini-festival, and perhaps a little trade. Such meetings don't always go smoothly. There can be friction over access to resources, and some tribes are just plain hostile.

Neobedouin tend to distrust Skyfolk. They are largely oblivious to the fact that the Skyfolk look down on them, but they think those aloft haughty, treacherous and peculiar. The Neobedouin tend not to discriminate between

pirates and other Skyfolk (although weaker tribes are preyed upon by pirate slavers), seeing them as all the same tribe.

Festivals

The Neobedouin love partying. Aside from relaxation, festivals are an opportunity to meet old friends, broker marriages and alliances, trade, and swap news. The larger festivals can go on for days. There's usually plenty of gambling – mainly on horse races, camelops races, bare-knuckle boxing and wrestling matches. Beast dancers tend to be exempted from tawdry fighting competitions, although they are in great demand when it comes to the evening dances.

While the others feast and eat, traders from each tribe furiously negotiate deals – fortunes in livestock and fuel change hands. Occasionally a festival will take place in the shadow of a Skyloft city and the Skyfolk are invited to join in (as long as they bring trade goods with them).

The biggest festival of them all is the annual tribal gathering at Helium City .

Initiations

Most tribes have a coming-of-age initiation ritual. The initiation varies from tribe to tribe, with the exception of those who wish to nominate themselves beast hunter initiates. The ceremony may require the youngster to complete a task (repair a broken vehicle, craft an item, perform a dance, etc.), and will often include some form of physical transformation (getting a piercing, tattoo, etc.). After the event, the tribe welcomes the new adult, holding a special celebration in his or her honour.

Beast dancers are initiated in a far more dangerous ceremony. The initiate must walk alone into the wilderness, armed with the traditional weapons of a beast dancer, to slay a beast (the beast might vary from tribe to tribe, but will be dangerous!). The tribe usually thinks no less of the initiate if he or she declines the opportunity. If the initiate accepts and succeeds, it is seen as a wonderful omen, and the new beast dancer will be featured in the ongoing tribal stories and expected to dance and show off at the great festivals.

The Neovictorians

The Neovictorians live in the giant Change Cage cities.

They're Building a Cage

Victor I began the work of transforming the planet and, when he died, his son, the next Emperor, continued it. Uber-beasts, genetically hard-wired to attack humans, were created and released. Twentieth century technology was banned. The military began to herd the population into the newly built Change Cage cities. Any who resisted were hunted down by the Chuno Ggun.

The Change Cage Cities

Change Cage cities were designed to contain the human population in a few concentrated areas. At the heart of each, a Change Cage was built – an impenetrable fortress into which innovative ideas, technologies and inventors are thrown. There are only seventeen Change Cage cities in the world, all ruled by Victor Joseph Hypocrates III. In North America there are three – Desolation, Old Borealis and Everglade – Desolation in the Nevada Desert; Old Borealis on the edge of Lake Winnipeg; and Everglade in the Florida swamps. They are each home to over ten million people.

Chapter One – The World

Outside the cities there are a few Chuno Ggun and IAN bases; some tiny, isolated research stations; the Emperor's Palace; and some small, heavily guarded, mining settlements. Automata mostly work the mines and harvest the wood – the only exception to the Emperor's rule forbidding the cutting down of trees.

City Overview

The Change Cage cities are all laid out in much the same way (with minor variation due to geography). Each city is surrounded by a huge wall, defended by steamcannon emplacements. The guns are officially for defending against flying predators – they're really there to deter pirates and Skyfolk.

The only way out is via barge or train. The railway links the city to mining settlements and other Change Cage cities. Just a few, heavily armed and armoured, trains run. The canals are busier, home to the Bargefolk who work on them. Most Neovictorians will never see a train or barge, and will never meet those who run them.

The poor live in filthy tenements. Most poor Neovictorians never leave their own block. The rich live in their own, walled off, area – nearly half the city is given over to them. They have vast garden estates and live in sumptuous mansions.

The only public transport available (aside from walking), is the automaton cabs. Wealthy men and women visit the trade blocks, and upper class men carouse in the pleasure blocks.

The Imperial Air Navy (IAN) have a base in each city. Enlisted men are forbidden to leave it. Officers stay in their mansions, usually only visiting the base to inspect their men and ships, or when leaving on a mission.

Each city also has its Change Cage. The walls of the Cage are higher than any other in the city. There are a myriad of holding cells, inset into the base of the tower – but only one entrance into the central Cage itself. Once inside, the person (or item, design, etc.) is lost to the world forever.

A Note on Technology

Post-nineteenth century technology is forbidden in Neovictorian cities.

(But, remember – **technology in the game timeline is quite different from our own.**)

Steam and clockwork technology is quite advanced. Herr Drosselmeyer perfected the formula for motivating essence and the construction of automata toward the end of the 1890's. Airship technology existed – which is why the IAN never use aeroplanes, but do have airships.

"Difference engines", basic mechanical computational devices, were developed in the nineteenth century. Automata (called Autocrats) pass data through them, to categorise and monitor the population.

Administration

Change Cage cities are run by administrators. Without exception, administrators are members of the upper class. Most administrators are responsible for a city block. They are required to monitor loyalty, prevent innovation, and ensure industry is carried out efficiently. They have supreme authority over their block. Autocrats are responsible for data collection and analysis, administrators for making decisions.

Some administrators rarely visit the block they're in charge of. This is risky. If their block becomes problematic, they are accountable. The Emperor has been known to make examples of even the highest ranking aristocratic administrators. Select committees of administrators are responsible for checking on individual block administrators – looking for waste, factory theft, public disorder – usually targeting the poorest-performing blocks.

The Lower Classes

The lower classes live in tenements in huge walled off blocks – slum complexes ruled by upper class administrators. Rules are enforced by a largely automaton police force. The lower classes mainly work in factories located in their own block. A few work in tiny shops, serving gin and a few pitiful products. Fewer still serve in the better shops, adjacent to the rich estates. Some supplement their income through crime (smuggling, extortion, etc.). Lower class children are given no education, aside from basic instructions in their trade. Population control (no-one is permitted more than two children) and curfews are strictly enforced, and freedom of movement is very limited.

Chapter One – The World

The Blocks

The poor live in separate, walled off, blocks. There are entrances in and out, guarded by Peelers and autocrats. Anyone wishing to leave must show their punchcard and submit to autophrenometer and facial scan inspection. If a problem is detected, the individual is removed to a holding cell. Upper class men don't need to give a reason for travelling. Upper class women should have their punchcards authorised by their husbands or fathers.

Most blocks concentrate on one factory industry; although a few are given over to docks. Much of the unloading and distribution is automated, so dock blocks are less crowded than the others. The smoggy factory blocks pour out pollution. Each block has its own cells and hospital; the hospitals are sparse and unpleasant (the rich sometimes train as physicians, but they only treat other rich folk). Some blocks contain workhouses for orphans.

The blocks bordering the estates of the rich are the least noxious. They have purpose-built shopping arcades, where the fanciest goods are sold to upper class shoppers.

The foulest blocks are inhabited by the misbegotten; neglected and wretched, these ghettos are truly loathsome places.

All blocks operate a curfew. Anyone caught on the streets, after curfew, risks being accosted by a Peeler. Usually the only people on the streets at night are wealthy men, out for a good time. Some administrators are more liberal than others – turning a blind eye to the revelries of the lower classes after hours. But if they allow too much freedom and things get out of hand, or if the Emperor hears of it, they'll be for the chop.

Factories

The lower classes mostly work in factories – building automata; processing food; making domestic items; etc. Some make parts for IAN (and Chuno Ggun) airships, barges and steam trains. Workers often don't know what they are producing. All designs/recipes have to be approved by the relevant administrator. Hours are long, children start work young, and holidays are non-existent. One day off is granted per week. Many people die at work – crushed by machinery, drowned in the food vats, etc. The environment is foul. Upper class estates are free of the worst of it – but choking toxins,

stinking miasmas and acrid factory by-products make lower class blocks unremittingly uncomfortable.

Cleansing automata scour the streets at night, using heat-ray steam-cleaners, but they just break down the filth into a sludge, which coats every surface. The sludge is sluiced into vats, but there isn't enough storage space to cope. The Emperor demands all waste is recycled, an impossible request – much of it is unprocessable, though food processing plants do their best to "recycle" the sludge.

Wages are deducted and foremen replaced, if targets aren't met. Stoppages are made for items purchased in the factory shop, which sells food, gin, poor quality clothing and coarse blankets. A few other services are available – automaton barbers cut hair, automaton doctors give inoculations, automaton dentists pull teeth, etc. Small deductions are made for these compulsory services.

Food

Food is manufactured within the city itself. The eating of meat, or use of any animal products, is forbidden. Fungi protein is produced in vast food factories. Raw foodstuff is grown, then cut up and sent off for processing.

For the wealthy, chemicals are added to improve taste and texture, and food is cut and shaped. For the poor, pacifying chemicals are used (extra quantities of which can be added at an administrator's discretion). Additives contain basic vitamins and minerals, but in trace quantities – surviving on it causes one to be continually hungry and slightly undernourished.

The rich keep vegetable and herb gardens. There's also a roaring trade in illicit meat. It comes in from the Bargefolk (who get it from the Neobedouin or Skyfolk). Although highly illegal, the embargo isn't enforced – only the rich can afford meat, and few of them want to be restricted to eating chemically enhanced fungal matter and fresh vegetables.

Factories also manufacture gin, available in two strengths. The stronger for adults, the weaker for children – both are preferable to drinking from the public water supply. Barely palatable rum is also produced, but reserved for the air sailors of the IAN. The rich drink tea (from their gardens), and exotic liqueurs and aperitifs (made by adding artificial flavouring to standard gin).

Chapter One – The World

Trade

For the poor there are small, wretched shops, aside from those located in the factories themselves, but they offer the most basic and cheaply made items, and profits are expected to be returned to the city. Most people live in unfurnished tenements, sleeping on the floor, covered by cheap blankets. Once they have purchased food and gin they have nothing left. Some money is generated by crime, some by people saving through going without, some simply taken from children by their parents (an extreme act of cruelty as they are half-starved already), etc. This cash might be spent on illegal goods, extra gin and food, etc.

The rich have more to choose from. Some of the factories produce items to fill the stores of the trade blocks. The trade block shops are staffed by workers (and automata), who are also not entitled to the profits. Fashion items, gramophones, novelties, confectionery (artificially sweetened fungus products) and other goods fill the exclusive shopping arcades for the amusement of the rich.

Pleasure Blocks

There are many illegal bars and gambling dens, often provided exclusively for the rich. Their existence brings money into the slums, which means a few are also frequented by the criminal lower classes. Smuggling contacts can also to be found in these haunts.

The Workhouse

Neovictorians are only allowed one or two children. Extra children are taken away. People believe they are abandoned in the wilderness. In fact, most are taken to the workhouse. There they're trained to be sailors in the IAN; or to work as bonded servants for the upper class.

They get some food and an education (albeit a harsh one). If a youngster doesn't pass their training, they're not given a second chance. Workhouse children lack love. Many of the tasks in the workhouse are carried out by crude-looking automata, supervised by a human beadle. The block administrator receives an income from those wanting servants, or from airship captains requiring crew. This money is used for upkeep, employing beadles, buying automata, gruel, etc. Corners often get cut to save cash.

Chapter One – The World

The Misbegotten

Pollution has caused mutation among the Neovictorians. These mutations mainly occur in the children of the factory workers, but no-one is immune. The mutants are known as the misbegotten. They are taken from their parents, as soon as the mutation develops, and relocated in separate blocks (according to their mutation type). Any who have particularly rare or unique mutations are sent to the Change Cage.

All blocks are dreadful, but the misbegotten blocks are the worst. The misbegotten are officially never talked about. To raise them as a topic would be most impolite. If an upper class child develops a mutation, then they are removed and never publicly referred to again.

The Automata

The automata are built in the Change Cage cities, designed to work in a variety of roles – as bureaucrats, manual labourers, heavy plant machinery, entertainers, cops, etc. Most lower class Neovictorians despise them. Most of the upper class don't even acknowledge their existence.

They have no rights whatsoever. They are self aware, but go to painstaking lengths to pretend they aren't. They are treated by the Neovictorians as clockwork slaves. They have no homes, aside from their workplaces and, as they do not require sleep, are only permitted short breaks in which to carry out routine maintenance. In some Skyloft cities, automata are considered machines rather than people, and have no rights. Other Skyloft cities and all Neobedouin tribes recognise them as people and treat them accordingly.

Law and Order

Peelers, an automaton police force, keep the peace. They use lethal force against those who resist arrest. They lock up suspects in local holding cells. The administrator determines what happens next, unless the crime is innovation. There is no right of trial for any crime. The administrator receives the Peeler's report and an autocrat analysed arrest record. The administrator might want a report from, or audience with, the suspect. If the suspect is lower class, he often doesn't bother with an interview. If the suspect is upper class, the miscreant is usually fined and let go, after a stiff lecture.

The usual punishment for the lower classes is "exile and exposure". They are taken by train, in a purpose-built caged carriage, and abandoned (usually a long way from any Change Cage or known Skyloft city). If the administrator wishes to show leniency, he has the option of levying a fine, ordering a very few days in the cells, or giving a caution.

If the suspected crime is innovation, the case is referred to the appropriate select committee and details sent off to the Emperor. Innovators are usually swiftly transferred to the cells at the bottom of the Change Cage tower, in anticipation of them being thrown in.

Propaganda

Most Neovictorians support the status quo. They believe Victor I saved humanity and are uncertain about what is actually going on in the outside world – the official line is that no people live outside the cities and leaving them would result in certain death. Propaganda and indoctrination have kept people ignorant and scared, but a lot doesn't quite add up. People "half-know" a lot of things. They're told no-one lives in the wilderness – but goods get smuggled in. They're told there are no enemies left to fight – but the IAN know the truth – that there are Skyfolk, pirates and Neobedouin – and they sometimes let slip a little gossip.

In fact, many people believe that there are airship pirates. A few illegal printing presses operate and some literature is smuggled in from outside. Literacy is patchy in the lower class blocks, but most people can read a little. Pirate stories of adventure and romance are highly sought after by rich and poor alike. While people enjoy fantasising about pirates, most folk would rather live a life of poverty and misery than risk the unknown.

Rebellion

Folk are mostly too confined, too controlled, and mainly too scared, to rebel. Where resistance has occurred, it is contained. Any blocks that become radicalised are starved into submission. Communication between radicals is difficult – smugglers/criminals have the best means of illicitly communicating, but they tend to be more interested in making money than rebelling.

Upper and lower class rebels are wary of infiltration by the Chuno Ggun. So they concentrate on spreading subversive messages and slogans, and

individual acts of sabotage. There's plenty of absurdist and surrealist propaganda and graffiti, which uses humour to mock and expose the official propaganda. Examples include – recruitment posters for the IAN (who never

recruit); posters warning citizens to beware of airship pirates (who don't officially exist); and invitations to visit the gardens of the upper classes (who never let the lower orders anywhere near their grounds).

The Rich

The upper class are descended from the grand families who supported the first Emperor in his apocalyptic dream. Despite the luxuries, the wealthy are still restricted. Aside from the IAN, upper class people are confined to the city. Their diet is better, but they are still officially forbidden from eating meat. And, like the poor, they are restricted to having a maximum of two children.

Men usually go on to work as administrators or officers in the IAN. A few train as physicians, to attend to other rich folks, or vicars. Most don't work at all – leading a life of leisure. Upper class women are expected not to work. They *might* be permitted a small hobby and may attend social functions and balls. They may even have an allowance, to spend in the trade blocks. But women are generally encouraged to stay at home.

Morals and Manners

Upper class Neovictorian society is governed by strict social rules. Appearances are everything, manners should be adhered to and vulgarity is to be avoided. Many topics are considered not fit for polite discussion. There is an accepted order to the day, and it is expected that the household is presentable and acts with decorum at all times. People do gossip, but they are careful with whom they gossip (and don't do it in front of the servants).

Upper class women are considered, by upper class men, to be weak and inferior. They are controlled by men from birth, usually by their fathers and then their husbands. They are expected to submit to the male head of the household's authority in the same manner as the children of the house. Wealthy women are expected to be accompanied by a chaperone at all times.

Children are expected to be seen and not heard, and sparing the rod is said to spoil the child.

Education

The lower classes are considered unworthy of getting a proper education.
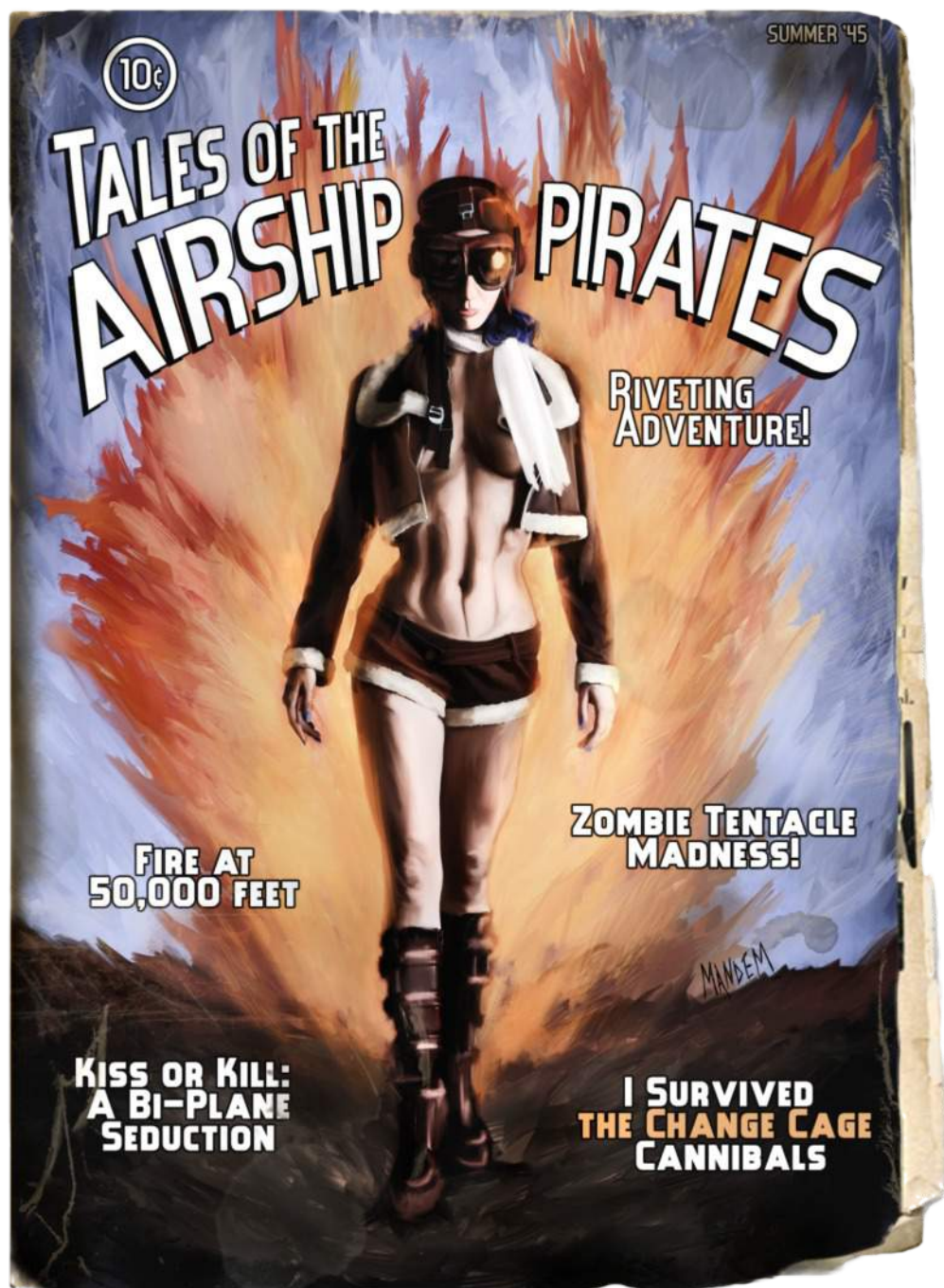
Chapter One – The World

The wealthy are given an education, but one which discourages, through firm discipline, the asking of questions. Young upper class boys and girls are given a very basic education at home, probably by a nanny or governess. When older, boys go to a general college, to learn about their role in the world (i.e. how to be an administrator, physician, vicar, etc.), or to naval college. Upper class girls might attend an academy, to learn how to be a good wife and mother, but most don't attend school at all. Instead, they have a governess, responsible for teaching them until they are of an age to marry.

Most education is carried out by automata, to avoid deviation from the syllabus. Any educators who seem to be attempting to instil a love of knowledge, beyond the prescribed rote learning, are in danger of being thrown into the Change Cage.

Leisure

The poor are expected to avoid leisure, as it will make them lazy.

Rich men might enjoy gardening (or, rather, planning the garden and watching the gardeners carry out the work) and/or sparring, fencing or practising Baritsu. Ladies are encouraged to do a little embroidery and to entertain guests at afternoon tea (the maid prepares the tea, but the lady of the house might pour it, in this instance).

Rich men and women might stroll in the parklands (ladies accompanied, of course), visit the trade blocks, paint watercolours, and attend dinners and other social functions. Dancing is the only permitted form of physical contact for the unmarried.

Fashion

The rich are obsessed by fashion. They might wear four or more outfits in the course of a day, and each outfit should be worn with the correct accessories. Innovation is avoided, but fashions change back and forth – collars lengthen and shorten, bustles expand and reduce, colours come in and go out. Some fashions are garish and even flamboyant, others are drab and restrictive.

Most of the poor simply can't afford to think about such things, although they will be bedazzled by the appearance of their betters, should they get a glimpse

of them. But those who engage in crime do sometimes dress the part – their flashy suits and dresses marking them out from the rest of the masses.

The Servants of the Rich

There is a limit to the number of human servants each rich household is allowed to maintain, but every upper class household will be staffed by some servants. Servants are schooled in the workhouses. Most household servants are female, although some boys are considered more suited to service than the navy, and might find a position as butler or footman.

Servants are taught to serve their betters without question, and that they are privileged to do so. Servants tend to think they are far better than the poor who live in the blocks, and are always keen to distance themselves from their own beginnings. IAN officers usually take a personal servant with them on IAN missions.

The Imperial Air Navy

The Imperial Air Navy (IAN) was formed in the early days of the Change Cage cities. From the start their ambition surpassed their ability. Defeated, an uneasy accommodation was reached with the Skyfolk. Mutual hatred continues to this day, but the two sides hold to an uneasy truce.

Now the IAN focuses on pirate hunting. They have access to plenty of airships, from small scout airboats to mighty super-frigates. But they lack innovation and flair. IAN officers are taught set procedures, and air sailors are drilled over and over again – but everyone follows the manual, while pirates and Skyfolk rely on (often superior) individual skill and bravery.

Starting as Midshipman, and working their way up, IAN officers are viewed as heroes within their own class, and they enjoy nothing more than showing of their medals at soirees. Meanwhile, the sailors and marines are terrorised and indoctrinated at the workhouse, then moved aboard airship at a young age. Starting out as powder monkeys and cabin boys, few survive to an old age; they are often worked to death before they are allowed to retire. Marriage is forbidden, and a man can be put to death at the whim of an officer. At least there's rum...

