

Abilities Table

Athletics	♣	
Charisma	♥	
Comeliness	♥	
Connections	♠	
Courage	♥	
Craftsmanship	♦	From Comme il Faut
Education	♦	
Etherealness	♣	(Faerie only)
Exchequer	♠	
Fencing	♣	
Fisticuffs	♣	
Gambling	♦	From Comme il Faut
Glamour	♥	(Faerie only)
Gunslinging	♣	From Sixguns and Sorcery
Helmsmanship	♦	
Invention	♦	From Comme il Faut
Kindred Powers	♣	(Faerie only)
Leadership	♥	From Comme il Faut
Marksmanship	♣	
Mesmerism	♥	From Comme il Faut
Motoring	♣	From Comme il Faut
Natural Sciences	♦	From Comme il Faut
Perception	♦	
Performance	♥	
Physician	♦	
Physique	♣	
Reputation	♠	From Sixguns and Sorcery
Riding	♣	From Comme il Faut
Social Graces	♠	
Sorcery	♦	(Faerie automatically poor)
Stealth	♣	
Tinkering	♦	

Ability Levels

Poor	PR	2
Average	AV	4
Good	GD	6
Great	GR	8
Exceptional	EXC	10
Extraordinary	EXT	12

Ability Suit Values

♣	Physical Activities
♦	Mental and Intellectual Activities
♥	Emotional and Romantic Activities
♠	Social and Status-related Activities

Health Chart

Physique						
Courage	PR	AV	GD	GR	EXC	EXT
PR	3	4	5	6	7	8
AV	4	5	6	7	8	8
GD	5	6	7	8	8	8
GR	6	7	8	8	8	9
EXC	7	8	8	8	9	9
EXT	8	8	8	9	9	10

Faerie Etherealness

Etherealness	Air (mph/fps)	Water (mph/fps)	Wood (in/min)	Stone (in/min)	Metal (in/min)	Steel (in/min)	Iron (in/min)
PR	0/0	5/7	No	No	No	No	No
AV	5/7	5/7	1	No	No	No	No
GD	50/73	5/7	2	1	No	No	No
GR	75/109	25/36	3	2	1	No	No
EXC	100/147	50/73	4	3	2	1	No
EXT	150/219	75/109	5	4	3	2	1

Recovery Rates

Type of Harm	Time
Constitutional Shocks	Minutes
Blows	Hours
Treated Wounds	Days
Untreated Wounds	Weeks
Wounds treated by Sorcery	Hours

Animal Health

Size of Animal	Health
Tiny (mouse)	1
Small (cat, dog)	5
Medium (man-sized, wolf)	10
Large (lion)	20
Very large (bear, tiger)	30
Huge (whale, leviathan)	40

Sorcerous Orders of New Europa and their Lore

Order	Lorebooks	Spells	
Illuminated Brotherhood of Bayern	Manuscriptum Mentallis	♥ Mental Command	4
		Dominate Will	10
		Forget	4
		Implant Suggestion	6
		Entrancing and Beguiling	4
		Stunning	10
		Create Blinding Pain	12
		Death Wish [★]	16
		Mental Barrier	8
		LeRoeun's Scrolls of Dimensional Movement	♠ Portals to Lands in New Europa
Portals to the Faerie Realm	8		
Portals to Beyond the Veil	10		
Astral Movement	4		
Hermetic Order of the Golden Dawn	Dark Libram of Necromancy	♠ Animation of the Dead	8
		Speaker to the Dead	10
		Drawing of another's Life Force [★]	16
		Banish to Eternal Rest	8
	Libram of Summonation	♠ Summonation	8
		Banishment	6
Grand Order of the Freemasonic Lodge	Manuscriptum Universal Alchemic	♦ Flesh to Mineral/vice versa [★]	8
		Universal Alchemic	8
		Alchemic Destruction [★]	16
		Alchemic Barrier	8
Order of the Temple of Jerusalem	Agrivicca Rexus' Realm of Illusion	♥ Illusions of the Mind and Body,	6
		True Vision	6
	Libram of Mystic Transformation	♦ Shape of a Known Form	6
		Invest with Powers of a Known Form	12
		Shape of the Unknown Form	16
		Transformation Barrier	8
	Osman's Tome of Physical Movement	♦ Knowledge of Flight	8
		Mastery of Levitation	6
		Hand of Hovering	4
		Floors of Glass	4
Mystic Lodge of the Temple of Ra	Libram of Temporal Control	♠ Manuscriptum of Time Cessation	10
		Discipline of Time Acceleration/Slowing	12
Theosophic Masters of the White Lodge	Megron's Realm of Dreaming	♥ Dreams of Prophecy,	6
		Dreams of Warning,	4
		Nightmares,	8
		Erotic Dreams,	6
		Killing Dreams	16
		Dream Barrier	8
	Manuscript of Paranormal Divination	♠ Clairaudience	6
		Clairvoyance	8
		Scrying	6
		Divination Barrier	8
The Holy Order of St. Boniface	Ritual Writings of Psychic Binding	♥ Simple Geas	4
		Restraint through Magick Circles	2
		Restraint through Wards	4
		Restraint through Talismans	4
		Strengthen the Life Bond	12
		Psychic Bond	8
	Realm of the Unknown Mind	♥ Break the Binding	8
		Cast out the Other	8
		Conquest of Madness	8
		Hear the Hidden Thought	6
Ancient Brotherhood of the Druidic Temple	Manuscript of Elemental Shaping	♣ Invest the Element with Intellect and Form	10
		Control of Elemental Temperature	4
		Shape the Elements	8
		Elemental Barrier	8
	Burton's <i>On the Raised Forces of Nature</i>	♣ Raise the Storm [★]	6
		Raise the Maelstrom [★]	8
		Shake the Earth [★]	8
		Raise the Firestorm [★]	8
		Quell Nature	8