Chapter One – The World

Escape

Few desire it and fewer manage it, but getting out of the city is possible.

The IAN are sometimes able to jump ship; smugglers have been known to sneak out people; and "criminals" are abandoned in the wilderness (where they *might* be rescued, by prior arrangement).

The Chuno Ggun

The Chuno Ggun are ruthless killers. They have fallen out of the public eye, but at one time, before the Peelers, they policed the Change Cage cities (or at least those areas in which the workers lived), ruthlessly. Now, officially disbanded, they are based in secret locations in the wilderness; at the Emperor's palace; or in the field, infiltrating groups, hunting individuals and monitoring enemies of the Emperor.

They are fanatically loyal to the Emperor, and believe only they are capable of sharing their leader's vision. They are handpicked at a young age by administrators. They are indoctrinated and trained, a process which takes years, their motivation, abilities and loyalty carefully monitored throughout. At the end of this process most take their place amongst the ranks of the Chuno Ggun. Any that fail along the way disappear, never to be seen again.

The Bargefolk

The Bargefolk work and live along the canals which connect the Change Cage cities to each other (and to the small mining and lumber settlements along the way). They live in family groups. The barges are allowed into purpose-built docks, at the edge of each Change Cage city, where cargoes are unloaded by automata. The Bargefolk are prohibited from setting foot on land in the city, for fear they would communicate what is really going on outside to the masses. They are responsible for bringing in most of the smuggled goods into the Change Cage cities.

Canal barges are often heavily armoured, bristle with power-generation windmills, and usually have one steamcannon turret. Despite this, barges are a common prey of pirates and vulnerable to predators and more hostile Neobedouin tribes. Despite the dangers, most Bargefolk wouldn't trade their lives for anything. They are practically Free People and make a healthy profit from their underground commercial transactions.

Chapter One – The World
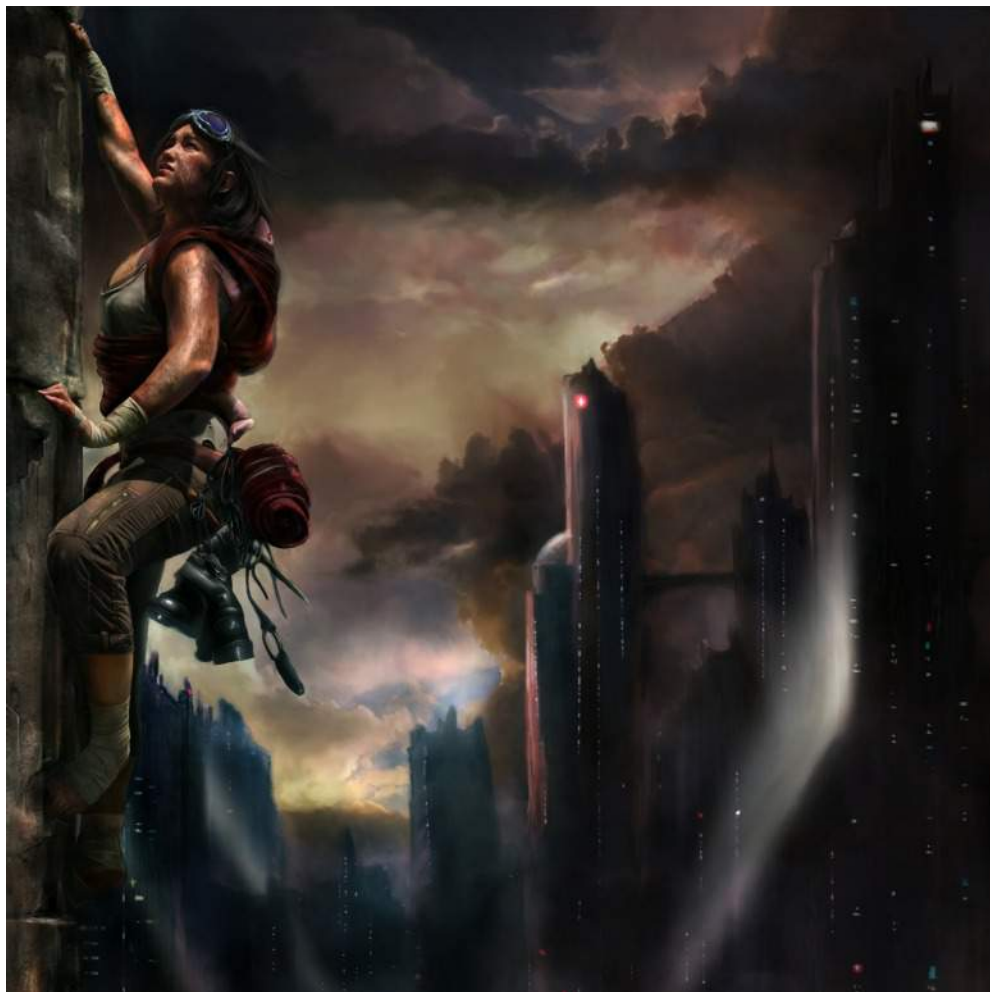
Chapter Two – How to Play

The rules for *OneDice Airship Pirates* are simple. Sometimes you will need to roll a six sided-dice to see if your character can do what you want him or her to do – mostly that's it! The rules are presented alongside rules for making a character...

Making a Character

To make a character, you will need to:

Decide your airship pirate's abilities – the abilities are Strong, Clever and Quick.

Calculate your Health, Defence and **Move** – These are calculated based on your character's abilities.

Decide your airship pirate's background – is your character a Neobedouin, Neovictorian (Upper Class, Lower Class, Servant, Misbegotten, Bargefolk or Automaton) or from a Skyloft? What did they do before becoming a pirate? What's their job aboard ship? What's the ship's shtick?

Give your airship pirate his or her remaining skills – your character is allowed up to 8 skill points in total (aside from Automatons, who are only get 6).

Give your airship pirate some stuff – give your character some starting money and equipment and let them buy some extras.

Give your airship pirate some finishing touches – including a name and 6 Doubloons (more on them later!).

As your airship pirate completes adventures, his or her skills and abilities rise. *Experience and Levels*, explains how this works.

Finally the *Airships and Crews* Section gives your airship pirates a starting airship and crew (p.101). Then you will be ready to begin roaming the skies!

Abilities

All characters and creatures have a set of abilities as follows:

Strong – How strong your character is. This is good for when you want to lift, carry, push, pull, thump enemies with your fists or kick them with your foot, hit someone with a stick or sword, threaten someone to get what you want, etc.

Clever – How clever your character is. This is good for when you want to read a map, follow a course, aim and shoot a gun, read a difficult book, work out how to use a weapon you've never seen before, negotiate with someone to get what you want, etc.

Quick – How quick your character's reactions are and how nimble your character is. This is good for when you want to climb the rigging, go first in a fight, fire a bow, throw an axe, scramble out of quicksand, sneak about, hide from an enemy, etc.

You can spend 6 ability points to give your character a Strong, Clever, Quick score **between 1 and 3**. (Unless you are wanting to play an Automaton, in which case, see below.)

> **Remember:** At the start of the first game, no ability can start higher than 3 or be lower than 1. Everyone starts with six ability points, aside from automatons.

Health – Show how healthy your character is. If your character has an accident or gets hurt in a fight, he or she will lose Health. Health can be restored, so you should always keep a note of your character's maximum Health. **Maximum Health is your character's Strength multiplied by 3.**

Defence – The score an attacker needs to roll to injure you. **Defence is three times your character's Strong or Quick (whichever is higher).** You can buy armour to raise this score.

Move – How quick your character can run in metres in a single combat round. Move is ten times your character's Quick.

> ### Automatons
> Automatons are built to be specialists – so unlike other characters, their ability scores (and most of their skills) are automatically allocated according to their model. Automaton templates are included in their character background info on p.54.

Example 1

Abby wants her airship pirate, Henrietta Haze, to be an all-rounder, so she allocates 2 to each ability.

Henrietta Haze, Strong 2, Clever 2, Quick 2, Health 6, Defence 6, Move 20

Example 2

Rachel wants her character, Esme Planks, to be big and strong.

Esme Planks, Strong 3, Clever 2, Quick 1, Health 9, Defence 9, Move 10

Example 3

Bob wants his character, Greyslacks Camelops, to have fast reflexes.

Greyslacks Camelops, Strong 2, Clever 1, Quick 3 Health 6, Defence 9, Move 30

Your Airship Pirate's Background

Not all airship pirates start out as airship pirates. Some choose the life because they want to run into trouble (and adventure), others to escape from trouble or because their Skyloft is overcrowded. A character's background determines some of the skills he or she starts out with – your character has a **cultural background** (how they were brought up), a **professional background** (their job before piracy), and a **role aboard airship** (their current job as an airship pirate). Finally, each ship has a **shtick**.

Cultures

Choose one of the following backgrounds – Neobedouin; Neovictorian (Upper Class, Lower Class, Servant, Misbegotten or Automaton); or Skyfolk. Your airship pirate's background affects your airship pirate's skills (and in the case of automatons, their abilities too).

Neobedouin

Neobedouin are nomads, in tune with the land through which they wander. Some have contacts with the sky cities, trading with them for things they need. For more on Neobedouin, see p.16.

Carrion birds
are all that pray
the world again
will be theirs
one day...

MANDEM

Why piracy?

Perhaps your family or tribe has been wiped out by the IAN and you want revenge; maybe you once travelled on a Skyloft airship and fell in love with flying; maybe you've been cast out of your tribe (perhaps unjustly) for some transgression.

Professions

Artist, Beast Dancer, Entertainer, Gadgeteer, Hunter, Outrider, Shaman, Trader.

Typical Names

First Names: Male first names include Aaron, Bear, Condor, Cougar, Coyote, David, Eagle, Jackal, John, James, Peter, Sabre-tooth, Stephen, William. Female first names include Abigail, Acacia, Bryony, Diana, Hazel, Iris, Ivy, Lily, Maura, Primrose, Rebecca.

Last Names: A Neobedouin's last name will generally be the name of his or her tribe and are only used when interacting with other tribes. Examples include: Dakota, Eagle, Hudson, Mississippi, Prairie, Redwood, Sequoya, Washington.

Starting Cash: 1 dice x 10 Helios

Skill: All Neobedouin start with Survival 1.

Example

Bob's character, Greyslacks Camelops, is a Neobedouin, so gains Survival 1.

Greyslacks Camelops, Strong 2, Clever 1, Quick 3 Health 6, Defence 9, Move 30, Survival 1

Skyfolk

The Skyfolk live up in the sky, aloft on giant city platforms.

Why piracy?

Perhaps you think there is more to life than your own sky city, and you want to see them all; maybe the city where you grew up in has laws or customs which you don't like; maybe your home city sent you out to be an airship pirate; or maybe you just love the idea of living the pirate life.

Professions

Academic, Administrator, Air Marine, Air Sailor, Air Navy Officer, Artist, Criminal, Dilettante, Doctor, Entertainer, Gadgeteer, Inventor, Marine Commander, Mercenary, Pirate/Privateer, Trader.

Typical Names

First Names: Typical modern US first names.

Last Names: E.g. Cumulus, Empyrean, Nimbus, Snow Goose, Sirocco, Storm, Zephyr.

Starting Cash: 1 dice x 20 Helios.

Skills: All Skyfolk begin with Skylore 1.

Example

Abby's character, Henrietta Haze, is from a Skyloft, so gains Skylore 1.

Chapter Two – How to Play

Henrietta Haze, Strong 2, Clever 2, Quick 2, Health 6, Defence 6, Move 20, Skylore 1

Neovictorian

Neovictorians come from the squalid, overcrowded, Change Cage cities. A Neovictorian airship pirate will be either upper class, servant class, lower class, misbegotten or automaton.

Upper Class

The upper classes are the elite, cushioned from the squalor that the others in the Change Cage cities experience.

Why piracy?

Maybe you're a IAN officer who's been dismissed for one reason or another, or perhaps you saw the way the Free Peoples are living and decided that's the life for you? Or maybe you spent your days wandering your father's extensive estates in a state of terminal boredom, and determined to get yourself smuggled out of the city, so you could run away and become an airship pirate?

Professions

Academic, Administrator, Agitator, Air Navy Officer, Artist, Chuno Ggun, Clergyman, Criminal, Dilettante, Doctor, Inventor, Marine Commander, Vigilante.

Typical Names

First Names: Fancy Old Victorian first names. For men, names like Albert/Bertie, Freddy, Thaddeus, Charles, and Wilhelm. For women, names like Catherine, Charlotte, Victoria, Violet and Wilhelmena.

Last Names: Often double-barrelled and fancy, such as Heatherington-Portnoy, Pine-Coffin, Rathbone-Duane, etc.

Starting Cash: 1 dice x 100 Helios.

Skills: All Upper Class Neovictorians begin with Etiquette 1.

She had the
look of Rain
    breaking over
the city Wall...

she said
    —Is there
anything
    Outside?
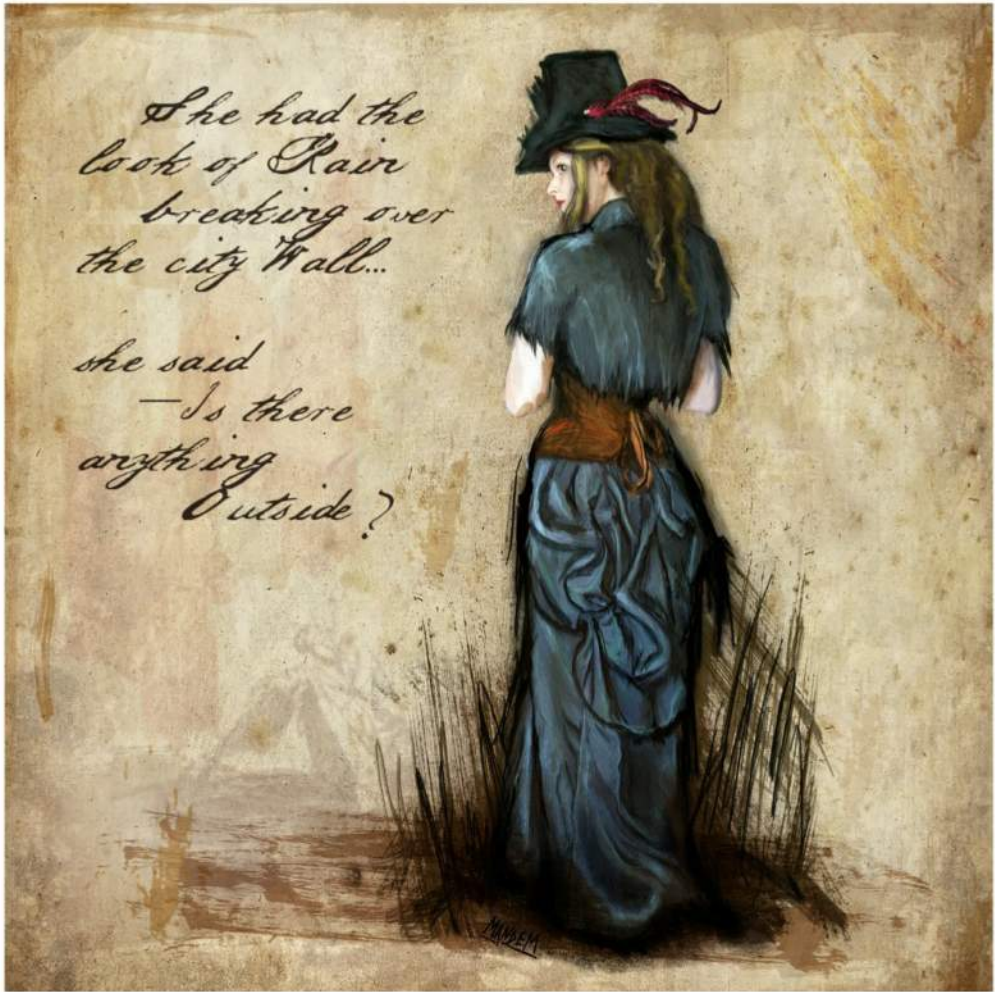
Servant Class

You will have been raised in a workhouse, where you were trained for service or the IAN. You were taught to look down on the lower classes and cherish your "privileges".

Why piracy?

If you were in the IAN, you had good reason to trade naval discipline for the pirate life. Or you may have served in an upper class household, where you heard the rumours of the Free People who live beyond the walls. Maybe you

stowed away on an IAN ship, ran away with an upper class lover or master/mistress, or just climbed over the wall with a stolen shotgun and bagful of attitude.

Professions

Agitator, Air Marine, Air Sailor, Chuno Ggun, Criminal, Entertainer, Gadgeteer, Inventor, Servant.

Typical Names

Same as Lower Classes below.

Starting Cash: 1 dice x 15 Helios.

Skills: All Servant Class Neovictorians begin with Sneaky 1.

Lower Class

You were born into a squalid, overcrowded, slum block. From infancy you probably worked long hours in a bleak factory.

Why piracy?

Why not? There's little joy to be had in the slums. If you didn't escape, perhaps you were banished and lucky enough to be rescued from the wilderness by airship pirates.

Professions

Agitator, Criminal, Factory Worker, Gadgeteer, Inventor.

Typical Names

First Names: Plain Old Victorian first names. For men, names like Bert, Fred, Harry, Will and Morris. For women, names like Ada, Ethel, Nora, Annie and Florrie.

Last Names: Typical last names, suitable to the region of the Change Cage they came from.

Starting Cash: 1 dice x 2 Helios.

Skills: All Lower Class Neovictorians begin with Craft 1.

From a distance, their Medical Advances resemble nothing so much as Mythology

Example

Rachel's character, Esme Planks, is a lower class Neovictorian, so gains Craft 1.

Esme Planks, Strong 3, Clever 2, Quick 1, Health 9, Defence 9, Move 10, Craft 1

Misbegotten

Misbegotten suffer mutations, caused by the toxic atmosphere of the Change Cage. Most Misbegotten do the worst possible menial work, while a "lucky"

few are recruited into the Chuno Ggun to be used in suicide "terror troops" squads.

Why piracy?

Anything is better than the life of the Misbegotten within the Change Cage cities.

Professions

Agitator, Chuno Ggun, Criminal, Entertainer, Factory Worker.

Typical Names

Misbegotten often have what seem to be insulting nicknames attached to their normal name, but those who have escaped from the Change Cage cities use them as a badge of pride. Names include Blue Anka, Fish-Eyed Betty, Lurching Rupert and Scaly Joe.

Starting Cash: 1 dice x 1 Helios.

Skills: All Misbegotten begin with Dodgy 1.

Mutation

Misbegotten have one or more mutations. Roll a dice to find out your character's mutation ability and distinctive feature (or design your own, with the Gamekeeper's permission).

Mutation Ability

1 – Naturally speedy (+20 to Move).

2 – Chameleon. (+2 to Sneaky).

3 – Night Vision. (Can see in the dark as if it is daytime).

4 – Super Senses. (+2 to Perception).

5 – Claws. (+2 to Damage rating when fighting unarmed, i.e. using Bruiser).

6 – Tough skin. (+2 to Defence)

Distinctive Feature

1 – A tail.

2 – Brightly and unusually coloured skin, purple, blue, red, etc.

3 – Extra fingers and toes.

4 – No chin, eyelids and/or lips.

5 – Furry.

6 – Reptilian skin.

All distinctive features give a -2 penalty to Disguise skill rolls.

Automaton

Player controlled automata are self aware, more-or-less humanoid, robots, made of brass and wood (sometimes overlaid with a realistic pseudo-skin). They need no sleep, just half an hour a day routine maintenance time.

Unlike other characters, Automata are assigned their Strength and Quick attributes according to type. For Clever, roll a dice – 1-2: Clever 1; 3-4: Clever 2; and 5-6: Clever 3.

Peeler Strong 3, Clever (see above), Quick 2, Health 9, Defence 9, Move 20

Peelers are the automaton force who police the lower class Neovictorian blocks.

Ganger Strong 3, Clever (see above), Quick 2, Health 9, Defence 9, Move 20

Gangers do a lot of the heavy lifting and carrying in the Change Cage cities.

Entertainer (Automaton) Strong 2, Clever (see above), Quick 3, Health 6, Defence 6, Move 30

Robot entertainers, who usually are made for the Neovictorian pleasure blocks.

Autocrat Strong 2, Clever (see above), Quick 3, Health 6, Defence 6, Move 30

Information gatherers and processors.

Servitors Strong 2, Clever (see above), Quick 3, Health 3, Defence 9, Move 30

Robot servants, usually owned by the Neovictorian Upper Classes.

All Automatons may start with one automatic upgrade, along with one disadvantage (this is not compulsory). Roll a dice or develop one of your own choosing:
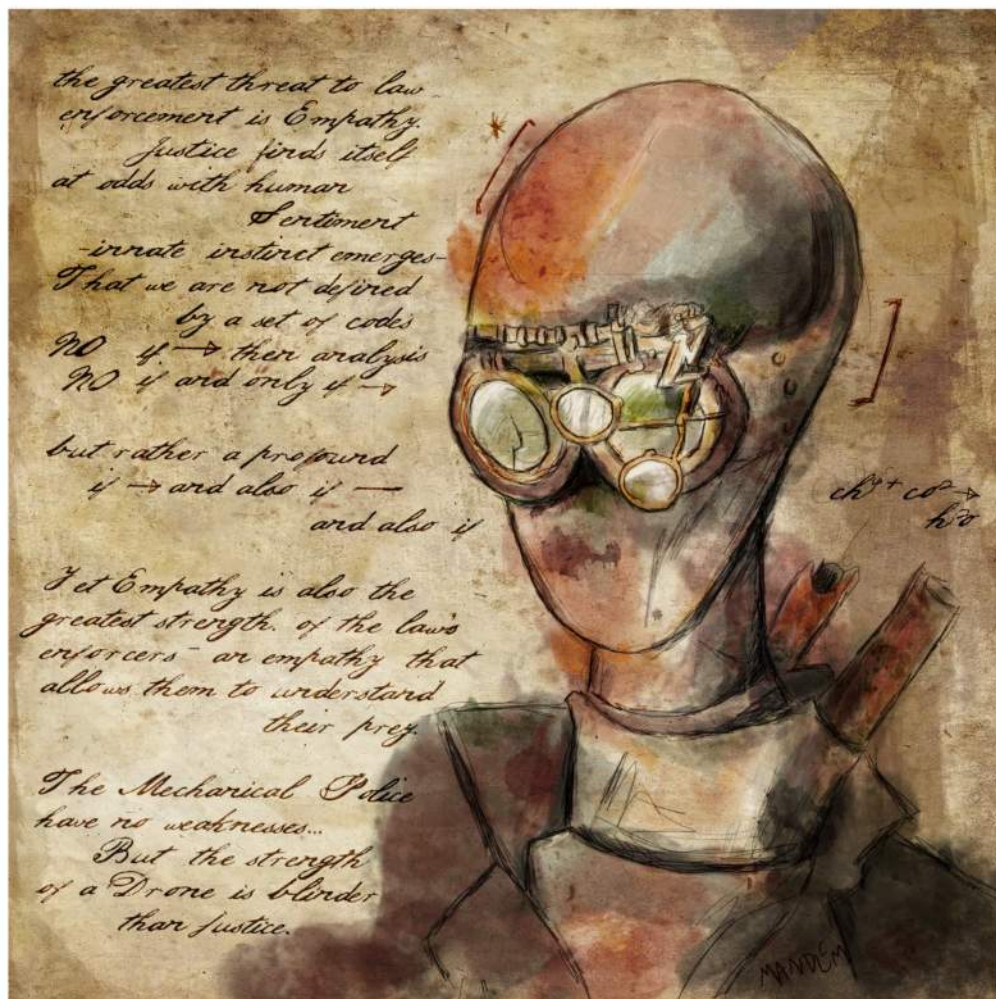
1 – Heavy plating (+2 Defence/-10 Move)

2 – Large model (+2 Health/-1 Sneaky)

3 – Small model (-2 Health/+1 Sneaky)

4 – Sleek Design (-1 Strong/+10 Move)*

5 – Integrated Weapon (+2 Blades or +2 Shooting; Damage 3/Tasks requiring 2 hands are carried out at -2 to the roll)**

6 – Light Plating (-2 Defence/+10 Move)

*Change to Strong will also change Health and possibly Defence.