Sorcery Deck Values

♣	Elemental Magicks
♦	Material Magicks
♥	Emotional and Mental Magicks
♠	Spiritual Magicks and Dimensional Sorceries

Definitions

Duration		Elements		Range		Affected		Subjects	
Momentary	1	One	1	Touch	1	1 subject	1	Mortal	1
1-30 minutes	2	A few	2	Unaided sight	2	<10 subjects	2	Faerie	2
1 hour	3	Many	3	A few miles	3	<100 subjects	3	Wizard	3
1 day	4	Many complex	4	Another city	4	<1000 subjects	4	Dragon	6
1 week	5	One task	5	Another country	5	Entire country	5	Demon	8
1 month	6	Multiple tasks	6	Cross-dimension	6			Dwarf	16
1 year	8			Another time	7				

Knowledge		Harm Rating	
Know subject well	1	A	2
Barely know subject	2	B	4
Don't know subject	3	C	8
Subject totally unknown	4	D	12
		E	16
		F	20

Harmonic Convergence

Aspect of Spell

	♥	♦	♣	♠
♥	No Harmonics. The spell operates perfectly with no surprises.	Emotional Backlash. The spell emits psychic vibrations causing all around you to feel fear [♦], anger [♣], lust [♥] or despair [♠].	Emotional Backlash. The spell emits psychic vibrations causing all around you to feel fear [♦], anger [♣], lust [♥] or despair [♠].	Mind and Spirit are One. Summoned creatures, Gates or Time spells project strong auras of fear [♦], anger [♣], lust [♥] or despair [♠].
♦	Illusions Take Form. Illusions, Bindings, Delusions and Dream Creatures become real taking solid (possibly hostile) forms.	No Harmonics. The spell operates perfectly with no surprises.	Elements Rise and Take Form. An angry Earth [♦], Air [♣], Fire [♥] or Water [♠] Elemental appears and wreaks [Rank F] destruction upon you.	The Spirit Takes Form. Spectres and Ghosts you have summoned form real bodies and appear before you.
♣	Elements Rise in your Mind. Illusionary earthquakes, firestorms and tidal waves terrify all around you.	The Elements Aroused. The skies grow dark as lightning and fire strike the earth around you, causing great [Rank F] damage.	No Harmonics. The spell operates perfectly with no surprises.	Elements Rise and Take Form. An angry Earth [♦], Air [♣], Fire [♥] or Water [♠] Elemental appears and wreaks [Rank F] destruction upon you.
♠	Madness Strikes. Unleashed emotions momentarily darken your soul with fear [♦], anger [♣], lust [♥] or despair [♠].	The Spirits Aroused. Dark dimensions open, allowing evil ghosts and spirits to attack you [Rank D] with their touch.	The Gods Walk. The elements manifest as Earth [♦], Air [♣], Fire [♥] or Water [♠] Gods with Rank F destructive powers.	No Harmonics. The spell operates perfectly with no surprises.
Joker	Wild Spell. Effect is raised by 2 ranks, either in Range [♦], Duration [♣], Number of Subjects [♥] or Harm Rank done [♠].	Wild Spell. Effect is raised by 2 ranks, either in Range [♦], Duration [♣], Number of Subjects [♥] or Harm Rank done [♠].	Wild Spell. Effect is raised by 2 ranks, either in Range [♦], Duration [♣], Number of Subjects [♥] or Harm Rank done [♠].	Wild Spell. Effect is raised by 2 ranks, either in Range [♦], Duration [♣], Number of Subjects [♥] or Harm Rank done [♠].

Ranged Weapons of the Steam Age

<u>Attack Type</u>	<u>Effective Range</u>	<u>Magazine or Total Load</u>	<u>Partial Wounds</u>	<u>Full Wounds</u>	<u>High Wounds</u>	<u>Harm Rating</u>
Bow	30 yds	12	1	2	3	B or C
Carbine	90 yds	1	3	4	5	C or D
Chassepot Rifle	140 yds	1	4	5	6	D
Derringer	10 yds	2	2	3	4	A, B or C
Drop Pistol	20 yds	4	3	4	5	D
Elfshot	30 yds	6	4	5	6	D
French Mitrailreuse	300 yds	36	8	9	10	F
Gatling Gun	300 yds	42	8	9	10	F
Musket (rifled)	80 yds	1	4	5	6	D or E
Prussian Needle Rifle	120 yds	1	4	5	6	E
Pepperbox Revolver	20 yds	6	3	4	5	B or C
Reciprocator	10 yds	6	4	5	6	C or D
Shotgun	30 yds	2	5	6	7	E
Shrapnel	6 yds	N/A	8	9	10	F
Dagger	5 yds	1	None	2	3	B
Spear	10 yds	1	1	2	3	D