**No more points can be put into whatever is chosen (Blades or Shooting) at character creation, but these are additional points, on top of the usual total of 6 given to automata.

Why piracy?

Most automata pretend a robot-like servility to avoid the Change Cage. A few "go rogue" and escape the Neovictorian cities for a life of freedom.

Professions

Autocrat, Ganger, Peeler, Entertainer and Servitor.

Typical Names

Automatons usually have a first name similar to those of the lower classes (see above), followed by a number: Ada-22, Morris-8, and so on.

Starting Cash: None.

Skills: By profession, see below.

Professional Background

Airship pirates often have done a job before they became a pirate, although a few will have been born to it. Either way, a character will have picked up a couple of skills along the way.

Players must choose a previous job according to their character's culture (each culture has a list of available professions).

Academic – Lore 1, Research 1 or Teaching 1

Administrator – Etiquette 1, Command 1 or Trade 1

Agitator – Disguise 1, Perception 1 or Psychology 1

Air Marine – Shooting 1, Bruiser 1 or Gambling 1

Air Sailor – Skylore 1, Artillery 1 or Blades 1

Air Navy Officer – Command 1, Blades 1 or Trade 1

Artist – Art 1, Entertainer 1 or Craft 1

Autocrat – Lore 3

Beast Dancer – Acrobatics 1, Blades 1 or Sneaky 1

Chuno Ggun – Investigation 1, Intimidate 1 or Disguise 1

Clergyman – Psychology 1, Negotiate 1 or Perception 1

Criminal – Dodgy 1, Security 1 or Pickpocket 1

Dilettante – Etiquette 1, Art 1 or Entertainer 1

Doctor – Medicine 1, Science 1 or Psychology 1

Entertainer – Entertainer 1, Acrobatics 1 or Art 1

Entertainer (Automaton) – Entertainer 2 *and* Acrobatics 1

Factory Worker – Craft 1, Bruiser 1 or Dodgy 1

Gadgeteer – Engineering 1, Science 1 or Craft 1

Ganger – Bruiser 3

Hunter – Track 1, Shooting 1 or Survival 1

Inventor – Engineering 1, Craft 1 or Science 1

Marine Commander – Command 1, Intimidation 1 or Bruiser 1

Mercenary – Shooting 1, Blades 1 or Security 1

Outrider – Perception 1, Drive 1 or Ride 1

Peeler – Bludgeon 2 *and* Investigation 1

Pirate/Privateer – Skylore 1, Blades 1 or Bruiser 1

Servant – Etiquette 1, Sneaky 1 or Perception 1

Servitor – Etiquette 2 *and* Perception 1

Shaman – Psychology 1, Medicine 1 or Command 1

Trader – Trade 1, Negotiate 1 or Psychology 1

Vigilante – Bruiser 1, Bludgeon 1 or Blades 1

Chapter Two – How to Play

Example 1

Abby's character, Henrietta Haze, was born to piracy. As a Pirate/Privateer, she gains Skylore 1. She also gets Blades 1 or Bruiser 1 - Abby chooses Blades, for Henrietta, so her character now looks like this:

Henrietta Haze, Strong 2, Clever 2, Quick 2, Health 6, Defence 6, Move 20, Skylore 2, Blades 1

Example 2

Rachel's character, Esme Planks, was a criminal. She gets Dodgy 1, and Rachel chooses Pickpocket 1 over Security 1 – Esme was a street thief, not a burglar.

Esme Planks, Strong 3, Clever 2, Quick 1, Health 9, Defence 9, Move 10, Craft 1, Dodgy 1, Pickpocket 1

Example 3

Bob's character, Greyslacks Camelops, was a hunter. He gets Track 1 and Bob chooses Shooting 1 over Survival, Greyslacks already knows a little Survival, and if Bob wants to raise it further, he can always do it later.

Greyslacks Camelops, Strong 2, Clever 1, Quick 3 Health 6, Defence 9, Move 30, Survival 1, Track 1, Shooting 1

Role Aboard Airship

The Players' airship pirates are the heroes of the story. They will probably start with an airship and occupy the most important jobs aloft. The Players should work out between them who is going to do what job.

Jobs include:

Captain – In charge of the ship – expected to be a good leader, make decisions in airship combat and be able to pilot the airship.

Quartermaster/mistress – In charge of the airship stores, accounts, and trading on the crew's behalf.

Navigator – In charge of the maps and plotting the course.

Master/Mistress – The second-in-command to the Captain.

Master/Mistress Engineer – In charge of the maintenance and running of the airship engines.

Master/Mistress Carpenter – In charge of maintaining the structure of the airship.

Master/Mistress Gunner – In charge of the airship artillery.

Ship's Doctor – The airship medic – possibly a proper doctor, more likely a sawbones who has learned on the job.

First Mate – A senior crew member.

All Players' characters should choose one of the following skills, appropriate to their character's job:

Artillery 1, Command 1, Craft 1, Engineering 1, Medicine 1, Navigate 1, Pilot 1, Skylore 1, Trade 1

If there aren't enough Players, Gamekeeper controlled characters can take some of the roles (the Gamekeeper will usually control individual crew members, when needed), or the Players' characters can double up – e.g. the Captain might also be the Navigator, etc.

Players should work together when choosing roles and scooping up skills – it's good to pick skills not previously gained by anyone.

Remember: Starting skills cannot rise above 2.

Example 1

Abby's character, Henrietta Haze, is going to be the Captain. The Players decide she should get Pilot 1, as someone needs to know how to fly the airship!:

Captain Henrietta Haze, Strong 2, Clever 2, Quick 2, Health 6, Defence 6, Move 20, Skylore 2, Blades 1, Pilot 1

Example 2

Rachel's character, Esme Planks, is in charge of the ship's cannon - she'll be the Mistress Gunner, so gets Artillery 1.

Esme Planks, Strong 3, Clever 2, Quick 1, Health 9, Defence 9, Move 10, Craft 1, Dodgy 1, Pickpocket 1, Artillery 1

Example 3

Bob's character, Greyslacks Camelops, will be the ship's Master Engineer, and picks Engineering 1.

Greyslacks Camelops, Strong 2, Clever 1, Quick 3 Health 6, Defence 9, Move 30, Survival 1, Track 1, Shooting 1, Engineering 1

Ship Schick

Each airship has a shtick – a (probably) more legitimate way of generating money than committing acts of piracy. The Players should all decide together what sort of shtick their airship has. Each shtick grants all the Players' characters a skill (but not everyone aboard the ship – e.g. if the airship is carrying a rock band, only the heroes of the piece, the Players' pirates, are in it!).

Sample Schticks

Casino: Gambling 1 or Trade 1

Circus: Acrobatics 1 or Entertainer 1

Mercenaries: Shooting 1 or Security 1

Musicians: Entertainer 1 or Art 1

Pleasure Palace: Entertainer 1 or Negotiate 1

School: Teaching 1 or Lore 1

Theatre: Entertainer 1 or Language 1

Traders: Trade 1 or Craft 1

Remember: Skills cannot start higher than 2 (aside from Automatons, who sometimes start at 3). If an option cannot be chosen by a character, because of this rule, the skill point carries over and can be spent in the next section.

Example

Abby, Rachel and Bob decide they fancy their characters as a rock band. They all decide to take Entertainer 1. Not only will they have to come up with a name for their ship, they'll also have to come up with a name for their band!

Skills

All characters have some specialist skills. Sometimes these are natural talents, other times they are things that he or she has learnt along the way. Like abilities, skills are given a number – the maximum starting skill level is 2.

Every starting character receives 8 skill points. Some of these will have already been allocated (due to your character's background, job, etc.) Any left over can now be spent as the Player chooses.

Note: Again, Automaton characters are the exception to the rule. They start with one skill at 3 and only have a total of 6 skill points – so will only have one left to spend. Other characters should have 3 points left to spend.

The following is a list of example skills:

Acrobatics (Quick) – Good at acrobatic moves.

Archery (Quick) – Good with bows.

Artillery (Clever) – Good at firing artillery weapons.

Art (Clever) – Good at creating and knowing about art.

Blades (Strong) – Good at hand-to-hand fighting with a bladed weapon (sword, axe, etc.).

Bludgeon (Strong) – Good at hand-to-hand fighting with a blunt weapon (hammer, club, cosh, etc.).

Bruiser (Strong) – Good at unarmed fighting (punching, kicking, head butting, etc.).

Climb (Quick) – Good at climbing.

Command (Clever) – Good at giving orders.

Craft (Clever) – Good at making and repairing things.

Disguise (Clever) – Good at carrying off a disguise.

Dodgy (Clever) – Good at dealing with criminals and being streetwise.

Drive (Quick) – Good at driving a car, trike, horse and cart, etc.

Engineering (Clever) – Good at constructing and repairing engines.

Entertainer (Quick) – Good at entertaining others (by singing, dancing, juggling knives, etc.).

Etiquette (Clever) – Good at following social rules.

Gambling (Quick) – Good at gambling (and cheating).

Intimidate (Strong) – Good at bullying others.

Investigation (Clever) – Good at looking for and analysing clues.

Language (Clever) – Good at speaking a language (other than the pirate's own). Each language is a separate skill.

Lore (Clever) – Good at generally knowing stuff.

Medicine (Clever) – Good at healing people. Only people with medicine can restore Health.

Navigate (Clever) – Good at reading maps and following them.

Negotiate (Clever) – Good at talking their way out of trouble.

Perception (Quick) – Good at noticing and hearing things.

Pickpocket (Quick) – Good at picking pockets.

Pilot (Quick) – Good at piloting an airship, aeroplane, etc.

Psychology (Clever) – Good at reading people's emotions and noticing when they are lying.

Research (Clever) – Good at researching a topic (using libraries, reading up on things, etc.).
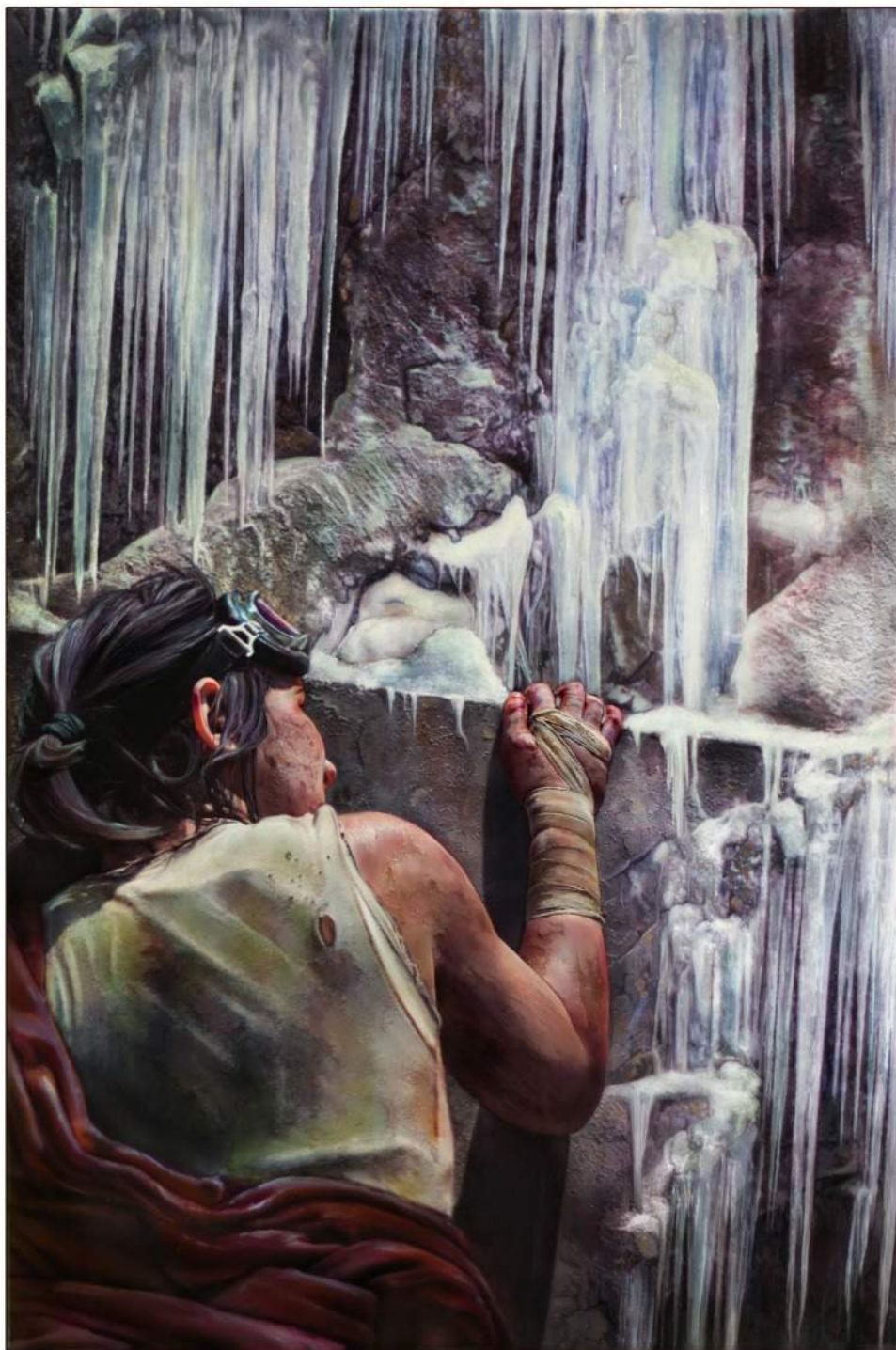
Riding (Quick) – Good at training and riding mounts.

Science (Clever) – Good at science subjects.

Security (Clever) – Good at creating or picking locks; arming or disarming traps; etc.

Shiphandling (Quick) – Good at sailing an ocean-going ship.

Shooting (Clever) – Good at firing a gun.

Skylore (Quick) – Good at knowing about and living a life aloft.

Sneaky (Quick) – Good at creeping up on people or hiding from them.

Survival (Clever) – Good at surviving in the wilderness.

Swim (Strong) – Good at swimming.

Teaching (Clever) – Good at getting basic concepts over to others.

Throw (Quick) – Good at throwing weapons (such as axes, daggers, etc.).

Track (Clever) – Good at finding and following tracks.

Trade (Clever) – Good at spotting a bargain, selling and negotiating a good price.

Example 1

Abby's decides, Henrietta, as Captain, would probably benefit from Navigate 1. She also decides to up her Pilot by 1 (so she now has Pilot 2) and gives her Trade 1.

Captain Henrietta Haze, Strong 2, Clever 2, Quick 2, Health 6, Defence 6, Move 20, Skylore 2, Blades 1, Pilot 2, Entertainer 1, Navigate 1, Trade 1

Example 2

Rachel's decides Esme, the criminal turned Mistress Gunner, should have Sneaky 1, Dodgy 1 (which will bring it up to 2) and Bludgeon 1.

Esme Planks, Strong 3, Clever 2, Quick 1, Health 9, Defence 9, Move 10, Craft 1, Dodgy 2, Pickpocket 1, Artillery 1, Entertainer 1, Sneaky 1, Bludgeon 1

Example 3

For Greyslacks, Bob chooses Medicine 1 (Greyslacks learned the basics from his tribe's shaman) and puts an extra point into Shooting and Entertainer (bringing them up to 2). Worryingly, the new Master Engineer is much better at showing off on stage than repairing the airship engines!

Greyslacks Camelops, Strong 2, Clever 1, Quick 3 Health 6, Defence 9, Move 30, Survival 1, Track 1, Shooting 2, Medicine 1, Entertainer 2, Engineering 1

Our example characters are almost done. They just need some starting money (the amount they are each allowed is listed in the appropriate culture description and repeated on p.91); 6 starting Doubloons each; some starting equipment; and an airship and crew.

Creating New Skills

You might want a skill that is not listed above. New skills can only be created with the Gamekeeper's permission. When coming up with a new skill there are two things to check:

1. Check it isn't already covered by another skill.

2. Check it is reasonable – a skill should be useful, but not more powerful than the existing skills.

Skill Use

There are three occasions when you might be asked to roll your dice to make a skill check.

When you want your character to perform an action

Examples

When you want your character to climb a rope, track a trail, navigate using a skychart, etc.

When your character is trying to perform an action and someone is working against him or her

Examples

When your character enters an arm-wrestling contest, wants to sneak up on somebody, is negotiating a trade, etc.

When the Gamekeeper wants to see whether something happens to your character

Examples

When the Gamekeeper wants to see if your character has resisted a poison, has spotted an object, has fallen unconscious, etc.

Note: Doubloons can be spent to gain an automatic success on any non-combat skill check (see p.88).

How to Use Skills To Perform Actions

Most characters, and some creatures, have various abilities and skills they can use to attempt to perform an action (such as climbing up a rope, finding a clue, etc.). The basic chance of carrying out an action depends on how difficult it is.

Routine everyday actions are considered so easy that they can be usually be done automatically - an airship pirate doesn't need to make a roll to climb the rigging on a day with no wind. **You don't need to roll** a dice to get your character **to perform** this **routine action**. But if the weather is stormy, **you do need to roll a dice for** this more **difficult action**.

The Gamekeeper **always** decides the difficulty of any task. In the list below, the figure beside the difficulty is the Target Number needed to succeed at an action:

Difficulty	Target Number (TN)	Example
Routine	No roll needed	Climbing the rigging in a clear and perfect sky.
Mildly challenging	3	Climbing the rigging in the pouring rain.
Challenging	6	Climbing the rigging in the pouring rain and windy skies.
Hard	8	Climbing the rigging in driving rain and a howling wind.
Very Difficult	10	Climbing the rigging in a storm.
Near Impossible	12+	Climbing the rigging in a raging tempest.

Skill Rolls

Remember!

When the Gamekeeper asks for a skill roll:

Roll the dice + Ability (Strong, Clever or Quick) + Skill (if any) = result

Example

Captain Haze is trying to work out a challenging (Target Number 6) sea chart. She has a Clever of 2 and Navigate 1. Her Player rolls a 6, adds the 2 and 1, for a total of 9. Captain Haze beats the target by 3 points and easily understands the chart.

To see whether your character succeeds at a task, roll one six-sided dice, then add to the result the relevant ability (the character's score in Strong, Clever or Quick) and skill (if he or she has one). Compare the result to the Target

Number – if you equal or beat it, you have succeeded. If you have failed to beat it, your action has been unsuccessful (and there may be a consequence).

Anyone can try almost anything, as everyone has at least 1 in each ability. You don't need to have Navigate to try and puzzle out a chart – you just use your Clever score. Likewise, if you don't have Climb, you will just have to use Quick on its own.

Example 1

Captain Haze is climbing a steep cliff. The Gamekeeper decides it is a Challenging climb, and sets the difficulty at 6. The Player controlling Captain Haze rolls a dice – and gets a 4. Haze adds her Quick of two, for a total of 6. She doesn't have Climb, so can't add anything for that. She just makes it!!!

Example 2

Esme has been stranded on a deserted island. She needs to find food and shelter. The Gamekeeper decides it'll be hard to find what she needs so late in the day, so sets the difficulty at 8. Esme hasn't got the Survival skill, so can only add her Clever (which is 2) to the dice roll. She rolls a 4. Adding her Clever (2) she gets a total of 6. She'll have to go hungry tonight and sleep out under the stars. If there are uber-beasts on the island, she'll be in real trouble.

Exceptions to the Rule

The Gamekeeper may rule that some tasks are just too difficult for an amateur to have a go at. It's unlikely that an untrained airship pirate will be able to forge a flawless sword without the Craft skill, even if he or she is exceptionally lucky.

Skill Vs Skill

Sometimes your pirate will want to do something that another character wants to challenge. Whether arm-wrestling, competing in a running race, sneaking up on someone who is trying to spot you, commanding an unwilling crew, you'll need to make a Skill Vs Skill test for your airship pirate to see who succeeds.

Healing isn't Easy

Medicine is one of the skills which cannot be practiced untrained. Anyone can try and stop the bleeding, make a patient comfortable, etc., but only a character with Medicine can heal Health (their own or that of other characters).

A character wishing to use the Medicine skill must decide how much damage they wish to heal (on the table below), then roll against the appropriate Target Number – a failure means that no healing takes place.

Amount of Healing	Target Number
1 dice divided by 2	6
1 dice	8
1 dice multiplied by 2	10

Use of a designated room with the proper equipment, books and medicines (even if said equipment is just a saw, bottle of rum, a bucket and a stick to bite on!) gives a +2 bonus to the roll. A Medicine roll of 1 is always a failure – so even if the character combined his or her Clever and Medicine, for a starting total of 6 or above, a dice still needs to be rolled – as a 1 would still fail (and it would be 24 hours before the medic could try again).

To make a Skill vs Skill test, the Player rolls a dice and adds any bonuses. The Gamekeeper rolls dice for whoever is opposing (unless it is another Player's character), also adding any bonuses. Whoever gets the highest total wins. If both the Player and the Gamekeeper get the same totals, it's a draw (unless that makes no sense, such as when trying to sneak up on someone, in which case the Player wins).

Example 1

Captain Haze and Greyslacks are playing cards for money. Haze's Player rolls a 5 and adds her Clever of 2 for a total of 7. She doesn't have Gambling, so can't add it. Greyslack's Player rolls a 4 and adds 1 for his Clever (Greyslacks doesn't have Gambling either), for a total of 5. Greyslacks has lost more gold

Having the Advantage

Sometimes one of the sides in an opposing skill test will have an advantage or disadvantage and the Gamekeeper will give an extra bonus or penalty to the dice roll.

Example

Esme is on the rob again. She decides to pick the pocket of a drunken airship pirate in the Foul Nest pub. It's busy; the drunken pirate is distracted, singing a shanty; and it's a dark and shadowy place. The Gamekeeper decides to give Esme a +3 bonus to add to her dice. Esme's Player rolls a 3, adds a bonus of 2 (the total of Esme's Quick and Pick Pocket) and a further +3, for a total of 8. The drunken pirate makes a roll to spot the robbery – he rolls a 6 and adds his Clever of 1 for a total of 7 – he won't be happy later, when he finds that his purse has been stolen!

Making A Difference

Sometimes the amount that the winner wins by makes a difference. How much of a difference is up to the Gamekeeper.

Example

Esme wants to sell a necklace she stole to a trader. The necklace should sell for 100 Helios. Esme gets a 4 and adds her Clever of 1 for a total of 5. The Gamekeeper gets a 5, adds the trader's Clever of 2 and Trade of 3 for a total of 10. The difference is 5 (The trader's 10 minus Esme's 5). The Gamekeeper decides that the trader will pay a maximum of 50 Helios (deciding a -10 Helios penalty should be subtracted for every point of difference between the two rolls).

to his wily Captain! Had he also got a total of 7, it would have been a draw, and neither character would have won the pot.

Example 2

Esme is trying to pick a pocket. Her Player rolls a 5, adds her Quick of 1 and Pick Pocket of 1 for a total of 7. The Gamekeeper rolls for the trader she is

trying to rob, and gets a 3. She adds the trader's Clever of 2 – and, unfortunately for Esme, the trader also has Perception 2, so also gets a total of 7. As Esme is a Player's character, while the trader is the Gamekeeper's, Esme wins – just!

Fights

Being an airship pirate means sooner or later your character will get into a fight. Fights take place in combat rounds, each lasting just a few seconds. In a combat round each fighter takes it in turns to try and hit and damage their opponent(s).

Note: Don't forget that Doubloons can be used to perform special actions in combat, on top of those described in this section.

Combat Basics

Combat rounds basically work like this:

Everyone **rolls Initiative** at the start the combat – to find out who goes first (roll the dice and add Quick - highest wins).

Then, from highest to lowest Initiative, each character:

Rolls to hit – Roll the dice and add any bonuses to beat the opponent's Defence. A character can also try to move (charge into combat or run away) in this part of the round.

Calculates damage – on a successful hit. **Remove any damage from opponent's Health**.

Surprise and Distance

Sometimes one of the sides in a fight will be surprised – if one side is expecting an attack and the other isn't; if one side has successfully sneaked up on opponents who have failed to spot them; a successful ambush, etc. If so, the side who is surprised doesn't get to make attacks in the first round of combat. If both or neither side is surprised, then it cancels out, so combat starts normally with Initiative.

How far apart the opponents are at the start of combat depends on the terrain – if both parties turn a corner and bump into one another, then they can move instantly into hand-to-hand; if both parties spot each other at the other side of a long beach, they won't be able to start fighting until someone moves into the range of the other side's weapons (assuming they have ranged weapons); both sides clash in hand-to-hand fighting, etc.

In this case, don't roll Initiative until someone can actually hit someone else.

Initiative

Unless the Gamekeeper judges one side to be surprised (in which case the other side gets a free attack), each character in a fight must roll Initiative at the start of combat. Roll the dice and add your airship pirate's Quick.

You only roll Initiative at the start of the fight – anyone joining the fight rolls Initiative when they enter the fray.

Example

Captain Haze has a Quick of 2. She is fighting a lowly thug, who has a Quick of 1. The Haze's Player rolls a 1, adds Haze's Quick of 2, for a total of 3. The Gamekeeper rolls a 6 for the thug and adds a further 1 for his Quick, for a total of 7. The thug goes first.

What if there is a draw?

If there is a draw, the Player's airship pirate goes before the Gamekeeper's character. If two Player's airship pirates are attacking each other, and they draw on Initiative, they act at exactly the same time.

Roll To Hit

In this part of a round the character can try to hit an opponent or try another sort of action. He or she can try and hit using a ranged weapon (bow, gun, etc.), hand-to-hand weapon (sword, club, etc.) or unarmed attack (fist, kick, etc.). In each case you roll the dice, adding the relevant Ability and Skill (if any).

For **hand-to-hand** fighting (with or without a weapon):

Roll dice + Strong + Skill (Blades, Bludgeon, Bruiser) = Total

For **guns** and **artillery**:

Roll dice + Clever + Skill (Artillery, Shooting) = Total

For **ranged weapons other than guns**:

Roll dice + Quick + Skill (Archery, Throw) = Total

If the total beats the target's Defence, damage is done.

Having the Advantage

Like with skill rolls, sometimes the Gamekeeper will judge that one side or another has a natural advantage (fighting an enemy who is climbing up a slippery slope, having cover from ranged attacks, etc.). The Gamekeeper can insist that one side receives a +2 Defence bonus until they lose the advantage.

Other Actions

Instead of trying to hit someone, a character can try to move or take another action in this part of the round. Doing any of these actions lowers the character's Defence by 2 for the duration of the round.

Moving

If a character isn't in a hand-to-hand fight and wants to move, up to his or her Move in metres, they can (instead of attacking – you don't get to do both). This includes moving into a hand-to-hand fight.

Getting out of Hand-to-Hand Combat

If a character tries to move out of hand-to-hand fighting, they risk their opponent getting a free attack. The opponent has a choice – take a free swing at the fleeing coward or give chase. If he or she tries to give chase, both sides make a roll, adding their Quick. If the chaser wins, he or she catches up, and both parties are back in hand-to-hand fighting. If the person running away

wins, he or she has escaped. If it is a draw, the chase continues next round (unless someone gives up).

Non-Combat Actions

Sometimes a character will want to do something, not covered by the above, such as try to open a chest; unlock a door; untie a hostage; etc. The Gamekeeper determines (secretly) how long such activities take and while the character is working on them, he or she cannot fight back (although does still have a Defence rating, with a -2 penalty).

Quick Actions

Some actions are really quick and don't cause the character to miss an attack – these include things like getting out a weapon, shouting an order, etc. You can do any one these things without a penalty.

Calculate Damage

For damage, take the total of the hit roll and subtract the target's Defence. Then add any damage for the particular weapon. The result is the amount of Health the injured party loses.

Example

Captain Haze slashes the thug with her cutlass. The thug has a Defence of 3 and Health of 6. Haze's Player rolls a 6, adds Haze's Strong (2) and Blades (1), for a total of 9. The difference is 6 (Haze's roll to hit of 9 minus the thug's Defence of 3). Haze does 6 damage, +3 for the cutlass, for a total of 9 damage! The swab is no more.

Death, Dying And Recovery

All the characters the Gamekeeper controls die when their Health reaches 0. Player's airship pirates will also die when their Health reaches 0, unless somebody can heal them (using medicine) within 3 combat rounds.

If a character is injured, they naturally heal 1 Health for every 12 hours of complete rest (in addition to any medicinal help), until their Health is back up to its starting level.

Note: Don't forget that Doubloons can be used to help avoid damage.

Non-Lethal Damage

A character using Bruiser can decide to inflict non-lethal damage when attacking. When non-lethal damage causes a character's Health to drop to 0, the character is knocked unconscious for a dice worth of minutes. Non-lethal damage to Health recovers at the rate of 1 per hour, although the injured party will usually feel sore and moan about his or her bruises for a few days. A medic can also heal non-lethal damage.

Airship and Vehicle Combat

Vehicles have Strong, Quick, Health, Defence and Move scores, much like characters.

Airship crews also have scores; there is more on crews below.

(Note: You might notice the Health, Defence and Move of vehicles aren't simply calculated from their Strong and Quick.)

There are sample airships and other vehicles for the game on p.121.

Airship vs Airship

If two airships are fighting each other, then combat order is generally as usual, although range and surprise work a little differently, and combat rounds are longer than a few seconds.

> ### In a Nutshell
> Airship combat basically works as follows:
>
> At faraway range, attacks aren't possible.
>
> At cannon range, airships can attack each other with their cannon.
>
> At boarding range, crews can fight each other with firearms and hand-to-hand weapons.

Range

There are three basic ranges – faraway, cannon and boarding.

At **faraway range**, airships are in sight of each other (assuming it is daytime), but not close enough to fire their cannon. They might be able to communicate (if their lookouts have done their job and if they have telescopes and use flags to signal each other).

At **cannon range**, ships are able to fire cannon at each other, but are not close enough for the crews to try a boarding action or effectively shoot at each other using handheld firearms.

At **boarding** range, ships are close to each other – so close that crews can fight it out with firearms, and even attempt to board an enemy ship (by jumping, swinging on ropes, hurling down ladders to climb across, etc.).

Surprise

On a clear bright cloudless day, it almost impossible for one airship to completely surprise another airship (as long as there are lookouts), but at night or in cloudy skies (especially with no lights on), it is possible. In such conditions an airship should get a roll for its lookouts.

Sample Sighting Difficulties

Target Number (TN)	Conditions
No roll needed	Spying a large airship at faraway (or nearer) range on a clear bright day.
3	Spying a brightly lit airship at faraway range (or nearer) on a clear moonlit night.
6	Spying an airship at faraway range on a hazy day.
8	Spying an airship at faraway range in the driving rain; Spying an unlit small airship at boarding range at night or in the clouds.
10	Spying an airship at cannon range in the clouds.
12+	Spying an airship at faraway range in thick clouds; Spying an unlit ship at cannon range on a cloudy night.

Chasing

It's likely that if two airships' lookouts spot each other at faraway distance, one airship might try to get closer, while the other might try to run away. Likewise, if an airship gets into cannon or boarding range, another airship might want to concentrate on fleeing rather than fighting! A lot of time is spent running away – from the IAN and other airship pirates!

How do we run away or hunt another airship down?

Both sides make a roll, adding their ship's Quick + the Skylore of the crew + the Pilot of whoever is steering the airship.

If the chasing airship wins, it catches up, and both parties are one range nearer – so faraway is reduced to cannon range; while cannon range is reduced to boarding range.

If the fleeing airship wins, it moves one range further away – so boarding range becomes cannon range; cannon range becomes faraway range; and faraway ships escape the scene completely. **Note:** An airship trying to flee from boarding range is exposed to one free attack from the chasing airship!

If it is a draw, the range stays the same and the chase continues next round.

Note: If neither ship wants to change the existing range, then they don't have to (both ships might just slug it out with cannon!).

Cannon Range

At cannon range, combat is much like any other combat. Use the following order:

Initiative – each side rolls a dice and adds their airship's Quick + the crew's Skylore + the Pilot of whoever is steering the airship. Highest goes first.

Roll to hit – roll the dice and add the airship's Strong + the crew's Artillery + the Artillery of whoever is commanding the gunners. If the total beats the Defence of the opposing ship, calculate damage.

Calculate Damage – Damage is the difference between the attacking ship's total to hit roll and the Defence of the defending ship.

Remove damage – From the damaged ship's Health. Also, for every ship Health point lost, remove 2 crew Health.

Huge Creatures

Mostly individuals can't attack airships or other vehicles – punching an airship won't make it go away! So making an individual attack against an airship's Health is not usually allowed. But huge creatures can attack vehicles. When a creature is classified as Huge, it will be noted in their special abilities. Obviously, huge creatures don't have cannon - so they can only make an attack at boarding range, although an airship can fire cannon at a huge creature, if it is in the open and at cannon range.

Boarding Range

At boarding range, combat is as usual (Initiative, roll to hit, etc.), but rather than being between individuals or a cannon duel, it is between crews:

Initiative – each side rolls a dice and adds their crew's Quick + the Command of whoever is commanding the crew.

Roll to hit – roll the dice and add the crew's Strong + the Command of whoever is commanding the crew. If the total beats the Defence of the opposing crew, calculate damage.

Calculate Damage – Damage is the difference between the attacking crew's total to hit roll and the Defence of the defending crew.

Remove damage – From the damaged crew's Health.

Boarding

Whoever wins Initiative can initiate boarding – if they cause damage to their enemy, they are considered to have successfully crossed over to the opposing airship, where the crew combat continues. If they fail to do any damage, they are stuck on their own airship (and may be boarded themselves, on their opponent's turn).

Ramming

Ramming is only usually worth it when going against a weaker opponent or as a last resort. To make a ram attack, the attacking ship will need to make a successful opposed roll – someone rolls a dice for each ship, adding the ship's Quick + the crew's Skylore + the Pilot of whoever is steering. If successful, the attacking airship makes contact and does ram damage to the defending ship's health – vehicles generally do their Strong divided by 3 in damage. The attacking ship also takes damage – equal to half the damage caused to the defending ship.

Crews

Crews have scores (Strong, Quick, Clever, Health and Defence, etc.) for the entire crew – in other words, they generally fight together, like one character, but crew members do have an individual profile (to be used when there are not many of them, they're fighting Player's airship pirates, etc.).

The Strong of the crew is Crew Health divided by 10.

The Health of a crew is a measure of the total number of air sailors in the crew, i.e. an airship with crew Health 90 has 90 air sailors onboard when at optimum strength.

Every time 10 air sailors are put out of action (i.e. whenever the crew's Health drops by 10), the crew's Strong goes down by 1.

If an airship's crew falls to half or fewer of the optimum crew needed to run the airship, all airship rolls are at a -2 (until the crew are healed or replaced).

Healing Crew

After a battle, some of the crew put out of action might suffer minor injuries.

For every 10 casualties, roll one dice – on a roll of 1-3 those 10 casualties have minor injuries and can get back to work immediately; on a roll of 4-6, those 10 casualties are seriously injured or dead.

Note: Use common sense – if the crew were in a battle against another crew, use these rules – if they have been eaten by an uber-beast or fallen to their doom, etc., they are simply dead and can't be healed.

A medic can try to treat some of the seriously injured – roll his or her Medicine (+2 if the medic has all the right equipment) – it is up to the medic how many casualties he or she will try to save:

Amount of Crew Health Repaired	Target Number
1 dice divided by 2	6
1 dice	8
1 dice multiplied by 2	10

If the result is a success, then a number of crew will be healed as above, if the roll is a failure, then none of the seriously injured could be saved. Either way, the medic only gets one try – once the roll has been made, all seriously injured crew who have not been successfully treated are considered dead.

Players' Pirates and Crew Fights

Crews might have just one set of scores when they are fighting each other, but when the Players' airship pirates fight, they only fight individual crew members. The Gamekeeper decides how many of the crew are in direct combat with the Players' airship pirates, and the fight is run as an ordinary fight (rather than a crew vs crew fight).

The crew members in the fight have their own individual scores (each airship's crew has two sets of scores – one which is used when they are fighting as a mass; the other which is used for when fighting as individuals. The Gamekeeper might decide some of the opponents are above average and some are below, rather than using the average score for every opponent the Player's airship pirates are fighting with).

The same method is used for when a major enemy is fighting the Players' crew (i.e. the Gamekeeper decides how many of the Players' crew can get to the major enemy and runs it as an ordinary fight).

When a crew is fighting a Huge Creature, they fight as a mass (i.e. as if they were fighting an enemy crew).

For every crew member killed, remove 1 Health from the affected crew.

Damage, Repairs and Airship Destruction

When an airship is reduced to half Health, all rolls (to attack, to run away, etc.) are at -2.

(Note: Remember, when a crew is reduced to half Health, all their rolls are at -2. When a crew is reduced to 0 Health, they are all out of action.)

When a ship is reduced to 0 Health it will be completely destroyed (and fall out of the sky) in one dice worth of rounds. A destroyed ship cannot be repaired.

A ship's crew can attempt to repair an airship in combat – roll a dice and add 1 for every point of Strong used to make the repairs – crew repairing an airship cannot fight (or defend) and must fully concentrate on mending their ship. The Target Number is determined by how much airship Health the crew are attempting to repair (the Player's can choose how much Health to attempt to restore per round).

Amount of Health Repaired	Target Number
1 dice divided by 2	6
1 dice	8
1 dice multiplied by 2	10

Example

The Crimson Stink *is badly damaged. The Players decide to set Strong 3 of crew to repair the airship (which reduces the airship and crew's Strong by 3 for the duration of the round – those crew are too busy patching up the airbag and hull to fire the cannon or shoot their rifles, etc.). The Players will need to decide whether to try and repair half a dice of ship's Health (which would make the Target Number 6 – and would require a roll of 3 or more); a whole dice (which would make the Target Number 8 and so require a roll of a 5 or 6); or whether to spend a Doubloon and repair 1 dice x 2.*

Out of combat, repairs can be attempted in the same way, but only once every 12 hours.

Other Vehicles

Like airships, other vehicles (such as cars, triplanes and trikes) have Strong, Quick, Health, Defence and Move scores, much like characters.

If characters in two vehicles are fighting each other, then combat order is as usual.

Roll Initiative, roll to hit, roll to damage, etc.

Initiative – roll a dice and add the vehicle's Quick. Highest goes first.

Roll to hit – usually using the Abilities and skills of the driver/pilot. If the total beats the Defence of the opposing vehicle (or driver/pilot of that vehicle), calculate damage.

The Abilities and skills used will depend on the vehicle and the weapon used. If trying to ram, the vehicle's Quick + the driver's Drive (or Pilot, etc.); if firing a machine gun, then the driver/pilot's Clever + Shooting. Some vehicles (e.g. clockwork tanks) have inbuilt weaponry (use Clever + Artillery to fire). Each weapon should be assigned a damage rating, if it hasn't already got one (based on its lethality). If ramming, vehicles also generally do their Strong divided by 3 in damage. Any vehicle involved in a collision also takes damage from the opposing vehicle (so ramming is only usually worth it, when going against a weaker opponent).

Calculate Damage – Add the weapon's damage (or the vehicle's Strong divided by 3, if ramming) to the difference between the attacker's to hit roll and the Defence of the opposition.

Remove damage – From damaged vehicle's Health (or driver's Health, if the driver was the target).

The consequences of other vehicles reaching 0 Health will vary according to the vehicle and environment – so, while airships will probably just crash, ships will sink, while a train might simply grind to a halt and the driver and passengers get out.

Doubloons

Doubloons are used to perform swashbuckling moves, save your airship pirate from certain death, hit an opponent against the odds, etc.

Every Player starts each game session with 6 Doubloons.

As each game session progresses, the Players play their Doubloons to make good things happen for their characters.

It's a good idea to spend all your Doubloons, as they can't be carried over to the next game and they'll be replaced next session!

Some of the characters run by the Gamekeeper might also have Doubloons, which can be used in exactly the same way as the Players' Doubloons. Only more major enemies will have them – more run-of-the-mill opposition never have Doubloons.

Doubloons can be represented in the game by poker chips, or coins (real or chocolate!), toy money, or even real Doubloons if you have any lying around.

> **Note:** Doubloons are called Stunt Points is other *OneDice* games, but are otherwise identical.

Spending Doubloons?

Each of the following actions cost 1 Doubloon:

- **Succeed at a non-combat roll automatically –** however difficult the task.

- **Ignore an opponent's Defence –** no roll to hit, simply deliver a dice worth of damage + the weapon damage to your pirate's opponent's Health. Armour does not protect the opponent.

- **Avoid damage** – Turn a hit on your airship pirate into a miss.

- **Avoid character death** – If your airship pirate drops to 0 Health, they are merely unconscious, not dying.

- **Perform two attacks in one round** – you can roll to hit twice instead of once.

- **Swashbuckling Action** – You can combine an attack with a swashbuckling move (climb, swing on a chandelier or rope, run on a rolling barrel, etc.). You only need to roll to hit, and you get to add your Strong *and* Quick to

the dice (plus one suitable skill if you have one, Climb, Blades, Bludgeon, Bruiser, Shooting, Throw, etc.).

- **To cancel an enemy's Doubloon** – If a Player has spent a Doubloon to perform an action, the Gamekeeper can spend a Doubloon (if the character the Gamekeeper is running has one) to cancel the action. Likewise, a Player can spend a Doubloon to cancel a Gamekeeper's Doubloon action against his or her own airship pirate.

The following actions cost 2 Doubloons:

- **Advanced Swashbuckling Action** – You can combine an attack with a swashbuckling move (climb, swing on a chandelier or rope, run on a rolling barrel, etc.). You only need to roll to hit, and you get to add your Strong, Quick *and* Clever to the dice (plus one suitable skill if you have one, Climb, Blades, Bludgeon, Bruiser, Shooter, Throw, etc.).

- **Perform three attacks in one round** – you can roll to hit three times instead of once.

The following action costs 3 Doubloons:

- **Ignore an opponent's Defence –** no roll to hit, simply deliver a dice worth of damage, multiplied by three, to your airship pirate's opponent's Health.

Changing the Story (Optional)

Here is an extra way of spending Doubloons. Check with your group to see if they would like to add this option.

The following story change costs 1 Doubloon:

- **Minor Plot Change** – Players can spend a Doubloon to remove a minor obstacle (avoid a patrol, solve a clue, find a different path, etc.).

The following story change costs 5 Doubloons:

- **Major Plot Change** – A Player can spend 5 Doubloons to make a major change to events – escape the gaol; cause a huge rock-slide, covering their retreat; cause a nearby enemy airship to lose speed and be put temporarily out of action; etc.

> ### *Awesome Bonus!*
> As an optional rule, the Gamekeeper might want to award an immediate "awesome bonus", for when a Player attempts to gets his or her character to do something particularly awesome! If you want to play this rule, the Gamekeeper can give an instant free bonus Doubloon (maximum 1 per Player, per session).

Equipping Your Airship Pirate

Every Player's airship pirate starts with some money. They can spend it on equipment before the game starts.

Starting Money

Neobedouin: 1 dice x 10

Skyfolk: 1 dice x 20

Neovictorian Upper Class: 1 dice x 100

Neovictorian Servant Class: 1 dice x 15

Neovictorian Lower Class: 1 dice x 2

Misbegotten: 1 dice x 1

Automatons: 0

All prices in Airship Pirates are in Helios (He).

In addition to some cash, all airship pirates start the game with one outfit (hat, shirt, coat, pants, skirts, socks and boots, etc.); one weapon suitable for their character; and one random bit of equipment from the table below (you'll need to roll the dice twice to get a result – once to choose a line and again to find what equipment on that line your airship pirate has).

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Random Equipment

Result	Roll
1: Clock; 2: Lucky rabbit foot; 3: Book; 4: Broken Sword; 5: Locket with picture; 6: Mirror	1
1: Parrot Food; 2: Wooden hand; 3: Goblet; 4: Map ; 5: Worthless Gem; 6: Comfy Cushion	2
1: Perfume; 2: Face mask; 3: False Teeth; 4: Glass Eye; 5: Love letter; 6: Child's Dinnerplate	3
1: Beads; 2: Swing; 3: Left Boot; 4: Preserved Sausage; 5: Gravy-boat; 6: Stuffed Alligator	4
1: Right Glove; 2: Armchair; 3: Engraved Pocket-watch; 4: Footstool; 5: Sweets; 6: Coffee pot	5
1: Mother's wig; 2: Pickled Eggs; 3: String; 4: Vase; 5: Dog Bowl; 6: Damaged shield	6

Everyday Stuff

Clothing

Bloomers of Concealment: Cost: 5 (+1 to Sneaky when using them to conceal a small item.)

Boots, steel-capped: Cost: 15 (+1 damage when kicking.)

Corset, Armoured: Cost: 60+ (+1 Defence.)

Diving Costume: Cost: 200 (1 tank of air lasts 2 hours.)

Greatcoat: Cost: 80+ (+1 Defence.)

Leathers: Cost: 200+ (+2 Defence.)

Whole Outfits:

Extravagant Costume: Cost: 250+ *Including an outfit comprised of the following: hat, gloves, gown, dress, petticoat, corset and bustle, fine shoes or boots; Top hat, waistcoat, tailcoat, shirt, cravat, pants, fine shoes or boots; Military dress uniform; or any combination of the aforementioned, made in any combination of cloth and leather, all augmented with decoration and adornments to the style of your choosing.* Cost: 250+

Lower Class Rags: Cost: 0-10

Respectable Costume: Cost: 100

Rugged Costume: Cost: 150

Accessories

This list is by no means exhaustive – gloves, hats, neckties, scarves, and all manner of other clothing accessories can be purchased by Adventurers, simply assign a price based on materials, quality and availability.