Hand-to-Hand Attacks

<u>Attack Type</u>	<u>Partial Wounds</u>	<u>Full Wounds</u>	<u>High Wounds</u>	<u>Harm Rating</u>
Animal Attack (tiny)	None	None	1	A
Animal Attack (small)	None	1	2	A
Animal Attack (large)	1	2	3	B
Animal Attack (very large)	4	5	6	D
Animal Attack (huge)	7	8	9	E
Animal Attack (gigantic)	8	9	10	F
Blow (PR-AV Physique)	None	1	2	A
Blow (GD-GR Physique)	1	2	3	A
Blow (EXC-EXT Physique)	2	3	4	B
Cudgels and Clubs	1	2	3	A
Daggers, Bayonets, Knives	1	2	3	B
Hatpins	1	2	3	A or B
Life Preservers	1	2	3	A
Rapiers and Court swords	4	5	6	C
Sabres	4	5	6	D
Spears	2	3	4	D

Swooning

Type of Constitutional Shock Wounds

Extremely Foul Language	3
Great heat/cold, or too tight corset	2
Threatening gaze	1
Rough treatment (grabbing, pushing, slapping)	4

Environmental Hazards

<u>Nature of Hazard</u>	<u>Wounds</u>	<u>Harm Rating</u>
Falls	1 wound for every 20 feet fallen	B, C or D
Trampling/Collisions	1 wound for every 100lbs of animal	B or C
Electrocution/Lightning Strike	1 wound/second for every 200 volts	C
Fire/Firestorm/Acid	4 wounds/minute	C
Poison	2 wounds/minute until antidote administered	
Earthquake	4 wounds/minute	D, E or F
Drowning/Suffocation	8 wounds/minute	D

Duelling Cards

Red	Attacks
Black	Defence
Jokers or Face Cards	Rests

Fencing Skill	PR	AV	GD	GR	EXC	EXT
Rests per Round	5	4	3	2	1	0

Duelling Attack Results

Defender

Attacker

Duelling Damage

	PR	AV	GD	GR	EXC	EXT
PR	P/WP	WP/WF	WF/WH	WH/I	I/I	I/I
AV	P/WP	P/WP	WP/WF	WF/WH	WH/I	I/I
GD	P/WP	P/WP	P/WP	WP/WF	WF/WH	WH/I
GR	P/WP	P/WP	P/WP	P/WP	WP/WF	WF/WH
EXC	P/WP	P/WP	P/WP	P/WP	P/WP	WP/WF
EXT	P/WP	P/WP	P/WP	P/WP	P/WP	P/WP

Partial Wound	4
Full Wound	5
High Wound	6

KEY: P=Pushed back, WP=[Partial] Wound, WF=[Full] Wound, WH=[High] Wound, I=Incapacitated

Wounds/Harm Ratings

Wounds	Harm Rank
1-3	A
4	B
5	C
6-7	D
8-9	E
10+	F

Harm Rank	Partial Wounds	Full Wounds	High Wounds
A	1	2	3
B	2	3	4
C	3	4	5
D	4	5	7
E	7	8	9
F	8	9	10

Escape from Harm

Card Played	Move damage up
Face Card	1 level
Ace	2 levels
Joker	3 levels

Armour

Light	Wood, Leather	Stops A
Medium	Chain Mail	Stops up to B
Heavy	Iron Plate	Stops up to C

Hit Location

♦	Head
♥	Body
♠	Legs
♣	Arms

Escape Fumble

[EXC-EXT]	♠ ♦ ♣
[GD-GR]	♦ ♣
[AV-PR]	♣

Damage Table

Physique and Hit Location

	Body [PR-AV]	Body [GD-GR]	Body [EXC-EXT]	Limb [PR-AV]	Limb [GD-GR]	Limb [EXC-EXT]	Critical [PR-GD]	Critical [GR-EXT]
A	Wounded	Scratched	Scratched	Scratched	Scratched	Scratched	Wounded	Wounded
B	Wounded	Wounded	Scratched	Wounded	Scratched	Scratched	Incapacitated	Wounded
C	Incapacitated	Wounded	Wounded	Incapacitated	Wounded	Scratched	Mortally Wounded	Incapacitated
D	Mortally Wounded	Incapacitated	Wounded	Incapacitated	Incapacitated	Wounded	Mortally Wounded	Mortally Wounded
E	Mortally Wounded	Mortally Wounded	Incapacitated	Mortally Wounded	Incapacitated	Incapacitated	Killed Instantly	Mortally Wounded
F	Killed Instantly	Mortally Wounded	Mortally Wounded	Mortally Wounded	Mortally Wounded	Incapacitated	Killed Instantly	Killed Instantly

Full Success - Use table entry
 Partial Success - Use next lower harm rating entry
 High Success - Use next higher rating entry