Cane, Hollow: Cost: 2

Cane, Knobbed: Cost: 5

Cane, Ornate: Cost: 10

Cane, Spyglass: Cost: 20

Cane, Sword: Cost: 20

Fan, Hand Mundane: Cost: 1

Fan, Razor Sharp Metal: Cost: 5

Goggles, Enhanced: Cost: 30 (Adds 1 to Perception skill rolls.)

Goggles, Flight: Cost: 10

Goggles, Ornamental Hat: Cost: 6 (Subtracts 1 from Perception skill rolls.)

Goggles, Protective: Cost: 10

Magnifier, Large: Cost: 5 (Adds 1 to Investigate skill rolls.)

Mask, Protective: Cost: 15 (Adds 4 to skill rolls vs Poison gas, etc.)

Mirror, Hand: Cost: 3

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Money Belt/Purse: Cost: 10+

Monocle, Magnifying: Cost: 6

Monocle, Mundane: Cost: 3

Parasol, Mundane: Cost: 2

Parasol, Protective: Cost: 10 (Adds 1 to Defence.)

Utility Belt, Leather: Cost: 8

Watch, Clunky Pendant, Pocket or Wrist: Cost: 12

Watch, Bejewelled: Cost: 30

Adventuring Kit

Animal Trap: Cost: 5-40 (+1 to Survival rolls when catching animals to eat.)

Backpack/Rucksack: Cost: 15

Bedroll: Cost: 5

Candle: Cost: 1 for 5 candles

Carpet Bag: Cost: 15

Flint and Tinder: Cost: 1

Heliograph, Handheld: Cost: 10

Ladder, Collapsible: Cost:25

Lantern: Cost: 10

Oil, Flask: Cost: 1 for an hour's lantern fuel.

Rope: Cost: 2 for 10 metres of strong rope.

Sack (Large): Cost: 2

Sack (Small): Cost: 1

Tea or Coffee Dispenser, Clockwork: Cost: 70

Tent: Cost: 30 for 2 person tent.

Torch: Cost: 1 for a torch that burns for an hour.

Trunk: Cost: 40

Waterskin: Cost: 2 for a waterskin/bottle containing enough water for 1 person for 2 days.

Writing Kit: Cost: 15

Camping Kit: Cost: 200 *Comes with a 4-man tent, folding cots, folding camp stools, writing desk and cooking set, stored in a special steamer trunk.*

Food And Drink

Ale: Cost: 1 for a flagon.

Brandy: Cost: 20 for a bottle.

Gin, Strong: 2 for a bottle.

Gin, Weak: 1 for a bottle.

Meal Out: Cost: 1-5+

Pie, Large: Cost: 1

Rum: Cost: 3 for a bottle.

Travel Rations: Cost: 2 for one day's rations for one person.

Wine: Cost: 10 per bottle.

Accommodation

Respectable Hotel: Cost: 30+

Disreputable Hotel: Cost: 15+

Lodging/Doss House: Cost: 5

Yurt: Cost: No Charge (Usually invitation only.)

Specialist Equipment

Actor's/Disguise Kit: Cost: 200 (Adds 2 to Disguise skill rolls.)

Advanced Mechanic's Kit: Cost: 500 (Adds 1 to Engineering skill rolls.)

Autophrenometer: Cost: 200

Basic Tool Kit: Cost: 50 (Needed before many engineering tasks can even be attempted.)

Climbing Kit: Cost: 50 (Adds 1 to Climb skill rolls.)

Compass: Cost: 15 (Adds 1 to Navigate skill rolls – not stackable with Navigator's Kit.)

Difference Engine: Cost: 800+

Lockpick Set: Cost: 80 (Adds 2 to Locksmith skill rolls.)

Medical Bag: Cost: 100 (Adds 1 to Medicine skill rolls – not stackable with hospital bonus.)

Meteorology Kit: Cost: 150 (Adds 1 to relevant Skylore skill rolls).

Musical Instruments: Cost: 5-500

Navigator's Kit: Cost: 150 (Adds 2 to Navigation skill rolls).

Phonograph: Cost: 100

Photography Kit: Cost: 350

Recording/Performing Kit: Cost: 1000 (Adds 1 to Entertainer skill rolls).

Science Kit: Cost: 250 (Adds 2 to relevant Science skill rolls).

Telescope: Cost: 75 (Adds 2 to rolls – Clever + Perception – to spot something in the distance.)

Prosthetics
Glass Eye: Cost: 3

Grippers: Cost: 2000 (Adds 2 to the wearer's Strong.)

Prosthetic Hands, Combat: Cost: 100 (Adds a hand-to-hand weapon, usually a hook, to the wearer's stump.)

Prosthetic Legs, Wooden: Cost: 10

Striders: Cost: 1400 (Adds 1 to the wearer's Move.)

Wooden Eye: Cost: 1

Horses, Pets and Other Animals
Cat: Cost: 2

"I think I'll call her Apples"

Dog: Cost: 3

Horse, Draft: Cost: 200

Horse, Riding cob: Cost: 400

Horse, Racing: Cost: 1000

Indrikki, Draft: Cost: 1500

Monkey: Cost: 20/50/200 (Small/Medium/Large)

Mule: Cost: 100

Pony: Cost: 120

Cargo
Basic Cargo: Cost: 500 per unit.

Standard Cargo: Cost: 1000 per unit.

Luxury Cargo: Cost: 3000 per unit.

Fuel Costs
Coal per 100 miles: 8

Diesel per 100 miles: 10

Wood per 100 miles: 5

Close Combat Weapons

Weapon	Damage	Cost
Cat o' nine tails	2	15
Cosh, Cudgel, Hatchet, Knobbed Cane, Staff	2	5
Cutlass, Sword, Sabre, Axe, Spear, Arm-Blades*, Beast Claws*	3	30
Dagger	2	10
Great Sword, Huge Axe	4	100
Hook	2	100
Improvised**	1	—
Brass Knuckles, Knife	1	5
Unarmed	0	-
Whip	1	10
Whisk, Peeler's	2	n/a

*Only usually available to Neobedouin Beast Dancers.
**Chair leg, bottle, tea tray, chain, etc.

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Ranged Weapons

Guns

Weapon	Damage	Range	Cost
Blunderbuss*	4	5	60
Carbine, Black Powder*	3	12	50
Grenade Launcher*	6* **	25	3000
Hand Gun, Light	3	20	200
Hand Gun, Heavy	4	20	600
Heat Ray, Steam	5***	7	250
Lightning Gun, Portable	4	20	400
Lightning Gun, Mounted	4	80	2000
Machine Gun, Clockwork	6X3	50	2000
Mammoth Gun*	6	20	800
Musket, Black Powder*	4	20	50
Needle Rifle	3	40	80
Needle Pistol	2	30	50
Pipe Rocket* **	10	25	5000
Rifle	4	40	100
Shotgun*	5	10	180
Sniping Rifle*	6	200	1800
Steam Gatling	5x3	75	2000
Steam Pistol	2x4	5	1000
Steam Rifle	2x5	30	2000

*Takes a full combat round to load.

** Damage is to all within a 3m radius of the target.

***To all in 1m wide path.

Ammunition

Small Ammunition: Cost: 10 for 20 rounds

Large Ammunition: Cost: 100 for 10 rounds

Pipe Rocket Ammunition: Cost: 200 for 1 round

Weapon Modifications

Rifle Magnifying Sights: Cost: 300 (Adds +2 to Shooting skill. Can be attached to rifle or sniping rifle.)

Other Ranged Weapons

Weapon	Damage	Range	Cost
Blowpipe	– *	5	2
Bow	3	25	15
Crossbow	3	40	40
Dagger	2	SX3	10
Hatchet	2	SX2	5
Knife	1	SX1	5
Rock	1	Sx3	-
Spear	3	Sx2	15
Sling (one handed)	2	15	1

S = Thrower's Strong

* On a successful to hit roll, depending on poison used, does lethal or stunning poison damage. Lethal = one dice of damage; Stunning = Stunned for a dice of rounds.

Armour

Armour	Defence
Very light – a single helmet or padded jacket	+1
Light – Thick leather jacket and trousers	+2
Small Shield/Protective Parasol	+1
Large Shield	+2*

A large shield will *always* cause a -1 Quick penalty. If this takes the user's Quick to 0, they cannot gain the defensive bonus when moving.

If an armoured character is trying to swim, he or she will do so at a penalty equal to the armour's Defence (e.g. wearing Light armour will cause a -2 penalty to be applied to any Swim skill roll).

Finishing Touches

If you haven't picked a **name** for your airship pirate, do so now.

Also, give your airship pirate **6 Doubloons**, ready for the first game session.

Now is the time to **make a few notes**, if you want to, about your pirate's personality (kind, mean, greedy, happy-go-lucky, etc.) and earlier life (family, previous job, criminal past, etc.).

You should also **decide how old** your pirate is (usually somewhere between 17-28 years old).

Airships and Crews

The Players' airship pirates are the heroes of the story, so they don't have to work their way up from being lowly swabs – at the start of the game, they are already in charge of their own ship and crew (unless the Gamekeeper wants to run a beginning adventure in which they have to find, steal or buy their own ship!).

The standard starting vessel is a Tigerfish class airship. Players are encouraged to choose a name for their ship and design the ship's flag.

Tigerfish, **S** 5 **Q** 9 **H** 16 **D** 7 **Mv** 70 **Ca** 3 **Cr** 8/80 **Cost** 4,000

The Players are allowed to pick one of the following bonuses: +1 S; +4 H; +2 D; or +2 Ca

The starting crew is a bunch of Beginner swabs:

Whole Crew: S 8 **C** 1 **Q** 2 **H** 80 **D** 5 **Mv** 20

Individual Profile: Swab, S 1 **C** 1 **Q** 2 **H** 3 **D** 5 **Mv** 20 **Sk** Blades 1, Climb 1, Skylore 1, Bruiser 1 **Tr** One dice worth of Helios **X** 10

Chapter Two – How to Play

Replacing crew in a pirate-friendly Skyloft is fairly easy (they fight for a share, not a wage), and the Player's airship pirates can attract new crew members according to their level.

As the Players' pirates go up levels (see opposite), their crew improves too (if the Player's airship pirates are all different levels, use the Captain's level).

Level	Crew S*	Crew C*	Crew Q*	Crew D*	Individual Profile**
1					-
2	+1			+1	Shooting 1, Artillery 1
3		+1			Sneaky 1
4				+1	Dodgy 1, Blades 2
5	1				Shiphandling 2
6			+1	+1	Climb 2
7					Sneaky 2, Shooting 2
8	+1			+1	Bruiser 2
9					Shiphandling 3, Dodgy 2
10		+1		+1	Blades 3
11			+1		Sneaky 3

*Adds to Crew and individual crew profiles.

**Adds to individual profiles.

Example

A 5th Level Crew has the following profile: **5th Level Crew, S** 10 (8+2) **C** 2 **Q** 2 **H** 80 **D** 7 **Mv** 20

An individual 5th Level swab has the following profile:

5th Level Swab, S 3 **C** 2 **Q** 2 **H** 9 **D** 7 **Mv** 20 **Sk** Artillery 1, Sneaky 1, Blades 2, Climb 1, Dodgy 1, Skylore 2, Shooting 1, Bruiser 1 **Tr** One dice worth of Helios **X** 50

As well as using the above table for the Players' crew, as they gain levels, the Gamekeeper also uses it to determine the Crew profiles of rival pirate crews, etc.

Remember: As a Crew loses its Health (i.e. swabs die), its Strong also falls (1 for every 10 Health) – but the Level bonus to Strong remains until Health falls to 10, at which point the crew are no longer able to fight as a mass.

Experience and Levels

As your airship pirates adventure they learn new skills and increase their abilities.

In game terms, this means the Gamekeeper will award you Experience for good roleplaying and for your airship pirate reaching adventure goals and defeating foes. You need to always keep track of the total Experience you have been given.

When your airship pirate gets enough Experience, he or she will go up levels.

Your airship pirate might gain some new things at each level:

Ability Points – You can spend these to increase Strong, Clever and Quick. Remember, your pirate's Health, Defence or Move might also rise as a result of this increase.

Health – Increases your total health.

Skill Points – To increase a skill your airship pirate already has or to learn a new one.

All Player airship pirates begin at 1st Level. The Experience you need to increase your airship pirate's level, and the rewards for doing so, are as follows:

Level	Ability Points	Health	Skill Points	Experience
1				0
2			+1	150
3		+1		300
4	+1			600
5			+1	1500
6		+1		3000
7	+1			6000
8			+1	10,000
9		+1		15,000
10	+1			22,000
11		+2	+1	30,000+

Chapter Three – Gamekeeper Section

This section is designed to help Gamekeepers to run *Airship Pirates*.

First there is **a timeline and notes on a few locations**.

Then there's a brief look at **running games** and **tips on style**.

Then there are a few more **rules covering** how to handle **hazards and** award **experience**.

Then there is **a list of airships and other vehicles**.

Then some rules for quickly creating **Skyloft cities**.

Then a look at **time travel**.

Finally, there's **a list of** some of the **creatures** which roam the wilderness.

History

How It All Started

It all began with Abney Park.

In 2006, on their way to a gig in a light aircraft, they were caught in a storm, when they unexpectedly crashed into an airship, the *HMS Ophelia*. The airship was a British time-travelling airship from 1906 – it's mission, to patrol time on behalf of the British Empire. With some of his band (and most of the *Ophelia's* crew) dead, Robert Brown, of Abney Park, was promoted to Captain Robert. And so the band's adventures began.

Chapter Three – Gamekeeper Section

With the aim of righting the wrongs of history and making the world a better place, the *Ophelia* visited various different time periods, changing the outcomes of battles, getting rid of unpleasant dictators, and generally trying to make time "nice". The result was a world at peace – and totally unprepared for the rise of the great dictator, Victor Hypocrates.

Timeline

The timeline we know, the timeline leading to the 21st century in which we live, has been lost. Abney Park's meddling with history has resulted in a completely different timeline and an unexpected future.

Abney Park talk of the "Apocalypse" of 1906. For them, the invention of the Chrononautilus was the beginning of the end for the world. For the people of 2150, the world has always been the way it is – if they talk about the Great Apocalypse, it begins the day Victor Hypocrates I took over, at the end of the 20th century.

Note: The first two eras (1650-1750) are identical to the real historical world; it's only in 1751 that the timeline begins to diverge.

Remember: Time travellers cannot get back before 1650 or ahead of 2150.

1650-1700: The Rise of Knowledge

Great figures, such as Isaac Newton, were laying the foundations for modern science. Meanwhile, wars over religion were being fought across Europe, and people were burnt as witches from Scotland to Massachusetts. European explorers were making new discoveries, by land and sea. In America, Jamestown was founded and colonisation continued. In Paris, it was the age of swashbuckling – of Cardinal Richelieu and the musketeers. In the Caribbean, it was the beginning of the "Golden Age of Piracy", with pirates attacking Spanish treasure ships and the buccaneers of Tortuga being given letters of marque by the English.

1701-1750: Piracy and Colonization

Piracy continued, while European explorers sought new lands to conquer. The French founded New Orleans in North America. The English and Spanish were great rivals and frequently at war. It was the beginning of the industrial revolution and the first steam engines. The slave trade was at its peak, shipping thousands of Africans to the New World to work on plantations.

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1751-1800: Lost Empires

The British East India Company tried to take over the Indian subcontinent, but Robert Clive's attempt to conquer Arcot failed. Some claim a mysterious flying machine joined in against the British. Over the next century, people throughout the far east successfully threw off their colonial shackles and sought independence from western rule; Great Britain's attempts to hold onto North America also failed, leading to the creation of the United States of America (USA). Meanwhile, remote areas, such as Australia and New Zealand, remained untouched by Europeans.

1801-1850: The Rise of Africa

After a mysterious airship freed slaves from a ship off the coast of Africa, African sea power grew. The slave trade was halted. Europeans, their colonies lost, were busy fighting in Europe. Napoleon conquered one country after the other, in what became known as the Last Great War. The Africans formed the United African States (UAS), and an age of peace and plenty began on the continent. Political pressure on the USA led to the emancipation of slaves and headed off civil war.

By the end of this period, most of the world was at peace. When Britain asked the UAS for help in fighting off a French invasion force, the appearance of an African airship fleet over Paris was enough to cause the octogenarian Napoleon to surrender. He died shortly afterwards and his Empire became the Eurasian Confederation (EC), built on the American and African models.

1851-1900: The Age of Steam

The world was at peace. Populations grew, international commerce thrived. Great Britain, now a part of the EC, became the workshop of the world. EC countries were allowed to keep their own rulers, as long as they obeyed the Senate in Brussels. Queen Victoria ruled Great Britain and Victorian styles became global. Steam power, airships, the bustle, and the top hat, were seen from Moscow to the Mississippi. Landscapes were reorganised for the benefit of mankind; rivers straightened for the steamships; dams built to generate power; marshes drained to provide land. All agreed it was a golden age. But the seeds of destruction were being sown – without the checks of disease and war, the world's population was growing at a phenomenal rate.

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1901-1950: The Diesel Age

The invention of the internal combustion engine led to a great leap forward in transport technology. The automobile spread throughout the world, and air transport moved away from airships, toward aircraft. Meanwhile, some advocated a return to pre-industrial ways, and many gave up their homes to join the growing Neobedouin movement. Others embraced the new technologies, seeking their thrills auto-racing, performing aeroplane stunts and the like; in the cities, the (sometimes bloody) competitions were watched by avid crowds on the big "televisor" screens.

1951-2000: World Government

Industry expanded, the population reached a critical size, and pollution got out of hand. Rivers choked with dead fish; animals died of strange birth defects; acid rain decimated forests. Scientists tried to warn people that the climate was being thrown out of kilter. But they were ignored. Then, it seemed, a saviour came along.

Victor Hypocrates stood for President of the USA. Handsome and charismatic, his speeches were watched by billions, on televisors all across the world. He advocated the creation of a "new wilderness". His supporters, wearing distinctive green armbands, began cleaning up rivers and tidying littered streets. But soon they were smashing up cars and throwing bricks through the windows of neighbours who left lights on unnecessarily.

Victor came to power in a massive landslide. His fanatical followers, the Neovictorians, marched through the world's capitals, demanding Victor be made World President. The governments of the world gathered in Washington and agreed – Victor Hypocrates was now ruler of the world.

2001-2050: The Slow Apocalypse

Sometimes it seemed as if everyone on the planet was carried away on a wave of adulation for Victor and his increasingly draconian policies. In truth, those who stood against him were purged. His public policies were simple. Technology had created the mess, so must be stopped. There were to be no new innovations and technology would be wound back to a Victorian era level. Populations were to be reduced (quite how, he didn't say), smaller towns and cities "rationalized" and returned to wilderness. New mega-cities were to be built to house the people of the disbanded towns. His secret

policies (known to just a few top-level advisors) were terrifying. Victor believed humanity was a blight, to be kept alive in just these few overcrowded settlements.

In remote areas, he had research stations built, where genetic manipulation was used to recreate mighty creatures from the time before humanity became dominant; such as sabre-tooths and hyaenadons, mammoths and giant lions. All the carnivores were genetically "programmed" to particularly enjoy human flesh.

When his son (also called Victor) was born, the world president declared himself Emperor, and announced his son as heir; the Neovictorians cheered the announcement and held massive rallies in his support.

2051-2100: Cities in Flight

When Victor II came to power, he continued the policies of his father. He stocked the wilderness with the carnivorous uber-beasts; and people were rounded up to be sent to the new cities, or eaten by his beloved animals. The Change Cage cities were portrayed as being safe havens. But Victor II was careful only to pick those who would be most tractable to live in them.

Many Neobedouin tribes had been hunted to extinction, either by the new beasts or the Chuno Ggun. But they were being joined by new people from the cities. While the Emperor concentrated on trying to eradicate the nomads, the more technically minded escaped to the skies.

Victor II had nothing to oppose the flying platforms of the Skyfolk. He realised he needed his own airforce, but those with the technical know-how had long-since been purged. The IAN was never a match for the sky city fleets, and, though an intermittent air war was fought for many years, the Skyfolk always had the upper hand.

Toward the end of the century, with the vast majority of the world's population slaughtered, and the remainder were mostly huddled Change Cage cities, Victor II (now living a life of luxury in Yellowstone Palace) declared anyone still living in the outside world an outlaw; to the Neobedouin and the Skyfolk, this mattered little, as that had been the reality on the ground for some time.

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2101-2150: Wilderness Years

The grandson of the first Emperor, Victor Hypocrates III, is a distant figure, cut off from all contact with the lives of his remaining people. The ruling classes, the descendants of those who had supported Victor I in his bid for world domination, live a life of luxury. Meanwhile, outside the Change Cage cities, the beasts still prowl, the Neobedouin still roam and the Skyfolk still look down from their high eyries.

There has been a slight thawing of relations between the Free Peoples and the Neovictorians, in certain areas. Helium City, built around the largest helium mines in North America, has become a focus for detente, as both sides need helium for their airships. Victor III seems to care little what goes on in the world – but he is, like his father and grandfather before him, a fickle ruler, and could decide tomorrow that a purge of "outlaws" is necessary.

The Emperor's Palace

The World Emperor, Steward of All Nature, Victor Joseph Hypocrates III, lives in a vast palace in Yellowstone Park. Uber-beasts are kept out of the vast park compound, but traditional wildlife abounds. Aside from his Chuno Ggun guards and personal servants, few have visited the palace or surrounding parklands. Victor III rarely leaves his palace, living in splendid isolation.

The Emperor has access to technologies denied to his people. It's not clear where all his resources come from – the complex is powered by geo-thermal energy and there are difference engines far more advanced than those used in the Change Cage cities. Are they cached pre-apocalypse remains? Or are they from the Change Cages? Is Victor III's attitude to technology different to his grandfather's? Nothing is clear – the Emperor's private thoughts are... private.

The park is surrounded by a number of small forts, run by Chuno Ggun agents. Thousands of miles of powerful electric fences keep out all but aerial predators. The palace is beautiful, with hundreds of light, airy, rooms. Every outer wall is fitted with floor-to-ceiling windows, however, in the event of attack, heavily armoured shutters slide across and the building sinks into the ground. Once locked down, row after row of elevated steamcannon turrets rise up to defend the palace.

Neovictorian Cities of Earth

Desolation
Old Boreas
Everglade
Rio Arbolas
Waterhouse
Londinium
Gateway
Sanctorum
New Eden
Pharos
Al Salam
Makeba
Contemplation
Khan
Regret
Atlantis
Meiji

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The Emperor is the only person privy to the whereabouts of the scattered remote research stations, some of which are still in use. They are supplied by the Chuno Ggun and still engaged in experimental bio-engineering. The original scientists are long dead – these are their offspring – confined to the facilities from birth, home-schooled in science by their parents. Perhaps the Emperor is considering the reintroduction of more weird and wonderful fauna...

Helium City

Helium City is the centre around which the three cultural "spokes" of North America, the Neobedouin, the Skyloft and the Neovictorians, rotate.

Helium City is neutral territory, the only place where all three cultures can meet, in (relative) peace.

History

Helium City, once known as Amarillo, sits upon the biggest deposits of helium in the world. The Skyfolk had quickly realised the importance of the place and the sky city of High Amarillo was fortified and moored near the helium mines. From this position of strength they pushed the uber-beasts back, expanding defensive walls outward, to include the drilling rigs. Local Neobedouin tribes began to trade with the city, and airships came from other Skylofts to buy the liftgas. The city began producing its own currency, the Helios.

It took the Emperor a long time to realise the importance of Helium City (as it was now calling itself). As more Skylofts were built, he realised he needed an airship fleet – the key to which was the vast helium reserves below the upstart city. In 2101, he sent a massive army to invade Helium City. Only a sad and sorry remnant survived the journey – a group far too small to make an attack or mount a siege.

Everyone expected the President of Helium City to demand the surrender of the remaining soldiers – instead he invited them inside, had their wounds tended, and offered to open talks with the Neovictorians. He argued that opening Helium City to trade with the Neovictorians would be a way of defusing tensions, though he possibly just wanted the raw materials the Neovictorians could trade to pay for the helium.

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The Skyfolk and Neobedouins reluctantly supported the notion of the city as neutral ground – they too could see the advantage of trading for the products of the Neovictorian mines.

Colonel Jamieson Cheetham-Harris, the leader of the Neovictorian army, welcomed the news. He went further, and had it written into the treaty that the IAN would not attack anyone within 50 miles of Helium City. All three groups signed the Tripartite Agreement. Cheetham-Harris returned to Desolation, where he was immediately flung into the Change Cage; but the Neovictorians kept their part of the bargain, and haven't since tried to attack the city.

Melting Pot

You can meet anyone in Helium City. Its high stone walls enclose an area of five square miles, where grizzled Neobedouin outriders rub shoulders with haughty IAN captains and drunken pirates. Undercover Chuno Ggun agents infiltrate seedy bars in search of the fugitive sons of Neovictorian noblemen. Bargefolk do eager trade with all and sundry. Thick-skinned misbegotten mercenaries and down-at-heel sailors come here seeking work. Escaped slaves from Skyloft cities seek a haven, knowing if they can live free for a year and a day, they cannot be reclaimed by their owners.

At the heart of the city, the tall towers of the gas refineries stand, their steel pipework gleaming in the sunlight and throwing off flares of burning methane into the night sky.

The permanent inhabitants consider themselves honorary Skyfolk, even though most of them have never set foot in an airship. Many are helium miners, many more merchants, traders and brokers, but the majority work in service industries serving (and often fleecing) the visitors who flood into the city every summer.

Trade City

Helium City thrives on trade. In the tornado seasons and in the snows of midwinter, it is relatively quiet, but from June to September the size of the population almost doubles – as Skyfolk, Bargefolk, Neobedouin and Neovictorian sailors all flood into the city. The peak of the season is mid-July, when representatives of all the Neobedouin tribes on the continent trek to

the city for a two week festival of trade, music, dance, marriage and just plain hedonism.

Helium City Today

It's almost fifty years since the Tripartite Agreement, and it has never been broken. The Emperor used his supplies of helium to build the IAN, but has never managed to conquer the Skylofts. The Neobedouin have probably come off worst from the Agreement, as they bear the brunt of Chuno Ggun and IAN attacks. Even they, however, have not broken away, because trade at Helium City has become too much a part of their culture.

The present President of Helium City is Jacqui Remmington, a no-nonsense woman who came up through the ranks of the Union of Helium Drillers and Bottlers. Her plan to tax the obscenely rich helium merchants of the city to pay for the building of hospitals and schools for the less well-off is meeting with some opposition (particularly among the obscenely rich) and there are rumours that an assassin has been paid to get rid of her.

The Sierra Nevada

The Sierra Nevada region (see map) is a perfect place to start your role-playing campaign. In the west of the area, the Neovictorian Change Cage city of Desolation sits in the middle of the bleak, hot Nevada desert. Canals and railways head off to the north-east and south-east, the first heading to a mining settlement in the center of the continent, and the second leading to Helium City.

To the south of Desolation City lie the remains of a once-great metropolis known as Last Vegas. A huge pyramid in the heart of the ruins leads many to suspect that the place was once home to the fabled Egyptians, and many have sought their gold-filled tombs among the tumble-down, beast-haunted skyscrapers.

To the west of Desolation lie the high peaks of the Sierra Nevada Mountains. Their pine-clad slopes are less snow-covered than they were before the environmental degradation of the Diesel Age, but they are still tall and cold. At their heart, built around the peak of Mount Whitney, lies the great sky city of Isla Aether. Further to the north-west, moored in a difficult-to-reach valley, the infamous pirate skyport of High Tortuga has its home.

More ruined towns lie to the west of the mountains, overtaken by the lush pine forests of the area known as the Central Valley. Tumbledown farms can

still be found between the trees, where racids nest among overgrown orange groves.

Finally, on the coast, the Neobedouins – a tribe known as the Western Camelops – maintain a secret oil refinery among the giant tanks and rusting pipelines of an ancient oil storage facility.

Game Styles

Before you run your first OneDice *Airship Pirates* adventure, it is worth thinking about what sort of game you want to run (and what sort of game your players would enjoy).

Are you thinking of running a single adventure or a longer campaign?

Single adventures are designed to be played over one or two sessions. They only have a few scenes, a few tasks (rescue the Skyloft Governor, explore the cave, etc.) and only one or two twists.

Campaigns usually run over several sessions and often consist of a number of "chapters". Each chapter might have several scenes (or one big scene), and often there are side-goals (e.g. plunder some marvellous booty or recruit some allies) that need to be achieved along the way to telling a much bigger story (e.g. defeat a whole IAN fleet!).

Do your Players want to follow an exciting trail or leave the path whenever they want?

Plotted adventures have a structure, much like a book or a movie, and the Players are taken through a number of scenes leading to an exciting grand finale.

Sandbox adventures do not start off with a pre-determined plot – the Gameskeeper decides on a few themes, some locations and a number of characters and lets the story go where it will.

> ## Warning!
> Whatever style you choose, story-planning is needed – if you just make it up as you go along, it can easily fizzle out. You need to have some idea of where the game *might* go, and some ideas for grand finales.

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Stories

What style of adventure your Players would enjoy?

Lots of fighting or investigating a mystery? A romantic adventure or a plundering romp through the skies? A continent-spanning treasure hunt or a long expedition down a disused mine network? They'll probably appreciate a mixture and as long as there are plenty of opportunities for swashbuckling heroics and devious double-crosses, you'll be on the right track.

Recurring Characters

Every hero needs a nemesis, and in *Airship Pirates* there are plenty to choose from. The Chuno Ggun; Skyloft Governors; rival pirate captains; hostile Neobedouin tribes; IAN officers; mercenary pirate hunters; even the Emperor! – and that's just for starters! As well as enemies, there are plenty of allies to choose from – and sometimes an ally can become an enemy, or vice versa.

Whatever the circumstances, and whether friend or foe, recurring characters often make a story stronger and a final victory sweeter.

Scale of Opposition

When designing adventures, Gamekeepers should always take account of the abilities of the Players' airship pirates compared to the opposition they are going to face. If the Players' airship pirates are always confronted with weak opposition, the game will quickly get boring; likewise, it will become frustrating if they are faced with overwhelming opposition (against whom they have no chance of winning). Check that creatures are selected for your adventure that can be beaten (whether by overcoming their Defence, use of Stunt Points, or some other logical weakness, etc.). Likewise, check the opposition can, at times, offer a real threat to the Players' airship pirates. Creatures and other Gamekeeper controlled characters do not have to be designed in the same way as Player's characters – you can simply assign them Health and Defence scores, rather than base their Health and Defence on their Strong and Quick.

Hazards

Most hazards in *Airship Pirates OneDice* can be handled through asking for a straightforward skill check. If you want to see if a character can get out of a

smoky room, you can ask for a roll (perhaps adding Strong, if they are going to just try to walk through the smoke, or Quick, if they are making a dash for it, to the roll). The difficulty should be adjusted by the scale of the threat – a large raging inferno is harder to escape than a small blaze.

To help you judge the level of hazard and the possible consequences of failure, check this table:

Hazard	Difficulty/Target Number to avoid	Damage	Examples
Minor	Mild, 3	1 Dice divided by 2 (round down)	Small fire, weak poison, falling up to a metre, hitting thumb with a hammer.
Moderate	Challenging, 6	1 Dice	Moderate poison, falling up to three metres, hitting hand with chisel.
Major	Very Difficult, 10	1 Dice multiplied by 2	Strong poison, falling up to 7 metres, caught in a collapsing building.
Deadly	Near Impossible, 12+	1 Dice multiplied by 3+	Falling into a volcano, deadly poison, falling over 7 metres, squashed by a falling city.

As usual, offer Defence bonuses or penalties (+2/-2) if there are other factors that might make a difference to the outcome for the character.

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Awarding Experience

Experience is usually awarded at the end of each game session.

You might want to award Experience for the following:

Good roleplay: 10-20 Experience multiplied by the character's current Level

Defeating Creatures: Creatures have an Experience amount listed – any airship pirate who was in the fight with the creature gets Experience. Total the Experience of all creatures defeated and divide by the number of Players' airship pirates who were in the battle.

Solving/Reaching a Minor Adventure Goal: 20-30 Experience

Example

Finding the library in the Skyloft Governor's mansion and locating all the clues that are hidden there.

Solving/Reaching a Major Adventure Goal: 50-100 Experience

Example

Searching every location in the Skyloft Governor's mansion and defeating various guards, disarming some cunning traps and stealing the Governor's booty.

Solving/Reaching the end of a Campaign: 200-300 Experience

Example

Discovering the Governor is secretly working for the Emperor; travelling across the skies to raise an airship pirate fleet to beat the IAN frigates; slaying the Governor and his minions.

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Ships And Other Vehicles

Remember: Generally, **only Huge creatures or another vehicle can attack a vehicle** – individuals and smaller creatures can't (although they they can attack individual crew members, but not entire crews, if they get the chance).

Remember: Costs are the cost to buy a vehicle – selling a vehicle is much harder, and prizes often go at a fraction of their true worth.

Sample Airships

All airships are presented in this format:

Airship Type, **S** (Strong), **Q** (Quick), **H** (Health), **D** (Defence), **Mv** (Move), **Ca** (Cargo Capacity), **Cr** (Optimum Number of Crew Strong/Health), **Cost** (Cost of airship in Helios)
Description.

Remember: When an airship has half the optimum **crew**, or fewer, **all ship rolls are at -2**.

Tigerfish, **S** 5 **Q** 9 **H** 16 **D** 7 **Mv** 70 **Ca** 3 **Cr** 8/80 **Cost** 4,000

An ideal starting ship. Popular with pirates and small traders. Fast, manoeuvrable and cheap (but vulnerable and lacking punch!).

"Rainbow" Class Trader, **S** 6 **Q** 5 **H** 20 **D** 8 **Mv** 60 **Ca** 8 **Cr** 6/60 **Cost** 7,500

A relatively small trader airship.

Large Skyloft City, **S** 50 **Q** 2 **H** 200 **D** 10 **Mv** 20 **Ca** 180 **Cr** 400/4000 **Cost** 1,000,000

A large mobile Skyloft city floating platform.

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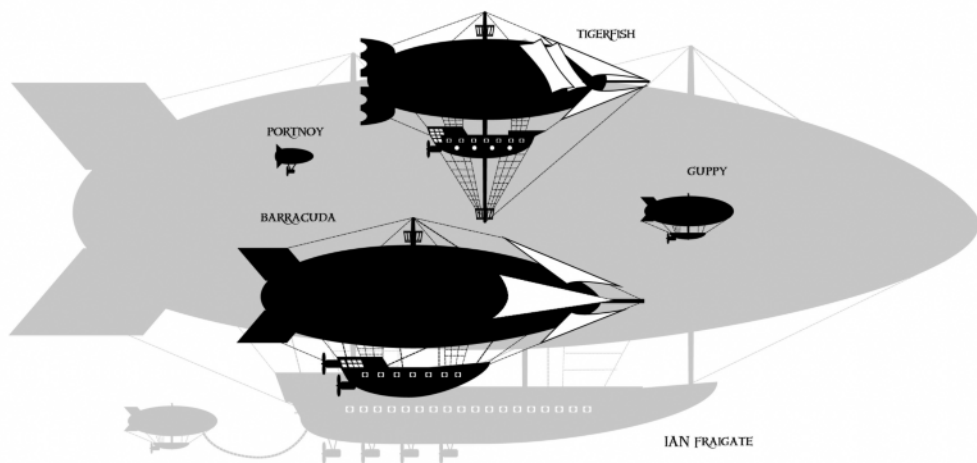
Jervis & Bottingly "Barracuda", **S** 10 **Q** 7 **H** 35 **D** 9 **Mv** 70 **Ca** 8 **Cr** 10/100 **Cost** 20,000

Used by Skyfolk to defend their cities, and pirates (when they can get their hands on one!).

Skyfolk Trader "Minnow" Class, **S** 4 **Q** 3 **H** 15 **D** 7 **Mv** 30 **Ca** 6 **Cr** 4/40 **Cost** 3,000

Airship pirate fodder!

Small IAN Frigate, **S** 13 **Q** 7 **H** 40 **D** 12 **Mv** 60 **Ca** 5 **Cr** 20/200 **Cost** 35,000

A typical IAN patrol ship – the airship pirate's bane.

Large IAN Frigate, S 20 Q 6 H 60 D 14 Mv 65 Ca 8 Cr 30/300 Cost 90,000

A large IAN frigate – a formidable foe to all aloft!

Skyfolk Trader "Pacu" Class, S 10 Q 3 H 45 D 9 Mv 40 Ca 25 Cr 20/200 **Cost** 8,000

Large, sluggish, but well-armed, cargo airship.

Jervis & Bottingly "Guppy", S 2 Q 3 H 10 D 6 Mv 40 Ca 1/8 Cr 2/20 **Cost** 1500

Used aboard larger vessels to transport a small number of crew (between vessels, as a landing party, etc.).

Skyfolk Flagship, S 11 Q 4 H 60 D 11 Mv 50 Ca 16 Cr 20/200 **Cost** 50,000

Only deployed by the largest of the Skyloft cities.

Portnoy Patent Portable Dirigible, S 1 Q 3 H 6 D 6 Mv 40 Ca 0 Cr * **Cost** 1000

*Only carries 1 person + 1 steamer trunk.

The ultimate in Skyloft personal transportation systems (or so the advertising says).

Jervis & Bottingly "Marlin" S 7 Q 7 H 25 D 8 Mv 60 Ca 8 Cr 8/80 **Cost** 5, 500

Sleek and fast – very popular with successful pirates.

Ship Improvements

Only vessels Strong 3 or larger can be upgraded.

Extra Armour: This upgrade can only be purchased once. Increases Defence by 1. **Cost:** Half the cost of the ship.

Cannon Heavy: Adds extra cannon to the ship, increasing Strong by 2. **Cost:** Quarter of ship cost.

Fast: The whole line of the ship is improved to add +1 to Quick. This upgrade may be taken twice. **Cost:** Quarter of ship cost

Harpoon Launchers: Adds 2 to rolls to hit Huge creatures. Once a creature is hit, the harpoon sticks, causing 4 automatic damage each round, until it is removed. 4 Damage. **Cost:** Quarter of ship cost.

High Capacity: Increase the cargo size by +50%. **Cost:** Half of ship cost.

Marines: The vessel can carry (and provide board and lodging for) a number of air marines equal to the size of its standard crew. Each point of marine crew Strong lodging subtracts 1 from cargo space. **Cost:** Quarter of ship cost.

The following upgrades can only be taken if there is enough available cargo space to sacrifice. Bonuses are not cumulative with the specialist equipment bonuses listed on p.95.

Music Room/Studio: Cost: 1200 and -2 Ca space (+2 to Entertainer rolls.)

Luxurious Cabin: Cost: 800 and -2 Ca space.

Props Room: Cost: 900 and -2 Ca space (+2 to Diguise rolls.)

Sick Bay: Cost: 1000 and -2 Ca space (+2 to Medicine rolls.)

Stables: Cost: 400 and -1 Ca space (For each horse sized beast.)

Science Lab: Cost: 1000 and -2 Ca space (+2 to Science rolls.)

Workshop: Cost: 1000 and -2 Ca space (+2 to Craft rolls.)

Acquiring a New Ship
When it comes to acquiring a new ship, airship pirates have four main options.

Steal One
The preferred option is to steal one – a captured vessel might be sold, but it might be converted into a new pirate airship.

Buy One
It isn't always easy to buy a airship – aside from having to raise the money, the characters will have to find somebody willing to sell them one. Large military vessels don't change hands, so even if they could afford one, characters aren't going to be able to simply purchase an IAN frigate!

Have One Built
If their pockets are deep enough, characters might commission the construction of a custom built vessel from a Skyfolk manufacturer. Games Masters should determine the final costs, using the prices on the ship list as a guide. The main problem with having a ship custom built (aside from the cost!) is the time it takes to build the ship - months or even years.

Get Credit
This is often the only means an airship pirate captain has of getting a new ship. Only the most ruthless and efficient criminal Skyfolk organisations will offer credit to an airship pirate – so it should be made clear that defaulting on a payment will have dire consequences. Credit terms are usually short (because airship pirates tend to die so young) – one, two, or three years, at most. The total cost is usually 150%-200% of the list price. Many airship pirates are solely working to pay off a bad loan, and are constantly in debt to a dangerous lender.

Other Vehicles

Airboat, Homemade, Bargefolk/Neobedouin: **S** 3 **Q** 4 **H** 10 **D** 5 **Mv** 50 **Cr** 1/8 **Cost** 1,000+

Snowmobile, Homemade, Neobedouin: **S** 2 **Q** 6 **H** 8 **D** 4 **Mv** 100 **Cr** 1/1 **Cost** 1,000+

Snowmobile, Armoured, Neobedouin: **S** 3 **Q** 5 **H** 14 **D** 7 **Mv** 80 **Cr** 1/3 **Cost** 6,000+

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Hydrocopter, Skyfolf: **S** 2 **Q** 3 **H** 8 **D** 5 **Mv** 50 **Cr** 1/3 **Cost** 1,000+

Car, Small, Very Old, Neobedouin: **S** 3 **Q** 4 **H** 9 **D** 5 **Mv** 55 **Cr** 1/5 **Cost** 1,000+

Car, Small, Old, Neobedouin: **S** 4 **Q** 7 **H** 8 **D** 5 **Mv** 120 **Cr** 1/4 **Cost** 2,000+

Jalopy, Diesel, Neobedouin: **S** 5 **Q** 5 **H** 9 **D** 6 **Mv** 60 **Cr** 1/7 **Cost** 2,000+

Camper-Truck, Neobedouin: **S** 6 **Q** 4 **H** 10 **D** 7 **Mv** 50 **Cr** 1/5 **Cost** 3,000+

Caravan, Neobedouin: **S** 6 **Q** 1 **H** 10 **D** 7 **Mv** 30 **Cr** 2/20 **Cost** 3,000+

Hogtrike, Neobedouin: **S** 3 **Q** 8 **H** 7 **D** 5 **Mv** 100 **Cr** 1/1 **Cost** 1,500+

Clockwork Tank, Small, Skyfolk/Neobedouin: **S** 7 **Q** 3 **H** 15 **D** 10 **Mv** 30 **Cr** 6 **Cost** 10,000

Train (Military, Neovictorian), **S** 12 **Q** 1 **H** 50 **D** 11 **Mv** 130 **Cr** 20/200 **Cost** 100,000

Canoe, Small: **S** 1 **Q** 2 **H** 6 **D** 3 **Mv** 10 **Ca** 0 **Cr** * **Cost** 0

*1 or 2 individuals.

Canoe, Medium: **S** 2 **Q** 2 **H** 6 **D** 4 **Mv** 15 **Ca** 0 **Cr** 1/14 **Cost 0**

Barge, Bargefolk: **S** 4 **Q** 1 **H** 9 **D** 10 **Mv** 10 **Ca** 2 **Cr** 1/10 **Cost** 1000+

Biplane, Skyfolk: **S** 4 **Q** 6 **H** 12 **D** 10 **Mv** 150 **Cr** 1/1 **Cost** 4,000

Triplane, Skyfolk: **S** 5 **Q** 5 **H** 10 **D** 9 **Mv** 120 **Cr** 1 **Cost** 4,000

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Creating A Skyloft City

The following tables can be used to construct random Skyloft cities for your game.

Shape

Roll	Shape
1	Ellipse
2	Hexagon (six-sided)
3	Boat
4	Donut
5	Circular
6	Irregular

Size and Population

Roll	Size	Population		Mooring Modifier
1	Tiny	20-120	(2D6 X 10)	
2	Small	100-600	(1D6 X 100)	
3	Medium	200-1200	(2D6 X 100)	+ 1
4	Big	900-2400	(3D6+6 X 100)	+ 2
5	Large	3000-8000	(1D6+2 X 1,000)	+ 3
6	Massive	8000- 18000	(2D6+6 X 1,000)	+ 4

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Floors

On a large house airboat, this would represent extra decks, in larger cities these extra levels probably won't be neat extra floors, but rather a further platform, lashed on to the original after the initial launching.

Roll	Extra Floors
1-2	0
3-4	+ 1
5	+ 2
6	+ 3

Mooring

Remember to add the modifier appropriate to the size of Skyloft city you are creating (see the end column in the Size and Population table, above).

Roll	Type of Mooring
1	Nomads of the skies - no permanent moorings - travelling from place to place.
2	Semi-permanently moored - frequently travels between multiple favourite mooring spots.
3	Semi-permanently moored - frequently travels between a few favourite mooring spots.
4	Permanently moored - but can leave with minimum disruption.
5+	Permanently moored - even if there is enough fuel, leaving would be very disruptive and time-consuming.

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Primary Economy

Note: This is only an indicator of the main business conducted in the city. Every city has individuals working in a variety of other trades.

Roll	Primary Trade	Docking Facilities Modifier
1	Merchant services - provides a thriving marketplace.	
2	Artisan goods - buys salvaged technology and uses it in construction of items for sale.	
3	Artisan goods - buys animal hides and raw foodstuffs to be processed.	
4	Port services - airship repair and construction.	+ 2
5	Mixed.	+ 1
6	Piracy.	+ 1

Secondary Economy

Roll	Secondary Trade
1-3	Farming/Gathering
4-5	No secondary trade.
6	Piracy

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Governance

Note: Where piracy is the primary trade, governance is as indicated in the second column on the table below.

Roll	Governance Model	Piracy Governance
1	Democratic Oligarchy - rule by an elite, who are accountable through having to stand in regular elections (which only the elite may stand in).	Elected Pirate Council
2	Undemocratic Oligarchy/Plutarchy - rule by an elite who are chosen from within their own ranks, likely the richest merchants, artisans, etc.	Pirate Governor
3	No official system of governance - although there may still be co-operation around areas of security, essentially everything is voluntary.	Elected Pirate Council
4	Council Democracy - people regularly elect council leaders. The council meets to make decisions.	Unelected Pirate Council
5	Direct Democracy - all decisions are made at city-wide meetings where everyone over the age of majority votes.	No Governance
6	Co-operative Associations - each trade or small community within the city manages itself, sending rotating delegates to a city council if city-wide decisions are required.	No Governance

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Taxation

Roll	General Taxation Level	Facilities and Defenses Modifier	Population Satisfaction Modifier
1	None - no official taxation.		
2	Very Low - minimum docking and customs duties. No personal taxes.		
3	Low - Reasonable docking and customs taxes. Possibly some small personal taxes.		
4	Medium - Docking and customs duties apply, as well as yearly personal taxation.		
5	High - High personal taxes as well as duties on most goods.	+ 1	
6	Very High - Tax is levied at every opportunity.	+ 2	+ 1

Wealth

Roll	City Wealth	Population Satisfaction Modifier
1	Impoverished	+ 2
2	Poor	+ 1
3	Getting By	
4	Comfortable	
5	Wealthy	- 1
6	Rich	- 2

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Facilities

This table refers to the general facilities for the population – sanitation, public water supplies, even libraries, hospitals, schools, etc. Remember to apply any modifiers gained from the taxation table.

Roll	City Facilities
1	Scant - no real sanitation or public works
2	Poor facilities - the most basic sanitation and little else
3	Adequate facilities
4	Comfortable facilities
5	Good facilities
6	Excellent - luxurious sanitation and good public works

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Docking Facilities

Tiny cities cannot roll on this table – they are considered too small to have extensive docking facilities.

Roll	Docking Facilities
1	Poor - limited spaces for visitors, a few private hangars.
2	Reasonable - spaces for visitors and some private hangars.
3	Adequate - generally regular activity, with decent moorings and hangars.
4	Good - lots of moorings, repair facilities, large hangars.
5	Very good - good repair facilities, extensive moorings and hangars.
6	Excellent - an abundance of facilities for airships of every shape and size.

Defences

Remember: Apply modifiers gained from the taxation table.

Remember: Nomadic Skyloft cities (who rolled a 1 on the Mooring table) will only be in a temporary defensive area, if at all. Pirates never have a standing navy – they rely purely on volunteers to defend their cities (so ignore any naval force generated by the following table, but allow them natural defences, if rolled).

Roll	City Defenses
1	No defenses - if attacked the city relies on a volunteer force
2	Natural defenses - mountain stronghold
3	Small Skyloft naval force (unless pirates)
4	Natural defenses and a small Skyloft naval force (no navy if pirates)
5	Larger Skyloft naval force (unless pirates)
6	Natural defenses and a larger Skyloft naval force (no navy if pirates)

Law and Order

Note: Pirates live by the pirate code (see p.13) – how strictly this applies locally may vary (at the Gamekeeper's discretion). Pirate cities do not roll on the following table.

Roll	Law and Order	Population Satisfaction Modifier
1	No code of law, people police themselves (rather unsuccessfully).	+ 1
2	No code of law, people police themselves (rather successfully).	
3	Basic code of law - applied fairly and policed minimally.	
4	Basic code of law - applied unfairly and policed badly.	+ 1
5	Strict code of law - applied equally and policed robustly.	
6	Strict code of law - applied unequally and policed aggressively.	+ 2

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Sample Customs and Quirks

Roll	Customs and Quirks
1	Society is generally Matriarchal. Even if their is no formal system of governance, it is generally considered that women know best and should be engaged in the most responsible decision-making roles.
2	Everybody keeps parrots. They are considered the lucky, or perhaps even sacred, emblem of the city and anyone killing a parrot (even accidentally) will be exiled forever.
3	There is a duelling culture aloft. Duelling is the number one spectator sport. Nearly every dispute is settled by a duel (sometimes with blunt tipped foils, to the first strike; sometimes with guns, to the death).
4	Only people who have studied and gained a degree in physics are allowed to hold public office.
5	Bungee jumping is a citywide obsession. Not only do people practice from the side of the city, but traditionally the Mayor is the best bungee jumper aloft.
6	To commemorate the launching of the city, an annual cheese fayre and competition is held (the city founder loved cheese). The winning cheesemaker (usually a Neobedouin) is awarded a small airship.

Chapter Three – Gamekeeper Section

Population Satisfaction

The following table can be used to calculate the overall happiness of the Skyloft city population. **Remember:** Roll a dice and apply any modifiers from the Wealth, Taxation and Law and Order tables (they are cumulative).

No.	Population Satisfaction
1 or less below	People are very satisfied - they are extremely proud of their city, don't want things to change, and the mood aloft is ecstatic.
2	People are generally happy with the way things are.
3-4	People are generally content with the way things are.
5-6	People are are generally apathetic with the way things are.
7	People are generally disgruntled with the way things are.
8	People are generally unhappy with the way things are.
9	People are generally very unhappy with the way things are.
10 or more above	People are deeply dissatisfied - they want things to change as soon as possible and the mood on the walkways is depressed or downright angry.

Finishing Off

You might want to add a few extra notes about the city. Exactly how much extra detail you add is up to you – the more you add, the better prepared you'll be for when the Adventurers wander round. Finally, give your new city a name. Example Skyloft city names include: *Bart's Highbay, High Cartagena, Royale Aloft, The Giddies.*

Time Travel

The first and most important things to remember about time travel are the six golden rules:

Time travel is uncommon.

Time travel is difficult.

Time travel is infrequent.

Screwing up the timeline is difficult.

There's only one timeline, so look after it.

A time traveller's personal past cannot be changed.

A Brief History of Time Travel

It all began in 1906, with the invention of the Chrononautilus by Doctor Leguminous Calgori. Fitting his time travel device to an airship, the *HMS Ophelia*, he set off on the winds of time with a crew of hardened sailors –

Special Item

The Chrononautilus: Cost: Priceless

The Chrononautilus is a time travel device invented in 1906 by Professor Calgori. Only two were ever built; one is in Abney Park's airship, HMS Ophelia, the other may, at some point, fall into the hands of the Players' airship pirates. The chrononautilus consists of a series of glass globes containing a pink swirling gas, connected by coils of copper wire to a brass and mahogany box studded with dials and a large lever. The control box has a brass plaque on which is inscribed the words "WARNING: temporal travel should always be undertaken in periods of exactly a year. Check your settings!"

This device is not available to buy, and will probably not be available at the beginning of the game. It is up to the Gamekeeper to introduce it into the game, whether this be in the form of treasure, a weird device found in a ruined city, payment for a job done, a gift from a mysterious old man/woman, etc.

Jane Nine Pins searched for
Seven Eons – And broke
the Back of Time
She never found her way
back home to the girl
she left behind

their mission, to promote the interests of the British Empire by meddling with the timeline.

Due to a miscalculation, they jumped forward to 2006, where they collided with a small aircraft carrying Abney Park to a gig. The rest, as they say, is history. Or it would have been history, if Abney Park hadn't screwed it up!

Captain Robert, and his surviving band members, wanted to make the world a better place, but the world they created was ripe for conquest by the

ruthless and charismatic dictator called Victor Hypocrates (the first of that name).

When Abney Park and the *Ophelia* arrived in 2150, to see what they'd achieved, they found a world whose population had been decimated, people huddled in grim cities against the savage beasts of the wilderness, and the world ruled by Emperor Victor Joseph Hypocrates III, who cares nothing for people, but wants nature to thrive.

Time Travel and the Player Characters

The Chrononautilus aboard the *HMS Ophelia* was not the only one in existence. Dr Calgori created another as a back-up. When he failed to return from his initial mission, it was assumed the device didn't work and the second one was put into storage. Since then it has passed from place to place, and only comes to light in 2150. Quite where it is, and when the Adventurers will find it depends on you. If you want a game with a lot of time travel, introduce it immediately; if you would rather experience the world of 2150 as it is, before risking its destruction, make the Chrononautilus the reward at the end of an epic adventure, or an item chance-found along the way.

The Golden Rules of Time Travel

Here, the golden rules of time travel are explained...

1. Time travel is uncommon

Only Abney Park and the Adventurers have time travel devices.

2. Time travel is difficult

Time travel is NO FUN. Anyone who has time-jumped once will think twice before doing it again. When the Chrononautilus is running, those close by are overcome with a terrible dread, called "the Fear".

Secondly, when the airship pops into existence, in its destination time period, the displacement of air causes the vehicle to be surrounded by a small, but very violent, thunderstorm.

There's also limits. The Chrononautilus was invented in 1906. For some reason, it is impossible to travel more than about 250 years in either direction

Rule 75

Never forget the threat of Vertical Urban Sprawl...

Rule 76

If you abandon ship, bring your Chrono-nautilus with you!

... Avoid time travel over likely construction areas
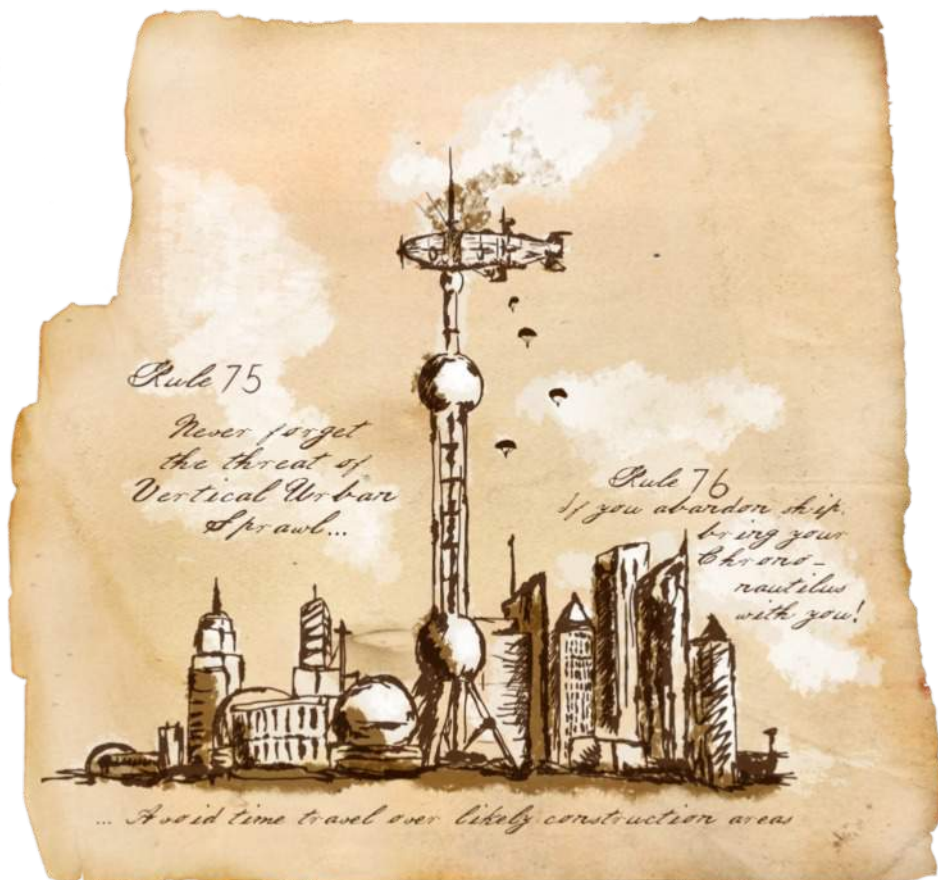
from that date (the backward limit is about 1650, the forward limit about 2150).

3. Time travel is infrequent

The Chrononautilus is prone to malfunction and maladjustment. It doesn't always get you to where you want to go, and occasionally doesn't work at all! You can't just jump to exactly when you'd like. The Chrononautilus is tied into the gravity well of the sun, but not that of the Earth. You have to jump in multiples of exactly one year – if you try to jump (for instance) six months, you'll find yourself in the depths of space. This is one of the reasons time travel is best done in an airship – to minimise the risk of materialising in the middle of a mountain that wasn't there at the start point. Once you jump,

you're going to be stuck in your destination time for at least a week, the length of time it takes to do the calculations for another jump.

4. Screwing up the timeline is difficult

It really isn't all that easy to screw the timeline up. Stepping on a butterfly will probably just result in a dead butterfly. The timeline is remarkably resilient and will resist all but the most major changes. But there are some things – which we call "change points" – which *will* have a major effect on the timeline. A change point might be a particularly significant battle, an important world leader, an invention that no-one else had thought of, etc. Interfere with a change point and the repercussions down the timeline can be catastrophic. The trouble is, its not always easy to recognise a change point until its already been changed.

5. There's only one timeline, so look after it

Once you've changed the timeline, that's it. It's changed. If you liked the future you came from and find you've screwed it up, the only way you can get it back is to try to undo your own mess. You have to undo what you did, or make another significant change that will get things back on track. But there's one problem – it's not easy to get back to the place where you made the mess. If there's already a Chrononautilus in the time you're jumping to, it causes a standing chronomorphological wave interference effect (or SCWIE), which makes the time jump calculation *extremely* difficult; get it wrong and you're likely to end up in a different time entirely. So meeting yourself is going to be an extremely rare occurrence, and teaming up with whole crowds of yourself virtually impossible.

6. A time traveller's personal past cannot be changed

Except in exceptional circumstances, changing the timeline doesn't alter a character's own past. *A character's personal timeline is unchangeable.* Once you are "outside the timeline", your past and memory remain the same, only the world around you changes. When you travel in time, you in effect create a whole new timeline, separate from the one you left; your old timeline becomes inaccessible (see rule 5 above). So a character who has screwed up the timeline and changed the present world to an overcrowded hellhole will

still remember the wilderness of his youth, even though it never existed in the timeline in which he currently exists.

Using the Chrononautilus

Use of the Chrononautilus requires the Science skill. A series of complex calculations must be made, which takes seven days (working 8 hours per day) – assuming the use of a difference engine (twice as long without one).

Once the calculations have been made, the character must make a Science roll (Target Number 8) to activate the time travel device. The following penalties apply:

Situation	Penalty
For every day less than a full week spent on the calculations.	-1
Attempting to get to a time where a Chrononautilus is already present. (This is cumulative – if there are two already present, the penalty will be -8, etc).	-4

Remember: A temporal jump must be made in exact units of a year. Failure to do so *will* result in complete destruction of the airship and all crew – no exceptions!

Remember: Attempts to jump past the end of 2150, or before 1650 will result in nothing happening. The Chrononautilus will simply fail to function.

Once the roll is made and penalties added, consult the following table:

Result	Effect
1 or less	Airship Destroyed
2	Arrive 2D6x1000 miles from the right place
3-4	Arrive 2D6x100 miles from the right place.
5-6	Arrive 2D6x10 miles from the right place.
7	Arrive 2D6 miles from the right place.
8+	Arrive in exactly the right place.

Exactly where the Adventurers end up is at the Gamekeeper's discretion, but make arrivals as exciting as possible!

Making a Time Jump Without Calculations

This is never a good idea. But if there's no-one with the Science skill, or there isn't eight hours to do the calculations, or someone decides to just fiddle with the dials and pull the lever to see what happens, a Doubloon can be used to avoid certain death. The airship will survive the jump, but appears in whatever time and place the Gamekeeper decides!

The Fear

Immediately the lever is pulled, everyone within the Chrononautilus' field (i.e. on the airship) feels the Fear. They will have a panic attack, and will be at -4 to all skill rolls until the feeling passes (which takes a dice worth of minutes). A good dose of rum helps deaden the Fear, but leaves Quick-based skills at -6!

A Storm in a Time Cup

Instantaneous arrival in the new time causes a sudden increase in air pressure, as the airship displaces the air in the new time period. In effect, the ship arrives in a small but powerful thunderstorm, complete with howling gale, deafening thunder, and lightening striking the airship.

On arrival in the new time:

A Pilot skill check must be made (usually by the Captain). The target is 8 (but remember, the -4 to skills following the jump). For each point under the target (8), Adventurers lose 1 Health, the airship takes 1 point of damage, and 2 should be removed from crew health.

What's more, if the roll is failed, it will have to be made again (and further failure causes more damage!) until it is passed.

The storm disperses naturally after half an hour, and the weather will then return back to what it was in that time and place before the airship arrived.

Screwing the Timeline Up

As we've said already, screwing the timeline up is not easy. In game mechanics terms, there are two sorts of screwups:

Minor Screwups: Cosmetic changes to the timeline which will soon disappear again, leaving only minor signs of their existence in future years.

Major Screwups: Major changes to the timeline which have epic repercussions down the ages.

Eras

You may have noticed that the timeline on p.106 doesn't mention particular years for events, giving only a general idea of what happened in each era. This is to make it easier for the Gamekeeper to adjudicate time travel – each era has its own flavour around which adventures can be based.

Screwups and Change Points

A change point is an event, or person, which if changed will have major repercussions down the centuries – this is known as a Major Screwup. It is entirely up to the Gamekeeper what constitutes a change point. You might have an entire alternate timeline planned based on a time travel adventure, or might want the episode in the past to have only minor repercussions, so the time the Adventurers came from will be essentially intact.

Because the timeline is difficult to alter, the Gamekeeper has total control over when it's altered and by what amount. Most changes to the timeline are Minor Screwups; it is up to the Gamekeeper to decide if the Adventurers cause a Major Screwup.

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Minor Screwups

If you decide that what the Adventurers have done has caused a Minor Screwup, you can just make up some minor change to the timeline. The change effects the timeline for 2D6 years, after which it will leave traces visible only to a diligent historian. If short of ideas, roll on table below:

Roll	Minor Screwup
1	A craze for keeping unusual pets sweeps the culture (chameleons, piranha fish, leopards, etc.).
2	A new fashion sweeps the culture (shoulder pads, shaved heads, cosmetic amputations, etc).
3	A strange new hobby becomes really popular (growing bonsai trees, collecting animal teeth, knitting boiled-egg cozies, etc.).
4	A new religious or political movement takes hold briefly.
5	Something odd becomes illegal (swearing, eating dairy products, singing in public, etc.).
6	A strident campaign to ban something takes hold (greatcoats, sex before marriage, parachutes, etc.).

Major Screwups

Unless a Gamekeeper is good at thinking on his or her feet, it is best to plan a Major Screwup in advance. Decide what the change point is and what effect it will have on the timeline. Make at least brief notes on what subsequent eras will look like following the Major Screwup, and decide on how the Adventurers own time will be substantially altered by their actions.

Example: The Gamekeeper has decided that the Adventurers' trip to the Diesel Age is going to have major repercussions, rather than just being a minor screw-up. In the course of their adventures, they drug a famous racing driver – a driver who was destined to win many races and become a multimillionaire. The driver's career is ruined and he dies in poverty. But, the pilot, as an old man, had been destined to give his millions to Victor Hypocrates' presidential campaign fund. Without this bankrolling, Victor's campaign fails and someone

more sane and less ruthless becomes president instead. The Gamekeeper makes the following notes on the changed eras:

1951-2000: Population Crisis – *The world's population grows beyond the Earth's ability to feed it, particularly with pollution running rife. A series of wars over resources escalates until a nuclear conflict occurs.*

2001-2050: Ruins – *Much of the Earth is a radioactive wasteland. A few people in remote areas escape, but struggle to survive.*

2051-2100: Rebuilding – *The survivors gather together and construct new cities, slowly building up their tech levels while mutants roam the wastelands.*

2101-2150: Survivors – *The Adventurers arrive back in 2150 to find North America is an irradiated wasteland sparsely populated by tribes of misbegotten and strange beasts. Three huge overcrowded cities, Desolation, Everglade and Old Borealis live at a Victorian level of technology, huddling behind their walls for safety. There are no Neobedouin and no sky cities. The Adventurers are the only airship pirates!*

In the above example, the changed timeline would look like this.
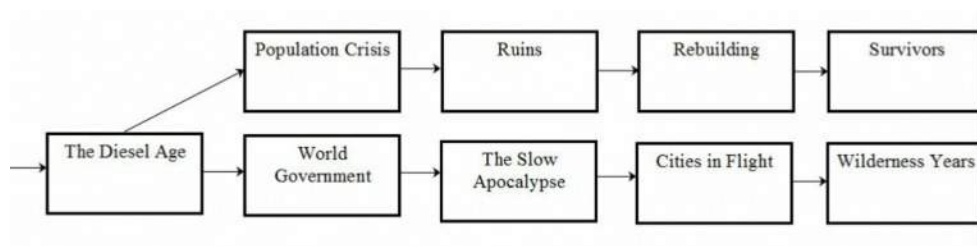
A new timeline has sprouted from the Diesel Age, and now any time travel to previous ages will visit the new eras the Gamekeeper has created rather than those described in this book.

Fixing Major Screwups

If the Adventurers have managed to make their home timeline less pleasant than before, they're possibly going to want to change it back. But how?

They can risk going back to where they made the error – but it is a harder journey, and they'll have to make changes without meeting themselves (which they'll be unable to do anyway, see below).

Or they can hit another change point along the timeline, and try and change history again, in a way that restores the balance.

Ultimately, the Gamekeeper decides the success or failure of either approach.

You Can't Meet Yourself

Something in the way space-time is constructed prevents this ever happening. If the Adventurers arrive in a time and place where they already exist, strange coincidences will arise to prevent them meeting.

Sample Gamekeeper Controlled Characters

The following templates can be used when you want a Gamekeeper controlled character in a hurry.

Administrator S *2,* **C** *3,* **Q** *1,* **H** *6,* **D** *6,* **Mv** *10,* **Sk** *Command 2, Intimidate 2, Negotiate 1, Trade 2* **X** *15*

Ruler of a Neovictorian city block.

Airship Pirate Captain **S** 4, **C** 3, **Q** 3, **H** 12, **D** 12, **Mv** 30, **Sk** Navigation 2, Pilot 2, Skylore 3, Blades 3, Negotiate 2 **X** 85

Captain of a pirate airship.

Airship Pirate/Sailor **S** 3, **C** 2, **Q** 3, **H** 9, **D** 9, **Mv** 30, **Sk** Skylore 1, Bruiser 2, Blades 1, Artillery 1 **X** 25

Air sailor, handy in a scrap.

Autocrat S 2, **C** 3, **Q** 3, **H** 6, **D** 6, **Mv** 30, **Sk** Lore 3, Perception 1 **X** 10

Automaton in charge of an ID station between city blocks.

Barge Crewperson **S** 3, **C** 2, **Q** 2, **H** 9, **D** 9, **Mv** 20, **Sk** Craft 1, Shooting 1, Bruiser 2, Trade 3, Shiphandling 3 **X** 30

Man or woman in charge of a Bargefolk boat.

Beast Dancer **S** 3, **C** 2, **Q** 3, **H** 9, **D** 9, **Mv** 30, **Sk** Acrobatics 2, Survival 2, Blades 2, Sneaky 2, Perception 2, Track 3 **X** 80

Young Neobedouin martial artist.

Chuno Ggun **S** 4, **C** 3, **Q** 3, **H** 12, **D** 12, **Mv** 20, **Sk** Blades 3, Sneaky 1, Intimidate 2, Shooting 3, Bruiser 3 **X** 100

Elite Imperial soldier (you don't want to mess with him!).

Entertainer **S** 2, **C** 2, **Q** 3, **H** 6 , **D** 9, **Mv** 30, **Sk** Entertainer 3, Acrobatics 2, Art 1, Pickpocket 1, Etiquette 1 **X** 25

Somebody who provides entertainment for cash.

IAN Officer **S** 3, **C** 2, **Q** 2, **H** 9, **D** 9, **Mv** 20, **Sk** Command 2, Trade 2, Pilot 1, Blades 2, Skylore 1 **X** 30

A Neovictorian air navy officer.

Inventor **S** 1, **C** 5, **Q** 1, **H** 3, **D** 3, **Mv** 10, **Sk** Lore 2, Science 3, Engineering 2, Craft 2 **X** 10

An eccentric inventor.

Lady **S** 1, **C** 2, **Q** 1, **H** 3, **D** 3, **Mv** 10, **Sk** Etiquette 3, Negotiation 1, Perception 2, Entertainer 1 **X** 10

An upper class Neovictorian lady.

Lord **S** 2, **C** 2, **Q** 2, **H** 6, **D** 6, **Mv** 20, **Sk** Blades 2, Etiquette 2, Negotiate 1, Intimidate 1, Command 1 **X** 30

An upper class Neovictorian Lord.

Outrider **S** 2, **C** 2, **Q** 3, **H** 6, **D** 9, **Mv** 30, **Sk** Archery 2, Shooting 2, Track 2, Perception 2, Drive or Riding 2 **X** 45

A Neobedouin scout.

Peeler **S** 4, **C** 2, **Q** 2, **H** 12, **D** 12, **Mv** 20, **Sk** Bruiser 3, Intimidate 2, Investigate 1, Bludgeons 2 **X** 75

An automaton law enforcement officer.

Let us not underestimate the illusion of innocence.

Shaman S 2, **C** 4, **Q** 2, **H** 6, **D** 6, **Mv** 20, **Sk** Medicine 1, Lore 2, Intimidate 2, Psychology 2, Survival 3, Negotiate 2, Perception 3 **X** 30

Neobedouin shaman.

Skyloft Official S 2, **C** 2, **Q** 2, **H** 6, **D** 6, **Mv** 20, **Sk** Command 1, Lore 1, Trade 2, Etiquette 1 **X** 10

Bureaucrat in a Skyloft administration.

Thug **S** 3, **C** 1, **Q** 2, **H** 9, **D** 9, **Mv** 20, **Sk** Pickpocket 1, Security 1, Bruiser *2, Intimidate 1, Dodgy 2* **X** 40

A petty criminal.

Tribal Chief **S** 5, **C** 3, **Q** 3, **H** 15, **D** 15, **Mv** 30, **Sk** Trade 2, Bruiser 2, Command 2, Survival 2, Shooting 1 **X** 70

Leader of a large Neobedouin tribe.

Urchin **S** 1, **C** 2, **Q** 3, **H** 3, **D** 9, **Mv** 30, **Sk** Pickpocket 2, Sneaky 3, Dodgy 1, Security 1 **X** 15

Wretched city child.

Creatures

This section looks at some of the weird and wonderful uber-beasts that were reintroduced into the wild by Victor II. A few more mundane animals are also described. The list is by no means exhaustive. Most of the creatures that existed before the screwing up of the timeline can still be found in the wilderness – although some of them were brought to extinction through loss of habitat and over-hunting before the Great Apocalypse.

Note: There are smaller versions of many of the beasts, different subspecies which may be lower down the food-chain, and younger creatures who are not fully grown – where appropriate, simply adjust statistics down.

Humans on the Menu

Victor II had very specific ideas about what the reintroduction of mega-fauna would mean for humanity. He demanded that his bio-engineers worked to ensure that a taste for human flesh was hard-wired into the predators. This means the carnivorous uber-beasts scent humans as preferred prey. This doesn't cause them to lose all sense of self-preservation, but does mean that they are liable to stalk potential human targets for longer, and if they find vulnerable, solitary, or undefended people, they are more likely to go into a killing frenzy.

Creature Descriptions

All the creatures in *OneDice Airship Pirates* are presented in this format:

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Creature's Name, **S** (Strong), **C** (Clever), **Q** (Quick), **M** (Magic, if it has some), **H** (Health), **D** (Defence), **Mv** (Move), **Sk** (Skills, if any), **Sp** (any special abilities), **Ha** (the creature's habitat), **X** (the amount of Experience awarded for killing the creature).

Description.

Special Abilities

Some common special abilities are:

Fly – Flying creatures can fly.

Grip/Constrict – Creatures that can grip and/or constrict, do not need to roll to hit again, after the first successful to hit roll, but can deliver damage (according to that listed for the type of attack) to the gripped target automatically.

Huge – Huge creatures are so big they can attack whole airships and entire crews, as well as individual Players' airship pirates.

Poison – Poisonous creatures deliver an additional 1 dice of damage on a successful roll to hit.

Habitat

Some creatures can live almost anywhere, others are confined to one habitat (e.g. the ocean). In the **Ha** entry, each creature has a list of letters, describing where they might be found.

The letters represent the following:

A   –   Air

Ar –   Arctic

F   –   Forest

M   –   Mountain

P   –   Plains

O   –   Ocean

S   –   Swamp and Jungle

Some Creatures

Creatures with a bold asterisk preceding them (*****) are genetically hard-wired to eat people.

Alligator **S** 6 **C** 1 **Q** 3 **H** 15 **D** 9 **Mv** 20 **Sk** Bite 3 (Damage 5), Swim 3 **Ha** S **X** 75

Reptilian swamp dweller.

****Alligator, Giant* S** 10 **C** 1 **Q** 1 **H** 25 **D** 12 **Mv** 40 **Sk** Bite 5 (Damage 10) **Sp** Huge **Ha** S **X** 600

Really large reptilian swamp dweller.

****American Cheetah* S** 7 **C** 1 **Q** 8 **H** 12 **D** 12 **Mv** 90 **Sk** Claw/Bite 5 (Damage 3) **Ha** M, F, P **X** 225

A large, incredibly fast and deadly, predator.

****American Lion* S** 12 **C** 1 **Q** 6 **H** 18 **D** 12 **Mv** 60 **Sk** Claw/Bite 4 (Damage 6) **Ha** F, M, P **X** 500

A huge and deadly Pleistocene era predator – at the top of the food chain!

Bison **S** 8 **C** 1 **Q** 5 **H** 12 **D** 9 **Mv** 40 **Sk** Kick 1 (Damage 3), Trample 1 (Damage 7) **Ha** F, P **X** 175

Hunted by the Neobedouins, who eat them, or sell the meat to the Neovictorians.

Camelops S 7 **C** 1 **Q** 5 **H** 12 **D** 9 **Mv** 40 **Sk** Kick 2 (Damage 3) **Ha** M, F, P **X** 110

Similar to camels, but much larger, they are used by the Neobedouin as mounts.

Cat S 1 C 1 Q 4 H 3 D 6 Mv 40 Sk Claw/Bite 4 (0 damage, but annoying) Sneaky 2, Trip 1 Ha M, F, P X 3

The kind of feline that will trip you up – a popular airship pirate's pet.

*Dire Wolf S 8 **C** 1 **Q** 5 **H** 15 **D** 10 **Mv** 50 **Sk** Bite 4 (Damage 7), Track 5 **Ha** M, F, P, S **X** 225

Out-sized wolves that hunt in packs.

Dog S 2 **C** 1 **Q** 4 **H** 6 **D** 6 **Mv** 40 **Sk** Bite 3 (Damage 3), Track 5 **Ha** M, F, P, S **X** 20

The Neobedouins often keep dogs – to herd their beasts and guard their camps.

*Giant Condor S 7 **C** 1 **Q** 4 **H** 15 **D** 9 **Mv** 60 **Sk** Bite 3 (Damage 4) **Sp** Fly, Huge **Ha** A, M, P **X** 325

Huge vicious uber-vultures, easily capable of snatching human-sized prey.

*Giant Polar Bear S 14 **C** 1 **Q** 4 **H** 20 **D** 12 **Mv** 30 **Sk** Claw/Bite 4 (Damage 7) **Sp** Huge **Ha** Ar **X** 600

Giant polar bears weigh over a ton, and can take out large prey easily.

Giant Sloth S 15 **C** 1 **Q** 1 **H** 25 **D** 3 **Mv** 1 **Sk** Claw 1 (Damage 8) **Sp** Huge **Ha** F **X** 600

Although mostly harmless, their immense size means that giant ground sloths are best avoided.

Horse S 5 **C** 1 **Q** 5 **H** 12 **D** 9 **Mv** 50 **Sk** Kick 1 (Damage 3) **Ha** P, F **X** 40

A horse is a horse, of course! A head at the front, a tail at the back and a hoof at each corner.

*Hyaenodon S 8 **C** 1 **Q** 7 **H** 18 **D** 12 **Mv** 60 **Sk** Claw/Bite 2 (Damage 4) **Ha** M, F, P, S **X** 250

With, narrow snouts, long bodies, and long tails, the largest are huge and extremely fast.

Indrikkus S 18 **C** 1 **Q** 1 **H** 30 **D** 12 **Mv** 20 **Sk** Trample 1 (Damage 12) **Sp** Huge **Ha** P, F **X** 900

An uber-beast of burden, they are the size of a house.

*Kraken S 14 **C** 2 **Q** 4 **H** 30 **D** 10 **Mv** 40 **Sk** Tentacle 3 (Damage 6)* **Sp** Huge, Grip **Ha** O **X** 2000

*It attacks with both of its long tentacles, so can roll to hit twice per round.

A truly gigantic sea creature, with 6 short tentacles and 2 long ones.

Mammoth S 15 **C** 1 **Q** 1 **H** 24 **D** 10 **Mv** 10 **Sk** Gore 1 (Damage 11), Trample 1 (Damage 9) **Sp** Huge **Ha** P, F, Ar **X** 700

Weighing ten or more tons, with massive tusks, it's wise not to get in the way.

Mastodon S 15 **C** 1 **Q** 1 **H** 18 **D** 9 **Mv** 15 **Sk** Trample 1 (Damage 7) **Sp** Huge **Ha** P, F, Ar **X** 500

A little smaller than mammoths, otherwise fairly similar to their larger cousins. Used as beasts of burden.

*Mountain Lion S 6 **C** 1 **Q** 6 **H** 12 **D** 12 **Mv** 50 **Sk** Claw/Bite 2 (Damage 4) **Ha** M, F **X** 80

A solitary hunter, that is generally shy of humans.

Now
you'd better behave,
my dearies, for
the world's a wild
and terrible place...

MANDEM

Nesophontes, Giant S 5 **C** 1 **Q** 3 **H** 15 **D** 7 **Mv** 30 **Sk** Bite/Claw 3 (Damage 5+Poison) **Sp** Huge, Poison **Ha** F, S **X** 100

Giant venomous shrews.

Parrot S 1 **C** 2 **Q** 5 **H** 3 **D** 8 **Mv** 50 **Sk** Peck 2 (0 Damage but annoying) **Sp** Fly **Ha** M, F, P, S **X** 5

A brightly coloured speaking bird. Usually foul mouthed and sarcastic.

***Racid S** 7 **C** 1 **Q** 4 **H** 18 **D** 10 **Mv** 40 **Sk** Peck 3 (Damage 6) **Sp** Huge **Ha** F, P **X** 300

A giant flightless carnivorous bird, which will eat anything that moves.

Rat S 1 **C** 1 **Q** 3 **H** 2 **D** 9 **Mv** 30 **Sk** Bite 1 (0 damage, but annoying), Sneaky 4 **Ha** M, F, P, S **X** 3

A rodent – a common pest aboard ship, but sometimes kept as an airship pirate's pet.

***Sabre-Toothed Cat S** 8 **C** 1 **Q** 7 **H** 14 **D** 11 **Mv** 70 **Sk** Claw/Bite 4 (Damage 6) **Ha** P, F, S, M **X** 350*

With foot-long canines, and massive forequarters, the sabre-tooth cat is a fearsome sight.

Saiga Antelope S 1 **C** 1 **Q** 8 **H** 3 **D** 12 **Mv** 80 **Ha** F, P **X** 20

About the size of a large dog, with cream coloured fur which keeps them warm in colder climes.

***Scimitar Cat** **S** 5 **C** 1 **Q** 6 **H** 10 **D** 9 **Mv** 60 **Sk** Claw/Bite 2 (Damage 3) **Ha** P **X** 100

A fast, extremely agile predator, the size of a lion, but with a more slender body.

Shark S 5 **C** 1 **Q** 3 **H** 15 **D** 9 **Mv** 60 **Sk** Bite 4 (Damage 5) **Ha** O **X** 150

A predatory fish, with razor sharp teeth.

***Shark, Giant S** 13 **C** 1 **Q** 3 **H** 40 **D** 10 **Mv** 70 **Sk** Bite 4 (Damage 12) **Sp** Huge **Ha** O **X** 1,250

An outsized predatory fish, with razor sharp teeth.

***Short-Faced Bear** **S** 12 **C** 1 **Q** 4 **H** 15 **D** 9 **Mv** 40 **Sk** Claw/Bite 2 (Damage 6) **Ha** F, P **X** 400

Big and bulky, they have long legs and can run so fast they can even surprise a saiga antelope.

Shrub Ox S 7 **C** 1 **Q** 5 **H** 18 **D** 8 **Mv** 40 **Sk** Kick 1 (Damage 2), Trample 1 (Damage 6) **Ha** P, F **X** 150

Massively-built, these grazers are somewhere between the size of a bison and a muskox.

Snake, Constrictor S 5 **C** 1 **Q** 2 **H** 10 **D** 6 **Mv** 15 **Sk** Constrict 1 (Damage 2) **Sp** Grip **Ha** S, F **X** 40

A large snake which kills its prey by crushing the life out of it.

****Snake, Giant Constrictor S** 10 **C** 1 **Q** 3 **H** 30 **D** 8 **Mv** 40 **Sk** Bite 5 (Damage 6+Poison) **Sp** Huge **Ha** F, S **X** 900

An outsized anaconda.

Snake, Venomous S 1 **C** 1 **Q** 4 **H** 3 **D** 6 **Mv** 40 **Sk** Bite 3 (Damage Poison), Sneaky 3 **Sp** Poison **Ha** Any, except Arctic **X** 12

A poisonous snake.

Stag-moose S 7 **C** 1 **Q** 5 **H** 12 **D** 8 **Mv** 40 **Sk** Kick 1 (Damage 2), Butt 2 (Damage 4) **Ha** P, F **X** 150

Like a cross between an elk and a moose, but much larger.

****Teratorn S** 5 **C** 1 **Q** 4 **H** 12 **D** 10 **Mv** 60 **Sk** Bite 1 (Damage 1) **Sp** Fly **Ha** A, M, P **X** 175

Similar to their larger cousins, the giant condors, and equally as vicious.

Woodland Muskox S 7 **C** 1 **Q** 5 **H** 15 **D** 9 **Mv** 45 **Sk** Kick 1 (Damage 3), Trample 1 (Damage 5) **Ha** P, F **X** 175

Smaller than the shrub ox, with long, dense, shaggy hair and large curving horns.

Chapter Four – Adventure Seeds

What are Adventure Seeds?

The following adventure seeds have been designed to give the Gamekeeper a couple of quick ideas for making his or her own adventures. The intention of the seeds is to provide inspiration for your own adventures, rather than to provide fully developed scenarios.

Bang!

The Players' airship pirates are offered a large sum of Helios/fuel, in exchange for transporting and protecting a Skyfolk diplomat, who needs to travel between half a dozen Skylofts, to negotiate trade deals.

Starting Point: A Skyloft city.

The Job: The Players' airship pirates are approached by the governor of a Skyloft, Florenza Squamish. She asks them to transport her diplomat, Stanley-27, around half a dozen Skyloft cities, to negotiate trade deals.

Events: Florenza wants Stanley-27 to conduct a couple of secret deals – but at the third Skyloft, she has something else in store for the Autocrat (and everyone else!). Florenza wants revenge on the Skyloft (she ran for election to be Governor there, but was rejected every time, rightfully suspected of corruption and being slightly unhinged). Poor Stanley-27 has been rigged with a bomb – and he doesn't know it! While Stanley-27 was undergoing extensive repair and maintenance, following his arduous escape from a Neovictorian city, Florenza had a loyal engineer fit a bomb into his torso, and interfere with the difference engine governing his information processing capacity – enabling the engineer to reprogram Stanley-27 with secret coded instructions, blocking him from wanting to investigate his body (and thus, the bomb he is carrying), as well as guiding him to a specific location to explode himself. You

could allow Stanley-27, who is otherwise charming, to behave increasingly erratically – as his brain rebels against the interference...

You could use the random Skyloft generation tables to generate details on the first pair of Skyfolk cities visited, or you might want to go with the following. The first might be run by a peculiar religious sect, who perhaps hold whatever the Players' pirates do for a shtick sinful (be it mime, juggling, teaching, etc.). While Stanley-27 negotiates with the Grand Archbishop, the Players' airship pirates might be spotted by somebody who knows all about their shtick – and who threatens to blackmail them (or simply informs the Theocratic Guard, which will mean they have to find a way to extricate Stanley-27 before hurriedly escaping. The second city might be a pirate port – and the Players' airship pirates will have to find a way to sneak around an IAN blockade.

At the third city, the Players' pirates will be warmly welcomed (by adoring fans – the locals *really* love airship pirates) and Stanley will go off to meet his diplomatic counterpart... but the local security forces will press their way through the throng of fans to alert the Players' pirates that Stanley-27 has gone missing. He will be climbing to a pre-identified weak point in the platform's structure. Can the party find him, disable the bomb, and save the city? If they can disable the bomb, Stanley-27 will work out what has happened to him, and thank the airship pirates profusely (and offer to join their crew!). If they don't, the explosion will cause the platform to fall out of the sky – and those citizens not killed in the crash will find themselves trying to escape a Chuno Ggun force (Florenza has tipped them off!), who consider the Skyfolk fair game once they are on the ground.

If they return to Stanley-27's home Skyloft, to confront the Florenza (or to try and collect their reward!), the Players' airship pirates will find the city in chaos – Florenza's plans have come to light, due to digging by her political enemies. The Players' pirates will have a choice – weigh in to bring Florenza down – which will mean a fight with her personal bodyguards and giving evidence against her; or helping her and her favourite engineer escape the city (which will mean fighting to get her aboard their airship, and then fighting various Skyfolk craft to get out of the locality). If they choose the latter option, Florenza might lead them to one of the nearby cities, where she has some money saved for such an eventuality.

Chapter Four – Adventure Seeds

Locations: Four different Skylofts.

Suggested Gamekeeper Characters: Florenza Squamish; Stanley-27; Various Skyfolk citizens, politicians and guards; Chuno Ggun forces.

Governor Florenza Squamish, **S** 2 **C** 3 **Q** 3 **H** 6 **D** 6 **Mv** 30 **Sk** Command 2, Lore 1, Negotiate 3, Trade 2, Etiquette 1, Shooting 2, Sneaky 4 **X** 100 **Doubloons** 3

Stanley-27, **S** 2 **C** 4 **Q** 1 **H** 6 **D** 8 **Mv** 20 **Sk** Lore 3, Perception 1, Trade 2, Etiquette 1, Negotiate 2 **X** 50 **Doubloons** 1

Further Adventures: The Player's pirates might have attracted the enmity of religious zealots; Chuno Ggun agents; the survivors from the downed Skyloft; Florenza; or Florenza's opponents – any combination of whom might want to avenge their grievances.

Buried "Treasure"

The Players' airship pirates find the wreck of a Chuno Ggun black frigate. Amongst the wreckage they find all sorts of goodies, including a map which seems to indicate some hidden treasure (there is even an "X" marked on the map, next to a little label, announcing "Emperor's Treasure Trove 86".

Starting Point: The wilderness.

The Job: Find and collect the treasure.

Events: The location on the map is really one of the Emperor's secret research stations. It should be somewhere remote. The party will be able to make out a half buried bunker, but otherwise won't see much activity below.

If they manage to penetrate the station (which won't be that easy – it's a tough old bunker), they will find that instead of treasure, the place is a fairly large underground bunker, filled with scientists and strange equipment, including bubbling vats of genetic material, but nothing much of obvious value. The party might discover that the scientists have been working on the introduction of a new uber-species, at the Emperor's behest (the scientists are fairly friendly, and fairly eccentric – the product of several generations of scientists, brought up with an education solely focused around science and scientific research).

Chapter Four – Adventure Seeds

Unfortunately, when the party leave the bunker, they'll find their crew is being overwhelmed by the Chuno Ggun (who were alerted when the bunker was penetrated). The Chuno Ggun will soon have their hands full though, as will everyone else, as a large carnivorous dinosaur crashes straight into their ranks.

Assuming the party survive, they might want to think about how to stop the spread of the new uber-beasts – if they take the data from the scientists, it'll put the work back a little, but, unless they find a more permanent way to prevent the scientists continuing their work, it won't be long before the region is overrun with dinosaurs...

Locations: A Neovictorian secret research station.

Suggested Gamekeeper Characters: Scientists; Chuno Ggun; a large dinosaur.

Typical Scientist, **S** 2 **C** 3 **Q** 3 **H** 6 **D** 6 **Mv** 30 **Sk** Lore 3, Engineering 2, Science 4 **X** 12

Typical Chuno Ggun, S 4*, C 3, Q 3, H 12, D 12, Mv 20, Sk* Blades 3, Sneaky 1, Intimidate 2, Shooting 3, Bruiser 3 *X 100*

Chuno Ggun Garrison, **S** 10 (8+2) **C** 3 **Q** 3 **H** 80 **D** 12 **Mv** 30

Dinosaur, Huge Carnivorous **S** 12 **C** 1 **Q** 5 **H** 40 **D** 12 **Mv** 50 **Sk** Bite 5 (Damage 10) **Sp** Huge **X** 2,000

Further Adventures: The party will have earned the enmity of the Chuno Ggun (if there are any survivors to tell the tale) – who will be keen to suppress the news of the Emperor's latest experiments; Large dinosaurs may be introduced into the wilderness – with devastating results.

Other Plot Ideas
These two short paragraphs are less developed than the Adventure Seeds, but should give you some more ideas to develop for your campaigns.

On the Road
Following a mechanical breakdown, in the middle of nowhere, the Players' airship pirates will need to team up with a tribe of Neobedouin, in order to scavenge for the materials they need to repair their airship. In one way, they are in luck – there is an old abandoned pre-Apocalypse depot, known to the

tribe, which will have just the materials they need (and plenty more besides). The trouble is it is guarded by a hostile tribe, who will attempt to kill intruders on sight, and that around the perimeter of the depot, there is a concentration of uber-beasts – hungry and desperate to feast on some human flesh. The party will need to show they are willing warriors, if they are to get their share of the booty. The Neobedouin will lend them some transport – which should provide plenty of opportunities for fights while riding hogtrikes!!!

Breakout

One of the Player's pirates gets word from a relative, trapped inside a Change Cage city. The relative has been agitating for revolution – distributing subversive literature, setting fires, etc. Unfortunately, the authorities are on to him or her. The party will need to find a way into the city (probably via a friendly Bargefolk vessel and an underground smuggler network), then find the relative and get him or her out before the authorities close their net. Unfortunately, the authorities might already be holding the relative, under house arrest, and using him or her to draw the party into a trap...

OneDice

AIRSHIP PIRATES

Player: _____

Character: _____

Level:_____ Exp: _____ Doubloons: _____

Strong	**Health** ╱ *Current*	**Background/Portrait**
Clever	**Defence** *Armour:*	
Quick	**Move**	

Skill	Points [Attrib] Bonus Total	Weapon	Dam Rng
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	
_____		_____	

Equipment

_____
_____
_____

Airship

Airship: _____ Type: _____

Captain: _____

Strong	*Health* / *Current*	*Cargo*
Quick	*Defence* *Armour:*	*Crew*
	Move	

Whole Crew

S: *C:*   *Q:*   *H:*   *D:*   *M:*

Individual Crew

S: *C:*   *Q:*   *H:*   *D:*   *M:*

Skill Points [Attrib] Bonus Total	Weapon Dam Rng
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Notes

_____
_____
_____
_____
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_____

OneDice

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